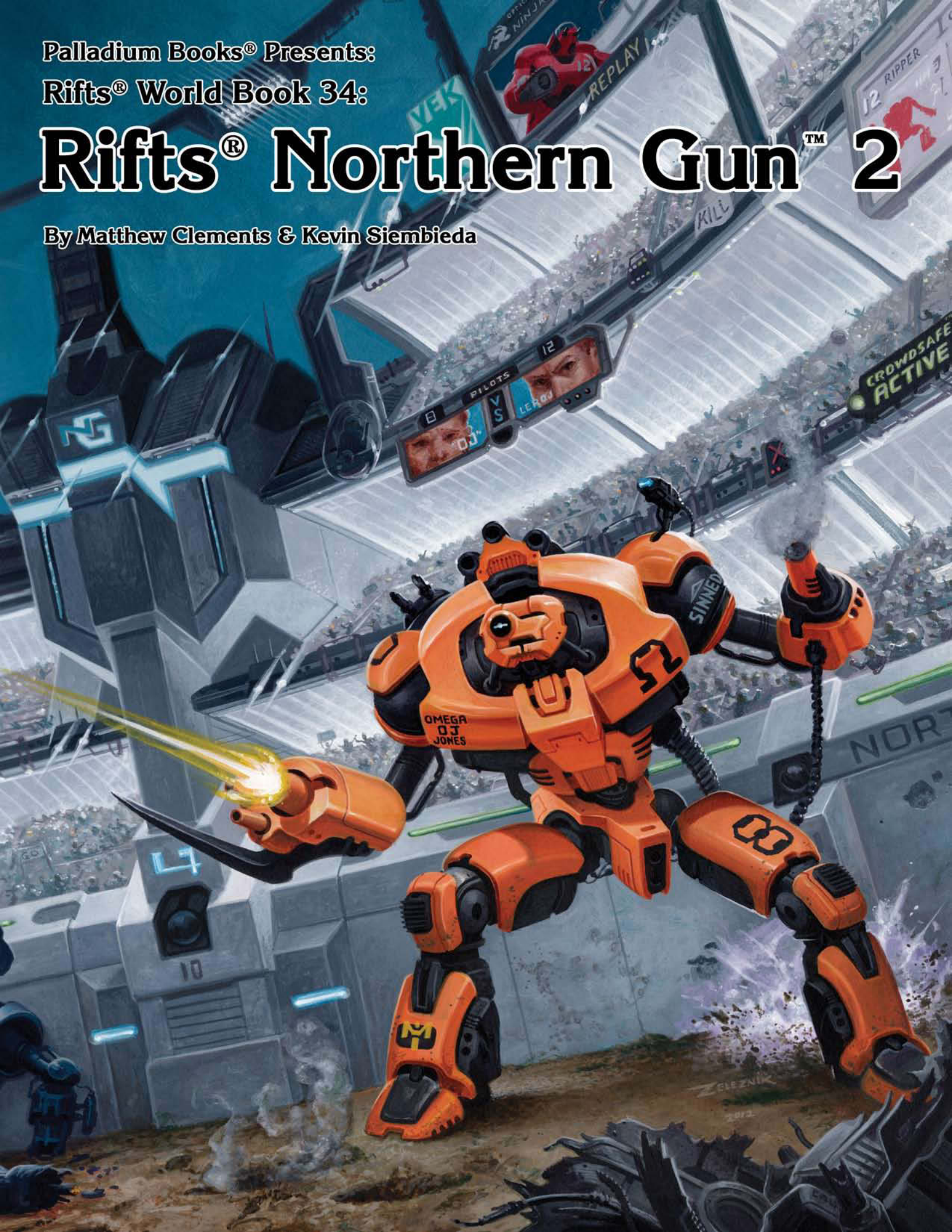


Palladium Books® Presents:

Rifts® World Book 34:

Rifts® Northern Gun™ 2

By Matthew Clements & Kevin Siembieda



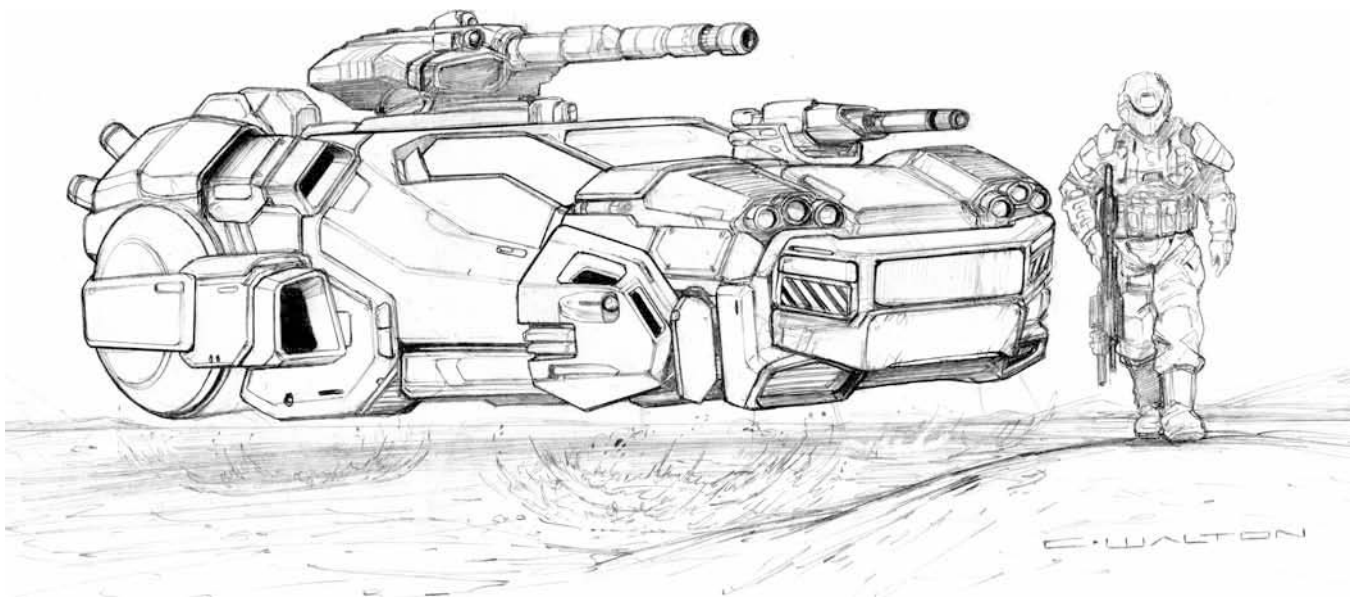
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Violence, War, Magic & the Supernatural

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Rifts® World Book 34:

Northern Gun™ Two

Rifts® Northern Gun™ Two is an epic World Book that contains a wealth of information, power armor suits, ride armor, drones, vehicles and gear from the largest arms dealer on the continent: *Northern Gun™*. Plus details about the Robo-Gladiatorial Arena whose battles are being televised throughout Michigan, Canada and the Chi-Town ‘Burbs. May be used with *Northern Gun™ One* or as a standalone sourcebook.

- 30+ NG power armor suits; an expansive range.
- 30+ suits of M.D.C. body armor and 20+ types of *armored clothing*.
- 10 robot haulers and drones.
- 15 combat vehicles and amphibious watercraft.
- 14 hovercycles, 8 motorcycles, 4 aircraft, 4 jet packs and 15 ground vehicles.
- Robot Gladiator O.C.C. and robot gladiators.
- The Robodome – Robot Gladiatorial Arena.
- Pirates, amphibious gear, adventure ideas and more.
- 256 pages written by Matthew Clements and Kevin Siembieda.

An epic sourcebook for the *Rifts®* series.

Compatible with the entire Palladium Books® Megaverse®

Dedication from Matthew

To every scientist, researcher, engineer, programmer, software developer, teacher and academic carrying us forward into the future. Your hard work turns science fiction into reality, and thanks to you I truly believe that we are already at least twenty years into the Golden Age of Man. Dreaming about the future is one thing; making it happen is another matter entirely.

– Matthew Clements, February 2014

Dedication from Kevin

To the most beautiful and gentle soul I have ever known, *Kathy Simmons*, my true love. Somehow, even when the storm clouds gather, you make every day seem beautiful, sunny and joyful. Thank you for making me laugh so much. Thank you for being you. I love you with all my heart.

– Kevin Siembieda, February 2014

The cover, by *John Zeleznik*, depicts the Northern Gun Robodome. The battleground where robot gladiators fight for money, fame and glory, and to the enjoyment of arena spectators and the millions of fans who watch live telecasts from Michigan and Lazlo, and throughout the Coalition States.

First Printing – May, 2014

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Special Thanks to the brilliant minds who help me to expand the Megaverse® in new and exciting directions: *Matthew Clements* for his ideas and writing, to *Carl Gleba* and *Carmen Bellaire* who are always an inspiration, to *Chuck Walton* and his endless imagination, to *Johnny Z* for another dynamic cover and to all of Palladium’s incredible artists, *Chuck, Mike, Nick, Mark, Brian, Allen, Amy, Ben, Mike, Tanya, Kevin* and *Apollo*. And to the core team and stalwarts behind the magic at Palladium Books, *Alex, Wayne, Kathy, Julius* and *Jeff*, all of whom work tirelessly to bring you new realms of adventure.

– *Kevin Siembieda, April 2014*

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Our sincere apologies to anyone whose name was misspelt.

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The Heart of the Republic

Away from the guarded coastlines, the dark forests and remote logging camps, the core of the Republic of Ishpeming is a thriving nation where the lights burn bright twenty-four hours a day and hardworking men and women can live without the fear of the unknown that is inherent to the magic-rich wilderness, or the repressive fascism that accompanies the Coalition and most other militarized societies. People away from Northern Gun live much as they did in ages past: the battles between dragons and sorcerers, aliens and angels that claim countless lives and destroy entire villages and towns elsewhere are just horror stories from distant lands at Ishpeming. What the citizen-employees of the Northern Gun corporate state do know, however, are robots, vehicles and guns of every possible shape and size. Technological wonders that serve as both a warning and a shield to keep the nightmares of the outside world safely at bay.

Technologically, Northern Gun may lag years behind the Coalition States and foreign corporate competitors like Triax, Ichto Robotics and ArmaTech, but this does nothing to dampen the enthusiasm of its thousands upon thousands of Operators, gearheads, robot-jocks and technophiles. Working to squeeze every ounce of propulsion and power out of their vehicles, pushing machines with fine tolerances to bold new levels of performance, Ishpeming's tech-worshipping class of mechanics, tinkerers and citizens love machines, especially vehicles. Many NG engineers and Operators are experts in customization, souping-up and tricking-out robots, vehicles and armor, and creating wildly experimental prototypes, and that culture and mindset has trickled out across all levels of Ishpeming society. Many citizens, not just engineers, are adrenaline junkies who have a need for speed and all sorts of tech-based excitement. Northern Gun is almost as famous for its hardworking and fiercely competitive engineers as it is for its giant robots and vast array of military hardware. Speed-craving hovercycle pilots and City Rats are known for their tricked-out bikes that push the design tolerances to the limit with unauthorized jump jets, afterburners and other features reserved for high-speed aircraft. The love of technology, vehicles and speed is pervasive among the citizenry.

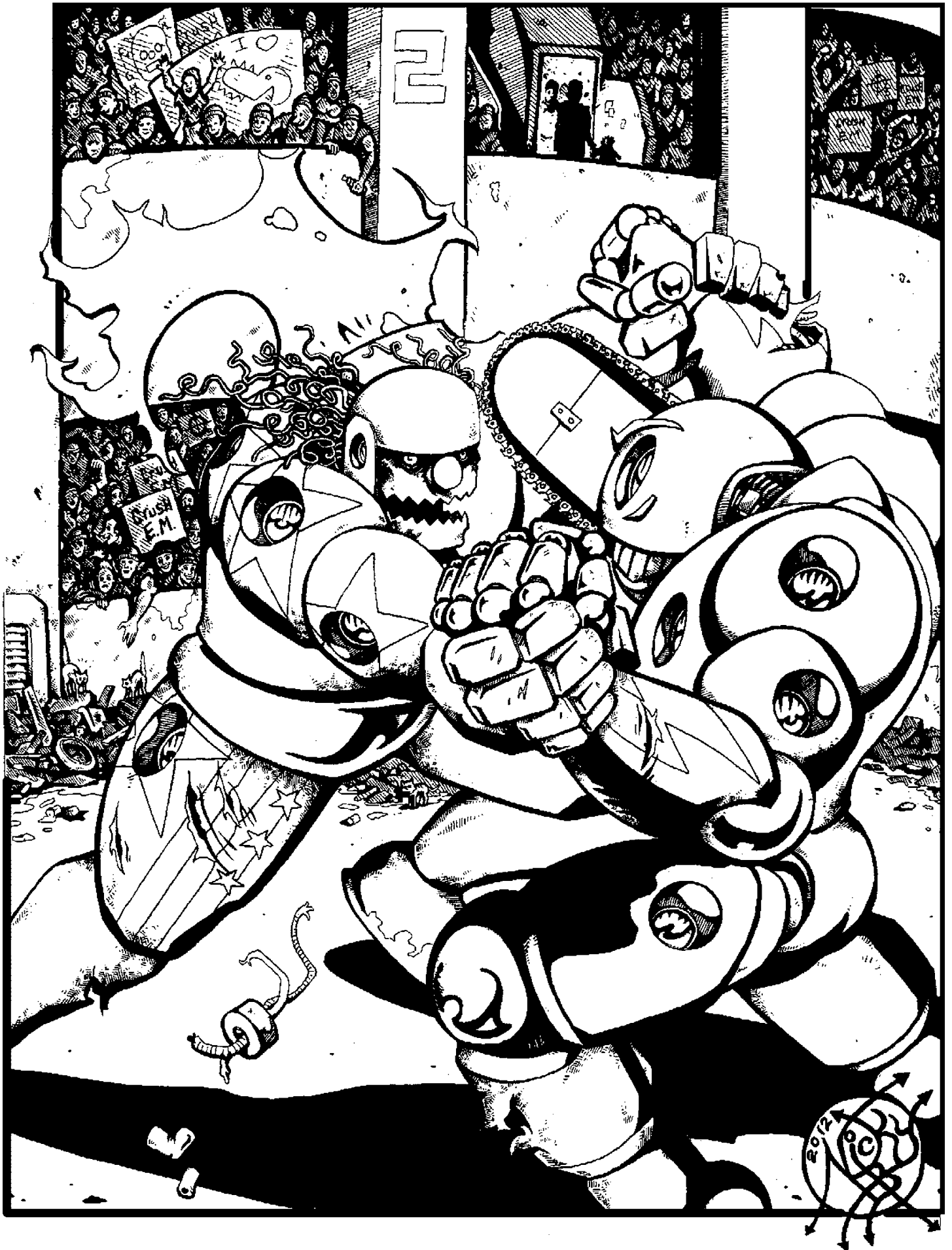
While hover-tech is becoming the new cutting-edge for those who praise velocity over all else, wheeled vehicles are still popular and reliable. Ishpeming/Northern Gun has more racetracks, purpose-built off-roading trails, motocross-style dirt courses and paved straightaways per capita than anywhere else on Rifts Earth. Built, maintained and expanded not just by passionate fans and drivers, but by the NG Trade Council itself, in order to keep racing enthusiasts from using public streets. Even so, Ishpeming's hovercycle cops are constantly trying to crack down on illegal street racing, especially late at night on remote stretches of the IM Highway.

Flying exoskeletons and power armor are also maturing in the Republic of Ishpeming, with models like the *Red Hawk* and *Iron-wing* rivaling the tried-and-true Coalition death's head SAMAS for stability and flight performance. Using aerial power armor, jet packs and small aircraft like the Sky King, NG's pilots and stunt-fliers are becoming more skilled and brazen every year, encouraged by the publicity and notoriety of the *Escanaba Airshow*. The operation to contain the Xitixix to the west has also produced some daring pilots who have earned their wings fighting swarms of hostile flying insect people.

With the Great Lakes all around, Ishpeming also plays home to hydrofoil, jet ski and motorboat enthusiasts, who often incorporate specialized hover technology or underwater capabilities to make vehicles capable of screeching over the water at incredible speeds. Experimental mini-sub and manned torpedoes also have plenty of room to dive in the lakes' deep water.

All of the wondrous weapons and gadgets the Northern Gun corporation produces have seen their time on battlefields the world over, and courageous warriors have even carried them through Rifts to fight upon other planets and dimensions. Within the safety of Ishpeming, however, these fearsome killing machines have a chance to grow and develop through competition and sport. The infamous Ishpeming **Robodome**, home to technological gladiators who use robots and power armor instead of swords and shields, is a thrilling, fiercely competitive display of military talent and human courage, but in the end, the combatants spend more credits on repair bills than they shed blood in the arena. Northern Gun's Research and Development Branch pays close attention to every match, every race, every gladiator's customizations and modifications, all in an effort to slowly improve the entire NG product line. Features that keep gladiators safe in the ring keep Robot Pilots alive in the field. Every type of competition from racing hovercycles to wrestling cyborgs, yields statistics and information that Northern Gun's resident eggheads endlessly analyze and pick apart.

The end result of Ishpeming's culture and attitude towards technology and war is a wide range of products that work under almost any set of conditions. Virtually every citizen has some basic understanding of circuitry and mechanics, or at least knows how to load and clean a Northern Gun weapon, through simply being immersed in such a tech-heavy environment. *The Republic of Ishpeming* and its corporate parent, Northern Gun, represent a future where strong, independent *humans* use nothing more than ingenuity and hard work to survive in a world that is home to countless threats, and to walk the line between becoming a police state like the CS or a satellite nation for some overlord from beyond the Rifts.



The Ishpeming Robodome

The entrance overhead was firmly shut, but the roar of the crowd could be heard right through the massive, armor-plated doors.

Avery tightened his grip on the control sticks as the platform began to rise, tensing up. This was the most maddening part; waiting in the dark as giant mechanisms carried the combatants up into the arena, helpless, limbs and weapons locked to prevent a misfire. The pressure seals on the doors hissed and they parted to reveal the blinding brightness of a thousand lights and dancing lasers. Fog machines erupted on both sides of the elevator as the full height of Avery's Gunwolf assault robot was presented to the crowd. One hundred meters away, his opponent, **Daryl "Doberman" Dawkins**, raised the arms of his own war machine, a mongrel creation of replacement parts and custom fittings that might once have been an NG Super, but now sported weapons and armor plates from a dozen different models, all under a brand new black-and-red paint scheme.

Doberman Dawkins showed off for the crowd over on his end, while Avery roared up towards the ceiling and fired off the burst of blanks that had been loaded into his rail guns as a show starter. The announcer's voice echoed through the stadium – he could never make out the words from within the cockpit because he kept the external mics off during combat – and the countdown began, green numbers slowly scrolling down from ten as the entire crowd chanted along.

Apprehension gripped him – until the screens showed zero and the fight began.

Once the show was on, it was the same every time. Afterward, Avery would only remember flashes: the squeal of ripping metal, bright columns of fire from the flamethrower within his robot's jaws, the distinct ripping sound of the CrowdSafe system knocking missiles out of the sky before they could impact on the armored glass panels that protected the spectators. And even though he could never accurately recall the stages of any one fight, little details stuck with him too. It could be a vendor robot sliding through the crowd on rails, dispensing bags of popcorn as fast as its motors would allow, or a child holding up one of his pennants, a single tiny voice cheering amongst the thunderous din of thousands.

Everything came together at the final moment, though. Dawkins overextended himself, and Avery used his robot's powerful jaws to tear through the weakened outer armor, ripping out mechanical innards and leaving the robot standing but crippled, shuddering and sparking with bolts of electricity. Avery postponed the killing blow, taking another moment to work up the crowd. He watched out of the corner of his eye as Doberman Dawkins slipped out of the pilot compartment, cursing and shaking his head. Taking just enough time to show off, he gave Dawkins a safe margin to escape before he emptied his weapons into the husk of the "Doberbot." Normally, a robot could be repaired after the match, but for tonight's main event, the showrunners had decided to give the audience a big finale, and Avery was happy to oblige.

After the "kill," four spotlights centered on the beaten but triumphant form of Avery's Gunwolf, and the crowd cheered with renewed vigor as he gnashed the robotic jaws. Avery was already counting his credits in his head, but that didn't stop him from milking the applause for all it was worth. He popped open the cockpit and stood up, high above the wreckage all around, soaking up the attention. Pulling his helmet off, the shouting of the crowd became clear, the announcer's voice saying his name. The smell of burnt armor and plasma vapor filled his nostrils. The mud and steel of the combat floor, the oily tang of hydraulic fluid, these were the things that he remembered, clear as day. He nodded over to Doberman Dawkins, arms crossed on the sidelines, then threw his arms up in the air and whipped the crowd into a frenzy all over again.

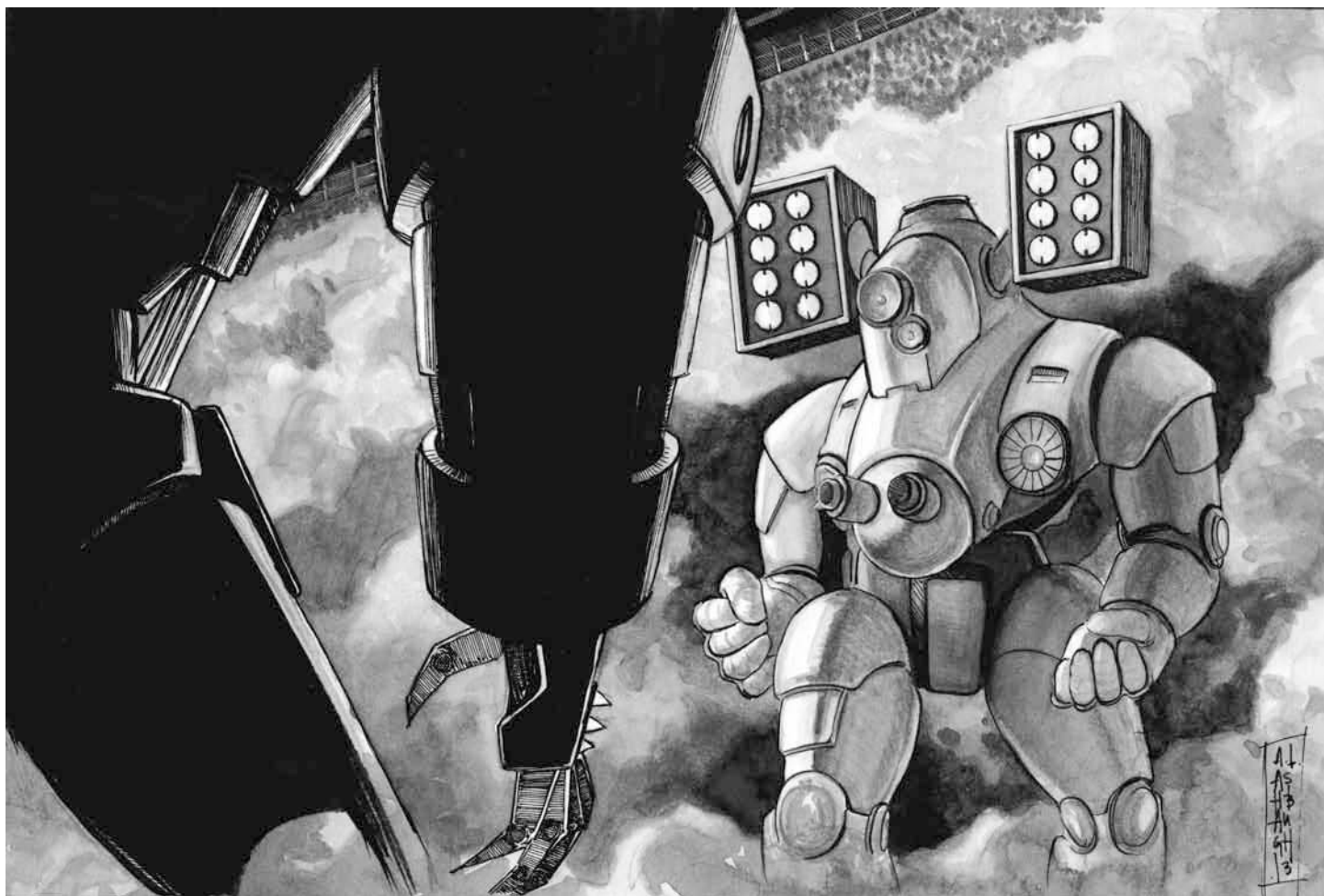
The Robodome

For many, the most exciting attraction in all of Ishpeming is the massive Robodome. Famous throughout North America, from Free Quebec and Lazlo in the North to Lone Star and Juarez in the South, the Robodome and its games and spectacles thrill all who are lucky enough to get tickets, or who catch the events live or in rebroadcast on television. In many cities, including the Chi-Town and Iron Heart 'Burbs, recordings of Robodome events are played on large screens for attending audiences as well as sold on video disc for home viewing after the event. All Robodome events are televised throughout Ishpeming and the Manistique Imperium, and radio broadcasts can reportedly be received as far away as Iron Heart, Lazlo, Chi-Town and western Free Quebec, complete with commercials for Northern Gun products.

The Robodome is the site of all kinds of competitions between giant machines and machine-augmented humans. From races to gladiator combat matches and everything in between, the Robodome is a massive entertainment complex. Only the alien and esoteric delights of Splynn and other cities of Atlantis are said to be more captivating.

During battles and other "sports" the crowd is protected by panels of Mega-Damage glass that absorb stray laser blasts and shrapnel. NG labor drones move about up in the catwalks in between matches and events to swap out panels that are severely damaged, burnt or shot out, with fresh new ones. Incidents of people in the stands being harmed are surprisingly rare, and typically the only danger is a little broken glass chipping off a cracked panel.

Compared to luxurious accommodations and exotic amusements, the Robodome is more of a high-tech monster truck show. Rough dirt and mud tracks are the standard, and the center ring is normally kept dusted with fresh sand to help soak up coolant, hydraulic fluid and, of course, blood. Giant screens are mounted everywhere to help give patrons an up-close view of the action. Snacks, drinks and cheap trinkets as well as video discs of "classic" battles are hawked by hundreds of vendors inside and outside the arena. Smoke machines, laser shows and banks of spotlights help build up the competitors and make their machines look even more impressive. Energetic announcers and ringside dancers, cheerleaders and mascots add to the spectacle and circus atmosphere. There are frequent giveaways of simple products like toys and T-shirts, and sometimes special NG discount vouchers. Lucky winners of special "fan events" are likely to be invited



down to the arena floor to meet their favorite Robo-Gladiators and get a keepsake photograph taken with the gladiator and/or his “killer robot.” 15 credits buys a commemorative, 8x10 photographic print protected in a nice cardboard matte, and for an extra 15 credits, the Robo-Gladiator is happy to sign it. Additional print packages of various sizes can be also purchased.

Man vs Man in Machine Gladiator Matches

In addition to the giant robot duels that get top billing, the Robodome hosts nightly gladiator games featuring combatants using jet packs, power armor and high-tech weapons. These matches are often more about acrobatics, finesse and expertise than explosions and spectacle, but some get quite violent and dramatic. Just like the robot games, competitors are seldom actually killed in battle, and are typically considered defeated when their armor or weapons have taken a critical hit or one of the “gladiators” is pinned or rendered immobile. Likewise, a combatant can “tap out” and surrender at any point.

Juicer Sports and Cyborg Combat. A step up from normal human competitors are augmented humans like Juicers, Crazies, Headhunters and Full Conversion Cyborgs. With their enhanced abilities, they run high-speed footraces, duke it out with super-human strength and mind-boggling speed, and wage the fastest-paced gladiator duels in the Robodome. Sometimes augmented humans are even entered into the normal robot games, with teams taking their chances against opponents equipped with power ar-

mor or massive robots. Speed and agility play the most important role in these contests, unless it boils down to a slugfest between two heavy cyborgs or a Juicer and a Crazy trying to prove which is superior. There are also bouts in which a Juicer, Crazy or Cyborg, or a 2-4 man team of warriors, may do battle against robot beasts, such as an oversized robot lion or other mechanized monstrosity. With such bold competitions, one might be surprised to learn that cyborg arm-wrestling is a favorite distraction and light entertainment between matches. Target shooting and feats of skill at knife and sword throwing, often while running, jumping or engaged in gymnastic movement, are also popular entertainment between matches.

One favorite type of competition is **Juicers or Crazies** versus one or more cyborgs or other mechanized opponent. Another is **cyborgs versus cyborg**, and tag-teams of “human” opponents such as **cyborgs or Juicers versus a Robo-Gladiator**, especially one piloting a massive robot. Such gladiator matches can be quite captivating, and are sometimes labeled as “championships” or special events. Typically, however, they are just filler material, warm-ups for the real showdowns that come later in the evening from the heavy machines. **Famous competitors** may draw enough attention to be as big a draw as the robot matches, but this is not a usual occurrence. One such competitor was *Sir Erick Wujcik*, a Cyber-Knight known in the arena as “The Wuj.” He quickly became a beloved champion and swashbuckling idol to millions of fans. He would take on Combat Cyborgs, power armored opponents and even robots with astonishing skill and displays of precision combat. The Wuj fought on a regular basis

for many years, but left town at the outset of the Coalition's Siege on Tolkeen. He has not been seen since, but people still speak of his derring-do and skill with a Psi-Sword and Shield.

Juicer sports are amongst the most consistent events, with weekly schedules, ladder tournaments and annual championships. Competitors from Kingsdale's *Unlimited League*, the *Juicer Football League* and other Juicer organizations are routinely drawn to the Robodome and the fame that goes with it. Favorites like Deadball, the Murderthon, Juicer Football and the notorious Free-for-All are often events headlined at the Robodome. And gambling on Juicer competitions is the Robodome's second biggest moneymaker next to the Robot Gladiator Games themselves. (See **Rifts® World Book 10: Juicer Uprising™** for more details on Juicer sports.)

The Robo Racetrack. One of the Robodome's regular events is robot races. Virtually any legged vehicle can be entered, from standard bipedal combat robots to exotic animal designs. Speed is the goal, pure and simple, and wheels, jets and hover drives are *not* allowed. There are races for all vehicle types, but the *Robot Races* and *Hovercycle Challenges* are the two biggest draws. The latter for its speed and acrobatics, the former for the size and power. Spectators love to watch all-terrain competitions where the giant machines tear up dirt courses. Hills, mud trenches, sand pits, jumps, drops and other obstacles are often part of the Robot Race (and hovercycle race) experience. Sometimes level tracks are used for high-speed sprints and racecar-style distance trials, but motocross-style dirt tracks are a more entertaining spectacle and the most common.

Robot Racing is not as popular as the all-out gladiator matches, but unlike actual combat, the aftermath of a robot race can usually be undone with a run through the robotwash and some minor repairs as opposed to thousands of credits worth of damage reaped during gladiatorial combat. For while robots do wipe out in the races, and sometimes there are pileups and collisions (and even brawls) that cause damage, racing robots go through much less stress and damage compared to their gladiator brethren.

Hovercycle Races. The Robo Racetrack also doubles as the main hovercycle racetrack in the city. Hovercycles are blind-flying fast and are capable of crossing difficult terrain at extremely high speeds. As a result, hovercycle racetracks are designed with gaps, jumps, drops from steep inclines, and water obstacles, all of which require clever driving by the rider and a bit of vehicle acrobatics to traverse the course.

There are two types of hovercycle races: speed races and combat races. Speed races are tests of speed and skill, while combat races pit the competitors against each other with chains, bats, and other (usually blunt) close combat weapons. In the case of **combat races**, the goal is to slow down or stop the opponent any way you can. This includes knocking opponents from their bikes, forcing them off course or to stall, and even causing crashes and damaging the hovercycle or its pilot enough to reduce speed or force him to stop; even a stop for 10-30 seconds can cost a driver the race. Severe injuries and fatalities are surprisingly rare, but can occur in these races. Hovercycle Ride Armor and impact-absorbers around the track help keep things safe, but no sport conducted with melee weapons at speeds one hundred miles per hour or greater are without accidents. Racers compete at their own risk.

Combat Obstacle Course. Halfway between the Robot Races and the gladiator combat trials is the Combat Obstacle Course.

An enhanced version of the robot racetrack, even larger hills and deeper pits are carved into the arena. "Gauntlets" made of huge, swinging weights, periodically appearing spikes, pillars of flame, giant treadmill belts, moving walls, trap doors and other surprises are placed throughout the course. For robots and power armor with articulated hands, immense monkey-bars, climbing chains and other obstacles really test the pilot's skill and connection to his or her robot.

The racing aspect is important, to be sure, but the Combat Obstacle Course is also a kind of roller derby where the competitors are free to roughhouse, exchange blows and even fire at each other with guns and missiles. Referees try to keep it clean, but the rules are simple and there are very few dirty tricks that have been designated as fouls. Participants are instructed not to intentionally aim for each other's power systems or legs, in order to keep the race going and prolong the action, but accidents do happen.

Man vs Beast Matches. Luckily for Robodome fans, the stigma associated with D-Bees does not apply to unintelligent, alien monsters. The Robodome features matches between human competitors wielding high technology and the most frightening and exotic interdimensional monsters that the NG can find. And while games with sentient D-Bee competitors are banned from being aired in the Coalition, watching alien monsters being boldly defeated by human champions is a different matter completely.

The Robodome maintains a small bestiary for storing arena animals. Spiny Ravagers, Fury Beetles, Rhino-Buffalos and other exotic specimens are all in high demand for use in the games. Intelligent beings are off-limits, as are supernatural predators and demons. Normal monsters and aliens, however, are trucked into the Robodome, unaware that they have been chosen to die a glorious death for the entertainment of the fans. Sometimes matches are between small animals and human competitors, but the biggest and most popular pit huge beasts against Robo-Gladiators in their full-sized combat robots.

Robot Rodeo. Something of a novelty even within the Robodome, the Robot Rodeo pits human riders and wranglers against robots programmed to kick, buck and go wild in an attempt to throw their riders off. Riders hang on for dear life and try to stay on the robot for more than a few seconds. Broken bones and closed-head injuries are common. Wranglers, typically real Cowboys, Psi-Stalkers and Native Americans from the New West, ride and rope to bring the robot animals down with M.D.C. lassoes. Another popular event in the Robot Rodeo is seeing Full Conversion Cyborgs, Juicers and Crazies try to wrestle the mechanical beasts into submission or engage in bullfights against raging mechanical bulls.

From time to time, *real animals* are used. This is a treat for many city folk, who never see such creatures and Cowboys in real life. Events with real animals seldom occur more than six times a year, but almost always pack the house. Half of live animal rodeos are marketed as **Wild West Shows** that feature supposedly real Cowboys, Gunfighters, Gunslingers, Psi-Slingers, Native Americans and even savage, chained D-Bees such as Simvan and Fennodi (all really paid workers and entertainers in the show). The animals include the usual horses and cattle, but often include a dozen dinosaurs! Wild West Shows always feature a wide range of riding and shooting competitions – trick shooting, riding and shooting, mock gunfights and quick-draw competitions, etc. Heavy ranged weapons and explosives are not permitted at Robot Rodeos and Wild West Shows.



Many of the robots used in rodeos and western shows take a beating and are cobbled back together with improvised repairs and collections of spare parts made specifically for the show. They often use the basic chassis of one or two standardized robot designs and then expand or modify them as necessary. Swapping out the head and using the same robot body from one competition to another is a common practice. During competitions, quick and messy repairs leave wires and tape hanging out everywhere, but somehow that seems to add to the rawness and danger of the experience for the spectators. Real and robot horses, as well as exotic riding animals, may also be part of such events.

Single One-on-One Matches. Exoskeletons, S.D.C. reconstructs or full steel M.D.C. robot drones, manned giant robots or power armor bouts. Another is a manned robot, power armor or cyborg versus robot drones. This may include fighting robot versions of animals and monsters.

Team versus Team. Can be teams of power armors versus another team of power armors, or handicap matches of power armors or cyborgs versus giant combat robots. Sometimes the contest recreates famous heroic battles and encounters from history or heard about elsewhere via rumor.

Tournament. Self-explanatory, and includes many contests involving boxing, wrestling, and all categories of augmentation from warriors in body armor, Juicers and Crazies to Cyborgs, power armor and giant robot vehicles. There are numerous divisions with several fight/weight classes in each.

R&D Speciality Bouts. These are matches where new NG products not yet on the market are tested out in the arena. The R&D division likes to utilize the arena to try out new ideas, test

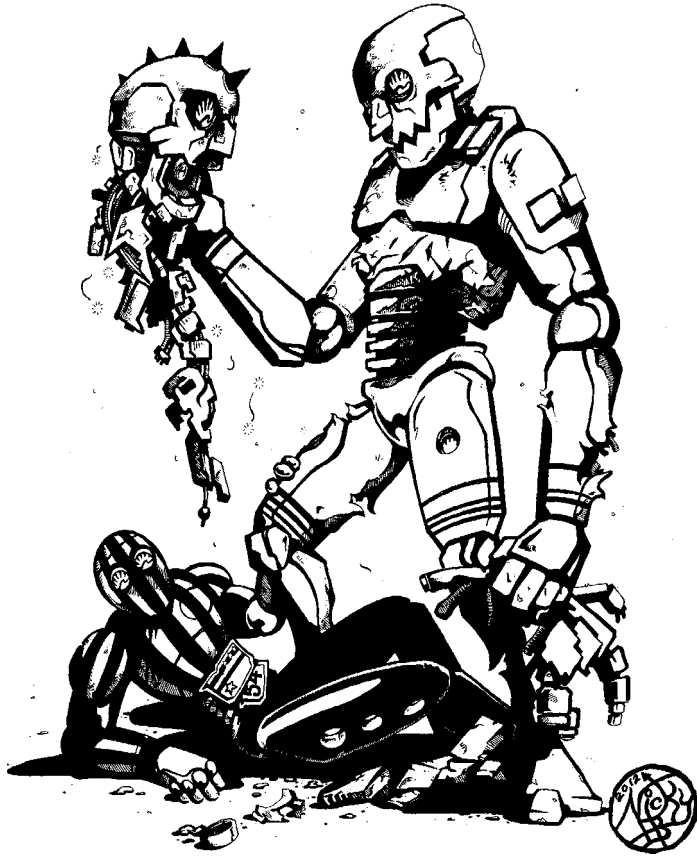
the effectiveness of a new idea or device and see how well or terrible that idea plays out. Other times, it is used as an avenue to vent creative juices, cut loose, go wild and have fun with a new idea, weapon or robot that would never be approved, but is fun to toy with. That means many of the items in the R&D Specialty Bouts NEVER see actual production, but elements may make it into other designs.

The R&D creations unleashed in the Robodome are often innovative ideas pitted against opponents brave enough to use or go up against such experimental weapons, robots and constructs. Bravery is most definitely required, because an experimental device is unpredictable, unreliable and dangerous. It may be more powerful than expected, less powerful, clumsy, freeze or jam at critical moments, overheat, go haywire, do unexpected things, rampage out of control, or even explode after taking a certain amount of damage. Thankfully, most professional gladiators love challenges and “new toys” to try. That said, it is the unknown, up and coming gladiators who most often volunteer to use or engage with experimental R&D creations as a way to get their foot in the door and rise through the ranks. The Robodome show runners welcome this because if a no-name contestant gets injured or killed it is not headline news and is forgotten in a day or two.

Hologram Labyrinth Matches. Just like the Roman Coliseum of old, Labyrinth matches contain numerous participants who enter a maze made of moveable walls and holograms to make it appear like any environment from the Pits of Hades or the halls of a dungeon, to the inside of an (imaginary) alien spaceship or the streets of alien world. The Labyrinth is always filled with robotic drone constructs (or an opposing team) that come out of walls,

around corners, rise up from trap doors or drop down from above to attack. Exotic Full Conversion Cyborgs and drones, most resembling various monsters, aliens and adversaries, engage in dungeon crawls with contestants who fight down to the last man standing.

The Escanaba Airshow. For competitors and audiences who find the ground limiting, there is the monthly *Escanaba Airshow*. The Airshow includes several full-speed air races starting in Escanaba and ending in Ishpeming. There are races between planes, helicopters, rocket bikes and flying power armor. Other events include stunt flying, formation flying and even aerial duels between aircraft, and flying power armor vs aircraft or power armor, at both cities. See the section on Escanaba in **Northern Gun One** for more details.



Robot Gladiator Games

As fun and entertaining as all the other events may be, the big draw and the main events every night are the robot vs Robo-Gliadiator matches. They are what has made the Robodome so famous. Occasionally, there are matches that pit a robot against a monster or supernatural creature, but the frequency of such events has dropped significantly in the last ten years as Ishpeming grows closer and closer to the Coalition States. Eager to appear more civilized to their human supremacist allies, the Trade Council has pushed most inhuman competitors and real blood sport into unsanctioned arenas in frontier towns. There they can still fight, make money and entertain a crowd, but their presence is not recorded or publicized.

Under the big lights of the Robodome, fame and fortune are there for the taking. Robodome champions are the biggest celebrities within Northern Michigan, likely the entire continent, and footage of their exploits often makes it over to Europe or is bootlegged in Atlantis and Mexico. The likenesses and images of

the fan favorite Robo-Gliadiators and their robots, with signature paint jobs, are frequently seen on Northern Gun advertisements, and contestants may be handsomely paid to use a particular NG robot or new weapon in the arena.

Almost any model of robot, power armor or vehicle is allowed for entry into the gliadiator games and competitions. The contests within the Robodome are all ground-based, and while jetpacks and thruster-assisted jumps and leaps are permitted, actual flight capabilities are disabled inside the arena. Flying power armor, helicopters and aircraft are all featured in special events coordinated with the Escanaba Airshow and usually take place in Escanaba, giving them plenty of time to show off in their own element.

Once the night's selection of gliadiators has been established, the Robodome officials go to work preparing a series of games that are both interesting and somewhat balanced. Matches may pit a smaller, faster robot against a larger, more heavily armored opponent, or may involve several power armor units matched up with a lone combat robot. Usually, though, the competitors are matched almost ton for ton, leading to dramatic duels where no one has an outright advantage and the audience sit on the edge of their seats. Referees, in white-and-black-striped *Samson power armor*, monitor the progress of the match from up close, and officials watching from the judges' booth can disable either competitor's machine at any time if they choose (leading to many conspiracy theories regarding rigged games). Dozens of cameras record the fight from different angles and provide imagery for close-ups and slow-motion playback.

There are three weight classes in the Robodome: Heavyweight, Middleweight and Lightweight. The Lightweight class includes cyborgs and light power armor. Middleweights are heavy power armor and robots weighing less than 18 tons. Heavyweights are the biggest competitors, robots of 18 tons or greater that shake the entire arena with every footfall.

Each class has its own fan following, from those who prefer the faster action of Lightweight matches to fans of huge, Heavyweight slugfests, to Middleweight fans who want a little of each. There are few exceptions made to the weight class rule, but ultra-sophisticated alien designs may have to fight in Heavy or Middleweight matches regardless of their overall tonnage, and Glitter Boys and the Ulti-Max, in particular, are always entered in Middle or Heavyweight competitions.

Half-Time Shows and Interludes. For a performer or musical group on Rifts Earth, there are few venues quite like the Robodome. Atlantean cities and places of magic may have more spectacular entertainment and concert halls, but for normal humans, the Robodome arena is the pinnacle. Pyrotechnics and laser shows are part of the daily program, as are dancers, elaborate lighting and crowds of cheering fans. Every night's games have to have a few musical numbers or acts to lighten things up and give technicians a chance to repair damage and prepare for the next match.

Bands and singers aren't the only type of amusement, and performance acts like magicians, dancers, contortionists, acrobats, daredevils, shooting competitions, wrestling, arm wrestling contests, special guest speakers (typically retired and reigning champions or war heroes), comedians, stunt driving in a contained area, and monster-tamers also take the stage. Sometimes the "show" is a Northern Gun advertisement, a high-energy, live commercial that lets an entire arena's worth of people get an up-close look at new products.

Every so often, a member of the Trade Council will speak during interludes at the games, typically greeting the people of Ishpeming and the customers of Northern Gun, and discussing some kind of policy change or new service. Bringing up corporate matters during the fast-paced action of the Robodome might seem like a bore to some, but the Trade Council has found that it is the quickest way to spread necessary information to their clientele and the citizens of Ishpeming. The Robodome is popular enough that even fugitive pirates, mercenaries on deployment and remote trappers and miners are likely to catch a showing at some point or listen in over the radio or on a television in a sports bar or high-end hotel. The popularity of the Robodome carries the message to more of Ishpeming's citizens than even the country's primitive emergency warning system which was put in place a few years ago to alert the nation in case of a mass Xiticix swarm or other threat.

Injury and death. There are the occasional "competitions" where a competitor pushes a fight too far and someone gets seriously injured or dies, but the show organizers frown on this as it detracts from the "family-friendly" entertainment they promote at the Robodome. People of all ages from all over the country come to see the spectacle of the Robodome, and blood and death can hurt the "experience." While the competitors are called "gladiators," the Robodome is not a place where true life and death *blood sport* occurs. These are tests of skill and daring, and the destruction of machines, not people. Still, when contestants rocket down racetracks at great speeds and combatants battle each other using live ammunition and Mega-Damage weaponry, people are going to get hurt.

Typical Prize Purses. Prize purses are awarded to the winners of all Robodome Robo-Gliadiator games. The prize money comes from a combination of ticket sales, advertising credits and discounts on NG equipment. Typically up to 25% of the "cash" is actually made up of Northern Gun vouchers. And while these vouchers are almost as good as cash, especially within Ishpeming (worth 90% of face value if used in the Manistique Imperium), they are not credits and will be difficult to exchange at independent kingdoms; impossible if the nearest NG outlet is far away.

In addition to prize money, there is a large amount of fame and fringe benefits that go with being a Robo-Gliadiator. Champions are frequent guests on talk shows and radio spots, and are often paid to be present at holiday events, factory openings and unveilings of new products. Most of the bigger-name Robodome champs make their living through advertising deals and investments that play off their celebrity status. Like prize-fighters in pre-Rifts professional boxing, champions tend to fight once or twice per year at huge events and spend most of their time wallowing in fame, training or seeing to their careers outside of the arena.

Losers in Robodome competitions are rarely killed, though their equipment may sustain costly damage or be totally destroyed in the process. Losers are entitled to a prize purse that is 20% that of the winner. Moreover, all established Robo-Gliadiators – typically members of the *Robodome League* who engage in frequent competitions – also get a discount on all Northern Gun products. This is all done to help pay for repairs and ensure that there is always someone willing to fight the champ. **NG Discount to Robodome League members:** All active gladiators in the Robodome League get a 40% discount on NG products as long as they compete regularly in the arena (at least 12 times a year); many of those who are not among the Robo-Gliadiators, which is 98% of them, fight or engage in some sort of Robodome

competition once every week or two. The Top Robo-Gliadiators get a 60% discount.

Win or lose, known gladiators also receive preferential treatment from most of Ishpeming's repair shops, and have access to the official Northern Gun **Robodome VIP Repair Center** that patches armor and does repairs on Robodome League members equipment *free of labor costs* (NG pays for it) and provides a 50% discount for parts and armor. Replacement armor, parts and weapon systems are sold to Robodome League members at the 40-60% discount noted above by all NG facilities in Ishpeming and every NG store regardless of where on the continent it may be. The same applies to health and medical costs. All Robodome League members get FREE medical care. If cybernetic or Bio-System parts or organs are required, the recipient member is responsible for only 10% of the cost. Similarly, all contestants who are not members of the League get free basic medical care after a competition and a 60% discount on long-term medical care, treatment or cybernetics for injury that occurred in the arena. All of this is done to help get Robodome contestants and their machines back on their feet and competing again, as well as attracting newcomers to the games. After all, the Robodome is the best advertising that money can buy, and the Trade Council is not shy about footing the bill for repairs, renovations and giant tournaments that take place each spring and fall that feature hundreds of competitors and expensive, custom built arena settings.

Robo-Gliadiator Purses

No-Name Competitor, Exhibition Match: 40,000-80,000 credits.

No-Name Competitor, Tournament Match: 250,000-500,000 credits.

No-Name Competitor, Main Event: 500,000-900,000 credits.

Known Competitor, Exhibition Match: 200,000-500,000 credits.

Known Competitor, Tournament Match: 750,000-2 million credits.

Known Competitor, Main Event: 3-10 million credits.

Famous Competitor, Exhibition Match: 1-4 million credits.

Famous Competitor, Tournament Match: 5-8 million credits.

Famous Competitor, Main Event: 10-16 million credits.

Lightweight Championship: 10-20 million credits.

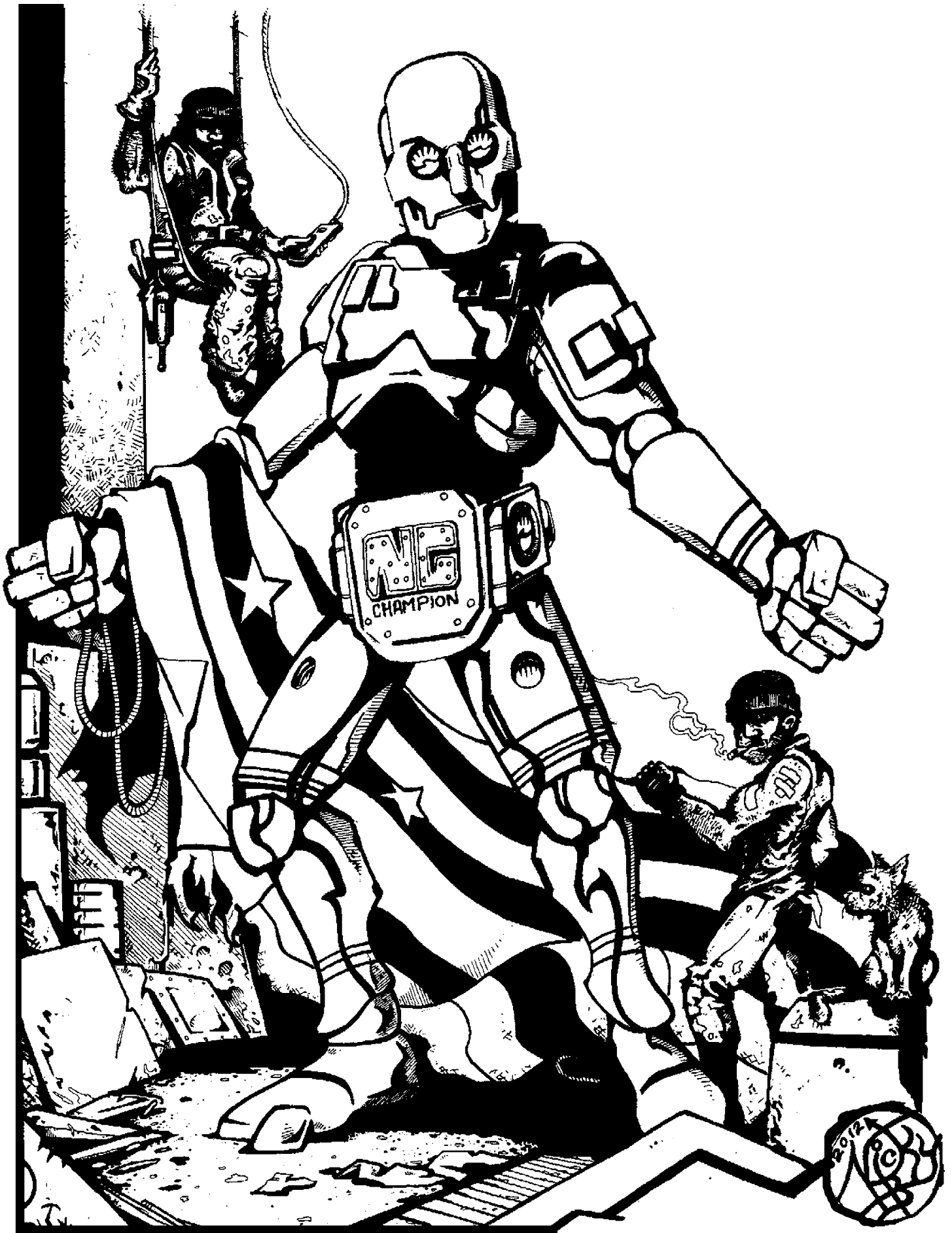
Middleweight Championship: 30-40 million credits.

Heavyweight Championship: 60-90 million credits.

Prize purses for races, normal gladiator games, Juicer combat and any non-robot gladiator match are usually about 20% of the listed Robo-Gliadiator payments.

Prepping for a Match

Derived from the ancient gladiatorial arenas of Rome, the MMA matches of old and the grueling dog fighting in the pits, the NG gladiatorial rules have been devised to preserve the infectious entertainment and draw the large crowds that bring in wealthy capital and profit for NG. Basically, a camp gets their robot ready for the gladiatorial arena, is reviewed by the commission board, inspected and upon passing inspection, it is placed into an appropriate division and fight classification. That is based, in part, on the type of combatant and equipment, experience, fight camp reputation (if any) and test scores. Once approved, the gladiator and his equipment/robot/power armor are not allowed outside of the gladiator training pen and hangar facilities to ensure illegal enhancements are not added after the approval screening and initial testing.



Once approved, the gladiatorial “equipment” (which includes body armor, power armor, robot, vehicle, and all weapons and gear) enters a waiting and testing area and time period, called **the Keep**, until the tournament contest is ready to begin. It is in the Keep that the contestants double-check and test their gear, train (if applicable) and warm up for the competition, usually later that evening or the next day, but sometimes a few days later.

If the fight is supposed to be a **Replica Match**, then the outer M.D.C. parts of the robot or PA are copied, remolded with either reinforced S.D.C. plastics or a much lighter M.D.C. alloy and then re-assembled onto the robot, power armor or combatants. The cockpit is a reinforced M.D.C. type to protect the pilot(s). Replica matches are very entertaining, but don’t pay nearly as much as the real **Full Steel Matches**, however, because there is less risk and cost invested. Once the tournament begins, a random drawing decides the tournament placements and then there are the size-ups. For main attractions in big shows, the **weigh-ins** are broadcasted and conducted where the combatants face each other and they and their camp trash-talk about each other and their equipment. This is all part of “the show” as well as the marketing of themselves, their gear and the event. All equipment is inspected one more time before the bout and the next time they meet it is in the Robodome arena.

Gladiators fight and move up or down in their rankings depending on wins, defeats, showmanship and popularity. Fights vary depending on the type of matches selected and the scale of the event. Some are sparring point competitions while others are all-out battles that end when the combatant or his equipment is reduced to a pile of junk. Combatants pound each other and deliver significant damage to robots and armor, and as noted elsewhere, even the pilots inside power armor or giant robots suffer injury and sometimes death.

Who Wins?

Fights are judged on pilot skill, strategy, control of the fight, damage scored versus damage incurred, notable domination segments, showmanship, pilot submission, or clear defeat where a combatant or his equipment is unable to continue the fight.

At the sound of a buzzer, the two combatants must answer the challenge and cross into the combat zone – the **hot zone** – for a match to continue. The robot can roll, crawl or drag itself into this area to continue a fight, but it must do so on its own from the safety bay and can not be assisted by members of its fight camp after the buzzer sounds. If it is unable to cross through this field or refuses to continue, or the camp throws in the towel, then the winner is the robot that can still cross into the hot zone. This is for the hard-core gladiatorial combat, meaning, for the participants who are willing to put their robot and their investments on the line for the bigger purses and respect of the audience.

Calling an end to a fight. A robot, power armor or any combatant can surrender or call an end to the fight by pounding out or kneeling on one knee and extending his empty hands, palms up (or equivalent gesture). The combatant’s camp may also call a fight when the combatant goes into its camp’s hangar bay or dugout between round and either his pit crew decide the “equipment” cannot continue or the pilot/gladiator is too physically or emotionally battered to continue. The head of the crew steps out waving a white towel or the fight team’s banner, drops it to the ground, turns around and goes back inside the hangar. **The NG’s**

Commissioned Fight Staff (CFS) is also able to step in and stop a fight when they deem it is too dangerous for the human combatant. The Fight Staff has both engineers/Operators and medical staff who make such decisions. CFS may call a fight because the gladiator/pilot has taken too much punishing physical damage, or more likely, they decide the equipment cannot handle more without putting the pilot inside (or spectators) at grave risk. Once a combatant surrenders, his designated team member throws in the towel or the CFS calls an end to the fight, the combatant is not to cross back into the hot zone. He can step out of his equipment to take a bow.

Of course, it is illegal to use psionic or magical healing of ANY kind, and psychic and seasoned Dog Boys are on staff to detect any such foul play if it is tried. Violation leads to a disqualification of the fighter and a temporary suspension of all the fight camp members pending a full investigation and penalties.

Robo-Gladiator Pit Crews

The Robodome employs hundreds of Operators, maintenance technicians, electronics experts, munitions handlers, armorers and vehicle detailers to keep the arena’s combat machines fully functional and looking good. The top Robo-Gladiators have their own pit crews: handpicked and privately employed teams who focus exclusively on the upkeep of their Robo-Gladiator’s robots, power armor, vehicles and gear. Robo-Gladiator pit crews include a *Crew Chief* (an experienced Operator with Electrical and Mechanical Engineering and robot skills), *Weapons Chief*, *Armorer*, *Electronics Specialist* and between one and three assistants for each (lower level Operators). They use specialized equipment to do their jobs quickly and accurately, as they are often forced to perform swift repairs in between rounds of combat or risk disqualification if the gladiator’s robot cannot stand and fight. Pit Crews who specialize in hovercycle and robot races are even more famous for their speedy work; when victory is measured in tenths of a second it is paramount to complete a repair stop as fast as possible and get back on the racetrack.

Pit crews working for *established Robo-Gladiators* who have money to spend on appearances always have snazzy uniforms and patches. Those working for hopeful newbies look quite ramshackle and motley by comparison. The members of any pit crew are the behind-the-scenes stars of the Robodome world. The Robodome regularly produces short features on the top pit crews as part of the nightly entertainment between matches, but the real notoriety they receive is from Ishpeming’s legions of Operators, tinkerers, robot-jocks, mercenaries, arena enthusiasts and other dedicated “gear-heads.” They can walk right past the line in places like **Ed’s Used Vehicle Emporium** or the **Operators’ Room**, and definitely enjoy preferential treatment downtown or at Ishpeming’s clubs and restaurants. They are insiders within the Robodome culture and often have careers that last significantly longer than the Robo-Gladiators themselves.

The Robodome Championship Finals

Every year, the official Robodome season begins in May and ends in August with the spectacular *Championship Finals*. Racing leagues and other games have their tournaments and big matches during the winter off-season, but the summer is all about Robo-Gladiators. This is what competitors train all year for, and there are seasonal employees who only work during the summer,

from the extra Operators and security personnel the Robodome hires on, to hot dog vendors and sports commentators.

And while it may be hard for tourists to get around on Rifts Earth, every year the finals are attended by rich Coalition citizens and wealthy patrons from as far away as the Colorado Baronies and Mexico. Enthusiasts who make the trip out from Manistique, Iron Heart, Free Quebec, New Lazlo, Lazlo and even Psyscape and the Federation of Magic are common. A huge stir was made in 106 P.A. when Joseph Prosek II and an entourage of Coalition elites attended the games, partially because of the infamy of the Emperor's son and partially because of the additional security and Special Forces bodyguards in Coalition armor.

The Robodome Championship Finals are a series of tournament matches that determine who receives the right to face the current title holder in the Championship match. Light, Middle and Heavyweight competitions all occur at the same time, leading to the huge championship event where all three hotly-anticipated title matches occur on the same night!

Things start to speed up in July as the spring exhibition matches give way to the Championship Tournament. In May and June, competitors are matched up for a variety of reasons. Sometimes placement is random; other times, the show's organizers go out of their way to pit rivals and old enemies against each other, or just mix up interesting combinations of combatants. Anything can happen at this point, and wins and losses only count as a matter of prestige.

When the Tournament starts up, everything becomes serious. Competitors are knocked out after three losses, insuring everyone gets more than one chance to surprise the crowd with an unexpected victory. Slowly but surely, however, they are eliminated, and with matches six nights a week, the Robodome puts even the hundreds of gladiators who show up through their paces. Every year it is a scramble to fill up the slots with matches, musicians and performing acts, and a handful of local entertainers and semi-retired Robo-Gladiators that are on call should there be a cancellation or unplanned mix-up.

Robodome Sports Book

In a sprawling basement level under the Robodome is the Sports Book. Organized betting on each and every Robodome event is available, as well as off-the-books gambling offered by rogues who work the crowd. There are television screens everywhere displaying the various competitions, including a massive central screen for the current match-up and private terminals for checking through the Robodome's records of previous matches. Millions of credits change hands in the Sports Book everyday, and shrewd gamblers or those with inside information can make a fortune in a short time . . . if they are lucky.

Bets are taken on every match, the odds calculated by the Sports Book's team of expert handicappers. These are individuals well connected within the Robodome culture, people who know gladiators and coaches, event organizers and repair technicians. They generally try to call the odds as evenly as possible. The Sports Book makes its money no matter who wins or loses by taking a tiny percentage of each bet, so there is no incentive to cheat the customers.

The real intrigue is in inside information. The handicappers who work for the Sports Book are allowed to research the matches thoroughly, pick up secret information and meet with the

people involved. Independent gamblers, however, are not, and a hot tip from a Robo-Gladiator's coach or crew chief can mean the difference between winning and losing. Having an advantage over the other gamblers can produce a lot of money, and as long as one does not push his or her luck too far, one may make a tidy profit without alerting the Sports Book to any unfair practices. Or so the theory goes. Nothing is predictable in the Robodome. Dark horses and underdogs may win and lose, but so might the favored competitor or a famous champion. Gambling is always risky, and more people lose than win; that's why gambling houses like the Sports Book stay in business. The throwing of games is a rarity and can get the competitor(s) who cheats forever barred from Robodome competition! This keeps the competitions straight and honest.

So many bets go through the Sports Book that any one or two are difficult to analyze. Everything is monitored by computer, however, so individuals who consistently win well over the average will be isolated and identified. Frequent winners or those who claim large prizes will have to submit themselves to a test for psychic powers or magic abilities, usually a reading by a Psi-Stalker, ex-CS Dog Boy or other psychic sensitive. Those who come up clean may take their cash or credits, but are sometimes subsequently monitored by the Loss Prevention Office. Those caught cheating lose all the money they bet, along with their winnings, and are blacklisted from the arena.

Restricted Robots

There are very few rules regarding robots that battle in the Robodome, and thousands of different models and custom variants have competed over the years. There are, however, a few restrictions on what gladiators can bring into the arena:

1. No Coalition Equipment: A top priority for Northern Gun is to preserve its beneficial relationship with the Coalition States. While NG does conduct research on Coalition technology, that kind of sensitive work occurs in absolute secrecy within hidden labs and test chambers. The Robodome is all about publicity and visibility, so Coalition equipment of any kind is not permitted in competition. This policy was already in place prior to the partial alliance between Ishpeming and the CS, but has now been formalized in ink since the signing of various treaties. The Coalition is highly motivated to keep their unique weapons and vehicles out of the arena spotlight, where they can be seen in action and have their performance analyzed and quantified. Competitors who go to great lengths to modify and visually rebrand their gear *may* get away with it for a while, but Robodome security and maintenance are instructed to notify the LPO (Loss Prevention Office) if they learn a CS robot or power armor suit is in competition. The LPO will, in turn, let the Coalition know who has been using their signature weapons. On occasion, NG officers will give an individual using CS tech a warning to "lose" the robot or gear in question, or to get out of town with it, or else. That person should take heed of such polite warnings, especially if it comes from the LPO. There will be no second warning, and punishment means being turned over to CS investigators. **Note:** Technically, any military grade CS weapon or vehicle is "stolen" property of the CS, as the Coalition does not sell its military weapons or technology to the outside world. That means those caught with Coalition tech by CS investigators could face torture, years of imprisonment and/or death.

2. Naruni Technology: Any and all Naruni technology is banned from the Robodome, as well as the Republic of Ishpeming as a whole. Those who try to use Naruni equipment may be arrested, and will definitely have their weapons or vehicles confiscated. They will also likely be photographed and reported to the Coalition embassy, and could even be handed over to CS agents if they seem like they have further knowledge about the alien arms merchants. Those suspected of selling Naruni tech, or being in league with the aliens, are likely to be brutally interrogated by the LPO to reveal their supplier, contact and any Naruni Enterprises operation, before disappearing, never to be seen again. Yes, this means a quiet execution. Only the truly innocent, lucky and cooperative escape such a fate. That's how hated and feared NE is viewed as a competitor.

3. Atlantean and Alien Robots and Power Armor: There is a standing ban on using any *alien equipment*, including those from the continent of Atlantis. However, this regulation is bent and broken more than any of the other rules. A lot of people don't even recognize most Atlantean or otherworldly equipment as anything other than "custom" gear, and small weapons and passive robot features can often pass unnoticed. Disguising alien weapons and armor is easy to do with a few custom alterations and a new coat of paint. For larger units like alien power armor and robots, much more work and elaborate measures *may* be necessary to disguise it, but if the alien armor or robot has never (or rarely) been seen before, who is going to question that's not a custom-built gladiatorial robot? In the past, more than a few competitors have successfully changed the appearance of Atlantean/Kittani robots by adding armor with more corners and straight edges to alter the sophisticated organic look of typical Kittani, tech, and by replacing some of the Kittani weapons with recognizable NG weapons, all covered in a new paint job.

4. Techno-Wizard Devices: Magic users are officially not allowed to compete in the Robodome. There have been a few instances in the games' history where champions were later discovered to be practitioners of magic, using their arcane powers to influence the outcome of matches. Since then, the Trade Council has employed psychics, Psi-Stalkers and former CS Dog Boys to check out new entrants. Obvious magic devices, Techno-Wizard weapons and enchanted armor and robots are not permitted. As usual, however, a competitor who tries to play his TW weapons off as normal guns *might* be able to get away with it, especially if he has already been cleared to compete by security.

5. No Nuclear Reactors! This is a big one. Due to the close proximity in which the gladiators compete and the audience is seated, nuclear reactors have been prohibited from the arena as a safety risk. Competitors use Solid Oxide power systems or electric batteries, which is not a problem due to the limited duration of arena matches. Many outsiders who enter the games are shocked that they must butcher their beautiful war machines in order to compete, but the techs at the *Robodome VIP Repair Center* offer Solid Oxide or standard 96-hour battery conversion free of charge for scheduled competitors, and will replace the nuclear energy system when the match is over. Champions who make a big name for themselves may also have their robots or power armor reconverted back to nuclear power when they "retire" as a compliment from the Northern Gun and at no cost to them.

6. Restricted Weapons. Because of the confined nature of the Robodome and the close proximity of so many fans, some weapons are not allowed in Robodome competition. A few are

restricted due to their functional properties, others are simply too powerful or long-range for arena combat.

A) No Long-Range Missiles: Long-range missiles are prohibited from the Robodome. With their size and flight pattern, most LRMs don't even have enough room to properly orient themselves within the arena, negating the advantage of using a smart missile. Medium-range missiles are permitted in Heavyweight games, but restricted from Lightweight and Middleweight competition. There are no limitations on the use of short-range missiles or mini-missiles.

B) No Nuclear Weapons: It may seem like a no-brainer, but nuclear weapons of any scale, though super-rare to begin with, are not permitted in the Robodome arena. Even the lightest tactical nuke would devastate the Robodome, wiping out the crowd and showering Ishpeming in fallout and radiation. As part of the nuclear reactor restriction, Geiger counters are placed at various points throughout the facility to detect any kind of radiation leak, and all robots, power armor and weapons are inspected prior to competition.

C) Firepower Limitations: No matter how it works, any weapon that delivers more than 3D6x10 M.D. per blast/use is judged as illegal for Robodome combat, even for Heavyweight matches. Matches are intended to go on for long enough that the crowd feels like they got their money's worth, and when battles are determined by one or two overwhelming blows, there is no sense of dramatic tension. Lightweight matches have a damage cap of 1D6x10 M.D., and Middleweight matches 3D4x10 M.D.

D) No Magic, Nanotech, Gas or Biological Weapons: As diverse as the entrants into the Robodome's games are, limitations on exotic weapons must be put in place. Offensive devices that use nanotechnology are not permitted (cybernetic nano-healing devices are allowed), nor are magic items, biological agents, poison gas or other chemical weapons. **Note:** Smoke screens are legal for competition, but gladiators must use Robodome-approved smoke bombs that dissipate quickly (1D4 melee rounds) and have been determined to be non-toxic to the audience.

E) No Naruni or Alien Small Arms: Just as Naruni and other alien robots and vehicles are not permitted in the Robodome, neither are their smaller weapons allowed. Alien tech is outlawed in the Robodome. For anyone brash enough to smuggle Naruni weapons into the Republic of Ishpeming at all, taking them through the heavy security of the Robodome is an even worse idea.

Punishment: Breaking any of these rules can lead to fines, public ridicule (worse than most of the other penalties for professional competitors), temporary suspension from competition at the Robodome, loss of membership within the Robodome League (and all of its discounts and benefits), loss of status and winnings, and even lifetime suspension from competing at the Robodome. The last is a rare occurrence, but it has happened.

Customizing Arena Robots

A gladiatorial robot can be almost any design, and almost all are customized to some small to great extent. If the match allows it, they may have extra limbs, buzz-saws for arms, and all kinds of smashing, cutting, crushing, stabbing, and destructive weapons and features. Those with money behind them often have slick robots that look like something that rolled off the assembly line at a Northern Gun factory. Others look like patchwork monstrosi-

ties – mechanical Frankensteins that crawled out of someone's nightmare or cobbled together from junkyard scraps. Many are just that.

Whether slick and polished or strange, or built on a shoestring budget, the audiences at the Robodome seem to love them all. As long as the pilot and his "equipment" (robot, power armor, vehicle, body armor, etc.) has personality and flair, the crowds does not care what they look like, not really. That has resulted in years of fantastic, dynamic, frightening and even comical robots and gladiators.

Game Note on Creating Customized Robots: To create your own customized robot, take a look at the *Robot Creation rules* in **Rifts® Sourcebook One** (any edition). They will most certainly come in handy.



Robo-Gladiator O.C.C.

These men and women are specially trained to fight in the arena. They train daily in their machines, spending more time in the cockpit than even most mercenaries. But not only are they skilled pilots and warriors, they must demonstrate a certain panache when fighting, a level of style and grace beyond most simple soldiers or a slugfest.

Robo-Gladiators know how to show off and make their giant war machines dance. They deliver devastating blows in close combat and dazzle and impress with waves of precise gunfire. Many even know how to make their opponent look good (even when they are not) to create drama and spectacle. Robo-Gladiators

know how to make their robots and power armor seem more intimidating and impressive, how to toy with slower opponents and then move in for the kill. In short, the ones who rise to the top of the games are as much showmen and entertainers as warriors. They see the robot as an extension of their own body and vice versa – a persona that is adopted for use in the arena and in public.

Parted from their machines, Robo-Gladiators are the big-name athletes and celebrities of the Rifts world, especially in Upper Michigan, lower Canada and the Coalition's 'Burbs, where their exploits are telecasted and sold on disk. Part racing, part prizefighter, part professional wrestler, they are typically hyper-confident individuals overflowing with charisma and dramatic flair, and brimming with the utmost faith in themselves and their equipment. As athletes, they are in top physical condition and dangerous brawlers and fighters. Outside the arena, many Robo-Gladiators tend to be arrogant jocks. Many enjoy their celebrity and have come to expect the special treatment they usually get wherever they go. Unlike almost anyone else in North America, they have enjoyed years of privilege and good times. This has not made them soft, but it has made many of the most renowned Robo-Gladiators lose touch with the common man. The privileged life of a Robodome champion is quite a contrast with the desperate existence that the masses are forced to endure. Moreover, Robo-Gladiators have reputations to uphold, and as professional fighters, most do not shy away from roughhousing, brawls and challenges in or outside the arena. In fact, many feel an obligation to defend their reputation outside the arena and take on punks and drunk adventurers who insult or challenge them in public.

In street combat and brawls, Robo-Gladiators are just as dangerous as they are in the arena, especially when crossed or threatened. These seasoned fighters know how to look for an opponent's weaknesses and exploit them. They are skilled in sizing up opponents and seizing an opening to strike and take down an adversary the instant they see it. In fact, when a Robo-Gladiator seems to be on the ropes, odds are he's luring his opponent in for the kill. Gladiators are trained to fight to win, and win by any means, so many will fight dirty and even engage in tactics some people might consider cheating. As fight performers, they also know how to toy with an opponent, which can lead to extreme embarrassment and humiliation for the fools who confront or challenge one in public.

Despite the Robo-Gladiators' skills at showmanship, spectacle and with technology, an experienced soldier can often get the best of one in a fair fight. Similarly, most Robo-Gladiators are not used to military strategy and tactics, nor real world combat. They are warriors but not veterans of war (unless that was part of their experience before becoming an arena gladiator), and should not be expected to understand military procedure or command, nor able to hand themselves in combat situations beyond small skirmishes.

Special Abilities of the Robo-Gladiator O.C.C.

1. Famous! Robo-Gladiators are big names wherever they go, attracting crowds of fans and admirers. Meeting a bouncer, a doorman or a security guard who is a devoted fan can easily lead to VIP treatment and access to places that would otherwise be off-limits. Likewise, law enforcers and other authorities are likely to turn a blind eye to transgressions or be quick to forgive them. Being let off with a warning is a common experience for

Robo-Gladiators. Finding out the ISS agent or bounty hunter who just arrested you can be bought off with a few photos or photo ops and autographs is another pleasant consequence of the Robo-Gladiator's notoriety. Favors and freebies and amorous fans are never hard to come by for these *all-stars*. **Bonus:** Fame, in effect, works as an M.A. bonus on those who know of the character or think highly of sports stars and Robodome gladiators. When dealing with individuals impressed by such notoriety, add the following bonus to the Robo-Gladiator's M.A.: +3 to the M.A. of unknown Robo-Gladiators ("Oh wow, you're a Robo-Gladiator!"), +5 for known Gladiators ("Your last fight was amazing!"), +7 for rising stars and up and comers in the arena, and +11 for Champions, including retired ones.

2. Draw Attention. The Robo-Gladiator knows how to soak up the spotlight, catching the attention of everyone nearby and holding it. In the arena, it is this ability that makes individual gladiators stand out. In combat, a Robo-Gladiator's showy moves and high visibility can be used as a distraction while others regroup or attempt to flee. Breaking things, firing into the air, bravado, supreme confidence and dramatically appearing around corners or through buildings and trees can all make the Robo-Gladiator even more visible and larger than life. **Combat Bonuses & Penalties:** For the first 1D4 melee rounds of any battle, the attention of most attackers is likely to be upon the Robo-Gladiator. While this is likely to draw most of the enemy fire upon the hero of the arena, attackers are nervous and -1 to strike, and because they are focused on the gladiator they are -2 on Perception Rolls concerning anyone or anything other than him for that duration. Meanwhile, the Robo-Gladiator's allies, who are being largely ignored, get bonuses of +1 on initiative and +1 to strike for that same duration period. **Note:** To invoke these penalties and bonuses, the Robo-Gladiator must take dramatic action, as noted above, in order to *draw the enemy's attention* and to let them know who he is and that they've just drawn his ire. This, combined with fame and reputation, makes the Robo-Gladiator the most dangerous and immediate target, hence the enemy/attackers' focus on him. The eyes of most spectators and witnesses will also be on the exchange between the Robo-Gladiator and those challenged by or engaging him. That means the actions of his associates and others in the incident may go unnoticed. An opportunity for people to slip away or hide, rather than attack.

3. Intimidation. Similar to the ability to Draw Attention as a result of fame and reputation, Intimidation is the Robo-Gladiator's Performance skill put to work on the battlefield. The Robo-Gladiator makes himself or his war machine stand up fully, bristling with its entire array of weapons and sense of power. Hulking over an opponent menacingly or charging at full speed with no hesitation can both cause the enemy to break and run in fear or to momentarily stand paralyzed with dread or shock. For one melee round, assign the Robo-Gladiator or his war machine a Horror/Awe Factor of 10+1D6 (+2 additional if a current or former Champion). Those who are Intimidated suffer the usual penalties for failing to save vs Horror Factor.

4. Showstopper! This is the Robo-Gladiator's signature move, a well-planned and well-practiced maneuver that results in devastating damage and seems beyond the robot's intended abilities. These are the finishers that Robo-Gladiators pull out for the final impact in the arena, or the mighty deathblow during battle. Select one close combat attack (punch, kick, chopping blow, etc.) to designate as the *Showstopper*. If an opponent is below 50% of

his total M.D.C., the Robo-Gladiator may choose to spend twice the normal amount of melee actions/attacks in order to perform the Showstopper, which causes double damage and deprives the victim of two melee actions/attacks.

Robo-Gladiator O.C.C. Stats

Alignment: Any, but most are Scrupulous, Unprincipled or Anarchist.

Attribute Requirements: None, but a high M.A. and P.P. are highly recommended.

Racial Requirements: None, but 98% of all competitors in the official *Robodome League* are human. The CS might shut them down if it were otherwise.

O.C.C. Skills:

Basic Mechanics (+5%)

Computer Operation (+10%)

Navigation (+5%)

Performance (+10%)

Pilot: Robots & Power Armor (basic; +20%)

Public Speaking (+10%)

Radio: Basic

Robot Combat: Basic (general knowledge)

Robot Combat: Elite (select two types of giant robots or power armor to start, +1 at levels 2, 4, 7 and 10).

Robot Mechanics (+5%)

Sensory Equipment (+15%)

Vehicle Armorer or Weapons Engineer (+10%)

Wardrobe & Grooming (+5%)

Weapon Systems (+15%)

W.P. Heavy M.D. Weapons

W.P. One of choice.

Hand to Hand: Expert. May be upgraded to Martial Arts (or Assassin if evil) for the cost of one O.C.C. Related Skill.

O.C.C. Related Skills: Select four other skills at level one. Add one additional skill at levels 3, 6, 9 and 12. All new skills start at level one proficiency. These selections get the benefit of any bonuses that may be noted below.

Communications: Any (+5%).

Cowboy: None.

Domestic: Any.

Electrical: Basic Electronics only.

Espionage: None.

Horsemanship: Any.

Mechanical: Any (+10%).

Medical: Any.

Military: None.

Physical: Any.

Pilot: Any (+10%).

Pilot Related: Any (+10%).

Rogue: Any (+2%)

Science: Math only.

Technical: Any (+5%).

W.P.: Any.

Wilderness: Any.

Secondary Skills: Four Secondary Skills at first level. Selections are made from the Secondary Skill list on page 300 of **Rifts® Ultimate Edition**. These are additional areas of knowledge that do not get any bonuses, aside from any possible bonus from having a high I.Q. attribute. All Secondary Skills start at the base skill level.

Standard Equipment: Several sets of fashionable civilian clothes, Robo-Gladiator team outfit, arena suit (any M.D.C. body armor painted in team colors), energy pistol of choice, three E-Clips, Vibro-Knife, first aid kit, pocket computer, flashlight, utility belt, air filter and gas mask, canteen, backup radio with headset, fire extinguisher, watch, duffel bag and other travel luggage.

In addition, Robo-Gladiators typically own one combat robot or suit of power armor whose use is their specialty. Some will also have a secondary unit to choose from, and the wealthiest and most successful Champions may have whole garages full of armor and combat robots. Most also have a car, ATV, hovercycle or other method of civilian transportation that they use on a daily basis.

Money: 1D4x10,000 credits in winnings and 1D4x10,000 in spare parts.

Cybernetics: None to start. Some Robo-Gladiators will have bi-ionic sensor systems installed to complement their robot and power armor's capabilities.

Notable Robo-Gladiators

The Top Fifty Gladiators of the Robodome

Rex "Barnstormer" Barkdoll
Daniel "the Butcher" Bearce
Dragon Blaze 99
Ben "Bad News" Bonds
Terrence "the Cannon" Carter
Brandon "Kid Silver" Church
MacKenzie "Last Chance" Coker
Chris "the Rocket" Curcio
Bruce "Killjoy" Curry
Frankenstein Cyborg

Paul "Herbie" Herbert
Michael "Mad Dog" Estrada
Rory "Last Gasp" Evavold
"Fast Finger" Fillinger
Tim "the Time Bomb" Frates
Gerhardt "the Falcon" Fulcon
Ernest "the Brute" Gomez
Brenda "Doomsday" Heck
Andy "Battle Axe" Hegert
James "Thunderbolt" Hicks

Howard "Widow Maker" Holland
Jeremy "the Hammer" Hurraw
Iscerus
Goblin Jack
Chris "Jazz Man" Jones
Perry "the Punisher" Jones
Verlan "Omega" Jones
Scott "Killer" Kehl
Nolen "the Bulldozer" Keith
Antoine "Ripper" Leroj

Chris "Smackdown" Mackay
Maffy
Christopher "the Monster" Mangels

Kevin "On the Money" McGoldrick
Shawn "Meat Grinder" Merrow
Mark "the Jackhammer" Muller
Nenad "the Marauder" Petrovic
Matthew "the Pummeler" Powell
Jacob "Rampage" Rich
Robbi "the Mace" Robinson

Thaddeus "Ricochet" Ryker
Maximilian "Black Knight" Schroeder
Sarah "the Titan" Seymour
Robert "Blood & Guts" Shurig
Sinder
Trent "Body Bag" Slater
Christopher "Iron Fist" Spencer
Frank "Wrecking Ball" Stoesser
Camryn "Crusher" Swalve
Shelaine "the Huntress" Truman

Noteworthy Gladiatorial Rising Stars

Michael "Machine-Gun" Miles
Scott "Wildman" Skene
Cory "Slaughterhouse" Sommer
James "the Destroyer" Unick
Neil "the Annihilator" Wager
Zyxiger

Robo-Gladiators are some of the most famous individuals in North America, especially in Michigan, Wisconsin, all of the Coalition States, Free Quebec, Southern Canada, the Pecos Empire and anywhere the Robodome games and competitions are watched. They enjoy the best accommodations that can be found and are often engaged on publicity tours throughout Northern Gun/Ishpeming, Manistique Imperium, and to a lesser degree the Coalition States, Free Quebec and even Lazlo and New Lazlo. Hotel suites and restaurant reservations are never hard to come by for these warriors, and a famed Robo-Gladiator can hardly walk into a small city-state or kingdom without being given the VIP treatment and sometimes even the keys to the city.

The top fifty Robo-Gladiators who have won fame and fans can make hundreds of thousands of credits a year (the top twenty make millions) from endorsement deals and selling their likeness, as well as enjoying steep discounts on NG products. Northern Gun itself pays significant "placement fees" to champions who use their products and talk about them in a positive way, thereby promoting the NG brand and building up the reputation of NG weapons and vehicles.

The **Robodome League** and the Gladiator Games are Northern Gun's most effective public relations tool, the "bread and circuses" known from Roman times to help keep the populace happy and entertained. Robo-Gladiators are the master craftsmen who hold the entire affair together – part warrior, part pilot and part performer. They develop huge cults of personality and without their faces, names and exploits in the arena, the Robodome would not be the famous entertainment mecca that it is today. As a result, all active gladiators in the *Robodome League* get a 40% discount on NG products for as long as they are actively competing in the arena. Meanwhile, the current Top Fifty get a 60% discount (this may also include those rising rapidly through the ranks, especially if sponsored by NG). All *Champions*, past

and present, get the 60% discount for life, even after they retire from the arena. Some use their status and NG discount to become sponsors and promoters of new, younger competitors. Only Robo-Gladiators who bring great dishonor to themselves and/or Northern Gun are stripped of their title and kicked out of the Robodome League losing all privileges.



Gerhardt “the Falcon” Fulcon

Lightweight Champion – Triax Ulti-Max

Gerhardt Fulcon, Current Lightweight Champion, is a former Austrian mercenary who eventually made his way over to North America and never left. His trademark weapon is his classic *Ulti-Max* power armor, complete with Triax force field and other advanced German technology. Fulcon is a skilled robot pilot and relentless competitor, as his championship belt indicates, but not exactly the showman that a proper gladiator should be. To that end, he has been taken “under the wing” of *Maximilian Schroeder*, another emigre from the New German Republic and former Heavyweight Champion. Fulcon has heard of the new Ulti-Max successor recently developed by Triax, and is rumored to be offering double its Black Market value to anyone who can deliver him one.

Gerhardt Fulcon Stats

Real Name: Gerhardt Friedrich.

Aliases: The Falcon, Gerry Falcon and Gerry Falco.

Robots: A souped-up Triax X-1000 Ulti-Max, Mantis power armor and a TC-20 Terrain Hopper power armor.

Alignment: Unprincipled.

Attributes: I.Q. 17, M.E. 12, M.A. 11, P.S. 14, P.P. 23, P.E. 15, P.B. 19, Spd 13.

Height: 5 feet, 10 inches (1.78 m). **Weight:** 188 lbs (85 kg).

Hit Points: 46. **S.D.C.:** 32.

Age: 33

Experience: 6th level Power Armor Commando (NGR).

Description: Fulcon is a man with dark features and eyes. He keeps his blond hair cut short in military fashion and walks and talks with the bearing of a soldier.

Disposition: Fulcon can be friendly and open enough, but he is, by nature, an intense, all-business kind of guy. As a result, he doesn't throw money around like many Robo-Gladiators, nor does he engage in what he calls “frivolity.” Quiet, intense and private outside of the arena, Fulcon doesn't enjoy parties and fanfare very much and mostly attends only parties necessary for promotion of a sponsor or competition. Even many of his fellow Gladiators consider “the Falcon” to be an aloof, lone wolf and a bit of a bore. Indeed, Fulcon takes little time to enjoy the simpler things, is not very social (sees even the Robo-Gladiators he admires and respects as “competitors” and tends to keep his distance) and does not take full advantage of his celebrity. Some interpret this to mean he's a snob who sees himself as too good to associate with them. The truth of the matter is that Fulcon's competitive nature and focus on his job have made him living proof of the adage, “All work and no play makes you a dull boy.” All of this makes him the perpetual “foreigner” or outsider.

Skills of Note: Boxing, Climbing 75%/65%, Computer Operation 75%, Demolitions 95%, Demolitions Disposal 95%, Electronic Countermeasures 65%, Intelligence 62%, Language: American 75%, Language: Euro 98%, Literacy: Euro 95%, Math: Basic 90%, Pilot: Hovercraft 85%, Pilot: Jet Pack 72%, Pilot: Robots & Power Armor 91%, Radio: Basic 90%, Robot Combat Elite: Jaeger, Robot Combat Elite: X-10A Predator, Robot Combat Elite: T-31 Super Trooper, Robot Combat Elite: Ulti-Max, Running, W.P. Energy Rifle, W.P. Heavy M.D. Weapons and Hand to Hand: Expert.

Attacks per Melee: Six when outside of a robot.

Psionics: None.

Magic Knowledge: None.

Weapons of Note: Favors all things Triax and NGR, and his personal side arm is a Triax pump pistol.

Body Armor: Favors Plastic-Man body armor.

Vehicles: His personal vehicle is a Manistique Imperium hovercar with extra armor (120 M.D.C.), but he also enjoys fast hovercycles and rocket bikes.

Cybernetics: Built in clock/calender and internal computer.

Brandon “Kid Silver” Church

Middleweight Champion – USA Glitter Boy

Brandon Church was born along the Iron Fields of Ishpeming's western border. His youth was full of journeys and expeditions out into the Wisconsin Wildland, searching for pre-Rifts ruins and strange artifacts. On one such trip, Church disappeared for nearly two months, returning to Northern Gun triumphantly clad in a virtually mint-condition Glitter Boy suit he said he found buried in a pre-Rifts ruin.

Church lived as a knight-errant and hero for hire for a number of years before giving up on that lifestyle and settling into a slot as one of the Robodome's up-and-coming rising stars. His ultra-sophisticated power armor suit gives him a distinct advantage in the ring, and Church sometimes competes in Heavyweight bouts just to impress the audience.



The dark secret to Church's Glitter Boy is in its main weapon. Church had the Boom Gun removed (he keeps it over his mantle), as a long-range weapon was unnecessary in the arena and the Boom Gun could damage the hearing of spectators. He replaced it with a large, pulse-firing plasma ejector that seems to be just right for indoor competition. The oversized plasma ejector is actually a *Naruni plasma cartridge machine-gun*, however, placed in a new housing and rebuilt to look like a normal Earth weapon. Church wants to find an alternative, and is always afraid of getting caught with Naruni plasma cartridges. Since winning the Middleweight Championship, he has become extremely defensive of his title, however, and has yet to find a similar weapon system that packs so much power in so little size and weight.

Brandon Church Stats

Real Name: Brandon Church.

Aliases: Kid Silver.

Robots: Modified USA-G10 Glitter Boy power armor with an NE plasma cartridge machine-gun in place of the Boom Gun and a retractable Vibro-Short Sword in the left forearm, plus NG-X16 Midas power armor, and NG-23F Ironwing power armor.

Alignment: Unprincipled (started out Scrupulous).

Attributes: I.Q. 13, M.E. 19, M.A. 15, P.S. 18, P.P. 26, P.E. 19, P.B. 21, Spd 19.

Height: 6 feet, 2 inches (1.88 m). **Weight:** 193 lbs (87 kg).

Hit Points: 41. **S.D.C.:** 24.

Age: 28

Experience: 6th level Glitter Boy Pilot.

Description: Brandon Church is a tough, athletic kid from the western border who grew up outdoors. He has shaggy, russet hair and fair skin.

Disposition: A self-made hero (he once had aspirations of becoming a Cyber-Knight) turned arena champ, Church is not the motivated paladin that some other Glitter Boy Pilots are. He has spent the last few years as a celebrity living amongst luxury and privilege, and has no desire to return to the desperate existence in which he was born (and that most people on Rifts Earth must endure). Church revels in his celebrity, parties all the time, and loves being the reigning Middleweight Champion. Very affable, he is never snide or insulting, but has gotten rather cocky and often behaves in a flamboyant manner.

Skills of Note: Basic Electronics 65%, Basic Mechanics 80%, General Repair & Maintenance 70%, Land Navigation 62%, Language: American 95%, Language: Euro 85%, Language: French 85%, Pilot: Robots & Power Armor 71%, Pilot: Hovercycles 85%, Radio: Basic 80%, Robot Combat Elite: Glitter Boy, Sensory Equipment 65%, Weapon Systems 75%, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy M.D. Weapons and Hand to Hand: Expert.

Attacks per Melee: Five outside of a robot.

Psionics: None.

Magic Knowledge: None.

Weapons of Note: Tends to favor Wilk's weapons and carries a Wilk's 320 laser pistol when expecting trouble or outside Northern Gun.

Body Armor: The Urban Warrior armor and Hovercycle Ride Armors.

Vehicles: Likes hovercycles, Jeeps and ATVs.

Cybernetics: None.

Shelaine "Huntress" Truman

Shelaine Truman is the youngest of the Robodome's regular competitors. A prodigy with robot combat skills far beyond her years, Truman grew up moving from one mercenary camp to another with her parents, learning to operate power armor and fearsome war machines by the time she was 12. She is a product of the IMCN; trained in its camps, immersed in its culture, fed and clothed with its credits.

When it came time to decide on a career, Truman assumed she would follow her parents into a life as a mercenary. This path came to a screeching halt one weekend, however, when Truman went to see the Robodome in Ishpeming. She was enraptured with the giant spectacle of steel and sparks, unlike anything else on Rifts Earth. Only 16, Truman already knew as much about power armor and combat robots as the average Robodome pit crew member. She had seen more battlefields as a teenager alone than many of the other Robo-Gladiators would see in their entire lifetime. Shelaine borrowed a suit of Samson power armor from her mercenary "family," entered herself into open competition and was an official Robo-Gladiator with a contract and an agent within three weeks. Opponents who underestimated her due to her age or her gender were crushed in embarrassing defeats; no one fails to take Truman seriously anymore. Her current goal is to claim the Heavyweight Championship before she is thirty. If she can get to it before Sarah Seymour, she will also be the first female Heavyweight Champ in Robodome history.

Shelaine Truman Stats

Real Name: Shelaine Truman.

Aliases: The Huntress.



Robots: NG-V7 Hunter Mobile Gun, NG-V36 Beachmaster, NG-X9 Samson power armor.

Alignment: Unprincipled.

Attributes: I.Q. 20, M.E. 19, M.A. 15, P.S. 11, P.P. 28, P.E. 15, P.B. 19, Spd 16.

Height: 5 feet, 3 inches (1.6 m). **Weight:** 108 lbs (49 kg).

Hit Points: 32. **S.D.C.:** 20.

Age: 24

Experience: 6th level Robo-Gladiator.

Description: Shelaine Truman is young and fit with fair skin and highly noticeable green eyes that have become part of her image. She keeps her dark hair short so as not to get in the way during combat.

Disposition: As one of the youngest regular competitors in the games, not to mention female, Truman always feels like she has something to prove. Her cleverness and quick reflexes often give her the edge over more experienced opponents, especially those willing to underestimate the young robot pilot. Though she can be quite driven and serious, Truman loves her celebrity status, enjoys parties, and is playful and pleasant. To most of the male Robo-Gladiators, she is “one of the guys,” and many of the men regard her as their “little sister.” Indeed, Shelaine, herself, behaves very much like one of the guys, including roughhousing and bawdy humor. This also means if someone gets too fresh with her at a party or bar, one or more of the protective gladiators are likely to step in as big brothers would. Not that Truman can’t handle herself in most situations.

Skills of Note: Basic Mechanics 60%, Computer Operation 75%, Navigation 80%, Performance 60%, Pilot: Robots & Power Armor 95%, Public Speaking 55%, Radio: Basic 80%, Robot Combat: Basic, Robot Combat Elite: Beachmaster, Robot Combat Elite: Hunter Mobile Gun, Robot Combat Elite: Samson Power Armor, Robot Mechanics 45%, Sensory Equipment 70%, Weapons Engineer 65%, Wardrobe & Grooming

77%, Weapon Systems 80%, W.P. Heavy M.D. Weapons and Hand to Hand: Martial Arts.

Attacks per Melee: Five when outside of her robot.

Psionics: None.

Magic Knowledge: None.

Weapons of Note: The NG-33 laser pistol and L-20 pulse rifle are her favorite, personal weapons.

Body Armor: Plastic-Man and the Arrow Hovercycle Ride Armor.

Vehicles: Loves hovercycles, rocket bikes and jet packs.

Cybernetics: None.

Ernest “the Brute” Gomez

A Coalition RPA Pilot from down in Lone Star, Gomez has been on the lam from the Coalition States since long before the Campaign of Unity. In 95 P.A., he decided that he had suffered through enough of the Coalition military experience with nothing to show for it and went AWOL – in a brand new *UAR-1 Enforcer* combat robot.

Gomez made his living for years as a mercenary and hired gun, using his training and his high-tech CS war machine to do jobs for everyone from the Pecos Empire and El Dorado to Whykin and Kingsdale. He traveled far across the continent, always careful to stay away from Coalition authorities who might recognize his robot, even with its signature Death’s Head replaced by a more generic faceplate.

On a campaign in Arkansas, Gomez met a fellow mercenary who had once competed in the Robodome’s gladiator games. Even years ago, the Robodome was one of the only sources of big-time entertainment anywhere on Rifts Earth. Gomez was won over by the stories of fame and fortune, of the peaceful existence that could be found within Northern Gun, and fighting for show



instead of true life and death survival. He quit the mercenary company the next day and began a long journey to the Kingdom of Ishpeming, where his future awaited in the arena.

Gomez made his first stop at a robot customization shop on the outskirts of town. For a premium fee, they stashed his Enforcer robot indoors and safely out of sight, and got to work cosmetically redesigning its armor from the ground up. When they were finished, the end result was unrecognizable; new styling, new cockpit, armored fittings and rubber seals placed over parts that might stand out. Complete with a bright, attention-grabbing paint job, the Enforcer left its Coalition roots far behind and was entered into competition as a “custom-built” robot design.

During his career in the Robodome, Ernest Gomez has had two runs as Middleweight Champion. His Enforcer robot may be aging, but his skills and his flair for dramatic combat have not dulled a bit over the years. Gomez and his pit crew are very protective of the modified Enforcer; if anyone were to discover the truth behind its armored facade, his career would be over and Gomez would likely be handed over to the Coalition States for prosecution as a deserter and thief. Should the player characters stumble across the secret, they will be in a prime position to lean on Gomez for favors, blackmail him, or even attempt to get him tossed out of competition. Gomez is an experienced veteran gladiator with lots of friends and political connections, however, and the officials who run the Robodome (not to mention NG top brass) might be just as eager to *cover up the whole thing* as to expose a lengthy and ongoing violation of Robodome policy.

Ernest Gomez Stats

Real Name: Ernest Gomez.

Aliases: The Brute and Big Ern.

Robots: UAR-1 Enforcer, NG-V32 Bruiser.

Alignment: Anarchist.

Attributes: I.Q. 12, M.E. 9, M.A. 21, P.S. 14, P.P. 22, P.E. 13, P.B. 12, Spd 11.

Height: 6 feet, 3 inches (1.91 m). **Weight:** 214 lbs (96 kg).

Hit Points: 48. **S.D.C.:** 19.

Age: 46

Experience: 9th level Coalition Elite RPA Pilot.

Description: Gomez is a middle-aged man who still carries himself like a CS soldier, bold and proud, even all these years later. He gave up on the military clean-cut look years ago, has a trimmed beard and mustache and has let his hair grow out, but still keeps it unobtrusive.

Disposition: All fun and games, Gomez revels in the celebrity that being a Robo-Gladiator brings to the table. He loves parties and good times, and likes to live large. If there was a party every evening, Gomez would be there, not just because he enjoys them, but because he is so liked by . . . well, most everyone. He has an uncommon joy of life and humanity, and has a live-and-let-live attitude. Gomez always seems cheerful, friendly and ready for a good time. And why not? He loves the new life he’s crafted for himself in Ishpeming. He hasn’t felt under stress since he deserted from the Coalition Army and considers himself the luckiest man on the continent.

Skills of Note: Dance 75%, Language: American 96%, Math: Basic 95%, Military Etiquette 90%, Radio: Basic 95%, Pilot: Automobile 93%, Pilot: Hovercraft 98%, Pilot: Robots & Power Armor 92%, Robot Combat: Basic, Robot Combat Elite: NG Bruiser, Robot Combat Elite: UAR-1 Enforcer,

Running, Sensory Equipment 85%, Weapon Systems 95%, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy M.D. Weapons and Hand to Hand: Martial Arts.

Attacks per Melee: Six when outside his robot.

Psionics: None.

Magic Knowledge: None, but knows Lore: Magic at 45%.

Weapons of Note: Favors the NG-59 Ion Pistol.

Body Armor: Urban Warrior body armor.

Vehicles: Has a Bandito Arms knock-off of the CS Skull Patrol Car, but with no weapons.

Cybernetics: Bionic left arm (lost in a gladiatorial contest); it has a forearm laser (2D6 M.D.), knuckle spikes (1D4 M.D.), E-Clip arm port and Fingerjack. Other implants include a Radio Ear (basic), Clock Calendar and Gyro-Compass.



Sarah “the Titan” Seymour

Sarah Seymour is the officially endorsed Robo-Gladiator of *Titan Robotics* and an actual Titan employee. She is part of their new product promotion efforts and every victory is another publicity coup for the company. Though she does pull the classic Titan Combat Robot out from time to time, her primary platform is a modified *Titan Robot-Killer/Supertitan*. Its primary weapon has been removed and replaced with a triple rail gun array that belches fire and throws up showers of very dramatic sparks whenever it hits its target.

Sarah is known for being cold and aloof amongst the gladiator circuit, and her cool and professional Titan pit crew never seem to talk to anyone. When Argent Goodson (Titan Robotics’ CEO) is around, Seymour tends to hang on his arm the entire time, causing much jealousy amongst both her fans and fellow Robo-Gladiators.

G.M. Note: Sarah and her pit crew are all sophisticated android-type robots manufactured by *A.R.C.H.I.E. Three*. They are often found at the corporate HQ in New Cedarville in the Manis-

tique Imperium during the off season, doing publicity and showing off Titan products to big-time clients.

Sarah Seymour Stats

Real Name: A-A.I.24B

Aliases: Sarah Titan, Rail Gun Sarah.

Robots: TR-004 Titan Heavy Combat Robot (Robot-Killer), TR-001 Titan Combat Robot, FT-005 Flying Titan power armor.

Alignment: Anarchist.

Attributes: I.Q. 24, M.E. n/a, M.A. 14, P.S. 26, P.P. 24, P.E. n/a, P.B. 23, Spd 120 (81 mph/129 km).

Height: 5 feet, 8 inches (1.73 m). **Weight:** 138 lbs (62 kg).

M.D.C.: 90

Age: Roughly four years since activation.

Experience: 3rd level Artificial Intelligence robot. Has combat skills equal to a 7th level Robot Pilot.

Description: The robot body Archie has assembled for his official Robo-Gladiator is based off images of supermodels from the Golden Age of Man, stored in his computer banks. Seymour is tall and thin, with high cheekbones and long, blonde hair. She dresses fashionably, but often wears the official Titan uniform when going out to help drum up sales.

Disposition: Seymour is forced to socialize as much if not more than Argent Goodson as a part of her duties. She has sophisticated social programming to help with this task, made easier by the icy attitude she has developed for her Robo-Gladiator persona. Most people write off her eccentricities as part of her character and persona as a tough warrior and a celebrity to be adored from a distance and not trifled with. Nobody looks for a more complicated explanation.

Skills of Note: Advanced Mathematics 98%, Basic Mathematics 98%, Climbing 70%/60%, Computer Operation 98%, Land Navigation 98% (internal gyroscopic compass), Language: American 94%, Language: French 80%, Military Etiquette 80%, Pilot: Combat Driving, Pilot: Robots & Power Armor 82%, Pilot: All others at 90%, Radio: Basic 85%, Robot Combat: Basic, Robot Combat Elite: Flying Titan Power Armor, Robot Combat Elite: Titan Combat Robot, Robot Combat Elite: Titan Robot-Killer, Running, Sensory Equipment 75%, W.P. Knife, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy M.D. Weapons and Hand to Hand: Expert.

Attacks per Melee: Five outside her robot.

Psionics: None, but knows Lore: Psychic at 68%.

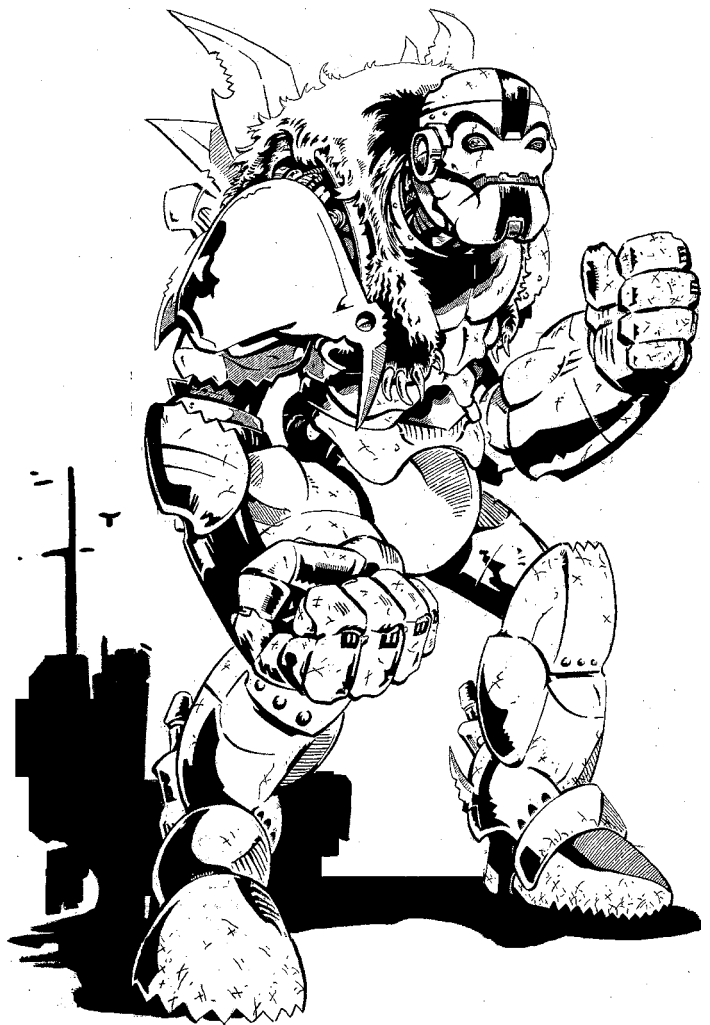
Magic Knowledge: None, but knows Lore: Magic at 50%.

Weapons of Note: NG-56 ion pistol.

Body Armor: Hunstman body armor painted with Titan colors and logo.

Vehicles: Personal vehicle is a Northern Gun hovercar with Titan Robotics decals.

Cybernetics: In order to help cover her true robotic nature, Seymour has a Universal Fingerjack built in and claims to have several other bionic systems like an internal computer. Should her actual body sustain damage and reveal the metal workings beneath, she will "confess" to being a Partial Reconstruction Cyborg.



Frankenstein Cyborg

An Unknown Alien Combat Robot

FRA-KN1-003 is an android from another world. The last thing "Frank" can remember is recovering from a full systems failure after being thrown through a dimensional Rift. The Rifting process has completely erased his memory banks, and nothing remains of Frank's records of his homeland, nor why or how he came to Earth. He has no memory of what planet he came from; of what time or place or even dimension.

Frank wandered for a few years, using his mechanical body to perform hard labor and difficult mechanical tasks in return for credits. He updated his electronics with components from Rifts Earth, including adapters for connecting to computer terminals. Downloading a few Black Market information programs, Frank learned much about Earth and its strange set of circumstances. He traveled to Northern Gun, one of the few places a 12 foot (3.7 m) tall alien robot can find a place in society. Frank worked odd jobs around the edges of the corporate system, unable to receive rights like a living person and unable to work mindlessly like a true robot. Everything changed, however, when someone recommended Frank try his hand in the arena.

Claiming to be a "Combat Cyborg," Frank signed up for gladiatorial competition. He was nervous at first, unsure of how his alien systems would perform in the ring. He knew nothing of his past or what he was designed for, and facing a serious opponent in arena combat for the first time was a new experience. The mo-

ment the bell rang, however, Frank was in his element. Combat systems that had lain inactive for months suddenly took over, directing his sophisticated alien robot body in a series of devastating attacks. Frank made short work of his peers, and was quickly upgraded to the Lightweight robot games due to the size and capability of his robot chassis. He continued to excel in Lightweight competition, quickly becoming a fan favorite.

When Frankenstein Cyborg (his arena name) was interviewed for the first time after a fight, he unveiled his true nature to the world, claiming his place as an otherworldly automaton. But instead of casting him out, the Robodome fans latched on even tighter to their mysterious, foreign champion. Frank's sophisticated Artificial Intelligence has made him a stand-out celebrity with a human-like personality, and the Northern Gun corporation has even declared Frank an honorary non-contract employee with the same rights as any other citizen.

Theories abound as to where Frank comes from. Some think he is a Triax product run amok, a Coalition spy with an advanced Skelebot brain, a robotic Frankenstein's monster or an alien scout whose memory banks were purged for a reason. Frank is unconcerned with the truth; he has no real emotions, no anxiety or feeling of being out of place, and is perfectly happy to let the past stay in the past. He is able to mimic a human personality and comes across as humble and polite.

Frank has an NG Light Labor 'Bot that he houses his computer brain in when he's out on the town. In the ring, he uses his alien robot body, fighting in Heavy or Middleweight games despite his lightweight construction. Sometimes he uses an NG-V10 Super Robot Vehicle in combat, normally when his original chassis is under repairs. Frank has a robotic yet humanoid face and that face has been copied onto his Light Labor 'Bot and the Super Robot he uses in the ring, both to make himself feel more like an individual and to play to the fans.

FRA-KN1-003 "Frankenstein" Stats

Real Name: FRA-KN1-003

Aliases: Frank, Frankenman, Frankenstein Cyborg, and the Freak.

Robots: Alien Robot Chassis (see below), NG-W9 Light Labor Bot, NG-V10 Super Robot Vehicle.

Alignment: Principled.

Attributes: I.Q. 28, M.E. 21, M.A. 14. Physical stats change with the robot body he is currently using. His alien A.I. can be removed and placed into other robot bodies.

Age: Unknown; his internal clock was reset to zero after Rifting to Earth.

Experience: 6th level Neural Intelligence robot.

Description: Frank is a 12 foot (3.7 m) alien robot covered in strange devices and foreign technology. He has made few modifications to his original physical form, instead using other NG robots as temporary bodies. Most of the time outside the ring he uses a customized NG Light Labor Drone to house his brain and walk among people. He sometimes makes appearances in his original robot chassis, usually at PR events and ringside interviews.

Disposition: Frank is a genuinely good and nice "person," devoid of the arrogance and self-absorption common to many Robo-Gladiators. He is always working to understand humans and the strange D-Bees who populate the world, looking for common ground between their biological habits and

his peculiar alien programming. Frank finds people of all races to be fascinating and likes to socialize with them in all situations.

Skills of Note: Climb 96%/86%, General Repair & Maintenance 80%, Intelligence 85%, Land Navigation 94%, Language: American 94%, Language: Unknown Native Tongue 94%, Language: Techno-Can 94%, Mathematics: Basic 98%, Military Etiquette 96%, Parachuting 90%, Pilot: Boat, Motor 86%, Pilot: Hovercraft 92%, Pilot: Robots & Power Armor 88%, Radio: Basic 94%, Robot Combat Basic, Robot Combat Elite: FRA-K1-003, Weapon Systems 90%, W.P. Blunt, W.P. Knife, W.P. Paired Weapons, W.P. Energy Pistols, W.P. Heavy M.D. Weapons and Hand to Hand: Expert.

Attacks per Melee: Six while in his light Labor drone body (+3 when piloting other robots, including his own alien body).

Vehicles: Considering the speed of the robot bodies he uses, Frank has little need for vehicles in combat or emergency situations. He does use hovercars and limos for special events, however, and to help blend with the normal folk of the Northern Gun.

Cybernetics: While Frank is completely robotic, he does have several cybernetic systems built into the Light Labor Drone he uses most of the time when not in the ring: Amplified Hearing, Data Plug Internal Link, Gyro-Compass, Micro-Repair Robots, Motion Detector, Multi-Optic Eye, Radar Sensor, Shock Shield and Universal Fingertjack.

Frank's Alien Robot Body

Model Type: FRA-K1-003

Class: Light Combat/Exploration Robot.

Crew: None, Neural Intelligence.

M.D.C. by Location:

* Head – 160

Particle Beam Emitter – 185

* Reflector Field Generator – 75

Arms (2) – 220 each

Legs (2) – 400 each

** Main Body – 640

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed:

Running: 80 mph (128 km) maximum (Spd attribute of 117).

Flying: Not possible.

Water: Frank's robot body is not made for use in the water, but he can walk along the bottom of a body of water at 10% of his normal speed. Maximum depth 2,000 feet (610 m).

Statistical Data:

Height: 12 feet (3.7 m).

Width: 7 feet (2.1 m).

Length: 4.5 feet (1.4 m).

Weight: 3.5 tons.

Physical Strength: Equal to a Robotic P.S. of 38.

Cargo: None.

Power System: Alien fusion cell; predicted energy life of 150+ years.

Weapon Systems:

1. Particle Beam Emitter: Frank's main weapon is an extremely powerful particle beam. It is devastating at close range and has plenty of reach for the confines of the arena.

Primary Purpose: Anti-Armor.

Secondary Purpose: Assault.

Range: 1,000 feet (305 m).

Mega-Damage: 1D6x10+10 M.D.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

2. Charged Hands: Frank can channel electrical energy into his hands to increase the damage of melee attacks and add a stunning effect.

Primary Purpose: Assault.

Secondary Purpose: Anti-Monster.

Range: Touch only.

Mega-Damage: As per Robotic P.S. of 38 +1D6 M.D. from the charge in all successful strikes to hit. Or he may choose to stun living opponents inflicting 4D6 S.D.C. damage and rendering victims -5 on initiative, -1 on Perception Rolls, and -3 to dodge or parry for the next two melee rounds. Not applicable to opponents in full environmental body armor, power armor, robots or combat vehicles.

Rate of Fire: Each use counts as one melee attack.

Payload: Effectively unlimited.

3. Reflector Field: A highly advanced reflector field is built into Frank, allowing him to dissipate or reflect energy attacks. Roll to parry for each energy attack that "hits" Frank to see if the reflector bounces the attack back. A successful roll to parry protects Frank from *all* damage. A failed roll means Frank takes full damage.

Primary Purpose: Defense.

Secondary Purpose: Anti-Armor.

Range: 3,000 feet (914 m).

Mega-Damage: Equal to 25% of the absorbed attack's damage.

Rate of Fire: Can only be used to counter attacks.

Payload: Effectively unlimited.

4. Sensor System Note: All standard robot vehicle sensors and features, but with 50% greater range or capacity in his alien body.



Maximilian Schroeder Stats

Real Name: Tobias Jodl.

Aliases: The Black Knight and Big Max.

Robots: Triax X-2500 Black Knight, TC-R5 Gargoyle Stopper.
Has an old Ulti-Max suit but doesn't like to use it for fear of being confused with Gerhardt Fulcon.

Alignment: Scrupulous.

Attributes: I.Q. 14, M.E. 14, M.A. 13, P.S. 17, P.P. 22, P.E. 17, P.B. 14, Spd 10.

Height: 6 feet (1.83 m). **Weight:** 235 lbs (106 kg).

Hit Points: 50. **S.D.C.:** 24. **Age:** 53

Experience: 8th level Robot Combat Pilot (NGR).

Description: Schroeder is a middle-aged gentleman with a few extra pounds on him and wavy silver hair. He is still in good shape for his age and shows no signs of slowing down anytime soon.

Disposition: Jovial and good-natured, Schroeder always takes the show more seriously than the fight. This has cost him titles once or twice in the past, but endeared him to the Robodome's showrunners. Whenever Schroeder hits the arena floor, the audience is in for a treat.

Skills of Note: Computer Operation 85%, Electronic Countermeasures 75%, Language: American 91%, Language: Euro 98%, Literacy: Euro 98%, Math: Basic 98%, Navigation 90%, Pilot: Hovercraft 98%, Pilot: Jet Aircraft 98%, Pilot: Jet Fighter 98%, Pilot: Robots & Power Armor 97%, Radio: Basic 90%, Robot Combat Elite: Black Knight, Robot Combat Elite: Dyna-Max, Robot Combat Elite: Gargoyle Stopper, Robot Combat Elite: Ulti-Max, Running, Sensory Equipment 85%, Weapon Systems 85%, W.P. Energy Rifle and Hand to Hand: Martial Arts.

Attacks per Melee: Five outside of his robot.

Psionics: None.

Magic Knowledge: None.

Weapons of Note: TX-24 ion pulse pistol.

Body Armor: T-42 Commando Scout armor.

Vehicles: Sticks to hovercars and limousines.

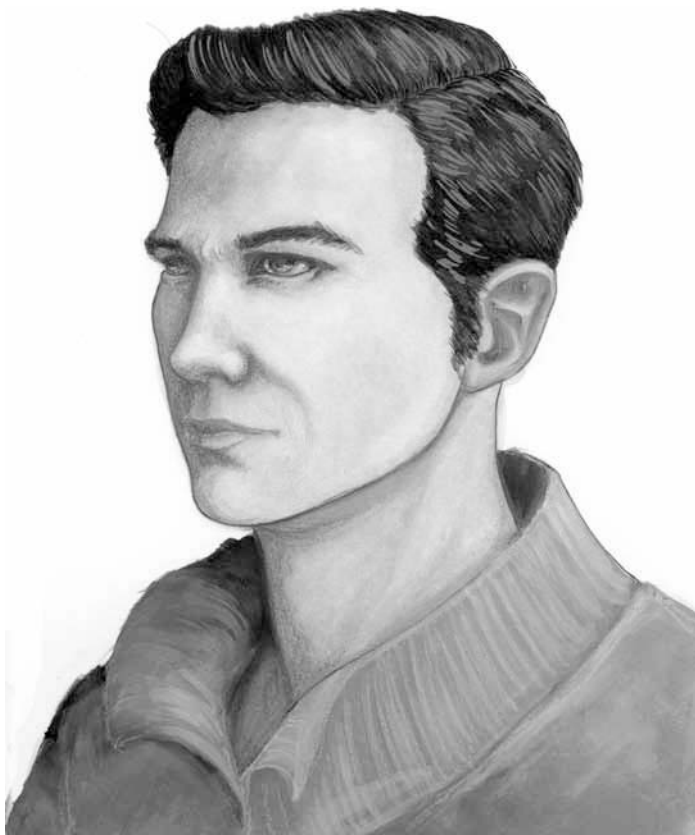
Cybernetics: None.

Maximilian "Black Knight" Schroeder

Former Heavyweight Champion

Maximilian Schroeder is one of the most popular Robo-Gladiators of the last decade. His flashy combat style, signature accent and roguish reputation all combine to make him a celebrity and fan-favorite. Emigrating to North America from the New German Republic in 97 P.A., it only took Schroeder a year or two to find himself a place on the Robo-Gladiator circuit, especially with his very visible Triax Black Knight combat robot.

Schroeder is a former Heavyweight Champion who lost his title a few years back. He is happy to keep getting fights amongst the highest ranking gladiators, even if he is being denied another chance at the title for the moment. Sometimes Schroeder competes in Middleweight games for a little variety, using a *TC-R5 Gargoyle Stopper* he had imported special from Europe.



Antoine “Ripper” Leroj

Antoine Leroj is a former Quebecois soldier turned mercenary turned security specialist for Wilk’s Laser Technologies. After years defending Wilk’s headquarters and escorting shipments through dangerous territory, he saw a new opportunity in the rising popularity of the Ishpeming Robodome. Obviously the Robodome is an excellent advertising platform for Northern Gun, but the notoriety of Titan Robotics’ sponsored Robo-Gladiator team demonstrated how other companies could get in on the action. Wilk’s does not manufacture robots or power armor, preferring to stick to the laser-based tools and weapons they are familiar with. Ripper Leroj, however, convinced them to bankroll his plan to paint up a robot or two with Wilk’s corporate colors and logos and plant the Wilk’s brand name firmly in the minds of the Robodome audience.

Leroj could not be happier with his current arrangement. He is still a Wilk’s employee, and they pay for his pit crew and repairs to his combat robots, plus he gets to keep whatever he earns in the Ishpeming Robodome. All Leroj has to do is compete regularly and talk about the high quality of Wilk’s products whenever he is interviewed.

Antoine Leroj Stats

Real Name: Antoine Leroj.

Aliases: Ripper Leroj and Ripper.

Robots: NG-M57-2N1 Megabot, NG-AX44 Bison Battler, NG Forester power armor.

Alignment: Anarchist.

Attributes: I.Q. 17, M.E. 15, M.A. 13, P.S. 15, P.P. 18, P.E. 17, P.B. 15, Spd 14.

Height: 6 feet (1.83 m). **Weight:** 172 lbs (77 kg).

Hit Points: 31. **S.D.C.:** 22.

Age: 32

Experience: 5th level Robo-Gladiator.

Description: Leroj is always well dressed and immaculately groomed. He has short, black hair and dark eyes and favors dark red, military-type attire for himself and his pit crew.

Disposition: Many people think Antoine Leroj is serious and humorless – until they get to know him and realize that this attitude is just an ongoing put-on. Amongst Robo-Gladiator circles he is known for pranks, practical jokes and a sense of humor that has almost gotten him banned from the arena several times.

Skills of Note: Basic Mechanics 50%, Computer Operation 70%, Navigation 65%, Performance 60%, Pilot: Robots & Power Armor 88%, Public Speaking 55%, Radio: Basic 90%, Robot Combat: Basic, Robot Combat Elite: Bison Battler, Robot Combat Elite: Forester Power Armor, Robot Combat Elite: Megabot, Robot Combat Elite: Volcano, Robot Mechanics 40%, Sensory Equipment 60%, Vehicle Armorer 60%, Wardrobe & Grooming 71%, Weapon Systems 75%, W.P. Heavy M.D. Weapons and Hand to Hand: Basic.

Attacks per Melee: Five outside of his robot.

Psionics: None.

Magic Knowledge: None.

Weapons of Note: Wilk’s 237 Backup laser pistol.

Body Armor: Crusader body armor.

Vehicles: Uses a Speedster hovercycle as his personal vehicle.

Cybernetics: Left eye is a cybernetic multi-optic replacement.



Verlan “Omega” Jones

Reigning Heavyweight Champion

Verlan Jones is an experienced veteran of the Robodome gladiator arena. During the earlier stages of his career he was sold as the rising star, the native son, the upstart title competitor. He has found the most success, however, playing *the villain* that is the secret crowd favorite. For years he has performed his part well, providing a solid villain for boring “good guy” types to feud with. So well, in fact, that he has always attracted his own loyal contingent of fans, fans who revel in skill and performance and enjoy

his use as a foil in the scripted exchanges between Robodome competitors. In 107 P.A., however, he annihilated the current Heavyweight Champion in a match that he was supposed to lose gracefully. And while the bookies and Black Market mafioso lost a lot of money that day, Omega Jones's notoriety, particularly after winning the championship belt, has stalled any kind of revenge. For two full years, he has reigned as the *Robodome Heavyweight Champion*. His fans are many, particularly among the youthful crowd who like their champion to have an attitude and are underwhelmed by the bloodless, family-friendly direction the Robodome seems to be heading in.

Omega Jones is close friends with "the Germans," as he calls fellow gladiators *Fulcon* and *Schroeder*, and the trio can often be found at Ishpeming's swankiest clubs and restaurants soaking up their celebrity status and picking up girls. Omega Jones has a personal rivalry with *Sarah Seymour*, who rebuffed his romantic advances when she first appeared on the circuit and who even now threatens to take his championship belt. Omega Jones's main arena robot is a modified *NG Grizzly* dubbed the "Omega Fist" after his arena name, a dangerous close combatant perfect for the confines of the ring. His signature bright-orange paint job and bear claw effects along his Grizzly's arms and legs make his robot stand out, and are copied on Omega Jones' combat armor and the jumpsuits of his pit crew.

Verlan Jones Stats

Real Name: Verlan Jones.

Aliases: Omega Jones, Omega and the Raptor.

Robots: NG-V67 Grizzly, customized NG-8000 Super Max, NG-V19 Blocker.

Alignment: Unprincipled.

Attributes: I.Q. 15, M.E. 11, M.A. 19, P.S. 21, P.P. 24, P.E. 14, P.B. 13, Spd 12.

Height: 6 feet, 2 inches (1.88 m). **Weight:** 212 lbs (96 kg).

Hit Points: 43. **S.D.C.:** 22.

Age: 39, looks more like 32.

Experience: 9th level Robo-Gladiator.

Description: Tall and broad-shouldered, Jones is a big man with a stormy demeanor and intimidating glare. He typically has a goatee or mustache and keeps his salt-and-pepper hair cut short. For clothing, he likes combat boots and military-style uniforms, generally in team colors.

Disposition: Jones tends to remain arrogant, cold and aloof in public, especially towards other Robo-Gladiators, but this is all part of his act – his competitive villain persona carried over from the arena. In private, Jones is a surprisingly normal and pleasant guy. He is generous with his time and very friendly and welcoming, despite being one of the most famous people in all of North America.

Skills of Note: Basic Mechanics 70%, Computer Operation 90%, Navigation 85%, Performance 85%, Pilot: Robots & Power Armor 97%, Public Speaking 75%, Radio: Basic 90%, Robot Combat: Basic, Robot Combat Elite: Blocker, Robot Combat Elite: Super Max, Robot Combat Elite: Hunter Mobile Gun, Robot Combat Elite: Grizzly, Robot Combat Elite: Samson Power Armor, Robot Mechanics 60%, Sensory Equipment 80%, Vehicle Armorer 80%, Wardrobe & Grooming 87%, Weapon Systems 95%, W.P. Heavy M.D. Weapons and Hand to Hand: Expert.

Attacks per Melee: Six outside of his robot.

Psionics: None.

Magic Knowledge: None.

Weapons of Note: NG-45LP long pistol is his favorite personal weapon.

Body Armor: Bushman body armor.

Vehicles: Has a Big Boss ATV tricked out with his team colors that he uses almost exclusively instead of limos or private cars.

Cybernetics: None.

Pirates of the Great Lakes

Green Bay is home to dozens of diverse pirate factions. The bay's geography and its location close to Ishpeming and the Manistique Imperium make it a favorite wintering spot and sanctuary where pirates can seek shelter from the fierce weather and Coalition naval patrols. Since the Dark Age, Green Bay and the coast of Wisconsin have been a breeding ground for pirates and bands of raiders who use the Great Lakes as their hunting grounds and an escape route.

A pirate culture has developed over the decades with many diverse groups. The pirates of Green Bay see themselves as a separate group from Great Lakes pirates in general – a more elite foundation who uses primarily Northern Gun equipment, preys upon Coalition shipping to the south, and hides out in the natural sanctuary of Green Bay. They have knowledge of the Wisconsin coast and the hideouts and navigable rivers found within its dark forests.

Lake Winnebago

Safe inside Wisconsin, linked to the Great Lakes by only a single river, Lake Winnebago is a perfect sanctuary for pirates. They can take their vessels as far away from the threat of the Great Lakes as possible without ever giving up easy access to them. The shallow nature of the lake makes it impassable to submarines and large ships, ensuring no CS Navy surprises for the pirates who gather there. The **Fox River** that connects to the lake is watched at all times by pirate scouts, and there are other rivers that lead away from the lake that could be used to escape should the Fox River be blocked.

Lake Winnebago is a frequent site of Raid Councils, meetings where pirate captains discuss plans and prepare for the coming months. It is shallow enough that lake serpents and other sea monsters are rarely seen within it, another reason the pirates can let their guard down. The pirates have also made a vow to keep the lake free of violence and bloodshed to avoid attracting attention to it, though for pirates, using a laser pistol instead of a missile launcher is often as much discretion as they are willing to show.

Other Pirate Havens

While there are a few islands and lakes that have become known as the bases of particular pirate groups, there are also dozens of smaller sites, bays, rivers and inlets that offer shelter

to smaller bands of pirates. Within **Green Bay** itself are Peat's Lake, Dead Horse Bay, Sturgeon Bay, Little Sturgeon Bay, Rileys Bay, Sand Bay, Sawyer Harbor, Egg Harbor, Fish Creek Harbor, Eagle Harbor, Sister Bay, Ellison Bay and Hedgehog Harbor, just to name a few. The Peshtigo River, Fox River, Wolf River, Suamico River, Oconto River, and Mink River all connect to inner Green Bay and lead inward to Wisconsin.

In outer Green Bay, where the Wisconsin coast turns into the Door Peninsula, Europe Bay, Rowley's Bay, North Bay, Moonlight Bay, Bailey's Harbor, Whitefish Bay, Lily Bay and the Ahnapee and Kewaunee Rivers are all known to be used by pirates. The rivers, in particular, allow pirates to move inland and avoid the CS Navy and other authorities. Where the old canal that connected Sturgeon Bay to Lake Michigan was is now a wide strait, letting ships cut right through the Door Peninsula and enter Green Bay without going north and around Plum Island.

The Raid Council

The Gathering of Pirate Captains

Every few weeks, the pirates of Green Bay hold an unofficial meeting to coordinate their activities. It is impossible to predict which captains will show up, and how many, but somehow, word generally gets back to most pirate circles regarding the Raid Council's decisions.

The site of the meeting is different every time, chosen at the previous council. It could be aboard one of the captain's ships, or at a remote wilderness campsite prepared by whoever is chosen to host. Sometimes the meet even occurs at a bar or farmhouse in one of the border towns near Wisconsin. The captains discuss the weather, the presence of sea monsters and the activities of the Coalition States, as well as happenings at Menominee and Escanaba and, most of all, the actions of Northern Gun and the privateers under her employ. Even the notorious **Lakeguard** typically sends a representative, hoping that one of the pirate captains has a rival to offer up as a potential "bust" to be presented to Northern Gun.

Pirates are known for fighting with each other over territory and plunder rights, and the Raid Council's intent is to keep this feuding to a minimum. Captains make claims to operate in certain areas at certain times, and mostly try to stay out of each other's way. There are always rogues, upstarts, transients who don't know about the Raid Council, and schemers who think they can get away with operating on their own, but most of the established pirates of Green Bay at least respect the Raid Council's ability to coordinate revenge. Because if a certain group of Green Bay pirates seem to be attracting too much attention from Northern Gun or the CS, they are likely to disappear, wiped out by their fellows, or ratted out for the CS or NG to capture in an effort to keep the piracy business below the radar of national powers. Serving up rogue forces who don't play well with others to the CS and NG is a clever ploy. It gets rid of troublemakers and makes those nations feel like they are making a dent in pirate activity, which, in turn, keeps them off the tail of cooperative pirate groups.

Power and holdings are everything at a Raid Council meeting, and the representatives from the **Green Bay Ghost Fleet** and other large pirate fleets are usually the dominant voices at the assembly. As disorganized as they can be, pirates are often surprisingly democratic in the selection of their captains and leaders, and the Raid Council meetings rarely turn into yelling matches

and are instantly dissolved if anyone starts shooting. Most of the pirates are happy to learn what they can about the other captains and plan and scheme accordingly.

Sometimes multiple crews of pirates will combine their ships and troops together for large attacks or cat-and-mouse games involving convoys. The Raid Council is a natural forum for such collaborations, though the actual planning is usually done in side meetings and secret planning sessions. Several times in its history, however, the Raid Council has convened as a true council of war, pooling together every pirate captain it can find for a common goal. The Lakeguard was first put in its place this way, and at least one Coalition anti-piracy task force has been forced to retreat back south by relentless hit-and-run strikes mounted seemingly by every pirate on the Great Lakes.

The exception to the wrath of the pirates is Northern Gun itself. While official vessels, hovertrains and supply caches do sometimes fall under attack, it is mostly third-party groups that absorb the brunt of pirate raids. To attack Northern Gun directly is to invite a military response from privateers and mercenaries, or, even worse, to have any known members of the pirate group be placed under a *Withhold Order*, unable to shop at Northern Gun outlets or enter the Republic of Ishpeming at all. Outlaws they may be, but the pirates of the Great Lakes have grown dependent on the reliable source of weapons, ships and ports that is Northern Gun.

The Ghost Fleet

The Green Bay Ghost Fleet is the name of the most notorious pirate group known to use Green Bay and Lake Winnebago as a base of operations. For years, their extensive use of magic, mystical illusions and Elemental water magicks have made their victims think that they had been attacked by supernatural apparitions, dimensional invaders or sea monsters. Unfortunately for them, they took enough ships and hostages to gain a reputation, and now most people are perfectly aware that the so-called **Ghost Fleet** is composed of flesh-and-blood pirates, not specters from another world or time.

Since word of their reputation got out, the Ghost Fleet has become more akin to pirates elsewhere in the world. They still rely on a lot of magic and illusion, but now they are sure to back up visual trickery with very real firepower.

The Ghost Fleet has its origins in the murky history of the city-state of Tolkeen. Many of its magic users hail from Tolkeen originally, and the Fleet has played its part harassing Coalition shipping, especially those vessels loaded down with supplies for the occupation zone. When the war was still active, the Ghost Fleet almost exclusively targeted Coalition merchant vessels, military cargo ships, and captains known to be carrying goods for the CS. The pirate fleet was hit by several surgical strikes made by Coalition Nautical Commandos as revenge but the conflict never went much beyond that, and they still target CS vessels as their primary prey.

The Ghost Fleet launches two types of attacks against ships. The first are normal pirate attacks, either surprising the target or running it down with higher speed. If the target vessel tries to resist, battle is joined and the pirates attempt to capture the other ship by force. If the target surrenders at the sight of the skull and crossbones, the crew are allowed to depart in lifeboats be-

fore the vessel is captured and towed away, or while the cargo is being off-loaded. Once the pirates are done and the vessel is left behind, the crew can come back aboard and head back home or to the nearest port. Pirates steal the entire ship and cargo only about a third of the time. Of course, vessels left behind for the crew to retake may be crippled so that they can't report the crime too quickly, and communications equipment is always scuttled. Sometimes pirates who steal ship and all are kind enough to drop off cooperative crews at ports or a safe coastal area, especially if the weather seems uncertain or sea monsters are about. On occasion, the crew is held for ransom, but more often, just taking their ship and cargo and leaving them unharmed is sufficient.

In most cases, stealing the cargo is the real objective, so pirates have no interest in the ship and certainly no interest in the crew. Victims who don't fight back usually have little to fear from pirates. Stealing is bad enough, slaughter a ship's crew and you attract too much attention. Take a crew hostage, and they are a lot of trouble, requiring food and some measure of care. It's just easier to rob a ship of its cargo and valuables, cripple it, and leave it for the crew to go back home with their tails between their legs.

The second type of attack is what gives the Green Bay Ghost Fleet its name. Before they were discovered to be flesh-and-blood pirates, they would capture almost every ship through a combination of illusions and enchantments. For fake ghost attacks, Shifters and Conjurers terrify the crew with visions and real ghostly Entities and monsters while Ocean Wizards and mages wielding Elemental magic made the sea pitch and roil, threatening to overturn the ship or wash crewmen overboard. After the crew is sufficiently frightened and their vessel lightly damaged, a final message is transmitted: abandon the ship or die. Most crews either opt for the lifeboats or beach their vessel and take their chances on the shore.

The Green Bay Ghost Fleet

- A. Sponsorship: Criminal – Small-Time Bandits.
- B. Outfits: Open Wardrobe. 10 points.
- C. Equipment: Magic Technologies. 40 points.
- D. Vehicles: Combat Cars. 20 points.
- E. Weapons: Basic Weaponry. 10 points.
- F. Communications: Full Range System. 15 points.
- G. Internal Security: Iron-Clad. 20 points.
- H. Permanent Bases: Fortified Headquarters. 20 points.
- I. Intelligence Resources: Psionic and Magic Operatives. 20 points.
- J. Special Budget: Large Loans. 25 points.
- K. General Alignment of Personnel: Anarchist. 2 points.
- L. Criminal Activity: Psychic Enforcer, Special Forces. 35 points.
- M. Reputation/Credentials: Scoundrels. 1 point.
- N. Salary: Excellent Salary. 20 points.
- Total Points Spent: 238
- Size & Orientation: Large Company.

Ghost Fleet Company Strategy & Tactics: The Ghost Fleet still uses scare tactics and illusions whenever they can. Usually this involves a primary pursuit vessel and several smaller, faster craft. The pursuit vessel follows the target ship at long range, launching the smaller craft to bring magic users, psychics and other specialists within range. They cast spells and use psychic powers while other craft buzz the ship or fire warning shots. Once the crew is properly frightened, boarding parties will climb onto the ship or

monsters and strange animals will be unleashed. Actually capturing the crew is a headache and last resort. Often if they persist in the face of multiple scare attempts, they are simply loaded onto lifeboats and cast out into the lake.

Company's Colors and Banners: An image of a ghost rising up out of the water.

Personnel:

Captain Armas Aquaria (9th level Ocean Wizard, Anarchist) is the most powerful magic user in the Ghost Fleet. She uses her dominance over the elements to give target ships a terrifying ride as the Great Lakes seem to come alive beneath them. All the while, the cargo or vessel itself is carefully preserved. She hails from somewhere along America's East Coast, one of a small community of Ocean Wizards who decided to travel west along the Great Lakes. Armas likes to maintain the element of surprise in battle and is not likely to participate in any standup fights. In the Ghost Fleet's camp in Wisconsin and on the Great Lakes, she rules like a queen over her pirate subjects, beholden to her and her loyal cadre of Ocean Wizards.

Yume Kytann (7th level Ocean Wizard, Aberrant) serves as Aquaria's right-hand man. He commands many of the same powers as she and often leads second ships during the Ghost Fleet's attacks. He is an Ocean Wizard born and raised in the Great Lakes, familiar with Green Bay and its tributaries in particular.

Toren Blum (6th level Pirate, Anarchist) is a Nuhr Dwarf and an experienced pirate from Queenston Harbor. He represents the more conventional buccaneers of the group and usually leads boarding parties and shore assaults. Blum respects the supernatural power over the waves held by the wizards he serves, but does not altogether trust them and their motives. Most of the pirates he knows are simple enough to understand in their quest for plunder, but the Ocean Wizards almost seem offended by surface folk who would challenge their control of the water.

Conventional Pirates: Approximately 200 various men-at-arms, including 50+ Pirates and 30-40 River Pirates (about 60% of whom are human), 10 ex-Privateers, 10 Headhunters, 5 Full Conversion 'Borgs, 10 Juicers, 20 Psi-Stalkers, 10 Brodkil, 10 Horune Pirates and 15 Simvan Monster Riders.

Magic-Using Pirates: Approximately 60 various magic users, including 12 Ley Line Walkers, 10 Mystics, 10 Shifters, 5 Techno-Wizards, 5 Elemental-Fusionists, 3 Water Elemental Warlocks, 2 Stone Masters and a Horune Ship Dreamer.

Ocean Manipulation Specialists: 20 Ocean Wizards and 12 Mind Melters with hydrokinetic powers.

Pilots and Vehicle Crew: Approximately 80 Sailors, Pirates, Robot Pilots and others who man the pirates' ships, robots, aircraft and other vehicles.

Non-Combatants: The pirates maintain a fortified camp near Lake Winnebago. There are usually 1D4x10+100 family members, support personnel, freeloaders, passers-by, smugglers, prostitutes and other such types found at the camp.

Standard Issue Weapons:

Side Arm: Northern Gun pistol of choice. TW Nuhr Firebolt pistol or other TW side arm for magic users.

Primary: NG-60 ion rifle or other Northern Gun rifle of choice. TW Nuhr Firebolt Musket or other TW rifle for magic users.

Body Armor: Crusader or Bushman body armor.

Other: Survival knife, flotation device, emergency SCUBA tank (pony bottle), radio or magic communication device, 4 extra E-Clips or P.P.E. cells, swim fins.

Ground Vehicles:

3 Horune Dolphin combat drones (see page 167 of **Rifts® Underseas™**).

2 Horune Land Shark drones (see page 169 **Rifts® Underseas™**).

4 Beachcomber amphibious ATVs.

3 Amphibious APCs.

2 Amphibious tanks.

1 Beachmaster amphibious assault robot.

1 Hunter Mobile Gun.

1 Blocker combat robot.

1 Mantis power armor.

Aircraft:

6 TW Turbo Wing Boards.

4 Red Hawk power armor suits.

1 Fantail helicopter gunship.

2 Sky King hovercraft.

3 Dragonfly hover-choppers.

Naval Forces:

10 TW Underwater Scooters.

10 TW Water Sleds.

6 Speedboats.

4 Black Eel patrol boats (see page 117 of **Rifts® Mercenaries™**).

3 Aqua Hovercycles.

2 Harbormaster missile boats.

4 TW Hover Yachts.

1 Kittani Shark Mk 5 Mini-Submarine (see page 184 of **Rifts® Underseas™**).

2 Black Galleon-class gunboats (see page 158 of **Rifts® South America**).

The Coast Wolves

The Coast Wolves are without a doubt the most high-tech, cutting-edge pirates in all of the Great Lakes. They use ships, subs and vehicles from the Coalition, Free Quebec and outside sources. They have begun to use more and more Northern Gun products as the company expands its amphibious product line, complementing their futuristic firepower with reliable NG gear.

Unlike other pirates who employ magic and psychic powers, the Coast Wolves are almost exclusively a technological fighting force. They do recruit psychics and sometimes utilize a magic user's special skills, but the core of the Coast Wolves is made up of rogue Quebecois sailors and privateers, more accustomed to wires and engines than amulets and crystal balls. Most of their attacks come from underwater, helping to hide the number and nature of their forces and confuse targets.

The Coast Wolves also have an edge dealing with the land-based criminal world. They maintain extremely close ties with Le Marché Noir, the Quebecois Black Market. They unload their plunder on the market's smugglers and fences, and buy weapons and take contracts to hit ships and assassinate captains, merchants and law enforcement officials. The Coast Wolves could be looked at as Le Marché Noir's private navy in many respects.

(See **Rifts® The Black Market™** for more information on Le Marché Noir and other Black Market factions.)

The Coast Wolves

A. Sponsorship: Criminal – Organized Crime.

B. Outfits: Specialty Clothing. 20 points.

C. Equipment: Electronic Supplies and Good Gear, Medical Equipment. 15 points.

D. Vehicles: Specialty Vehicles. 30 points.

E. Weapons: Advanced Weaponry. 20 points.

F. Communications: Full Range System. 15 points.

G. Internal Security: Iron-Clad. 20 points.

H. Permanent Bases: Partial Headquarters. 2 points.

I. Intelligence Resources: Scout Detachment, Special Military Operatives. 15 points.

J. Special Budget: Small Potatoes. 15 points.

K. General Alignment of Personnel: Anarchist and Unprincipled. 4 points.

L. Criminal Activity: Cyber-Doc, Smugglers and Sellers of Contraband, Special Forces. 45 points.

M. Reputation/Credentials: Unknown. 5 points.

N. Salary: Good Salary. 10 points.

Total Points Spent: 216

Size & Orientation: Free Company.

Company Strategy & Tactics: As their name implies, the Coast Wolves' principal strategy is the wolf pack. They use power armor units, small water craft and ambush teams to confound and confuse their targets. Hit and run attacks are the norm, with the Wolves using their high-speed vehicles to get off a few shots and escape quickly. When they do attack targets onshore, the Coast Wolves appear swiftly, often right up out of the sea, and then vanish.

Company's Colors and Banners: A wolf's head with an eye-patch over a dark coastline.

Personnel:

Commander Daguerre (8th level CS Sailor, Miscreant) leads the Coast Wolves. He is a former Free Quebec naval officer who struck out on his own, dissatisfied with his home country's subordinate status next to Chi-Town. He went rogue with a small group of Quebecois soldiers and sailors, heading west to Lakes Michigan and Huron. In the western Great Lakes, he is just out of reach of the FQ government, free to plunder the high seas at will. Daguerre has the benefit of a military education and is an exceptional sailor. He likes to avoid Northern Gun shipping when he can, preferring to target vessels flying Coalition colors.

Lt. Archambault (5th level Cyborg Strike Trooper, Anarchist) is at the forefront of most of the Coast Wolves' boarding parties. His cyborg body includes features like underwater propulsion and oxygen supplies, in addition to armor and weapons that make Archambault one fearsome pirate. Archambault secretly hopes that one day the Wolves can return to Free Quebec, maybe filling a contract as privateers, and is even more likely than the Commander to go after Coalition ships.

Jean Lambert (6th level Smuggler, Aberrant) functions as the Coast Wolves' contact with Le Marché Noir. He is an experienced Smuggler who is used to dodging the government of Free Quebec. Lambert is also an experienced sailor in his own right,

and used to move most of his merchandise on the water before he fell into his current position.

Marine Unit: Approximately 80 men-at-arms who make up the boarding parties and shore assault units, including 20 Pirates, 10 River Pirates, 10 Headhunters and 10 Sea Dogs.

Special Ops Unit: More specialized troops for SCUBA attacks and vital actions, including 10 Special Forces soldiers, 10 Juicers, 5 Mind Melters and 5 Full Conversion 'Borgs.

Pilots and Crew: Pilots and crewmen for the pirates' vehicles, including 48 Sailors/other crew, 44 Robot Pilots and 2 Glitter Boys.

Non-Combatants: Approximately 1D4x10+50 civilians, support personnel and Le Marché Noir smugglers can typically be found at the pirates' campsite.

Standard Issue Weapons:

Side Arm: C-18 laser pistol or Northern Gun pistol of choice.

Primary: QN-06 Laser Harpoon Gun (see page 48 of **Rifts® Free Quebec™**), C-12 heavy laser rifle or Northern Gun rifle of choice.

Body Armor: Old-style Dead Boy body armor, Free Quebec QEBA-10 (see page 49 of **Rifts® Free Quebec™**) or Northern Gun armor of choice.

Other: Vibro-Blade, dive knife, flares, hand grenades, SCU-BA gear, flotation device, sea scooters, jet skis or almost anything else necessary for the mission. The Coast Wolves are extremely well equipped for pirates and can easily masquerade as mercs or privateers.

Ground Vehicles:

- 6 Samson power armor suits.
- 4 Beach-Stormer power armor suits.
- 2 Glitter Boys.
- 4 Amphibious APCs.
- 2 Amphibious tanks.
- 3 Submersibles.
- 2 Hunter Mobile Guns.
- 2 Beachmaster amphibious assault robots.
- 4 Mantis power armor suits.

Aircraft:

- 7 old-style SAMAS power armor suits.
- 3 old-style CS Sky Cycles.
- 6 Blue Hawk power armor suits.
- 2 Ironwing power armor suits.
- 1 CS CH-12N Sea Wasp attack/transport helicopter (see page 95 of **Rifts® Coalition Navy™**).

Naval Forces:

- 4 Trident power armor suits (see page 51 of **Rifts® Coalition Navy™**).
- 4 Sea Dragon power armor suits (see page 130 of **Rifts® Free Quebec™**).
- 2 Sea SAMAS power armor suits (see page 49 of **Rifts® Coalition Navy™**).
- 5 Speedboats.
- 8 NG Aquatic Hovercycles.
- 2 CS Wave Demon combat patrol hydrofoils (see page 58 of **Rifts® Coalition Navy™**).
- 1 CS Mark I Barracuda patrol boat (see page 59 of **Rifts® Coalition Navy™**).

1 CS Stingray minisub (see page 78 of **Rifts® Coalition Navy™**).

1 Harbormaster missile boat.

1 Sandfish cargo landing craft.

1 large freighter used as a troop carrier.

Le Mistral, the Coast Wolves' capital ship, is an Iron Heart Armaments Triton-class patrol boat. It typically carries ten of the Coast Wolves' Blue Hawk, SAMAS and Beach-Stormer power armor marines aboard. (See page 118 of **Rifts® Mercenaries** for full details on the Triton patrol boat.)

Frew's Freebooters

The Freebooters are a traditional pirate group who work in the waters of Green Bay and Grand Traverse Bay on the opposing side of Lake Michigan. They have secret havens within Green Bay and along the western Michigan coastline, bivouacs where they can hide a ship from pursuit and lay low for a few days. The Freebooters are a mix of sailors and privateers from Northern Michigan, magic-using dissidents formerly from the Kingdom of Tolkeen, and Psi-Stalkers and other wilderness folk.

Their leader, Captain John Frew, is probably the youngest pirate captain on the Great Lakes. Still only twenty-seven, his path to captaincy has been a strange one. Frew was born in Escanaba, and grew up working for the Northern Gun corporation. By the time he was in his early twenties he was already a standout Sales Rep, a sailor and navigator who insured Northern Gun shipments reached their destination. On one such journey, Frew's ship was attacked by pirates. The cutthroats captured the vessel, took the cargo and held the crew as prisoners. During his captivity, the pirates discovered Frew's knowledge of Northern Gun's shipping routes, and when the rest of the crew was released for ransom, the freebooters kept Frew with them. He was outraged, but unable to do anything but accept their dictates. Things went on like this for a few months, until the pirates' captain died in an encounter with a lake monster. Suddenly, the leaderless pirates had to elect a new captain, and the matter was put to a vote. To the surprise of everyone, most of all Frew, they made him their new leader. Frew had impressed the pirates with his knowledge and skill and managed to win their respect, even as a prisoner.

Once he realized that they were serious and would follow him unquestioningly into battle, Captain Frew asserted himself and took command. He used his understanding of Northern Gun's supply chain to put his ship right in the path of a virtually undefended Northern Gun resupply mission. The shipment was intended for MercTown, and was loaded with more than enough gear to completely rearm the Freebooters. Frew's position as captain was instantly assured, and since then he has waged a one-ship reign of terror as the most effective pirate captain on the Great Lakes. And unlike your average lake pirate, Captain Frew is unafraid to attack the Northern Gun brand name directly. He has scooped up a vast treasure trove of military products and luxury goods for the Freebooters, enough that the Trade Council has placed a massive bounty on his head: 50 million credits alive, 35 million credits dead.

Frew's Freebooters

- A. Sponsorship: Criminal – Small-Time Bandits.
- B. Outfits: Open Wardrobe. 10 points.

C. Equipment: Cheap Gear. 2 points.
 D. Vehicles: Fleet Vehicles. 10 points.
 E. Weapons: Basic Weaponry. 10 points.
 F. Communications: Secured Service. 10 points.
 G. Internal Security: Tight. 10 points.
 H. Permanent Bases: Headquarters. 10 points.
 I. Intelligence Resources: Scout Detachment, Psionic and Magic Operatives. 25 points.
 J. Special Budget: Nickels and Dimes. 5 points.
 K. General Alignment of Personnel: Anarchist. 2 points.
 L. Criminal Activity: Prostitutes, Smugglers and Sellers of Contraband, Expert Assassin, Psychic Enforcer, Forger. 80 points.
 M. Reputation/Credentials: Hunted. 0 points.
 N. Salary: Pittance Salary. 5 points.
Total Points Spent: 179
Size & Orientation: Free Company.

Company Strategy & Tactics: The Freebooters typically rely on the age-old pirate tricks of ambush and intimidation, only assisted by magic, psychic powers and high technology. They pursue or surprise the target vessel and make a show of running up the skull and crossbones. If the vessel does not stop and surrender, the pirates mercilessly chase it down and disable it. If surrender still does not come at that point, a boarding party is assembled and the ship taken by force. Anyone who lives through the assault is likely to be held for ransom or sold into slavery, while those who surrender early on are put on lifeboats or released at the next neutral port. The reputation of the Freebooters is such that fewer than 20% of vessels that come under attack dare to fight back; the vast majority surrender to live another day as free men.

Company's Colors and Banners: A classic pirate's "Jolly Roger" or skull-and-crossbones on a black background. The skull is that of a cyclops, however, with one large, staring eye.

Personnel:

Captain John Frew (5th level Pirate, Aberrant) has been in charge of the Freebooters for almost two years. He has proven himself to be a natural leader and a canny tactician. With every supply ship he hits his reputation grows, and Frew is probably the most infamous single pirate on the Great Lakes. All the notoriety means most merchant ships give up without a fight, but the list of privateers, assassins, mercs and bounty hunters who are after him grows longer every day. Captain Frew intends to make as much money as he can and then take the Freebooters down to the Gulf of Mexico where they will start all over again with no authorities on their tails.

Whitford Waines (7th level River Pirate, Aberrant) is Captain Frew's veteran pirate advisor. He was first mate when the captain before Frew died, and is responsible for educating the young man in the ways of piracy. Waines has connections with all of the established pirates of the Great Lakes, and uses his reputation and experience to make up for Frew's youth and his background

as a "city boy." Some might mistake Waines as the real brains behind the operation, but that's not true. Though he is a valued and trusted mentor, John Frew is the captain of this pirate crew.

Boarding Parties/Shore Assault: Approximately 100 pirates of various species and O.C.C.s, including 30 Pirates, 10 River Pirates, 10 Simvan Monster Riders, 10 Psi-Stalkers, 10 Crazyes, 10 Juicers, 5 Wilderness Scouts and 2 Full Conversion 'Borgs.

Air Assault: 10 Robot Pilots and other classes who pilot the power armor, vehicles and the pirates' seaplane.

Ship Crew and Support Personnel: Approximately 30 Operators, crewmen, technical specialists, cooks and various other support types who tend to stay aboard the Freebooters' ships.

Non-Combatants: In addition to the pirates themselves, there are 1D4x10+10 family members and hangers-on who live aboard the *Priscilla* or at the pirates' current campsite.

Standard Issue Weapons:

Side Arm: Northern Gun pistol of choice.

Primary: NG-L5 laser rifle or BG-20 Blue-Green laser rifle.

Body Armor: Northern Gun body armor of choice.

Other: Vibro-Knife, dive knife, 2 days' worth of rations, SCU-BA gear, wetsuit, other equipment available for special assignments.

Ground Vehicles:

2 Samson power armor suits.

1 Beachcomber amphibious ATV.

1 Amphibious APC.

2 Beachmaster amphibious assault robots.

6 Aquatic NG power armor suits.

Aircraft:

32 Jetpacks used by boarding parties.

2 NG Blue Hawk power armor suits.

1 Ironwing power armor suit.

1 Kittani Flying Fox power armor suit (see page 167 of **Rifts®**

Splynn Dimensional Market™).

1 Kingfisher seaplane.

Naval Forces:

4 Submarines.

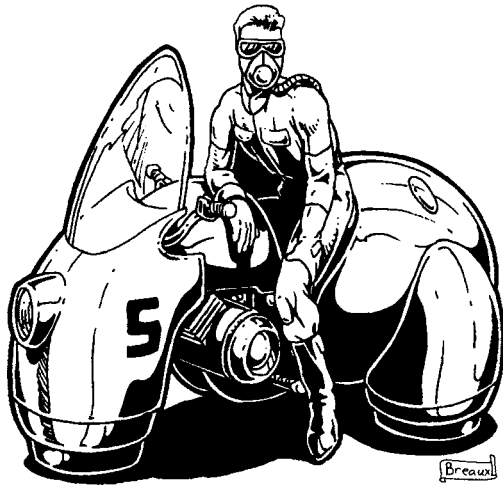
3 Speedboats.

6 Aquatic hovercycles.

1 Black Eel patrol boat (see page 117 of **Rifts® Mercenaries™**).

Priscilla, a captured Northern Gun freighter (1,400 M.D.C.), serves as the pirates' supply ship, treasure hauler and main living quarters.

The Fury is the Freebooter's capital ship and primary fighting platform. She is a rebuilt privateer ship and is heavily armed and armored (Main Body: 2,200 M.D.C.). Weapons include an NG-505 Rail Cannon and 4 dual-linked NG-202 rail guns, along with a medium torpedo tube and 2 short-range missile launchers.



Northern Gun Clientele

Giant robots and military grade vehicles are big, powerful and downright “sexy.” It is the giant combat robots that grab the headlines and protect or topple nations, and beat down hordes of rampaging monsters. Often they are what people talk about when they think **Northern Gun**. Yet, as big and impressive as these armored juggernauts may be, they are beyond the means of most adventurers. Even NG power armor, which has come down in cost and offers excellent armor protection, diversity of movement and a greater variety of weapons in recent years, still costs millions of credits. That may be fine for mercenary companies that pool their resources to purchase heavy combat gear. And it may also be affordable to established armies, boomtowns and wealthy business owners, but for the average adventurer, explorer or start-up band of mercenaries, it is a fortune they just don’t have.

Most adventurers and would-be heroes need to start out small, and often stay small and mobile. They buy *used* equipment and gear, or take a chance with knock-off products sold through the Black Market, or make purchases from strangers who claim to be fellow adventurers down on their luck. A lot of **secondhand sales** of NG products take place out on the frontier.

Another purchasing factor for many successful adventuring groups is the fact that being small, fast and adaptable is the real recipe for success. That makes *wheeled vehicles, hovercycles, M.D.C. body armor* and *handheld weapons* the necessities for survival and success, not giant robots, power armor or fierce armored vehicles.

Adventurers – whether they call themselves explorers, fortune seekers, protectors, mercenaries, bandits, troubleshooters, heroes for hire, or whatever – often need to travel light and operate under the radar of the local hostile forces and rival powers. When trouble comes, adventurers need to be able to meet it fast, head-on, and get away even faster. Those who can accomplish that are the troubleshooters, gunfighters and resourceful heroes who live to fight another day. They survive because they are sharp and always on the move, ever vigilant for new opportunities and impending danger. They are risk takers and gamblers who live fast and die young.

That last part is important to remember. Any individual who leaves the relative safety of civilization is very much a *risk taker*. A gambler who is putting his own life on the line to take a chance out in the great unknown in an effort to earn fame and fortune.

Adventurer Client Base

Do not doubt for a second that taking a step outside an established community isn’t stepping into the great unknown. Communication is very limited. Little is known outside of most communities. There is no GPS system. No highways or State Patrols. When you leave a town, you are instantly on your own in a hostile and uncertain wilderness.

Life on Rifts Earth is not anything like what people knew in the 20th and 21st Centuries. Each city and town on Rifts Earth is an *oasis* of civilization. A place of safety within a vast wild and savage wilderness. Between each oasis of civilization (and that includes one-horse towns) is the unknown, awash in an ever-changing, dimensionally or magically altered landscape. Some people call the wilderness *the frontier* or *the badlands*, but whatever you call it, the untamed wilderness stretches all around the border of whatever bastion of civilization you call home. Strange creatures, monsters, D-Bees, demons, bandits, and all manner of hostile forces may fill the landscape until you reach the next *oasis of civilization*. Truth be told, you don’t know what may await you a half-mile down the road or into the woods.

The term “road” is used loosely. There are no interstate highways connecting nations and communities. Two minutes outside of whatever town you may have just left is open country. Not open road. Open country – fields, forest, prairie, desert or whatever the local terrain may be, and it stretches into more of the same before turning into something different. Maybe even something alien. If you come across a “road,” it is really likely to be a dirt path worn into existence from use. In fact, a seasoned traveler will look at paths and roads as indicators as to what and who might lie ahead. A narrow footpath is likely to mean it is little more than a hunting trail or a common route of travel. Ah, but for there to be a path at all, there must be people and at least one or two communities. A hunting trail means game is present, and that too is a very good sign for those traveling in the wilderness. The bigger and more worn the path the larger the community. If the road is covered in gravel or asphalt (let alone concrete; a true rarity), it’s probably a major thoroughfare leading to a large town, city or city-state. The size and type of road also indicates the likely size and level of prosperity of the community ahead.

For the most part, however, there are no roads, just paths and trails. That means adventurers, explorers, and frontier settlers need weapons and armor they can afford and carry on their backs. Vehicles and riding animals must be able to handle a wide range of environmental conditions and rough terrain. That’s why travel by foot and animal drawn carts and wagons are the most common. Motorcycles, ATVs, trucks and hovercycles are a luxury many cannot afford. The further you get away from a city or town, the fewer vehicles (and people) you’ll find. And just as the size and type of road indicates things to travelers, the sight of any motor vehicle tells frontiers people that an outsider and possible trouble is coming their way upon it. The type of vehicle will indicate the threat level: Trucks, ATVs and hovercycles probably mean explorers and fortune hunters. Armored vehicles means mercenaries, fighters or bandits, and a greater level of potential dan-

ger. Power armor, giant robots and heavy combat vehicles may mean heroes and well-intentioned adventurers, but more likely represent soldiers, mercs, pirates, raiders and possibly would-be conquerors.

Life expectancy all across Rifts Earth is frightfully low. The average life expectancy is age 30 for most people living west of the Mississippi. And that includes people living in towns and communities in the Pecos Empire and Mexico. The number only improves slightly to age 35 for those trying to survive in the Canadian wilderness and wildlands of the middle and eastern United States. In such a hostile environment, even a one-horse town, homestead or farm is a welcomed sight. They offer a sense of familiarity, safety and camaraderie. A place where a traveler can find other people, even if they aren't all human. That sense of safety is often an illusion at many communities, as few villages and towns offer any real defense against a large or determined force. Most start-up communities are lucky to last 1-6 years, failing and vanishing within the first three years after being established. That includes trading posts. Communities come and go in the blink of an eye.

That's why people are drawn to city-states even if the government is oppressive and life unfair. People risk life and limb to reach hell-holes like the **Chi-Town 'Burbs**, because they are better and safer than trying to go it alone in the wild. In the newest and most ramshackle Chi-Town and Iron Heart 'Burbs, life expectancy is 40-45 years of age and an impressive 55-60 in the Old Town 'Burbs. Life may be dangerous and unjust in the 'Burbs. You may be slain because of your beliefs, or for owning a book, or for not being human, and you *will* suffer under the thumb of CS oppression and crime, but it is *better* than living at most other places. And much safer than living out in the frontier wilderness as a homesteader, farmer, villager or explorer. On top of that, there are opportunities for paying work and access to all sorts of goods and amenities that many other communities cannot offer. Living in the shadow of the Coalition's capital city also means the protection of the Coalition Army against monsters and alien invaders. For humans – the vast majority of 'Burb refugees – there is also the hope of finding a way to become a true citizen of the Coalition States and attain a much better life inside the fortress city of Chi-Town or other Coalition city.

The comparatively high standard of living at city-states like *Ishpeming*, *Manistique Imperium*, *Kingsdale*, *Whykin*, *Tolkeen*, *Lazlo*, and *New Lazlo*, as well as nations like *Free Quebec* and the *Coalition States*, is what makes them so famous and dense population centers. At most of the locations listed above, the average life expectancy is 50-60 years of age. At **Ishpeming** and **Manistique**, that number is 70, but both of these nations are a true paradise of technology, safety and freedom compared to most places on Earth. Only inside a true Coalition City like **Chi-Town** (and overseas, places like the New German Republic) does the average life expectancy exceed 75 (2D6+74 for the average human citizen, 1D4x10+85 years for the ruling elite). Even cities like *the Colorado Baronies*, *Arzno*, and *Merctown*, which seem to be flourishing, are unproven to be long-term survivors, and life expectancy is a harsh 45-50 years old. Meanwhile, not all long-established communities are safe ones. At places such as *El Paso*, *Ciudad Juarez*, and most towns and cities within the *Federation of Magic*, *Pecos Empire* and *South America*, life expectancy is only 45-55 years.

Life in the 'Burbs

The Chi-Town 'Burbs are not the picturesque urban sprawl that sprung up around the big, older cities of 20th and 21st Century Earth. Back then, *the suburbs* were new and glittering with alluring potential. They attracted new business, the wealthy and working middle-class. The suburbs of the past were often safer and more attractive than the big, aging cities. They were nice, quiet places to raise a family. This is not the case of the 'Burbs on Rifts Earth.

The 'Burbs should be thought of as *refugee camps* and *squalid shanty towns*. Streets and alleys are often made of dirt and turn into a sea of mud when it rains. The majority of people live out of their vehicles and animal-drawn wagons, tents and shacks made from whatever scrap materials the inhabitants managed to procure. Keeping possession of their scrap homes and belongings is often a daily battle and life is filled with threats, standoffs, violence and luck, good or bad. Large families and groups have strength of numbers and a better chance of survival. Which is why gangs spring up like springtime flowers and are found everywhere throughout the 'Burbs and in many cities and towns. These "gangs" are not bands of thugs and criminals (though some can be), but rather groups of neighborhood lookouts and protectors – any O.C.C. and D-Bee – willing to stand up for themselves and the people of **their neighborhood**. That "neighborhood" may be little more than the equivalent of one city block to as large as a square mile, but most are the equivalent of 2D4 blocks. Within each neighborhood there are likely to be several different gangs, with a typical gang numbering 2D6+6 individuals.

Youth gangs. Most neighborhoods have 2D4 bands made up of pre-teen children, half of them orphans, who run the streets, play, get underfoot and engage in petty theft and mischief. There will also be 2D4 bands of teenagers, mostly City Rats and Vagabonds. They too run the streets and have their favorite hangouts. Two-thirds are good kids who mostly keep their hands clean of trouble. The other gangs tend to be a bit more daring and wild, and are likely to engage in petty crimes of theft, vandalism and wild behavior (civil disobedience) at *other* neighborhoods, not their own.

These youth gangs are most often formed from family clans (siblings, cousins, etc.), friends banded together, or by race or social status and shared-commonality (all are orphans, all are D-Bees, all live in the same building, all have brown hair, etc.). Regardless of the youth gangs' makeup and origin, *all* function as a neighborhood watch. Even young thugs function as lookouts and watchdogs who are likely to be the *first to notice* someone or something suspicious or potentially threatening to their neighborhood – their "turf." When they catch wind of trouble, they scatter to spread the word to their friends, family, neighborhood protectors, local authorities (if any), and even friendly rivals. Common enemies are *CS soldiers*, *CS police*, *demons*, *monsters*, *Necromancers*, *Witches*, *members of the Federation of Magic*, *bad guys* and any *extremists/terrorists* and *monsters* who may represent trouble for their community. That means these kids always have their ears open and eyes peeled. If the threat is small, they may try to deal with it themselves.

Thug gangs. While some of these tough guys may be criminals, a gang of thugs is not usually directly affiliated with any known criminal organization. Instead, they are just teenagers and twenty-somethings who are tough, streetwise and looking for

ways to prove themselves, earn respect and make some money. Typical alignments are Unprincipled and Anarchist and O.C.C.s are often City Rat, Vagabond, and Thief or other criminal occupation. Yes, these guys can be trouble, they may use drugs, and may take freelance jobs with the Black Market, mercs and adventurers, but they are NOT organized crime. And when it comes to protecting the neighborhood, they will defend “their turf.” In fact, many are ready and quick to fight. In some neighborhoods, such thug gangs may be the only protection they have. A neighborhood is likely to have 1-6 of these thug gangs, with 2D6+6 gang members each, especially when their “neighborhood” covers a large area. The favorite vehicle of such gangs is the motorcycle or hovercycle, though in the ‘Burbs, foot power, skateboards and bicycles are common.

Criminal gangs. The members of this gang are likely to be professional criminals and hoodlums prone to violence. They run small-time, independent operations and are not directly affiliated with the Black Market, though they are likely to fence goods and do jobs for the organization. Cyber-Snatchers are one type of criminal gang found in the ‘Burbs. Hovercycle and motorcycle gangs that engage in crime and thuggery are another.

The Black Market is organized crime in the ‘Burbs and most cities. While there may be several local crime bosses and clans operating within the same territory, they will all be from the same one or two regional Black Market Factions. There may be rivalry and infighting, but they generally work together or ignore each other. While each group will have its enforcers and operatives, they are not generally considered to be a “gang” but something bigger. (See the **Rifts® Black Market Sourcebook** for complete details on this powerful criminal underworld organization.)

All are NG customers.

NG Body Armor

NG Armored Clothing Lines

Huntsman’s Choice Clothing

Expanding upon the wildly popular load-bearing equipment line, Northern Gun has branched out to offer two lines of M.D.C. clothing for the outdoorsman, pilot and executive looking for armored protection *without* going to a completely closed and contained, environmental body armor. Designers **Becky R. Northaven** and **Chad Thompson** are the pair largely responsible for further development of the *Huntsman’s Choice* and *Streetwolf* armored clothing lines.

Urban bikers, City Rats and gang-bangers cannot legally wear full, environmental body armor (or power armor) on city streets. Actually, few have any desire to wear the heavy body armors of combat troops or law enforcement, and most find environmental body armor too restrictive and too expensive. Many hovercycle pilots, especially City Rats, medical professionals, scientists, business people and street criminals, want light, comfortable armor that gives them flexibility of movement at a reasonable

price. They don’t have any interest in the costly environmental projection afforded by heavy armor, nor can they afford it. As long as the armor can stop 2-3 weapon blasts when a situation gets messy, they are satisfied. And with the meteoric popularity of hovercycles, Northern Gun designers are happy to provide a growing range of comparatively inexpensive non-environmental armor and armored clothing.

The Huntsman’s Choice and **Streetwolf** clothing lines provide light M.D.C. (and S.D.C.) protection without sacrificing comfort, mobility or style. The “Huntsman Choice” name is no coincidence, as NG marketing gurus want people to make the connection with the **Huntsman M.D.C. body armor** that is so popular among wilderness explorers and security forces. These new lines of armored clothing, along with the new **Hovercycle Ride Armors**, expand on the ideas first incorporated in the *Huntsman* and *Branaghan Duster*, both of which use M.D.C. fabric, padding and strategic placement of light M.D.C. plastic and/or ceramic plates inserted under the lining of the clothing. Heavier types of armor in these three lines of non-environmental body armor also place additional armored plating and padding on the outside of the already armored and padded clothing, providing a greater degree of protection.

The Huntsman’s Choice and other non-environmental armored clothing lines are designed with specific clientele in mind. The Huntsman’s Choice is intended as uniforms for pilots, law enforcement, security forces, naval crewmen, mercenaries and other military professions, as well as for explorers, scouts and hunters. Thus, the clothing is a variety of one-piece jumpsuits and two-piece military style fatigues. **The Streetwolf** line is designed for pilots, bikers, and civilian executives, offering suits, jackets and coats to be worn over ordinary clothes or armored clothing. **Hovercycle Ride Armor** is marketed to adventurers, mercenaries, explorers, City Rats, bikers and racers.

All three of these armored clothing lines have been instant successes, especially among naval ship crews, pilots, City Rats, Wilderness Scouts, explorers and adventurers, but are also seeing increased use among kingdom militias and militaries as standard uniforms. It is a wonder that the Coalition States and Free Quebec have not adopted this practice. Then again, it is an innovation that didn’t explode onto the scene until the fall of 109 P.A., and many people are just starting to discover them. Matters are complicated by the fact that Northern Gun is having trouble keeping up with demand, so armored clothing is regularly in stock only at stores found in Ishpeming and MercTown.

Of course, M.D.C. armored clothing is more expensive than regular clothing, but because of its durability they it is well worth the expense. While NOT intended as combat armor, the clothing that makes use of Mega-Damage fabrics does provide basic protection. All of the styles come in a range of sizes and colors, including custom camouflage patterns, but are limited in available styles.

Huntsman’s Choice Jumpsuits and Fatigues

Non-Environmental Body Armor

A common piece of clothing often ordered in bulk by militias, militaries, mercenary groups, expeditions and the occasional adventuring group in search of a uniform. It offers numerous pock-



ets, including two on the chest, two rear pockets, two front pockets, two hip pockets, and small pockets on the upper sleeves, each with a magnetic strip closure. Additional pockets can be built in per special order, including secret pockets on the inside.

The standard NG Huntsman's Choice jumpsuit and fatigues are made of water and wind resistant fabric. They are available as S.D.C. and *Mega-Damage fabrics*. With the proper head gear/helmet, boots and gloves, the Huntsman's Choice Jumpsuit can become a decent non-environmental armor for brief skirmishes or assault from an unexpected assailant. The wrist and pant cuffs come with magnetic strip closures like the pockets that are used to seal out dust, dirt and insects, but are not completely water or airtight, leaving the wearer vulnerable to poisonous gases, smoke, biological agents, and contaminants. However, while the helmet is connected and the wearer is suited up tight, it will keep out disease-carrying insects and does protect against exposure to

germs and contaminants at least for a while. The suit comes standard with reinforced knee and elbow pads for comfort.

Armored clothing in the Huntsman's Choice line comes in a variety of colors ranging from black to stark white, and includes various shades of green, brown, grey, blue and a wide number of camouflage patterns. Only bright colors, uncommon for work or military use, are absent. Special patterns, as well as modifications for D-Bees with extra limbs, tails or other non-human features, are possible but require custom fitting and modifications. Still, NG outlets try to keep the cost of such D-Bee "specifications" fair and affordable.

Custom add-on for one insignia patch: 10-40 credits per insignia, per jumpsuit, and varies with size and complexity of the design.

Custom add-on for special colors, patterns or modifications to jumpsuit or custom armor paint job: Depending on the complexity of the job, anywhere from 200-2,500 credits per jumpsuit/armor.

Street Legal Note: Most types of *power armor* and even many suits of *full environmental body armor* are NOT allowed to be worn in most civilized towns and cities, including Ishpeming and the Manistique Imperium. However, the *Huntsman's Choice* and *Streetwolf* armored clothing lines (and most Ride Armors) are allowed almost everywhere. This provides minor M.D.C. protection even on city streets, at church or in the shopping mall.

Huntsman's Choice Armored Clothing

Clothing Note: Reminder, a jumpsuit is a one-piece article of clothing that usually zips up. Fatigues are a pair of pants (may be loose or tight, but most are loose, cargo pants style) and a long-sleeve shirt. Both have a collar that can be turned up and connect to a helmet. Fatigues are sold only as a set; shirt and pants.

Gloves & Track Boots: An integral part of the suit's full protection are boots and gloves also made with armored materials and equipped with adjustable magnetic strip closures, plus a magnetic lip that locks into the cuffs of the jumpsuit or sleeves of the shirt, making a tight seal to keep the wearer dry and keep out dust, dirt, bugs and contaminants. Boot treads come in a choice of patterns, with some of the more brash mercenary groups and militias creating their own unique tread pattern complete with their insignia or name. Typically, boots are either dark brown or black, but special order colors are available. Boots are of M.D.C. material and have additional plating on the toe, heel and sometimes the upper part of the boot.

The gloves come in anything from light-duty "driving-style" to full gloves and even mittens suitable for wear in the arctic cold. They all come standard with the magnetic sealing system and are available in a multitude of colors and patterns the same as the clothing.

Gloves: M.D.C.: 2. Cost: 800 credits. Good availability.

Mittens & Heavy Gloves: M.D.C.: 4. Cost: 1,000 credits. Fair availability.

Track Boots: M.D.C.: 6. Cost: 1,200 credits. Good availability.

Clothing:

SH-150 Standard S.D.C. Huntsman's Choice Jumpsuit or Fatigues: A.R.: 14 (+2 with helmet). S.D.C.: 35. Cost: 375 credits. Excellent availability. No movement penalty.

AH-240 S.D.C. Huntsman's Choice Jumpsuit or Fatigues:

Has strategically placed, lightweight ceramic plates on the chest and back, and S.D.C. padding and polycarbonate plates on the front, upper legs, plus padding at the knees and elbows. A.R.: 16 (+2 with helmet). S.D.C.: 60. Cost: 750 credits. Good availability. No movement penalty.

MH-500 Armored Huntsman's Choice Jumpsuit or Fatigues: Made entirely of Mega-Damage micro-fiber fabric and padding. M.D.C.: 6. Cost: 1,500 credits. Good availability. No movement penalty.

MH-550 Armored Huntsman's Choice Jumpsuit or Fatigues: Has strategically placed, lightweight M.D.C. ceramic plates on the chest and back, and M.D.C. padding and polycarbonate strips on the front, upper leg, plus knees and elbow guards. M.D.C.: 11. Cost: 3,500 credits. Fair availability. No movement penalty.

Ultra-300 Armored Huntsman's Choice Jumpsuit or Fatigues

The **Huntsman Ultra-300** is, in effect, an advanced, lightweight *body armor* equal to the older style Plastic Man body armor, only much more comfortable and flexible. It has the standard plating and padding of the MH-550, but also comes standard with additional *external armor plating* over the neck and shoulders, chest and upper back, forearms and lower legs, as well as heavier, lightweight M.D.C. ceramic plates on the upper legs concealed under the fabric of the jumpsuit, plus knee and elbow guards. It also comes standard with the Ultra-300 helmet. The helmet is designed with connectors to hook snugly with the collar of the jumpsuit or fatigue shirt to prevent dust and insects from getting inside the clothing or helmet. **HOWEVER**, this does not make it an environmental armor. The wearer does **NOT** have an airtight uniform, nor an independent oxygen supply or air circulation system. He breathes the air around him and is vulnerable to gases, disease, radiation, and anything else in the environment.

M.D.C. by Location:

Helmet: 35

Arms: 10 each

Legs: 14 each

Main Body: 25

Weight: 7 pounds (3 kg); good to excellent mobility, -2% movement penalty.

Cost: 7,500 credits. Good availability.

Helmet Note: Same as *Ride Armor* helmets, which come standard with the following:

1. Tinted, polarized, eye panel that darkens in bright light and lightens in the dark.
2. Heads-Up Display (HUD) with data displayed on the visor.
3. Built-in short-range radio communicator; range 5 miles (8 km) in most environments.
4. External audio speaker to communicate without having to remove the faceplate or helmet.

Available Upgrade: Language translator. Cost: 10,000 credits.

Available Upgrade: Helmet light similar to a miner's lamp. The light is usually mounted on the top or on one side of the helmet. Cost: 1,200 credits.

Available Upgrade: Head cam. A digital camera usually mounted on the top or on one side of the helmet. Can store up to 120 hours of video. Cost: 2,500 credits.



Available Upgrade: Gas mask/air filtration unit worn over the mouth and nose to keep out germs and contaminants. Cost: 1,000 credits.

Available Upgrade: Connectors from helmet to a small, independent oxygen tank; 60 minute air supply. Ideal for naval crews, coastal patrols and explorers. Connects to a gas mask-style rebreather apparatus. Cost: 4,500 credits for connector unit and air tank worn on the back.

NG Streetwolf Armored Clothing

Non-Environmental Armor

Popular among customers who don't want the all-in-one features of the jumpsuit or military fatigues, a selection of light M.D.C. jackets, coats and padded pants are available in the Streetwolf line. All clothing is made with the same micro-fiber M.D.C. miracle fabrics as the *Huntsman's Choice jumpsuits* and famous *NG Branaghan Duster*, incorporated into a stylish jacket (typically a bomber jacket or motorcycle style jacket) or long coat/duster/trench coat.

Streetwolf pants are common trousers, fatigues or cargo pants made with M.D.C. fabric with some light padding or armor. Although the jacket and pants, even when combined with a helmet, are NOT fully environmental, they do provide good M.D.C. protection suitable for brawls and short skirmishes. As the name suggests, the target market for the Streetwolf clothing line are civilians, especially City Rats, bikers, and executives, as well as others. For example, the bomber jacket is a smash hit among Techno-Wizards and pilots, while the trench coat is popular among business executives and Black Marketeers. The duster is, of course, a hit among Cowboys, Gunfighters, Gunslingers, gamblers, bandits, and adventurers. All are becoming increasingly commonplace on the streets of Northern Gun/Ishpeming, the Manistique Imperium, the Chi-Town 'Burbs, the Pecos Empire and even Lazlo. City Rats adore them, as do criminals, and many security forces and business people looking for style and protection are buying the clothing line. They feature the same pockets and magnetic closures along the cuffs to keep out water, dust, dirt and insects as the Huntsman's Choice line. All have good availability in Northern Michigan and most NG stores, but are difficult to find elsewhere.

Street Legal Note: Most types of *power armor* and even many suits of *full environmental body armor* are NOT allowed to be worn in most civilized towns and cities, including Ishpeming and the Manistique Imperium. However, the *Huntsman's Choice* and *Streetwolf* armored clothing lines (and most Ride Armors) are allowed almost everywhere. This provides minor M.D.C. protection even on city streets, at church or in the shopping mall.

Availability of all Streetwolf Products: Fair to good from NG outlets, poor at most other places.

Streetwolf Armored Clothing

Light M.D.C. Racing Jacket: Weight: 2 pounds (0.9 kg). M.D.C.: 6. Cost: 1,900 credits; add 900 credits for imitation leather.

Armored M.D.C. Aviator's Flight Jacket: A modern-styled aviator's jacket made of faux leather or fabric. It is popular among aircraft and robot pilots. Jacket stops at the waist and has pockets on each shoulder and forearm, as well as two chest pockets, but no waist pockets; tapers at the waist. Looks like something a jet pilot or astronaut would wear. Made of M.D.C. fabric and light padding. Weight: 3 pounds (1.35 kg). M.D.C.: 10. Cost: 3,600 credits.

Armored M.D.C. Aviator's Bomber Jacket: The classic World War II aviator's leather bomber jacket. The jacket stops at the belt line and has two pockets on the chest and at two the waist; none on the arms. M.D.C. padding and/or light polycarbonate plates are located over the trapezium (the areas between the

shoulders and neck), shoulders, forearm, elbow, chest and back concealed in the lining. Very popular among Techno-Wizards, aviators and some City Rats and bikers. Weight: 4.5 pounds (2 kg). M.D.C.: 12. Cost: 4,200 credits; add 30-50% to the cost for oversized and custom-made coats for larger than human D-Bees.

Armored M.D.C. Biker's Jacket: Comes in a few varieties of classic motorcycle jackets as well as more modern styles. All have M.D.C. padding and plates in the shoulders, forearms, elbows, chest and back, as well as additional external M.D.C. ceramic or metal plates, studs and/or strips above the shoulder, along the trapezium, and forearm, plus elbow protectors. Very popular amongst City Rats, motorcycle bikers, hovercycle riders, gang-bangers, tough guys, Cyber-Snatchers, Quick Flex Aliens, and others. Weight: 5.6 pounds (2.5 kg). M.D.C.: 15. Cost: 5,500 credits; add 30-50% to the cost for oversized and custom-made coats for larger than human D-Bees.

Armored M.D.C. Fireman's Long Coat: This is basically the same as the Sharp Duster/Long Coat, below, but in the design of the classic of the Fireman's coat with a large collar that can be turned up to protect the neck. Colors are the classic bright yellow or red with LED strips of color lights along the collar, arms and legs for easy identification. Protection is provided by M.D.C. fabric, padding and the strategic placement of lightweight M.D.C. polycarbonate (plastic) armor plating concealed in the lining of the entire coat. Sold to firemen and first-responders. Weight: 8 lbs (3.6 kg). M.D.C.: 28. Cost: 9,500 credits; add 30-50% to the cost for oversized and custom-made coats for larger than human D-Bees. **Note:** Also see Fireman armor. Of course, a fireman or volunteer can wear any type of body armor, with environmental body armor or even power armor being ideal for handling the hazards of deadly, heat, toxins and smoke of firefighting.

Armored M.D.C. Sharp Duster/Long Coat: This is a somewhat more stylish knock-off of the Branaghan Duster, a long coat that comes down to the ankles. This classic cowboy's long coat or "duster" comes in six colors: Tan, dark brown, olive green, navy blue, charcoal grey, and black. Custom colors or patterns are available for an additional 3,000-6,000 credits. Protection is provided by M.D.C. fabric, padding and the strategic placement of lightweight M.D.C. polycarbonate (plastic) armor plating concealed in the lining of the entire coat. Ever-popular among Cowboys, Gunfighters, Lawmen, Gunslingers, Saddle Tramps, Highwaymen, Pecos Bandits and adventurers in general. Though most common to the New West and Mexico, dusters are increasingly popular everywhere. Weight: 8 lbs (3.6 kg). M.D.C.: 28. Cost: 9,500 credits; add 30-50% to the cost for oversized and custom-made coats for larger than human D-Bees.

Armored M.D.C. Executive Trench Coat: Similar to the Sharp Duster, except this attractive coat comes in the styling of the modern trench coat and is a bit shorter, coming down to the knees. It offers the tailored look of a trench coat in seven colors: Tan, grayish green, grey, black, and for women, white, pink and purple. It is also available in black, crimson, dark red and tan imitation leather, but add 3,500 credits to the cost for faux leather. The coat comes down to just below the knees in length for men and just above the knee for women. Some female styles may also flair out more like a skirt. Protection is provided by M.D.C. fabric and padding as well as strategic placement of M.D.C. polycarbonate strips concealed in the lining. Very popular among NG executives, business people, traveling sales people, Black Marketeers, and spies. Weight: 6 lbs (2.7 kg). M.D.C.: 26. Cost: 10,500

credits; add 30-50% to the cost for oversized and custom-made coats for larger than human D-Bees.

Armored M.D.C. Combat Trench Coat or Long Coat: Fundamentally the same as the Executive Trench Coat or Sharp Duster except this coat has heavier armor in the lining plus external armor on the outside of the coat. Available in ten colors: Tan, brown, grayish green, light grey, black, white, silver, crimson, navy blue and royal blue. Add 3,500 to 7,000 credits to the cost for faux leather or custom colors/patterns. Made in male and female styles. Protection is provided by the usual M.D.C. fabric and denser, lightweight M.D.C. plastic and ceramic armor plating concealed in the lining in addition to additional exterior plating at the shoulders, along the trapezium and collar, arms and elbows. Very popular among City Rats, Crazies, Juicers, Cyber-Snatchers, security forces, assassins, criminals and men-at-arms. Weight: 10 lbs (4.5 kg). M.D.C.: 36. Cost: 16,500 credits; add 30-50% to the cost for oversized and custom-made coats for larger than human D-Bees.

Armored M.D.C. "Tank" Trench Coat or Long Coat: Fundamentally the same as the Combat Trench Coat or a combat version of the Sharp Duster (both are available), except that the concealed armor plating inside the lining of the coat as well as the exterior armor plating, strips and trim, is heavier. That also means the plating on the exterior of the coat is more obvious, especially on the upper body, shoulders and arms. Comes in the same ten colors: Tan, brown, grayish green, light grey, black, white, silver, crimson, navy blue and royal blue. Add 3,500-7,000 credits to the cost for faux leather or custom colors/patterns. Made in male and female styles and comes in extra large sizes to accommodate muscle-bound and oversized Juicers and D-Bees. Most popular among augmented humans and brawny D-Bees such as Juicers, Crazies, Headhunters, Combat Cyborgs, Grackle Tooth, Groot Hunters, Larmac, N'mbyr Gorilla Men and others with the girth and strength to handle such a heavy coat without penalty. Weight: 20 pounds (9 kg). M.D.C.: 50. Cost: 22,500 credits; add 50-100% to the cost for oversized and custom-made coats for larger than human D-Bees. **Note:** People with an ordinary strength of less than P.S. 24 are -2 on initiative, -1 on all combat maneuvers (strike, parry, etc.), leap at half their usual distance, -10% to speed and fatigue 20% faster.

Light Executive M.D.C. Business Suit Coat: Available in a few basic styles. Weight: 2 pounds (0.9 kg). M.D.C.: 6. Cost: 2,100 credits; add 1,200 credits for faux leather.

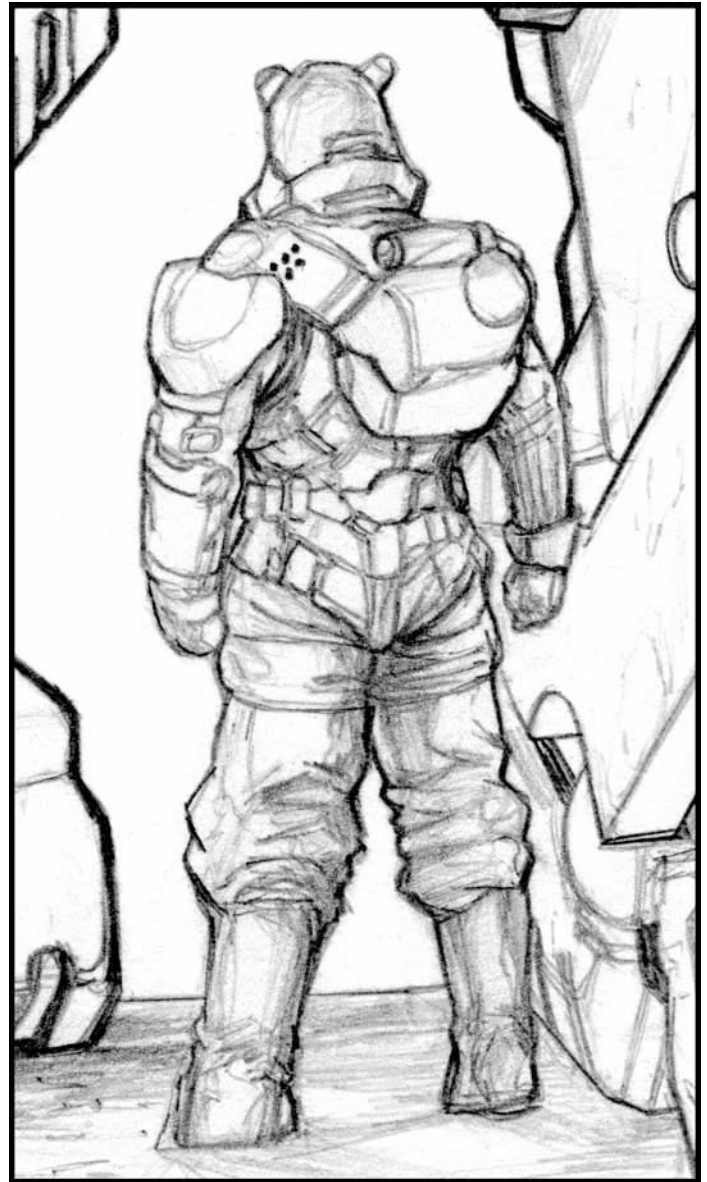
Armored Executive M.D.C. Business Suit Coat: Weight: 3.5 pounds (1.6 kg). M.D.C.: 8. Cost: 3,500 credits; add 1,000 credits for faux leather.

Executive M.D.C. Trousers/Slacks: Protection is provided by M.D.C. fabric and the strategic placement of lightweight M.D.C. padding in the area of the hips, knees and lower legs. All are business attire and formal wear. Weight: 1 pound (0.45 kg). M.D.C.: 3. Cost: 1,500 credits.

Streetwolf M.D.C. Combat Pants: Protection is provided by M.D.C. fabric, padding and the strategic placement of concealed, lightweight M.D.C. polycarbonate armor plating in the area of the hips, thighs, knees and lower legs. Comes in a variety of styles, including cargo pants with large, deep pockets, fatigues, and blue jeans. Weight: 2 pounds (0.9 kg). M.D.C.: 8. Cost: 3,000 credits.

Streetwolf M.D.C. "Tank" Pants: In addition to the usual protection provided by M.D.C. fabric, padding and the strategic placement of concealed, lightweight M.D.C. polycarbonate ar-

mor plating, there is obvious M.D.C. ceramic plating on the exterior of the trousers in the area of the thighs, knees and lower legs. Comes in a variety of styles, including cargo pants with large, deep pockets, fatigues, and flight pants. Weight: 5 pounds (11 kg). M.D.C.: 12. Cost: 6,500 credits.



EB-20 Hunter Environmental Backpack

The Hunter backpack is basically a stylized box; a hard-walled container made of M.D.C. ceramics with modular connectors that hook right onto NG armor. Not only does it offer M.D.C. protection for the contents it contains, but the interior of the backpack is temperature controlled to keep food, specimens, and other items that might be adversely affected by heat or cold, safe and preserved. The interior of the EB-20 is divided by fabric, with pockets, sleeves and padded compartments in which to stow food, gear, and collected specimens. Some even come with removable foam trays. The backpack can be accessed by a circular twist-off lid or the entire top can be unlocked and lifted rather like the lid of a toolbox. Most are designed to hook onto any NG body armor, power armor or robot, as well as NG hovercycles as an

extra pack or saddlebag. It also comes with retractable straps to sling over one's shoulder as well as a retractable handle to carry it like a suitcase. On top of the backpack is a clip on, 36 ounce (one liter) thermos bottle (2 M.D.C.), and clip-on straps can be used to hold small tools and pouches on the side of the EB-20. The environmental backpack is especially popular among messengers, explorers, naturalists, scientists and medical specialists.

Weight: 6 pounds (2.7 kg) empty. M.D.C.: 25. Cost: 8,500 credits. Good availability.

Hovercycle "Ride" Armor

Non-Environmental M.D.C. Body Armor

Arrow Ride Armor
Bullet Ride Armor
Cannonball Ride Armor
Roadrunner Ride Armor
Viper Ride Armor

The design team of **James Grey**, **Sabrina Akins**, **Nevik Adebimies** and **Charles Walton** are behind the new, sleek hovercycle "Ride Armors." First introduced in the summer of 107 P.A., Ride Armor was an instant hit. Today, one can see them everywhere, especially throughout Michigan, Lazlo, the 'Burbs of Iron Heart, Free Quebec, and Chi-Town, as well as the Pecos Empire and all across the American Southwest. Even some Cyber-Knights have taken to wearing modified versions of them.

Many hovercycle riders are speed junkies and stunt pilots with a need for basic M.D.C. protection, but don't want heavy, bulky combat armor. They want armor that provides basic protection that is also light, sleek, aerodynamic and affordable. Explorers, scientists, medical personnel and many adventurers have a similar need: Something that will let them survive a crash or take a couple of blasts from an energy pistol while they speed away, but that also leaves them with flexibility of movement. **Note**: Also see background information that talks about the rising popularity and versatility of hovercycles in the section on NG Hovercycles.

Ride Armor is a new, light armor that combines M.D.C. fabric, padding and light to medium M.D.C. armor plates at strategic locations on the body. Though NOT suits of environmental body armor, they utilize state of the art armor technology and offer good to very good armor protection. Moreover, where most cities and nations of North America require visitors to remove their environmental body armor while in town, most *Ride Armors* are street legal and can be worn in most towns. That includes Cannonball Ride Armor with the helmet removed. Only the Viper is considered too dangerous for many civilized communities, requiring the wearer to remove the helmet and most of the armor on the arms and upper legs to qualify as street legal and a minimal potential threat.

For adventurers and mercenaries using hovercycles (or riding animals) while operating in the wilderness, there is a need for ways to stow food, extra ammo and other vital supplies. Northern Gun has responded by offering numerous belts, straps, hooks, clasps, loops and pouches as a key feature built right into Hovercycle Ride Armor. This enables the hovercycle rider to attach pouches, bags and gear right onto the armor on his own body. Some Ride Armors like the Bullet and Cannonball have small

compartments build right into the armor itself where a sandwich, extra E-Clip or small tools can stored. This lets adventurers, explorers and hunters go into the field for days or weeks at a time with extra rations, water and gear hooked right to their person as well as on their bike. This is actually a huge innovation as the very design and nature of hovercycles means no trunk and minimal cargo space. Saddlebags and even sidecars can only hold so much.

Ride Armors are extremely popular among City Rats, messengers, urban criminals, Black Marketeers, assassins, spies, thieves, scientists, medical personnel, first responders, Wilderness Scouts, Cowboys, Crazies and Juicers; all of whom tend to travel light and prefer light armor that does not impair physical movement.

Standard Ride Armor Helmet Features:

All Ride Armor helmets come standard with the following:

1. Tinted, polarized, eye panel that darkens in bright light and lightens in the dark.
2. Heads-Up Display (HUD) with data displayed on the visor.
3. Built-in short-range radio communicator; range 5 miles (8 km) in most environments.
4. External audio speaker to communicate without having to remove the faceplate or helmet.
5. The helmet is designed with connectors to hook snugly to the collar of the jumpsuit to prevent dust and insects from getting inside the clothing or helmet. HOWEVER, this does NOT make it an environmental armor. The wearer does not have an airtight uniform, nor an independent oxygen supply or air circulation system. He breathes the air around him and is vulnerable to gases, disease, radiation, and anything else in the environment.

Available Upgrade: Language translator. Cost: 10,000 credits.

Available Upgrade: Helmet light similar to a miner's lamp. The light is usually mounted on the top or on one side of the helmet. Cost: 1,200 credits.

Available Upgrade: Head cam. A digital camera usually mounted on the top or on one side of the helmet. Can store up to 120 hours of video. Cost: 3,500 credits.

Available Upgrade: Gas mask/air filtration unit worn over the mouth and nose to keep out germs and contaminants. Cost: 1,000 credits.

Available Upgrade: Connectors from helmet to a small, independent oxygen tank; 60 minute air supply. Ideal for naval crews, coastal patrols and explorers. Connects to a gas mask-style rebreather apparatus. Cost: 4,500 credits for connector unit and air tank worn on the back.

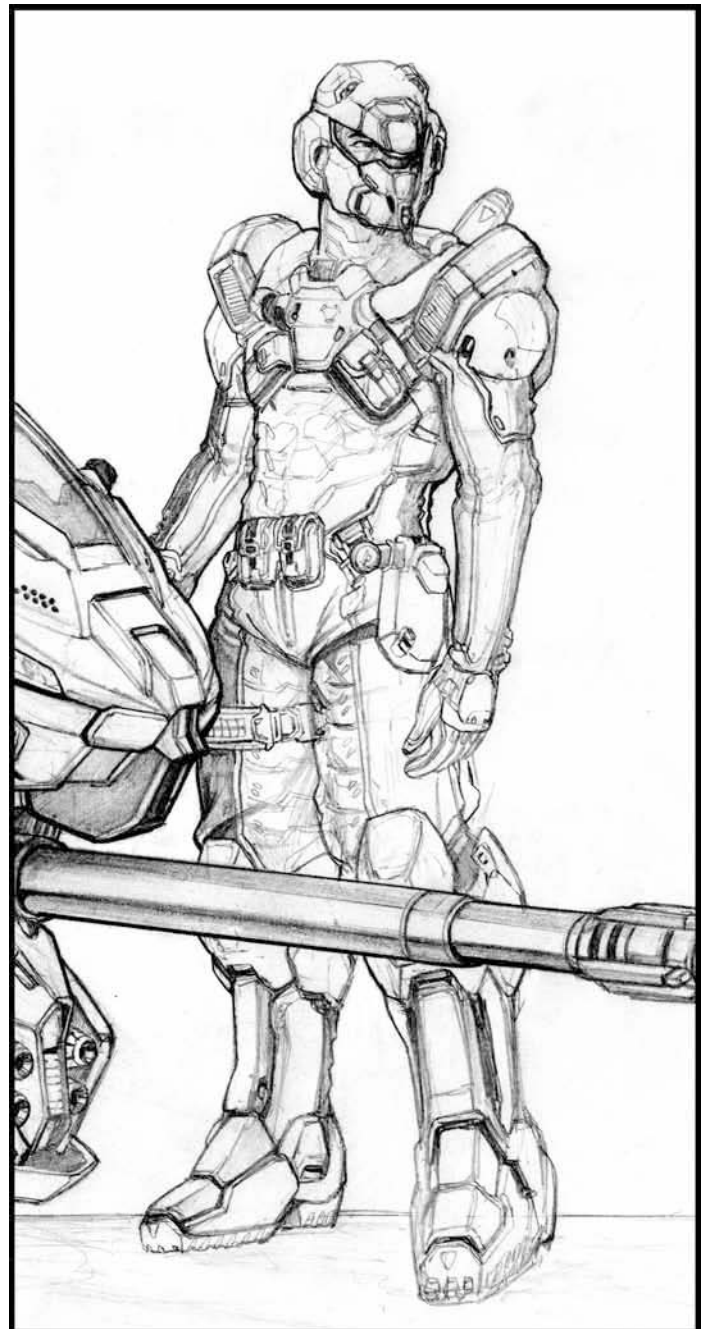
NG RA5 Arrow Ride Armor

The RA5 Arrow is the most aerodynamic of the Ride Armors, and even has a sleek, smooth helmet said to resemble an arrowhead. The favorite of speed junkies and racers, the Arrow offers maximum freedom of movement for trick riding and acrobatics, running, climbing and exploration. The entire jumpsuit is made of M.D.C. micro-fibers. Additional M.D.C. protection comes from padding and very light, thin M.D.C. armor plates for the forearms, elbows, knees, and in the front of the upper and lower legs, and top of the boots. The lower abdomen has flexible, polycarbonate plates and padding, while the shoulders, chest and upper body have light, M.D.C. padding and plating reminiscent to

NG RA10 Bullet Ride Armor

The RA10 Bullet is a lightweight, aerodynamic Hovercycle Ride Armor that gives the head, shoulders and chest – the parts most vulnerable when leaning into a hovercycle or motorcycle when racing forward – the greatest armor protection while covering the rest of the body in light M.D.C. padding and strategic, concealed armor plates. The lower legs are also heavily armored. The Bullet comes standard with numerous detachable pouches along the belt-line and hips, as well as detachable pouches on the chest, shoulders and even a small side compartment on the leg armor. The rimmed armor that somewhat resembles a harness has containers for stowing more gear and lights in the front for driving and exploration. On the back of the armor are attachments for backpacks, oxygen tanks or a jet pack. The Bullet is favored by City Rats, explorers, messengers and adventurers.

Weight: 10 pounds (4.5 kg).



the shoulder pads of a football quarterback. The Arrow and Bullet are favored by City Rats and adventurers alike.

Weight: 9 lbs (4 kg).

Mobility: Excellent; -2% to Climb, Prowl, Swim, perform Acrobatics and similar physical skills/performance.

M.D.C. by Location:

Head/Helmet – 35

Arms – 14 each

Legs – 18 each

Main Body – 30

Cost: 12,500 credits. Good availability.

Mobility: Excellent; -4% to Climb, Prowl, Swim, perform Acrobatics and similar physical skills/performance.

M.D.C. by Location:

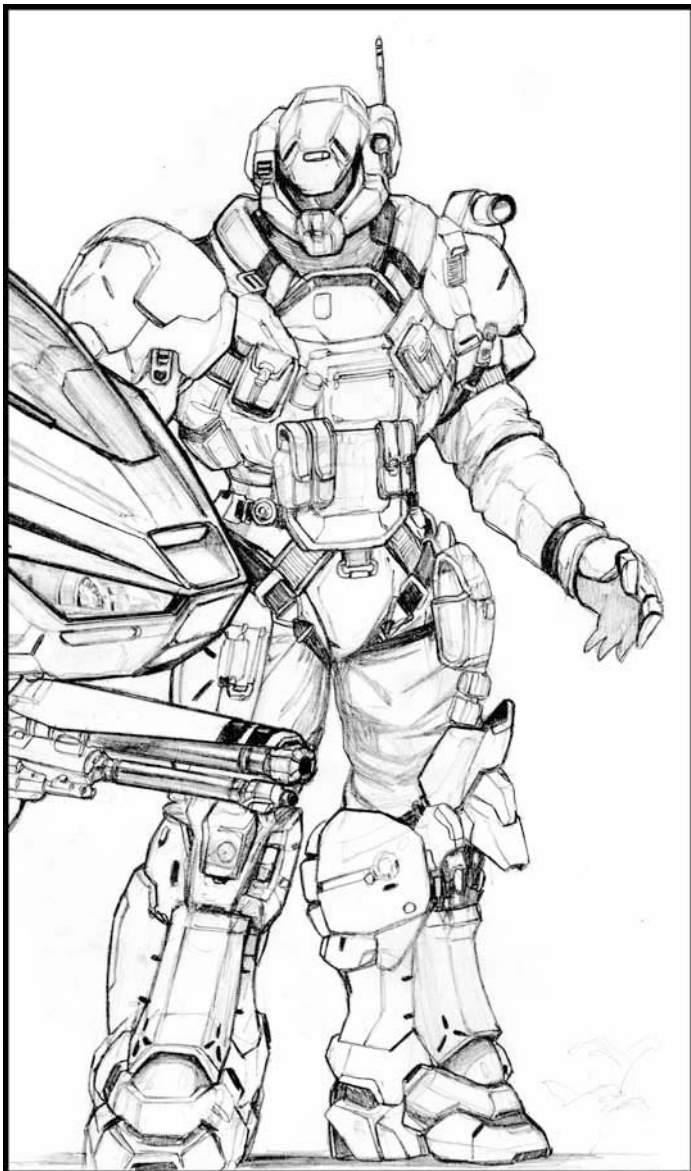
Head/Helmet – 35

Arms – 10 each (+6 to each shoulder)

Legs – 22 each

Main Body – 36 (+10 to the chest)

Cost: 14,500 credits. Good availability.



NG RA15 Cannonball Ride Armor

The RA15 Cannonball is the second most heavily armored and padded of the hovercycle Ride Armors. Like the Bullet, the head, shoulders and chest are the most heavily armored, but so are the abdomen and lower legs. Though it is not obvious, the thighs and hips are more heavily padded and armored as well. The Cannonball also has a large number of pouches and bags, as well as numerous hooks, clips and straps for attaching gear to the armor on the shoulders, arms, chest, rib cage, waist and legs. The shoulders are heavily armored and padded, and there is a wide collar to protect the neck. All of this enables the rider to take tumbles at high speed and survive. Each of the oversized shoulder pads offers a concealed compartment that can hold a couple of extra

E-Clips, flares or grenades, and mounted over the left shoulder is a medium-sized, detachable flashlight. On the back of the armor are attachments that can be used to hook on an environmental backpack, air tanks or jet pack. The Cannonball is favored by Wilderness Scouts, explorers, men-at-arms and adventurers going into the wildlands for weeks at a time.

Weight: 13 pounds (6 kg).

Mobility: Good; -6% to Climb, Prowl, Swim, perform Acrobatics and similar physical skills/performance.

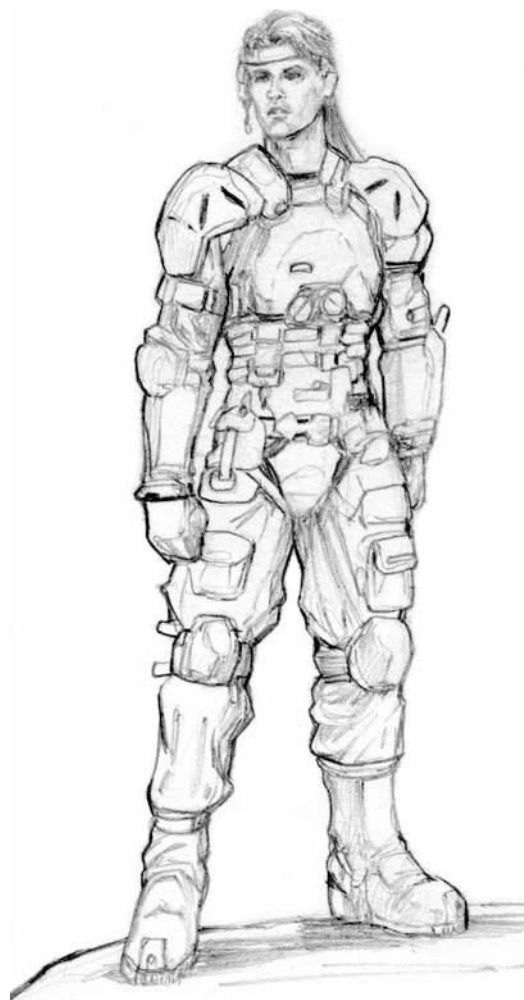
M.D.C. by Location:

Head/Helmet – 35

Arms – 15 each (+15 to each shoulder)

Legs – 27 each

Main Body – 42 (+10 to the chest and neck area)



NG RA20 Roadrunner Ride Armor

The RA20 Roadrunner is one of the most common and comfortable of the NG Ride Armors. It offers good protection for the entire upper torso, trapezium/neck and shoulders, and decent armor for the arms. The legs are protected by a pair of knee pads and some light M.D.C. padding and polycarbonate plating in the lining of the pants at the thighs and lower legs. Like all Ride Armors, there are plenty of belts, straps, hooks and clips for pouches and stowing necessities for long distance travel and journeys into the wilderness. It is fairly aerodynamic and comes standard with the same helmet as the Bullet. The Roadrunner is favored by Wil-

derness Scouts, Trappers, Woodsmen, Vagabonds, scientists, adventurers, mercenaries and other men-at-arms.

Weight: 9 pounds (4 kg).

Mobility: Excellent; -2% penalty to Climb, Prowl, Swim, perform Acrobatics and similar physical skills/performance.

M.D.C. by Location:

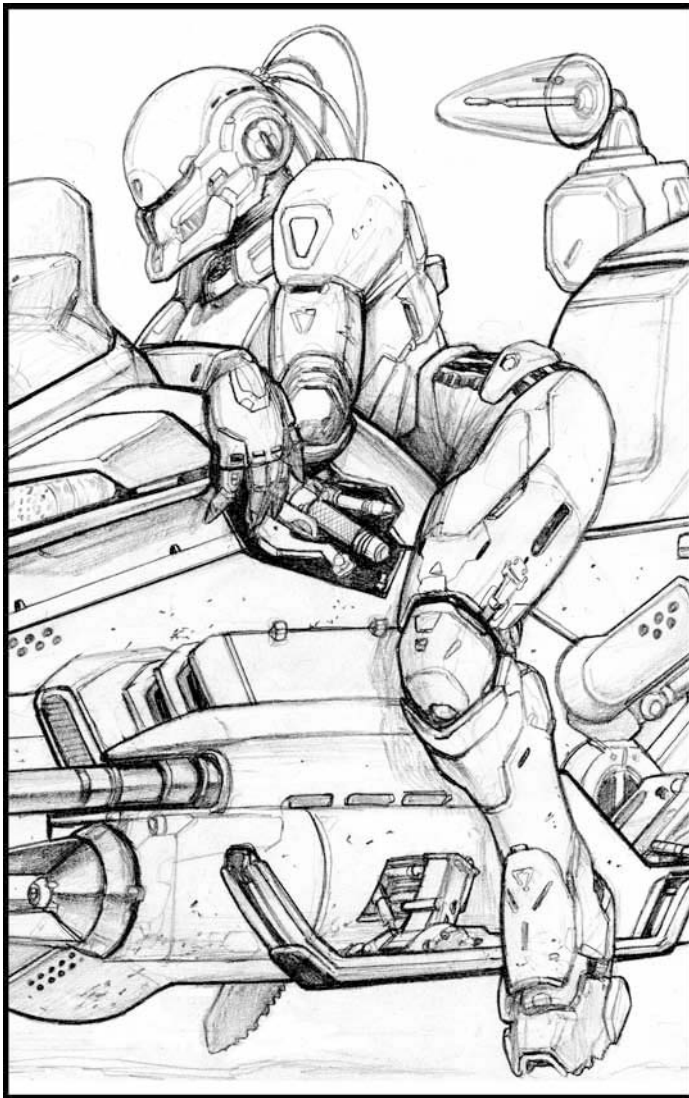
Head/Helmet – 35

Arms – 20 each

Legs – 11 each

Main Body – 32 (+10 to the chest and neck area).

Cost: 15,500 credits. Good availability.



NG R33 Viper Ride Armor

For those who are looking for something heavy yet aerodynamic, the design team of **G.G. Shore, Bryan Downing** and **Charles Walton** have introduced the *RA33 Viper* – the most heavily armored of all current models of Hovercycle Ride Armors. In fact, the Viper is easily mistaken for full environmental body armor, but it is not. The belly, waist, and inner part of the thighs up near the crotch and hip, are protected only by M.D.C. padding and fabric (an attacker needs to make a Called Shot with a penalty of -5 to strike; double the penalty when the target is riding on his bike and traveling at a speed greater than 25 mph/40

km). Otherwise, the rest of the body is completely encased in armor; even the hands and fingers have plating on the tops of them.

The helmet and armor are aerodynamic and the Viper helmet comes with ribbon-like tassels on the back that wave in the wind like a flag or streamers when the rider is driving at a good rate of speed. Like all Ride Armors, the Viper has clips and hooks for attaching pouches and belts for gear. On the back of the armor are attachments that can be used to hook on an environmental backpack, ammo drum, air tanks or jet pack. Despite its look, the Viper is non-environmental armor, but because it is so heavily armored, it is illegal to wear on the streets in about half of the civilized cities and towns in North America. **Note:** Most civilized communities require that the helmet and the plating on the arms and thighs be removed in order to make Viper armor “street legal.”

The Viper is favored by mercenaries, gunfighters, adventurers, pirates, bandits, raiders, monster hunters and those going into the wildlands for days or weeks at a time.

Weight: 16 lbs (7.2 kg).

Mobility: Fair to good; -10% penalty to Climb, Prowl, Swim, perform Acrobatics and similar physical skills/performance; -2% on evasive maneuvers and stunt driving.

M.D.C. by Location:

Head/Helmet – 50

Arms – 25 each

Legs – 38 each

Main Body – 60

Cost: 28,500 credits. Good availability.

Other M.D.C.

Non-Environmental Armor

Cavalry Armor (barding for horses)

Huntsman Armor

Juicer Assassin Armor

Juicer Ultra-Armor

Maverick Armor

Patrol Armor (new)

Range Rider

Robot Command Armor (new)

Scout

Soldier

Cavalry Armor for Horses

Cavalry Armor is effectively high-tech “barding” for horses. Like many of the human suits, this barding is made from lightweight polycarbonate and ceramic plates that are tougher than steel! Cavalry Armor is not an environmental suit, so the animal is not protected from toxic fumes, gases, or radiation. Although it comes with padded leggings with plating for the upper legs, these components can be removed to leave the legs uncovered (the legs of a horse are difficult targets to shoot, requiring a “Called Shot” with a penalty of -4 to strike; double the penalty when the animal is running). The armor that covers most of the legs are separate pieces that fold around the leg and attach at the back and at the top with Velcro and/or laces. The thigh/upper leg is covered in light M.D.C. plates (so is the chest).

Weight: 30 lbs (13.5 kg).

Mobility: Very good mobility, with no movement penalties without the armored leggings; reduce speed by 5% with the leggings.

M.D.C. by Location:

Head – 50

Front Legs – 18 each

Hind Legs – 25 each

Main Body – 90

Note: This is not full environmental armor and does not have a cooling system or independent oxygen supply.

Cost: 20,000 credits. Fair availability from NG, good availability in the New West, Southwest, and Northern Mexico from Bandito Arms.



NG Huntsman

Plate & Padded Armor (non-environmental)

The Huntsman was one of NG's first lightweight, non-environmental body armors. The "center mass" of the chest and abdomen is protected with a heavy plate and padded vest; the arms and legs by padded M.D.C. armor with vambrace-style leg and forearm plates. Much more macho and stylish than the Plastic-Man armor, and offers a liberating freedom of movement.

Weight: 16 pounds (7.2 kg).

Mobility: Good; no penalty to piloting or other precision skills, -10% to Climb, Rappel, Swim, Prowl, perform Acrobatics and similar physical skills/performance, mainly due to the weighty and unforgiving chest/upper body plate.

M.D.C. by Location:

Helmet – 35

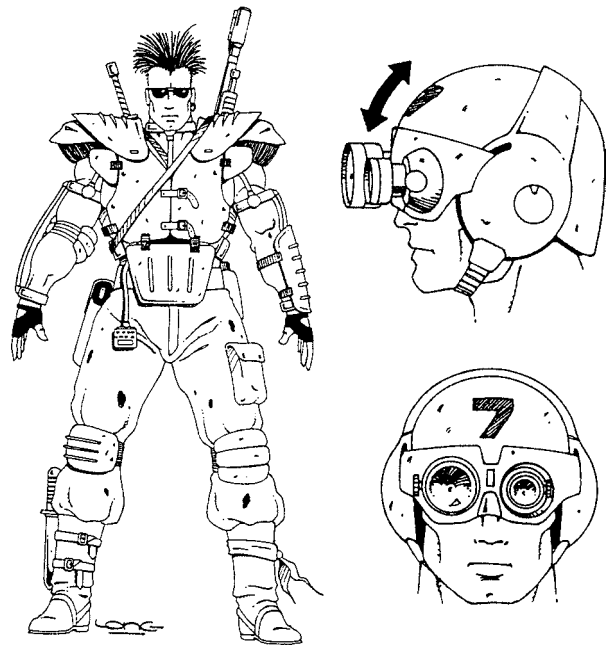
Arms – 15 each

Legs – 25 each

Main Body – 45

Note: This is not full environmental armor and does not have a cooling system or independent oxygen supply.

Cost: 24,000 credits; good to excellent availability and remains very popular.



NG-JBA33 and JBA35 Juicer Assassin Plate Armor

This is the famous, traditional armor worn by the chemically augmented Juicer. The only difference between the JBA33 and JBA35 is the weight and level of protection; one is medium armor, the other heavy. This armor has become the iconic trademark look of the Juicer and that "look" compels many Juicers to still wear this style of body armor.

Over the years, a wide range of other types of Juicer armor has been developed (see **Rifts® World Book 10: Juicer Uprising** for many details about Juicers and their gear). However, there is nothing prohibiting human-sized Juicers from wearing *any* type of body armor. As long as the armor fits over the low profile Juicer Harness (and most do), it can be worn. That said, being a Juicer has come to mean you are a chemically augmented superman who doesn't need a lot of armor. That's how dangerous and good you are. And many Juicers *are* that fast and deadly. These warriors with a death wish live by the credo: "Live fast, die hard." Their armor, weapons and vehicles all reflect their infamous fearlessness in the face of death. While this may sound insane, their reputation for courage and the way they dress actually give Juicers a psychological advantage against most opponents, especially against young and inexperienced combatants.

Note: The JBA33 and JBA35 both look identical; only their weight and M.D.C. vary.

Weight: JBA33 Juicer Medium Armor: 14 lbs (6.3 kg). JBA35 Heavy Juicer Armor: 18-20 lbs (8 to 9 kg).

Mobility: Good for Juicers. The JBA33 Juicer Armor has no movement penalty. The heavier JBA35 has a -5% penalty to Climb, Prowl, Swim, perform Acrobatics, Gymnastics and similar physical skills/performance (-10% for ordinary humans and people who are NOT a Juicer, Crazy or equivalent strong and dexterous being).

M.D.C. by Location: Stats for the heavier JAB35 are in parenthesis.

Helmet – 30 (50)

Arms – 12 (20) each

Legs – 24 (35) each
Main Body – 45 (60)

Cost: These Juicer armors once sold for 28,000 and 32,000 credits, respectively, but in today's market the traditional *Juicer Assassin armor* retails at 21,000 and 25,000 credits respectively. And though the "classic" look was created by NG, *every manufacturer* of armor offers it.

Armor Note: Previously owned Juicer Armor is scarce because most Juicers die in a hail of gunfire that destroys the armor. When used Juicer armor is found on the *resale market*, Juicers are willing to pay 80-90% of the full retail price even if the armor is missing 1D4x10% of its original M.D.C. They buy it and wear it as a tribute to those who have fought and perished before them. It is also interesting to note that the "Cult of the Juicer" is so strong and Juicers are so feared, that no other men-at-arms wears the classic Juicer Assassin Armor or anything resembling it. That's how much Juicers are respected and feared. It is common knowledge that anyone Juicers catch pretending to be one of them or bringing shame to the Juicer name will be killed, or worse. Juicer Wannabes who, in effect, worship Juicers and want to one day become one, are usually (but not always) given a pass on this harsh punishment.

Historical Note: The traditional NG Juicer Assassin Armor was the first, simple, non-environmental armor to utilize concealed M.D.C. armor plates and padding in combat clothing combined with partial exterior armor. Today, less expensive light armor combined with and/or concealed in clothing is all the rage, and even the fabric of the clothing itself is an M.D.C. material. (See the *Huntsman's Choice* and *Streetwolf* armored clothing lines.) It was NG that started the trend and the company remains the dominant leader in that product category.

NG-JBA330 and JBA335 Juicer Ultra-Armor

This is the "classic" Juicer armor made of modern M.D.C. micro-fiber material and advancements in lightweight concealed armor. It is sometimes called *Juicer Modern* or *Juicer Mod armor*. The "classic" look is completely retained, but advancements in the last five years have enabled NG to offer superior M.D.C. protection without significantly increasing weight or sacrificing mobility. The helmet is the same as the Bullet Ride Armor but with a Mohawk flourish on top to incorporate the common Juicer hairstyle into the armor. The helmet has all the standard features and options of Ride Armor helmets.

Note: The JBA330 and JBA335 both look identical; only their weight and M.D.C. vary.

Weight: JBA330 Juicer Medium Armor: 15 lbs (6.7 kg). JBA335 Heavy Juicer Armor: 20 lbs (9 kg).

Mobility: Good for Juicers. The JBA33 Juicer Armor has no movement penalty. The heavier JBA335 has a -5% penalty to Climb, Prowl, Swim, perform Acrobatics, Gymnastics and similar physical skills/performance (-10% for ordinary humans and people who are NOT a Juicer, Crazy or equivalent strong and dexterous being).

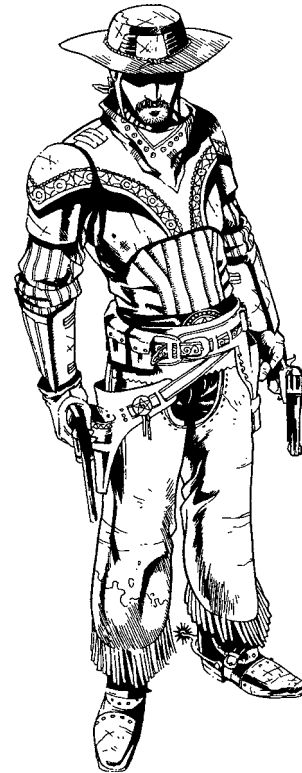
M.D.C. by Location: Stats for the heavier JAB335 are in parenthesis.

Helmet – 35
Arms – 19 (25) each

Legs – 30 (40) each
Main Body – 55 (70)

Cost: 29,000 and 35,000 credits, respectively.

Customization: NG offers a wide range of armor and helmet customization, including metal spikes, studs, chains, bands, hooks, and belts in a variety of sizes, custom paint job and insignias, and Juicer Rocket Boots. Most customizations cost 500-3,000 credits, but things like Rocket Boots (25,000 credits) can increase the price to a substantial degree.



NG Maverick Riding Armor

A light body armor designed specifically for cowboys and other horsemen in mind. The entire body, arms and legs are covered in a light padded armor, with light polycarbonate and ceramic plates protecting the shoulders, chest, forearms, thighs and lower legs (the latter usually concealed by leather leggings or "chaps" that come standard with the armor). Comes standard with an M.D.C. cowboy hat, felt or leather, with a Mega-Damage polycarbonate cap/top section. A full helmet (typically Bushman or Vaqueros helmet) is optional for an extra 6,000 credits (35 or 45 M.D.C. respectively).

Weight: 10 lbs (4.5 kg).

Mobility: Excellent mobility, no movement penalties.

M.D.C. by Location:

Head/Hat – 10 (optional helmet 35)
Arms – 12 each
Legs – 16 each
Main Body – 36

Note: This is not a full environmental armor and does not have a cooling system or independent oxygen supply.

Cost: 14,500 credits; good to excellent availability. Extremely popular amongst Cowboys, Highwaymen, Saddle Tramps and Gun Fighters.



NG Patrol Armor (new)

A very light armor in the style of fatigues or jumpsuit with a distinctive “open-face” helmet. It has concealed M.D.C. polycarbonate plates and padding within the fabric of the uniform in the chest, abdomen, arms, legs, elbows and knees. Patrol armor is designed for use as a uniform by military companies, militias, police forces and motorcycle cops/highway patrol. As a result, it has a military styling and comes in a wide variety of colors. Custom striping, marks, patches and details can be had for an extra, reasonable cost. The open faced, padded helmet comes in a few different but similar styles, and offers good protection to the head. A plastic visor comes with the helmet (4 M.D.C.) to protect the face, but few ever seem to use it. The face is open because research has proven civilians feel more connected and comfortable with police officers and militia forces when they can see the face of the officer. A full EBA suit with helmet is not worn on the streets of most civilized towns and cities when dealing with civilians and low-level criminals.

Weight: 10 lbs (4.5 kg).

Mobility: Excellent mobility, no movement penalties.

M.D.C. by Location:

Helmet – 20

Arms – 14 each

Legs – 18 each

Main Body – 32

Note: This is not full environmental armor and does not have a cooling system or independent oxygen supply.

Cost: 15,500 credits; good to excellent availability. Extremely popular amongst militias, law enforcement and mercenary companies.

NG Range Rider Riding Armor

Another light body armor designed specifically with western females and riders in mind is the Range Rider. Like the Maverick armor, the entire body, arms and legs are covered in a light padded armor, with the lower body designed as “pants” for greater maneuverability on horseback. For a touch of the feminine, a leather skirt, opened in the front, hangs from the waist, and the upper body is tapered and fitted to show the waist and bosom. The upper chest and shoulders are covered by light polycarbonate and



ceramic plates, with reinforced ceramic scale plates to protect the abdomen. The boots are reinforced with Mega-Damage plating that protects both the lower legs and knees, and concealed plates also protect the thighs. Comes standard with an M.D.C. cowboy hat, felt or leather, with a Mega-Damage polycarbonate cap/top section. A full helmet (typically Bushman or Vaqueros helmet) is optional for an extra 6,000 credits (35 or 45 M.D.C. respectively).

Weight: 10 lbs (4.5 kg).

Mobility: Excellent mobility, no movement penalties.

M.D.C. by Location:

Head/Hat – 10 (optional helmet 35)

Arms – 12 each

Legs – 15 each

Main Body – 30

Note: This is not full environmental armor and does not have a cooling system or independent oxygen supply.

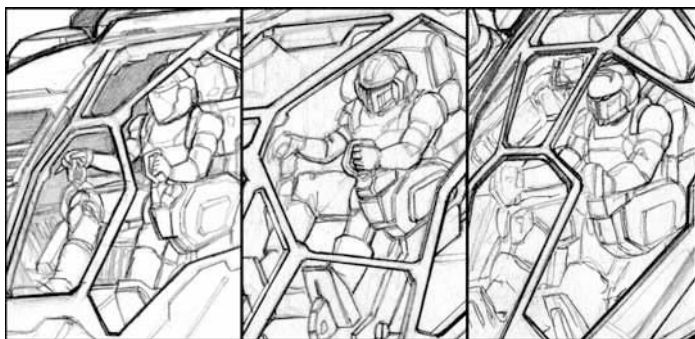
Cost: 15,000 credits (a bit higher priced than the Maverick, because one is paying for style); good to excellent availability. Extremely popular.

Robot Command Armor (new)

Robot Command armor was designed specifically with robot pilots in mind. RC is fairly heavily armored, with full ceramic chest and abdomen plating, shoulder plating and helmet. However, the arms and legs are protected by M.D.C. fabric and padding for easy movement of the arms, hands, legs and feet for piloting combat robots and other armored vehicles. Pilots love RC armor and have praised Northern Gun for “getting it right.” Helmets and armor come in a few different, but similar stylings.

Weight: 18 lbs (8.1 kg).

Mobility: Excellent; no penalty to piloting skills, -5% to Climb, Rappel, Prowl, perform Acrobatics and similar physical skills/performance, but -10% to Swimming.



M.D.C. by Location:

Helmet – 35	Legs – 14 each
Arms – 11 each	Main Body – 55

Note: This is not full environmental armor and does not have a cooling system.

Special Command Helmet: The *RC helmet* comes with a built-in-short-range two-way radio (5 mile/8 km range), language translator, radiation detector, HUD (Heads-Up Display), light-sensitive, polarized tinted visor (darkens and lightens depending on conditions), air filter and an 8 minute independent oxygen supply for emergencies.

Cost: 25,500 credits; good to excellent availability. Extremely popular amongst robot and combat pilots, explorers and adventurers.



NG A8 Scout Armor

Based on the popular Huntsman design of light body armor, Northern Gun's NG-A8 Scout Armor is a lightweight armor suit that provides improved protection. This additional protection comes without sacrificing mobility, making it an ideal choice for Wilderness Scouts, Psi-Stalkers, Juicers, Assassins, Thieves and operatives in urban settings. Sales of the Scout Armor have been high and its popularity has eclipsed similar suits, such as the Plastic-Man and Huntsman.

Weight: 12 lbs (5.4 kg).

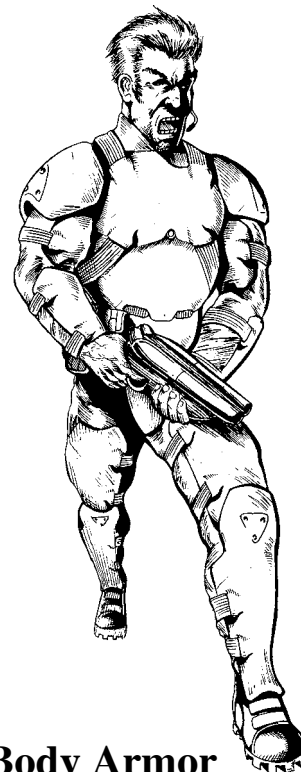
Mobility: Excellent mobility; -5% to Climb, Prowl, Swim, perform Acrobatics and similar physical skills/performance.

M.D.C. by Location:

Head/Helmet – 35
Arms – 25 each
Legs – 40 each
Main Body – 50

Note: This is not full environmental armor and does not have a cooling system or independent oxygen supply.

Cost: 28,000 credits.



NG-A10 Soldier Body Armor

A plain, non-environmental, but nonetheless robust suit of body armor manufactured for issue to Ishpeming military forces as well as for export. The lightweight suit consists of composite armor plates strapped over a flexible, padded body suit that closely resembles Bushman armor. NG-A10 armor comes in an olive drab color, with no markings, and is fairly popular for its combination of mobility and protection.

In addition to the standard human-sized model, Northern Gun manufactures the NG-A10 armor in giant sizes that are big enough to fit large humanoids like *Grackle Tooth*, *Brodkil*, *Ogres*, *Trolls* and others. The larger suit has increased protection (with a main body of 110 M.D.C., increase all other M.D.C. locations by +20), but reduces mobility (an additional -5% penalty to Climb, Prowl and similar physical skills).

Weight: 18 lbs (8 kg), 44 lbs (20 kg) for giant-size.

Mobility: Good mobility; -10% to Climb, Prowl, Swim, perform Acrobatics and similar physical skills/performance.

M.D.C. by Location:

Head/Helmet – 50
Arms – 35 each
Legs – 45 each
Main Body – 72

Note: This is not full environmental armor and does not have a cooling system or independent oxygen supply.

Cost: 36,000 credits. Giant-size suits cost 50,000-75,000 credits depending on the actual size.

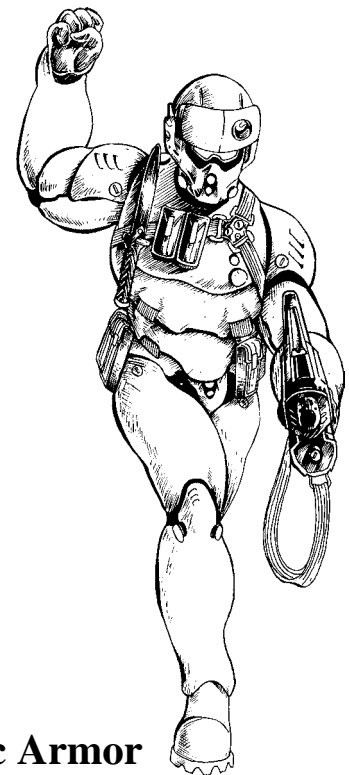
NG Environmental Body Armor

Anti-Ballistic Armor	Gladiator EBA
Aquatic – Bullfrog EBA	Mega-Juicer Combat EBA
Aquatic – Deep Zone Walker EBA	Peacekeeper EBA
Aquatic – Mud-Skipper EBA	Plastic-Man Light EBA
Buffalo Riding EBA	Stalker Suit
Bushman Composite EBA	Titan Plate Armor
Bushman Trooper EBA	Trekker Pilot EBA
Crusader EBA	Vibro-Spike Juicer EBA
Explorer EBA	Urban Warrior Light EBA

Features Common to All Northern Gun EBA

There are several different manufacturers and types of M.D.C. body armor, from light padded armor to full environmental armor. All come in a variety of different styles but most share common traits. The features listed are standard to ALL Northern Gun EBAs (environmental body armors).

- Fully environmental body armor will have a minimum of 30 M.D.C. for the main body; 45-90 M.D.C. being the most common range for medium to heavy EBAs among most manufacturers. Only the military grade body armor of the *Coalition States*, *Free Quebec*, *Triax* and a few others (as well as unearthly and magical armors) exceeds 100 M.D.C. For most manufacturers, armor with a main body greater than 100 M.D.C. crosses the line into *power armor*.
- An EBA is an *enclosed environmental system* contained within battle armor that keeps out water, gases, smoke, dust and impurities, offering protection in most hostile environments, including underwater. Maximum depth tolerance is 350 feet (107 m), unless stated otherwise.
- All EBAs have a computer controlled life support system with regulated internal cooling and temperature control, artificial air circulation systems, gas filtration, and humidifier. Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Five hour oxygen supply.
- Insulated, high temperature resistant shielding for up to 200 degrees centigrade (392 F). Normal fires do no damage. Nuclear, plasma, magical and all Mega-Damage fires do full damage.
- Minimal, basic radiation shielding.
- Polarized and light sensitive/adjusting tinted visor.
- Directional, short-range radio built into the helmet. Range is 5-10 miles (8-16 km). Most have a HUD (Heads-Up Display) system that appears on the visor.
- Helmet face plate or visor is removable in many cases. Other times, the entire helmet adjusts to be removed completely, like a 20th Century motorcycle helmet.
- Modular connectors and clamps on the back are standard for NG environmental body armor. This is for the addition of a jet pack, other types of backpacks, ammo drums and other gear.
- Movement Penalties: -5% in light full armor, -10% in medium armor, and -15% to -20% in heavy types of armor. Full armor impairs mobility and inflicts a penalty on Physical skills such as Acrobatics, Climbing, Gymnastics, Prowl, Pick Pockets, Swimming and similar.



Anti-Ballistic Armor

The NG-A12 is an experimental armor developed independently by a Northern Gun engineer named **Burt Turner**. It is quite a departure from NG's usual line of body armor and still considered experimental. This armor is a normal environmental suit except that it provides tremendous protection from kinetic energy attacks. When a punch, bullet or explosive blast strikes the suit, a loose outer mantle dissipates the force over the entire body armor. This diminishes the attack's penetrating power of the impact or explosion and thereby reduces damage to the suit; damage from all kinetic attacks is reduced by half.

There is a further safeguard incorporated into the suit to protect pilots from crashes and falls: The air inside the suit is highly pressurized to form a protective cushion or layer around the wearer. This air cushion absorbs the majority of the impact from falls and crashes – the person inside takes only *twenty percent* of the regular amount of damage! An additional benefit of the pressurized air is that it prevents gases, toxins and germs from entering the armor even when it has been breached. This body armor comes in olive green, tan, white, grey and camouflage with no additional markings. Different colors, logos, and insignias cost extra (anywhere from a couple thousand credits to as much as 12,000 for really elaborate custom jobs).

Weight: 25 pounds (11.25 kg).

Mobility: Fair mobility; -10% to Climb and -15% to Prowl, perform Acrobatics and similar physical skills/performance.

M.D.C. by Location:

Head/Helmet – 40
Arms – 35 each
Legs – 45 each
Main Body – 80

Special Feature: Impact Absorbing Systems: Armor takes half damage from all kinetic attacks, including punches, kicks, falls, impact damage, and explosions. If the character also manages to roll with impact/fall, damage is reduced by half again. Also, the character wearing the armor suffers only 20% of the usual damage from falls and crashes.

Cost: 61,000 credits. Fair availability. Despite high hopes for this innovative armor, it has yet to win over the consumer. Life is cheap, so most city-state militias, mercenary companies and nations continue to buy comparatively inexpensive traditional EBA. It is one of the few armors not allowed in the Robodome.



Aquatic – Bullfrog

Combat & Exploration EBA

The A25 “Bullfrog” is basically a high-tech, armored diving suit. It is a full environmental suit that combines M.D.C. fabric and padding with a considerable amount of exterior armor. So much so, that it is sometimes confused with power armor. The ceramic and polymer armor plating covers the lower legs, feet, knees, thighs, belly, chest, forearms and shoulders. The helmet completely encloses the head and has a spotlight on top for seeing in dark and murky water. The Bullfrog also has built-in extendable fins for swimming, water seals that keep the user dry, and plugs in the feet and hands that can be opened on land to let the armor drain itself should the water seals fail.

The Bullfrog has been adopted by naval forces, sailors, privateers, pirates, amphibious warfare specialists, explorers, underwater salvage operations and others operating in the Great Lakes and out to sea.

Weight: 24 pounds (10.8 kg).

Mobility Penalties: Fair mobility; -10% to Climb, Prowl, perform Acrobatics and similar physical skills/performance; no penalty for Swimming.

Mobility Bonuses: +6 to swimming Spd while wearing the armor. Maximum Depth Tolerance is 500 feet (152 m) in Bullfrog EBA.

M.D.C. by Location:

Head/Helmet – 40

Arms – 25 each

Legs – 45 each

Oxygen Backpack – 40

Main Body – 75

Special Features:

1. Depth Gauge: Built-in depth gauge and compass. An audible and visual warning sounds when the body armor comes within 120 feet (37 m) of its maximum limit. There is a similar warning if the air supply is running low or becomes compromised from a leak.

2. Helmet Spotlight: 100 foot (30.5 m) range underwater, double on the surface.

3. Built-In Radio: Range is about five miles (8 km) underwater.

4. Vital Signs Monitor: An integral, miniature life signs monitor built into the suit that monitors the wearer’s heart rate, blood pressure, respiration, body temperature and other vital signs. It is tuned to the specific life signs of the armor’s owner, so that if these drop below registered norms, the system automatically sends a distress message to teammates and advises the diver to begin his ascent to the surface.

5. Vibro-Knife in Scabbard: A Vibro-Knife (1D6 M.D.) is a standard piece of equipment stowed above one of the shoulders.

6. Air Tanks and Circulation System: 12 hours of air; double if inactive or very light activity. Maximum depth tolerance is 500 feet (152 m) in Bullfrog EBA.

Cost: 62,000 credits. Fair availability.

Aquatic – Deep Zone Walker

Deep Sea EBA

The Deep Zone Walker is an aquatic EBA designed for deep sea research and exploration. It can handle depths up to one mile (1.6 km) and has a flotation ballast system that lets the armor slowly rise to the surface without fear of its wearer getting the bends. The Zone Walker is exactly that, an EBA that can walk along the bottom of lakes, rivers and sea floors. It cannot swim and does not have a propulsion system, which means it must slowly drop to the bottom of the sea where it walks along and explores, or needs to be “dropped off” via submersible.

Weight: 41 pounds (18.5 kg).

Mobility Penalties: Poor mobility; -15% to Climb, Prowl, perform Acrobatics and similar physical skills/performance; -30% to Swim.

Mobility Bonuses: Maximum depth tolerance is one mile (1.6 km).

M.D.C. by Location:

Head/Helmet – 40

Arms – 45 each

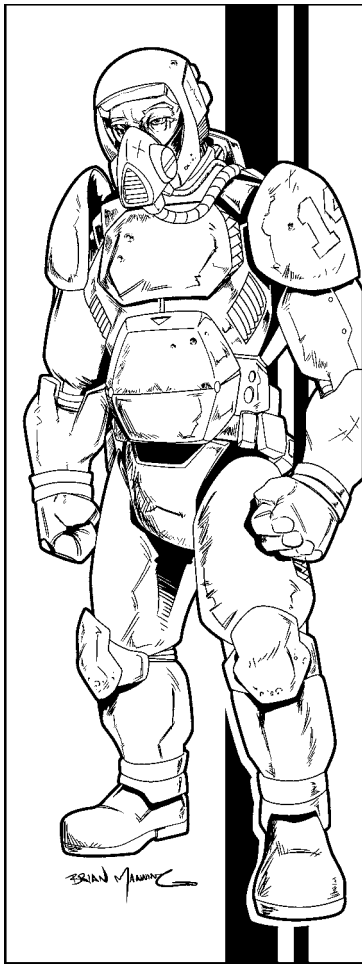
Legs – 60 each

Oxygen Backpack – 40

Main Body – 90

Special Features:

1. Depth Gauge: Built-in depth gauge and compass. An audible and visual warning sounds when the body armor comes within 120 feet (37 m) of its maximum limit. There is a similar



warning if the air supply is running low or becomes compromised from a leak.

2. Helmet Light: A long band above the forehead lights up the area ahead 30 feet (9.1 m). A handheld spotlight is often part of the gear; it has a 100 foot (30.5 m) range underwater, double on the surface.

3. Built-In Radio: Range is about five miles (8 km) underwater.

4. Vital Signs Monitor: An integral, miniature life signs monitor built into the suit that monitors the wearer's heart rate, blood pressure, respiration, body temperature and other vital signs. It is tuned to the specific life signs of the armor's owner, so that if these drop below registered norms, the system automatically sends a distress message to teammates and advises the diver to begin his ascent to the surface.

5. Vibro-Knife in Scabbard: A Vibro-Knife (1D6 M.D.) is a standard piece of equipment stowed above one of the shoulders.

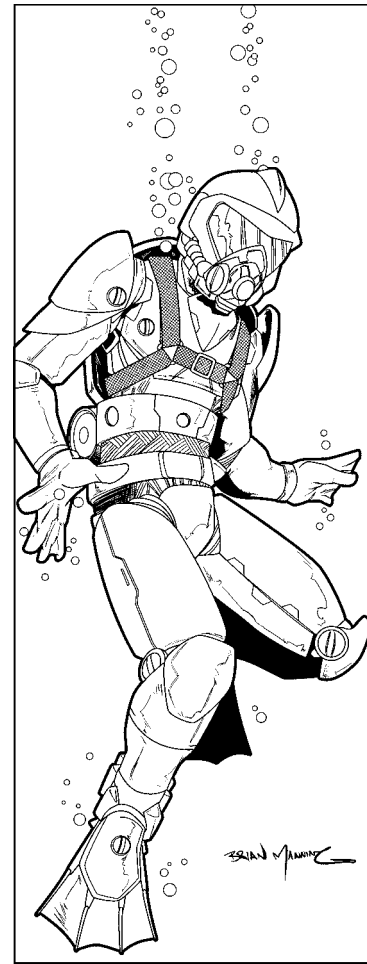
6. Air Tanks and Circulation System: 12 hours of air; double if inactive or very light activity. Maximum Depth Tolerance is one mile (1.6 km).

Cost: 65,000 credits. Poor availability.

Aquatic – Mud-Skipper

Diving EBA

The Mud-Skipper is an armored SCUBA wet suit that offers good protection and good flexibility of movement. It also incorporates an emergency flotation device that prevents drowning. With the press of a button, the flotation device slowly draws the diver to the surface and continues to float on the water's surface



until rescue comes or the system is turned off. As soon as the flotation mechanism is activated, a homing beacon also activates. Like the Bullfrog, it has built-in extendable fins for swimming, water seals that keep the user dry, and plugs in the feet and hands that can be opened on land to let the armor drain itself should the water seals fail.

Weight: 18 pounds (8 kg).

Mobility Penalties: Good mobility; -5% to Climb, Prowl, perform Acrobatics and similar physical skills/performance; no penalty for Swimming.

Mobility Bonuses: +3 to swimming Spd while wearing the armor. Maximum Depth Tolerance is 220 feet (67 m) in Mud-Skipper EBA.

M.D.C. by Location:

Head/Helmet – 20

Arms – 18 each

Legs – 35 each

Oxygen Backpack – 20

Main Body – 50

Special Features: All the usual EBA features, plus the following.

1. Air Tanks and Circulation System: 8 hours of air; double if inactive or very light activity. Maximum depth tolerance is 220 feet (67 m).

Cost: 37,000 credits. Fair availability.

Buffalo Riding EBA

A heavy environmental body armor designed specifically with gunmen and western adventurers (and bandits) in mind. It has a padded groin area, with a front plate to protect the privates, which



makes for easy and comfortable horseback riding. The entire upper body, abdomen, chest, and shoulders are covered in heavy plates, while the forearms are protected by light polycarbonate vambraces that imitate a “wrapped” rawhide look. The lower legs are covered with heavy padded armor, and small, concealed thigh plates, underneath Indian style rawhide pants. The armor gets its name from the helmet, which has large, round tinted lenses for seeing (rather than a visor) and a big, shaggy, black mane like a buffalo. The lower mouth and chin portion of the suit can be removed and replaced as desired.

Weight: 18 lbs (8 kg).

Mobility: Good to fair mobility, -5% to *Climb* and -10% to *Prowl*, *Swim*, *Acrobatics* and similar physical skills/performance.

M.D.C. by Location:

Head/Helmet – 40	Legs – 28 each
Arms – 30 each	

Main Body – 65

Cost: 32,000 credits; good to excellent availability. Extremely popular amongst Bandits, Highwaymen, Saddle Tramps and

Bushman Composite EBA

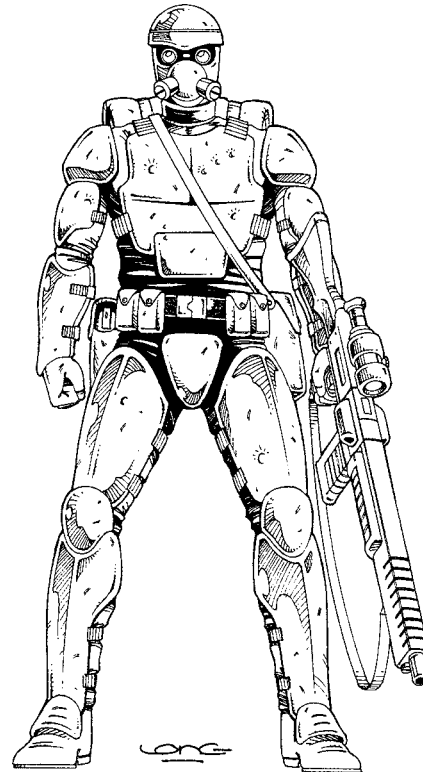
The Bushman is one of Northern Gun’s most popular EBAs ever released. It has a sleek, modern look, and good mobility without sacrificing M.D.C. protection. It is made of lightweight M.D.C. fabric, padding, Kevlar, and plate composite armor. The armor comes in a vast range of shades of blue, green, grey, tan, red, white, black, and camouflage. Custom colors, paint designs and markings are also available for 1,000-4,000 credits additional.

Weight: 17 lbs (7.6 kg).

Mobility: Good to fair mobility, -10% to *Climb*, *Prowl*, *Swim*, *Acrobatics* and similar physical skills/performance.

M.D.C. by Location:

Head/Helmet – 50	Legs – 55 each
Arms – 30 each	Main Body – 60



Cost: 32,000 credits; good to excellent availability. A favorite of men-at-arms, explorers and adventurers, as well as bandits, pirates and raiders.

Bushman Trooper EBA

At a quick glance, the Bushman Trooper looks exactly like the Bushman. It is only when looking at them standing side by side that you can see that the armor of the Trooper is a bit bulkier and thicker, especially the Main Body (90 M.D.C.).

Weight: 21 lbs (9.5 kg).

Mobility: Fair mobility, -15% to *Climb*, *Prowl*, *Swim*, *Acrobatics* and similar physical skills/performance.

M.D.C. by Location:

Head/Helmet – 50	Legs – 57 each
Arms – 32 each	Main Body – 90

Cost: 46,000 credits; good to excellent availability. A favorite of men-at-arms, mercs, Headhunters, Bandits, Pirates, Raiders and Adventurers.

Crusader EBA

As the name implies, this full suit of body armor resembles the knights of ancient Earth clad in full plate armor. There are a few different “knight” styles of Crusader armor, and scores of different accents and highlights that can make surprisingly dramatic changes in appearance. This is especially true of elbow, knee and shoulder guards (there are dozens to pick from), as well as a number of different helmets and dozens upon dozens of decorative frills involving horns, spikes, fins, studs, chain, faceplates, visors, neck-guards, vambraces, ribbing and other decorations. Despite what an individual Crusader EBA might look like, they all have the same basic stats and common features. One of which includes a chain mail skirt (short or long) made of M.D.C. materials that provides additional protection to the groin area. Recent fashion

has provided a traditional knight's surcoat and even the helmet is often designed to resemble the European knights of old.

Weight: 24 lbs (10.8 kg).

Mobility: Fair mobility, -15% to *Climb*, *Prowl*, *Swim*, *Acrobatics* and similar physical skills/performance.

M.D.C. by Location:

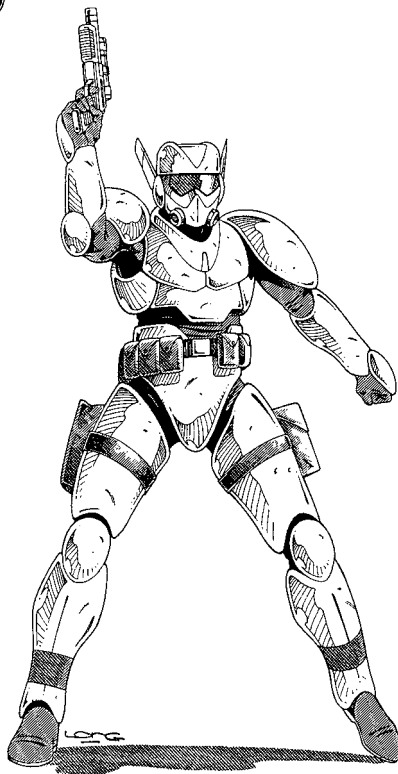
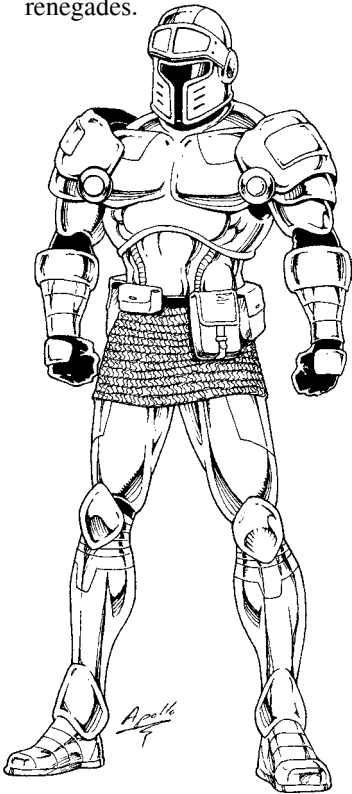
Head/Helmet – 50

Arms – 30 each

Legs – 50 each

Main Body – 95

Cost: 55,000 credits; good to excellent availability. A favorite of Cyber-Knights, Lynn-Srial, certain men-at-arms, some lawmen, and self-styled heroes who see themselves as knights of a new age. It also appeals to Brodkil and other demons, certain D-Bees and those who see themselves as “black knights,” royalty and renegades.



Explorer EBA

A heavy padding, Kevlar and ceramic plate composite armor, it has proven popular for more than a decade among explorers, mercs, adventurers, bandits and pirates. It was one of the first to be designed for quick and easy attachment of a *jet pack* or other backpack directly to the armor. The Falcon 300 jet pack is the ideal attachment although the Wilk's jet pack is also quite popular. The armor comes in green, gray, tan, brown, white, black and camouflage.

Weight: 20 lbs (9 kg).

Mobility: Good to fair, -5% to *Climb* and *Swimming*, -12% to *Prowl*, *Acrobatics*, *Gymnastics* and other Physical skills.

M.D.C. by Location:

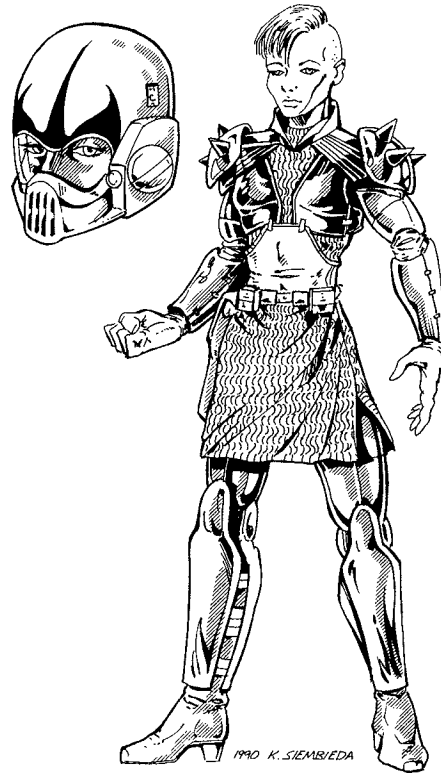
Helmet – 50

Arms – 20 each

Legs – 25 each

Main Body – 70

Cost: 28,000-34,000 credits. When it was originally released in 99 P.A. it sold for 45,000 credits, but today, new suits of Explorer armor retail for much less, and previously owned suits (minus 1D4x10% of its M.D.C.) sell for 16,000-20,000 credits.



Gladiator EBA

One of the most popular medium-weight, full environmental suits on the market. The body armor utilizes a new super light-weight fiber armor that resembles chain mail and light plates of armor for the chest and other strategic locations. The suit offers excellent mobility and equally excellent physical protection. The fiber skirt is standard for both the male and female suit and provides additional protection to the groin area. It comes in a vast array of colors and styles that range from ancient Earth's Roman style armors and helmets to a somewhat European and modern appearance.

Weight: 21 lbs (9.5 kg).

Mobility: Good to fair mobility, -10% to *Climb*, *Prowl*, *Swim*, *Acrobatics* and similar physical skills/performance.

M.D.C. by Location:

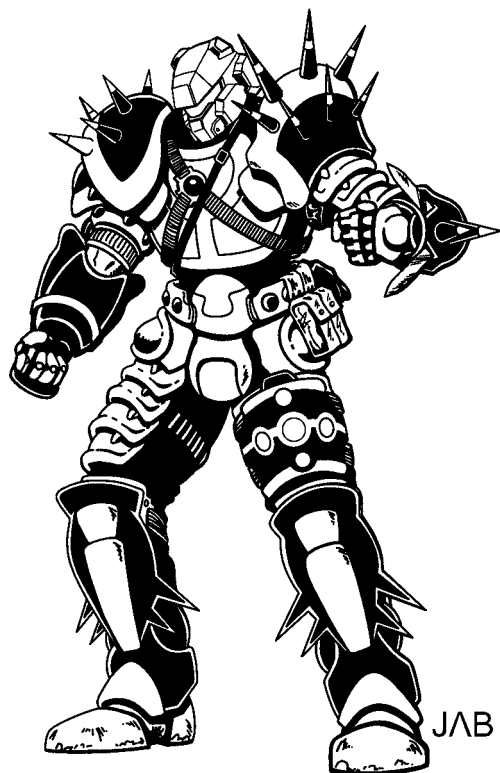
Head/Helmet – 45-50

Arms – 25 each

Legs – 45 each

Main Body – 70

Cost: 38,000 credits; good to excellent availability. A favorite of gladiators, many men-at-arms, mercs, bandits, pirates, raiders and adventurers.



Mega-Juicer Combat EBA

The design is very heavy, and only characters with Supernatural strength like the Mega-Juicer, after which it is named, or a normal P.S. of 30+, Augmented P.S. of 25+ or Robotic P.S. of 21 or higher, can wear it without major penalties. Other than its weight, however, the armor is extremely flexible and offers excellent mobility for those who can wear it.

Weight: 90-110 pounds (40.5 to 49.5 kg) depending on the individual.

Mobility (varies): Fair to poor depending on the wearer. For those with sufficient P.S., the penalty is -10% to Prowl, and -5% to Climb, Swim, or to the performance of Acrobatics and Gymnastics skills. Also, reduce speed by 10%.

Weaker characters (but no less than P.S. 24 normal or 16 Supernatural P.S.) are -25% to Prowl, and -15% to Climb, Swim, or to perform Acrobatics and Gymnastics skills. Also, reduce speed by 30%. Characters weaker than P.S. 24 (normal) or 16 P.S. (Supernatural) cannot move while wearing the armor!

M.D.C. by Location:

Helmet – 30 (light) or 50 (heavy).

Arms – 45 each

Legs – 55 each

Main Body – 130

Cost: 65,000 for the full environmental suit. (43,000 credits for the standard non-environmental version, and 10 lbs/4.5 kg lighter).

Peacekeeper Body Armor

The Peacekeeper is a modular design that can be quickly altered to best accommodate the situation. The armor is primarily marketed to law enforcement personnel and military police, but can be used by anyone. Here's how it works. For routine calls and patrols, a lawman needs only a basic, light Mega-Damage suit which offers good mobility and reasonable protection against

all S.D.C. weapons and light Mega-Damage attacks. However, when an intense tactical situation arises, additional, modular armor plating can be rapidly attached to the basic structure, augmenting the armor in a matter of seconds. It takes 1D4 melee actions to effectively double the suit's Mega-Damage capacity.

The Peacekeeper armor also features a built-in bio-computer monitoring system that not only alerts the lawman to his physical condition, but is also capable of transmitting the officer's vital signs to a mobile or regional command center/police station. This device continually monitors the life signs of the person wearing the armor and, if anything goes wrong, it is linked to the internal radio and automatically sends a request for backup and homing beacon in case the officer is rendered unconscious or vitals indicate severe bodily injury or removal of the armor. The overall high quality and special monitoring features have made Peacekeeper armor very popular with lawmen and police departments throughout North America, but also among Rogue Scientists and explorers out in the field.

Weight: 16 pounds (7.2 kg); the additional tactical armor plating adds a further 11 lbs (5 kg) to the overall weight.

Mobility: Good for light armor; -5% to Climb, Prowl, perform Acrobatics and similar physical skills/performance. The heavier and bulkier tactical armor increases the penalties to -15%.

M.D.C. by Location: Note that the number in parentheses is the total M.D.C. when the tactical add-on armor is attached.

Head/Helmet – 50

Arms – 25 basic (increases to 50) each.

Legs – 30 basic (increases to 55) each.

Main Body – 40 basic (increases to 85).

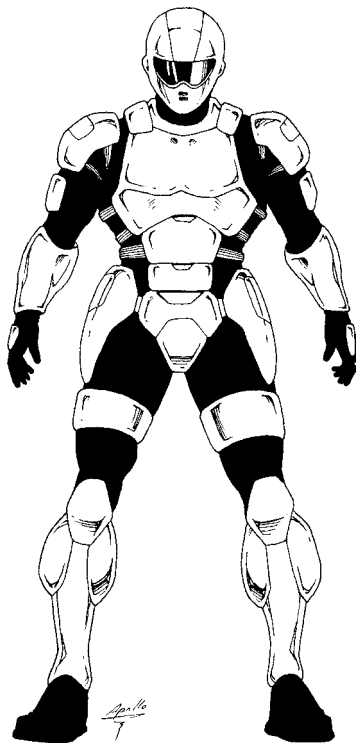


Special Features:

1. Built-In Radio: Range is about 12 miles (19 km) in city environments and 30 miles (48 km) in the wilderness; a signal booster can increase that range by 50% at a cost of 5,000 credits.

2. Vital Signs Monitor: An integral, miniature life signs monitor built into the suit that monitors the wearer's heart rate, blood pressure, respiration, body temperature and other vital signs. It is tuned to the specific life signs of the armor's owner, so that if these drop below registered norms, the system automatically sends a request for backup using the internal radio to other officers or a mobile command center, the police department, army garrison, etc; all calls are routed to a designated location or monitoring unit.

Cost: 40,000 credits, including one monitoring unit built into a briefcase-sized portable carrying case. Previously owned armor sells for 28,000-34,000 credits.



Plastic-Man EBA

The Plastic-Man is one of Northern Gun's first EBAs and it remains popular, especially in urban settings, including the 'Burbs. It offers decent protection and mobility, and is a lightweight, inexpensive armor made of M.D.C. fabric and polycarbonate plates.

Weight: 13 pounds (5.8 kg).

Mobility: Good mobility, -10% to *Climb*, *Prowl*, *Swim*, *Acrobatics* and similar physical skills/performance.

M.D.C. by Location:

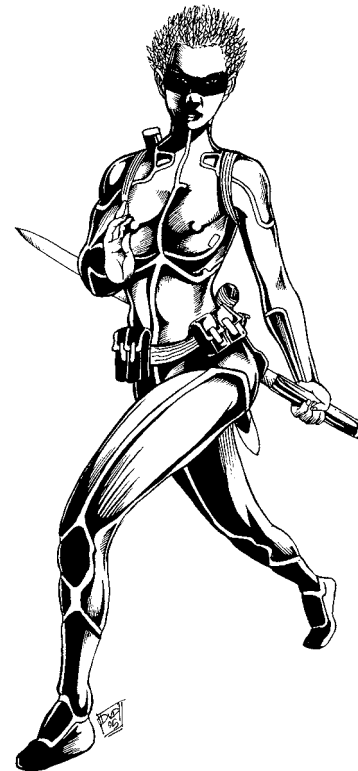
Head/Helmet – 30

Arms – 15 each

Legs – 22 each

Main Body – 35

Cost: 18,000 credits; excellent availability. A favorite of City Rats, explorers, Operators, technicians, lawmen and adventurers.



Stalker Suit

The Stalker Suit is an experimental creation from Northern Gun designed for infiltration, sabotage and other covert operations. State of the art, Mega-Damage polymer woven fabrics and thermal disruption technology are used in the production of this skin-tight, black body suit. It provides the wearer with limited protection against Mega-Damage weapons, but does not restrict movement in any way (no penalties to Swim, Climb, Prowl, etc.). Stalker body suits are skin-tight, with minimal strategic M.D.C. reinforced plates and padding. The Stalker Suit can be worn underneath regular clothing or body armor. When an EBA helmet is connected with the Stalker suit and a life-support backpack with air circulation system and oxygen supply (2 hours) is attached on the back, it becomes a full environmental suit. The suit is ideal for spies, assassins, thieves and undercover operatives and is very popular in such circles.

Weight: 3 lbs (1.35 kg).

Mobility: Excellent, no penalties to Climb, Prowl, Swim or perform any other physical activities.

M.D.C. by Location:

Head – as per helmet, typically something light – 30 or 35

Arms – 5 each

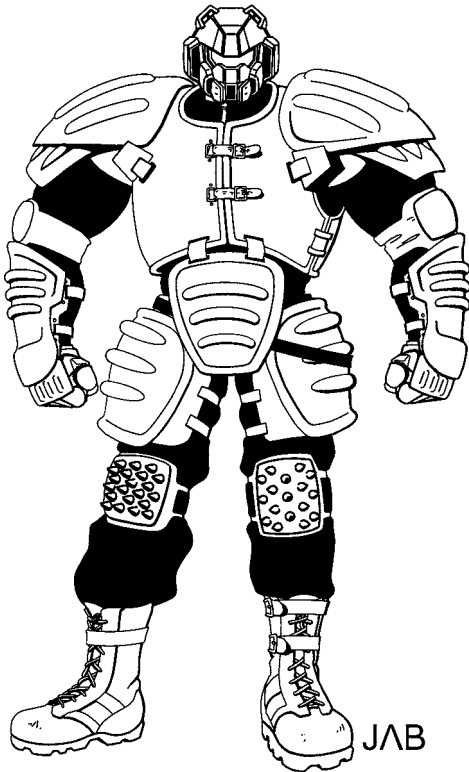
Legs – 7 each

Main Body – 12

The Stalker spy suit covers the entire body, except for the head; a separate helmet is suggested.

Special Feature: Thermal Reduction. The fabric and strategic padding of the Stalker Suit is specially designed to dissipate the wearer's IR heat signature, making him more difficult to detect with thermal imagers and similar heat detection equipment. All attempts to detect the Stalker Suit with thermal systems suffer a penalty of -20% to the Sensory Equipment skill.

Cost: Retail price is supposed to be 11,100 credits. However, availability of this suit is poor outside of Ishpeming, and given the fact that it can be worn under other, conventional armor or clothing as a sort of M.D.C. undergarment, the Stalker Suit often sells for two times more. It should be noted that many people find the Stalker Suit to feel too tight and constrictive and do not care for it. Even those familiar with the suit need 1D4+2 minutes to suit up or disrobe from it. Popular among pilots of all kinds, scientists, medical personnel and explorers, as well as special forces, assassins, spies and cat-burglars.



Titan Plate Armor

Titan plate armor is specifically designed for the large and massively muscular **Titan Juicer**, though it can also be used by giant-sized D-Bees (8 to 12 feet/2.4 to 3.6 m tall), including the Grackle Tooth. The armor consists of thick, heavy plates built with the same alloys used for power armor suits and cyborg body armor. They provide the wearer with excellent protection, but at the cost of considerable weight and reduction of mobility. It is a sacrifice most are willing to make, because a Titan Juicer wearing this armor is almost as well protected as a soldier in power armor. A Juicer, of course, would never use power armor because it is an insult to his own chemical augmentation; some might say his very existence.

Titan armor is very heavy. Only individuals larger than man-size (8-12 feet/2.4 to 3.7 m) and possessing great strength can wear it without serious penalties. Other than its weight, however, the armor is extremely flexible and offers excellent mobility for those who can wear it.

Weight: 200-250 pounds (90 to 112.5 kg) depending on the size of the individual.

Mobility (varies): Fair to poor depending on the wearer.

Supernatural P.S. 30+: -5% to Prowl is the only penalty.

Great Strength: For wearers with a normal P.S. of 40+, Augmented P.S. of 30+, Robotic P.S. of 25+ or a Supernatural P.S.

of 21-29, the character is -15% to Prowl, and -5% to Climbing, Swimming, or the performance of Acrobatics and Gymnastics skills; reduce Spd by 10%.

Sufficient Strength: If the character's strength is a normal P.S. of 25-39, Augmented P.S. of 22-29, Robot P.S. of 19-24, or Supernatural P.S. 15-20, the character is -30% to Prowl, and -15% to Climbing, Swimming, Acrobatics, Gymnastics and similar skills; reduce Spd by 40%.

Weak Strength: Less than above, the character cannot move while wearing the armor.

M.D.C. by Location:

Helmet – 50 (light) or 70 (heavy).

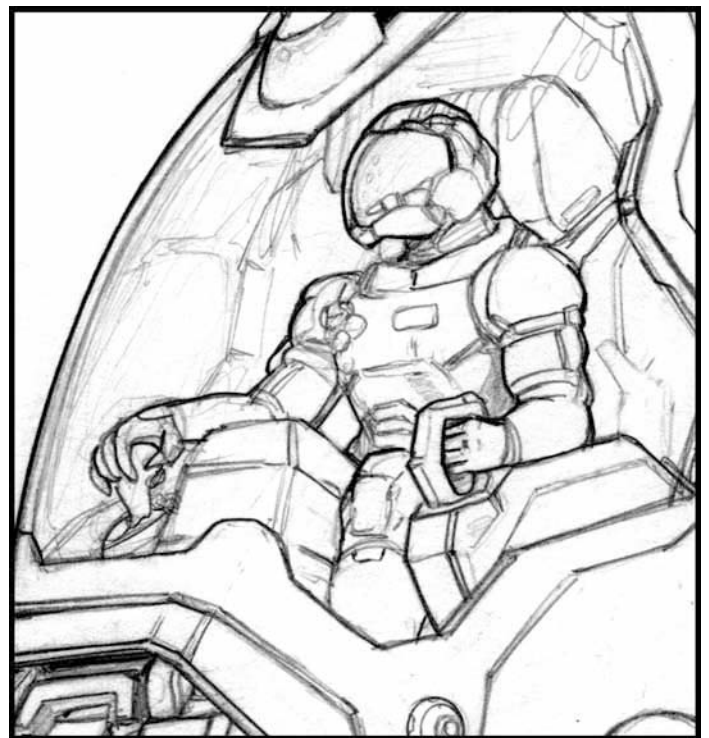
Arms – 50 each

Legs – 60 each

Main Body – 195

Cost: 110,000 for the full environmental suit. 85,000 credits for a non-environmental version of the armor which is 10 lbs (4.5 kg) lighter.

Note: With the now defunct *UTI (Ultra-Tech Incorporated)* gone, only Northern Gun makes and sells this armor. The Black Market offers a similar looking non-environmental version, but it has 20% less M.D.C. across the board.



Trekker Pilot EBA (New)

Trekker environmental armor was designed specifically with explorers, hovercycle pilots, cargo haulers and pilots in mind. It is a nice blend of mobility and armor, with good protection for the chest and abdomen, plus plating for the shoulders. The arms and legs are protected by M.D.C. fabric, padding and light, concealed polycarbonate plating legs. Movement of the arms, hands, legs and feet is reasonably unencumbered for piloting trucks, hovercycles and other vehicles, and just as good for traveling on horseback or by foot. To provide superior range of normal vision, the faceplate on the helmet is a clear visor.

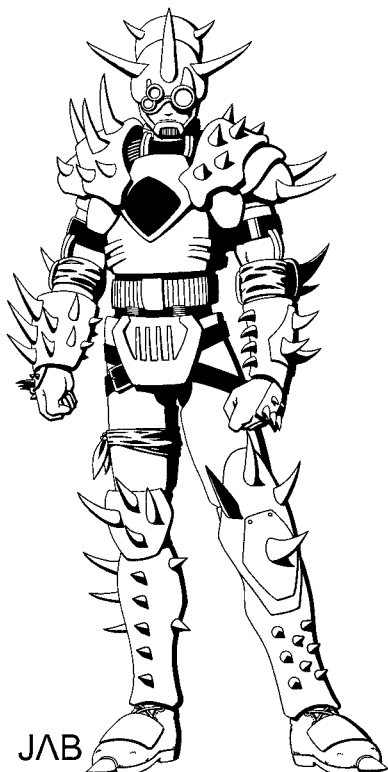
Weight: 18 lbs (8.1 kg).

Mobility: Good; no penalty to piloting skills, -5% to Climb, Rappel, Prowl, perform Acrobatics and similar physical skills/performance, but -10% to Swimming.

M.D.C. by Location:

Helmet – 25	Legs – 22 each
Arms – 16 each	Main Body – 50

Cost: 30,500 credits; good to excellent availability. Extremely popular amongst Operators, Wilderness Scouts, Vagabonds, traveling merchants, explorers, adventurers and pilots of all kinds.



Vibro-Spike Juicer EBA

This type of armor is very popular amongst Juicers who participate in combat sports like Juicer Football and Murderthon. The spikes are made of M.D.C. materials and are Vibro-Blades, which can chip away at M.D.C. armor and injure M.D.C. creatures. This is a full Environmental Body Armor with spikes that are Vibro-Blades powered by an E-Clip.

Weight: 25 pounds (11 kg).

Mobility (varies): Good; only -5% to Prowl, Climb, Swim, Acrobatics, Gymnastics and similar skills. *Double the penalties and reduce Spd by 20%* when traveling through any woodland or underbrush and bramble, as the spikes snag and catch on every piece of vegetation more than two feet (0.6 m) tall. Moreover, if the wearer is not careful, he can damage the armor, hurt himself or worse, injure an innocent bystander by carelessly brushing, bumping or hitting, that person. This armor is really designed for sports and arena competitions, not field combat.

M.D.C. by Location:

Helmet – 50	Legs – 40 each
Arms – 25 each	Main Body – 70

Mega-Damage: The damage listed is in addition to punch, kick or ram damage that may be applicable from Augmented, Robot

applicable). S.D.C./Hit Point damage does not count against M.D.C. opponents, so characters who do not inflict M.D. only do the damage listed below. When the Vibro-feature is turned off, the damage listed is S.D.C.

Spike Punch – 1D4 M.D.

Backhand Strike (with the long spikes of the forearm) – 2D4 M.D.

Head Butt – 1D6 M.D.

Knee Strike – 2D4 M.D.

Kick – 1D4 M.D.

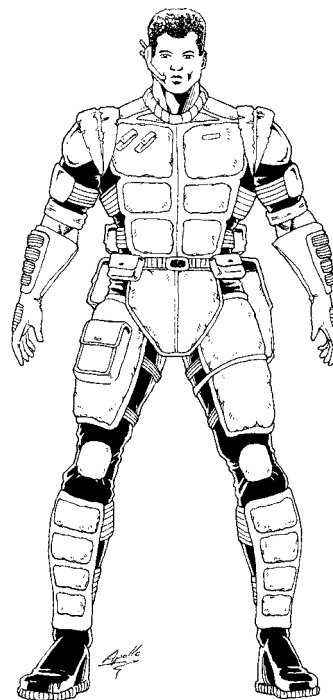
Leap Kick – 2D4 M.D.

Body Slam/Tackle Attack – 2D6 M.D.

Power Slam – 4D6 M.D., but counts as two attacks.

Duration: The Vibro-Field for the spikes lasts one hour per E-Clip.

Cost: 65,000 credits for a full environmental body armor. A non-environmental version used to be available with a Main Body of 50 M.D.C., but it has been discontinued since autumn 105 P.A.



Urban Warrior Light EBA

A lightweight body armor that has been popular with adventurers and many city law enforcement officers for over a decade. This armor is a full body suit with special flexible padding and strategic placement of light metal plates. Nowadays, the armor comes in a vast array of colors, with custom colors, paint and detailing available at reasonable prices.

Weight: 11 pounds (5 kg).

Mobility: Excellent mobility, -5% to Climb, Prowl, Swim, Acrobatics and similar physical skills/performance.

M.D.C. by Location:

Head/Helmet – 35	Legs – 30 each
Arms – 16 each	Main Body – 50

Cost: 35,000 credits; excellent availability. A favorite of City Rats, gang members, explorers, Operators, technicians, lawmen and adventurers. Used suits of Urban Warrior armor sell for 18,000-25,000 credits though they are likely to have

Northern Gun Power Armor

Alphabetical List of NG Power Armor

Aurora Blazer (new)
Beach-Stormer
Blue Boy (new)
Blue Hawk, Flying Power Armor (new)
Cougar (new)
Coyote (new)
Defender (JAPE II)
Delilah (new)
Demon Slayer (new)
Enforcer Guardsman (new)
Firefighter
Forester (new)
Gladius Light
Grease Monkey (new)
Ironwing Flying Power Armor (new)
Juicer Killer Power Armor
Lynx (new)
Mantis (new)
Med-Rec – White Knight Medical Rescuer (new)
Midas (new)
Night Reaper (new)
Pit Fighter (new)
Prophet (new)
Protege (aka Sammy Junior) (new)
Red Hawk, Flying Power Armor

Sabre Espionage Power Armor (new)
Samson
Samson Missileman
Sea Demon (new)
Silent Shadow (new)
Stormhammer (new)
Thunder Hound (new)

Power armor might be thought of as a sort of super-suit of body armor with built-in weapons. Not only is it a mobile, enclosed, environmental containment system, but each is built around a robotic exoskeleton that augments or supplements the operator's own physical abilities and provides him with mechanical strength, speed, optics, computer targeting and sensory capabilities. The term *power armor* is derived from the descriptive term "powered armor."

Over the last four years, Northern Gun has made huge strides in its power armor technology and offers a larger array of different types of power armor than ever before. The Samson remains a sentimental favorite and many helmets and armors retain its styling, but there are now many other power armors to choose from.

Features Common to All NG Power Armor:

- 1. Nuclear Powered:** Which means they have an effectively unlimited fuel capacity and power source. Average life: 15 to 20 years.
- 2. Radar:** Can identify and track up to 72 targets simultaneously at a range of 40 miles (64 km).
- 3. Combat Computer:** Calculates, stores, and transmits data onto the heads-up display (H.U.D.) of the pilot's helmet. It is tied to the targeting computer.

5. Laser Targeting System: Assists in the selection and focusing of specific targets and adds a bonus of +1 to strike when using long-range weapons. Does not apply to hand to hand combat.

6. Radio Communications: Long-range, directional communication system with an effective range of about 500 miles (800 km), as well as a directional, short-range radio. Range is 10 miles (16 km). Plus a built-in loudspeaker; 80 decibels.

7. Complete Environmental Battle Armor: Suitable for use in all hostile environments, including underwater (500 foot/152 m maximum depth unless stated otherwise). Includes the following features:

- Computer controlled life support system. Internal cooling and temperature control.
- Artificial air circulation systems, gas filtration, humidifier.
- Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Eight hour oxygen supply.
- Insulated, high temperature resistant shielding for up to 400 degrees centigrade (752 F). Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.
- Depth gauge. Since most power armor suits can survive underwater but have limited depth tolerance, all come with a built-in depth gauge that issues an audible and visual warning when the power armor comes within 200 feet (61 m) of its maximum limit. There is a similar warning if the air supply is running low or becomes compromised from a leak.

Note: Destroying the head/helmet of most power armors eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. **If the helmet is destroyed underwater**, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

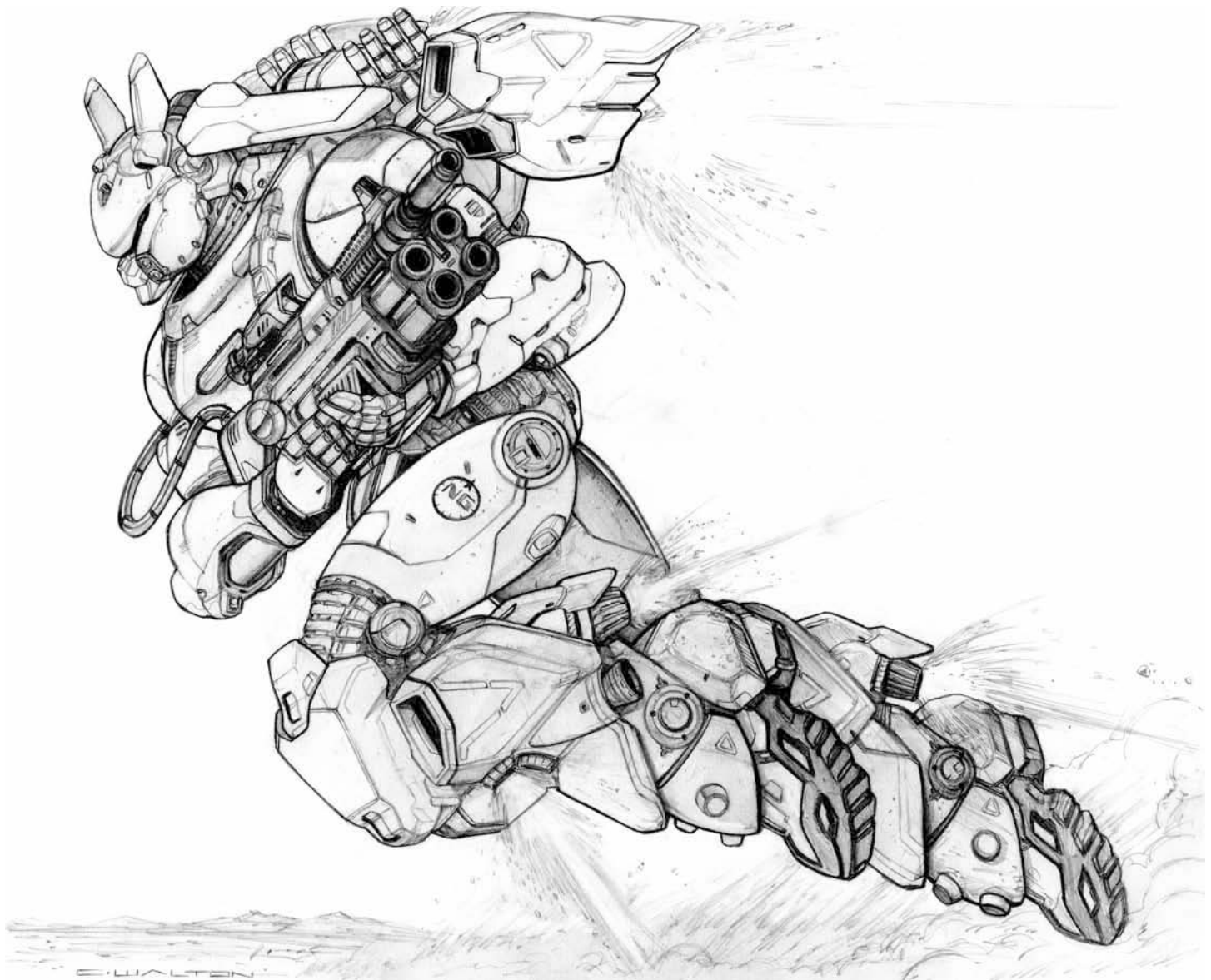
Depth Tolerance: Unless stated otherwise, assume the power armor cannot survive depths greater than 500 feet (152 m). Most power armor descriptions will indicate the depth tolerance for that specific unit.

Hand to Hand Combat: Rather than use a weapon, the pilot can usually engage in Mega-Damage hand to hand combat. Exact bonuses and abilities will depend on whether the pilot has *Basic* or *Elite* training and whether the power armor is a *Ground-Based* or *Flying Power Armor*. See pages 351 and 352 of *Rifts® Ultimate Edition* for details.

NG-X30 Aurora Blazer

All-Terrain and Amphibious Power Armor

Taking a page from Triax's playbook and their Terrain Hopper, the Northern Gun design team spearheaded by **Stewart Easton**, **Camryn Swalve** and **Glenn Francis II** have created a fast, light, all-terrain power armor capable of jet propelled running and leaps, as well as amphibious operations. Like the *Triax Terrain Hopper*, the Aurora Blazer is able to run, leap and rocket many yards (meters), land, continue to run and rocket leap again, and repeat, to cover distances very quickly. The Aurora Blazer has even greater control



than the Hopper thanks to a pair of back-mounted jet thrusters that can rotate 180 degrees and provide VTOL-style leaps straight up and down as well as across, along with jets built into the lower legs. In some ways, the actual design elements are much more reminiscent of the Coalition States' SAMAS, without having full flight capabilities. This has led to more speculation that NG is working on creating its own version of the SAMAS in secrecy, or that it may be secretly manufacturing SAMAS for the CS. If the CS has noticed any similarities, they have not voiced any concerns.

The clever diversity of the Aurora Blazer's thruster design is such that it has ground, limited air and sea capabilities. It can fly low to the ground for short spurts, and can swim or rocket through water at good speeds, though maximum depth is a modest 1,200 feet (366 m).

The Aurora Blazer is wonderful for reconnaissance, exploration, escort, search and rescue, and fast response, as well as hit and run raids *on land* and *on water*. It is one of NG's newest releases but has already gotten resounding approval from mercenaries, adventurers and seafarers, especially naval forces, privateers and pirates. The Aurora Blazer's long leaps and limited flight ability make it fantastic for boarding ships at a greater distance than in the past. The power armor is also able to dive underwater, swim to a target vessel and rocket up onto the deck from underwater without warning. In the alternative, the Aurora Blazer can cripple or sink a vessel by attacking it from underwater, as well as engage submarines and sea monsters.

The Aurora Blazer is one of fewer than a dozen power armor suits that come standard with Northern Gun's new and experimental (many say "revolutionary") **Universal Energy Link (UEL)**. The UEL is an E-Clip cabled to the energy supply within the power armor. Replace a weapon's standard E-Clip with the UEL, and it provides the weapon with unlimited firepower from within the armor itself. This gives the power armor the versatility to use almost any weapon that takes an E-Clip and give it an unlimited payload. This eliminates the worry of running out of energy ammo and the need of having to carry many E-Clips into combat. The UEL is a simple idea that is hitting the market like a thunderbolt.

In most of the new power armors that have it, the UEL and cable are kept in a compartment on the forearm or hip, but in the case of the Aurora Blazer, one UEL is located in the right shoulder and the other one in the left forearm. The compartment opens up to reveal what looks like an Energy Clip connected to an extendable cable. This *universal connector* is directly tied to the power armor's energy supply via the cable. The use of the UEL powered weapon drains the power supply so it is best suited for nuclear or Solid Oxide batteries that have great energy storage. Any weapon to which it is linked has access to what is effectively unlimited power. ANY energy weapon that uses an *E-Clip* – long or short – can be connected to the power armor via the UEL, provided that its maximum damage capacity is 1D6x10 M.D. or less per blast (see the description below for more details). Simply

remove the weapon's normal E-Clip and insert the Universal Energy Link (UEL) into the E-Clip port, and the weapon is ready to fire. And fire. And fire. Not only does this provide an ordinary energy rifle or pistol with an unlimited payload, saving on extra E-Clips and recharging costs, but it saves on the cost of the power armor itself by eliminating the need for costly built-in weapon systems.

Most man-portable energy weapons such as rifles and pistols, including those usually reserved for Juicers, cyborgs and power armor, are within acceptable tolerances. The flexibility and range of handheld weapons available via the UEL means the Aurora Blazer can use almost ANY energy weapon made in North America as long as it is designed to be powered by an E-Clip. **As long as the connecting cable is not severed** (attackers are -6 to strike on a Called Shot; -10 when the power armor is moving or dodging), the weapon has an endless energy payload. Better yet, the power armor pilot can switch out his or her weapon system on the fly, trading for a more appropriate energy weapon or grabbing a gun he may have recovered from an enemy or found on the battlefield. In most cases, if the weapon takes an E-Clip, he can connect to it via the UEL and fire away.

The UEL connector junction can be adjusted slightly to fit most energy weapons made by most manufacturers in North America, including *Northern Gun*, the *CS*, *Free Quebec*, *Wilk's*, *Titan Robotics*, *Bandito Arms/the Black Market*, *Wellington*, and most of the rest. It also works on most *Triax (NGR)*, *Ichto*, *ArmaTech Industries* and *H-Brand (Japan)* weapons as well as *Geofront (China)*, *Warlords of Russia*, and *Kittani* energy rifles and pistols. The UEL also fits about one third of *Naruni Enterprises'* rifles and side arms!

Note: The UEL does have a few limitations. It cannot power weapons that inflict more than 1D6x10 M.D., and it can only power energy weapons. If the weapon does more damage than 1D6x10 M.D., it cannot fire when hooked to the UEL. Anything more powerful saps the system and causes it to shutdown. (See #3, *Handheld Weapons*, below, for more details.) Of course, it has no effect on rail guns and other projectile weapons that require physical ammunition. The greatest danger is if the cable is severed. Cut the power cord (5 M.D.C.), and the weapon is dead until repairs can be made or the UEL connector is swapped out for a traditional E-Clip with a finite payload. Most pilots keep 4-6 E-Clips on them for just such circumstances. That's also why there is usually one UEL in each arm and sometimes a third in one of the hips. If he has the time, a smart pilot will remove and stow the UEL back in its travel compartment before entering into melee combat, to prevent the cable from getting cut. Of course, that's not always possible, and other times one needs the weapon to be powered and available for continued fighting. NG designers have found UELs built into the forearm are the most efficient. The cable usually runs a very short distance between the arm and the gun, where it is protected and barely visible. Those with cables trailing from the shoulder or hip are a bit more vulnerable, especially in hand to hand combat.

At first, power armor that came with a Universal Energy Link (UEL) met with considerable skepticism and slow sales, but as word spreads about how well it really does work, the sales of the power armor suits equipped with them have increased dramatically. A trend that is expected to continue. The UEL is especially useful for light and medium power armor that have few or no built-in weapon systems.

Aurora Blazer Power Armor

Model Type: NG-X30

Class: All-Terrain Recon and High Speed Assault Power Armor.

Crew: One.

M.D.C. by Location:

* Head – 80

* Head Wings (2) – 15 each

* Head Fins (2, top) – 6 each

Arms (2) – 90 each

Legs (2) – 125 each

** Back Thrusters (2) – 45 each

* UEL Cables – 6 each

Booster Pack & Rail Gun Ammo Cannister (1, center of back) – 80

Blazer Assault Rifle (1, handheld) – 50

*** Main Body – 175

* A single asterisk indicates a small or difficult target to hit. They can only be struck when the attacker makes a "Called Shot," and even then the attacker is -4 to strike.

Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half. Destroying the head wings and fins does little to impair the Aurora Blazer.

** Destroying one thruster reduces leaping speed and distance by 30%. Destroy both and speed and distance are reduced by 60% and underwater rocket speed is eliminated; must physically swim.

*** Depleting the M.D.C. of the main body shuts the power armor down completely, rendering it useless.

Speed:

Running: 90 mph (144 km) running at top speed. The act of running at top speed tires out the operator, but at 25% of the usual fatigue rate thanks to the augmentation of the robot exoskeleton. However, running at 50 mph (80 km) or less, the operator tires at only 10% the usual rate. Also see **Power Jumping Travel**, below.

Leaping: A leap unassisted by any thrusters can reach 15 feet (4.6 m) straight up or across; increase by 50% with a running start.

A leap assisted only by the leg thrusters is 25 feet (7.6 m); increase by 50% with a running start.

A full jet thruster assisted leap from a stationary position or a running start can propel the power armor up to 200 feet (61 m) high and 300 feet (91.4 m) across without actually attaining flight.

VTOL Leap: The thrusters can rotate to rocket the Aurora Blazer straight up 300 feet (91.4 m) or to leap at steep angles. Once up high, the power armor can hover to hold its position there for 1D4+1 melee rounds before the power armor becomes unstable and starts to wobble and quickly drift back down to the ground. This is great for getting a quick bird's-eye view above the tree line, smoke or buildings.

A leap straight up or at a slight angle can also be used to jump up onto rooftops, on top of vehicles or to try to snare low-flying opponents.

Cat-Like Landings from Great Heights: The Aurora Blazer can drop or leap down from heights as great as 500 feet (152 m), using its VTOL thrusters to slow its descent, land softly on its feet and continue to run or leap. Anyone carried in the suit's arms also lands gently, safely and unharmed, with minimal jarring.

Drops from heights greater than 500 feet (152 m) up to 900 feet (274 m) are trickier. The power armor is likely to survive the landing but may take damage. **Roll 1D20** to determine the success of the landing. **On a roll of 1-10** the suit hits the ground hard, takes 4D6 M.D. and the operator loses 1D4 melee actions/attacks before he's back up on his feet. **On a roll of 11-20** the pilot sticks the landing, and can continue to move/jump/run without damage or delay. Drops from greater heights are not possible without potentially life-threatening damage: 2D4x10 M.D. to the power armor, 6D6 S.D.C./Hit Point damage to the wearer inside the armor, and the operator is

stunned for 1D4 melee rounds before he recovers from the fall and is able to take action again.

Power Jumping Travel: 175 mph (280 km). The integrated jet thrusters with VTOL capabilities give the Aurora Blazer incredible speed and versatility.

Also known as “jet propelled running,” power jumping travel requires the power armor pilot to run, jump (soaring forward), land, and repeat. The height of the leap is controlled by the pilot and generally ranges between 20-50 feet (6.1 to 15.2 m) during high-speed travel. By leaping, landing, and continuing to run several yards/meters and power leaping again – like a Jackrabbit – the Aurora Blazer can maintain an *impressive ground speed of 175 mph (280 km)*, even through light forest and uneven ground. Reduce speed by 40% when traveling through dense vegetation, deep mud or snow, very rocky or unstable ground, vertical inclines and similar hazardous and extreme terrain. This speed can be maintained for hours, until the power armor pilot needs to stop and rest.

Directional control by the pilot is excellent. The Aurora Blazer’s jet thrusters built both in the back and legs, and back thrusters that can rotate, give the pilot amazing maneuverability. He is able to change direction/trajectory in midair or even stop, hover or land (VTOL) vertically. Of course, having to suddenly stop in mid-air/leap to avoid a collision or land unexpectedly will ruin momentum and slow down the traveler’s speed. And don’t forget, hovering in the air makes the character an easier target.

If there is a downside to power jumping travel, it’s the noise the power armor makes, crashing through the underbrush like a giant rabbit or lumbering feline. There is no way around it. Running and leaping through trees and underbrush makes a lot of noise, alerting predators and the enemy to the character’s presence, location and direction of travel. It also reduces the pilot’s vision and awareness (**Penalties:** -3 on initiative, -3 on Perception Rolls, and -1 to strike, parry and dodge due to obscured vision, noise and rate of travel). Even just running across open ground, the power armor sounds like the thundering hooves of one or more horses. Just like anyone else, to be stealthy, the wearer of the armor must move slowly and deliberately to be quiet and sneaky.

Limited Flight: The rocket propulsion system enables the Aurora Blazer to fly for short distances. Maximum flying speed is 100 mph (160 km), but cruising speed is considered to be around 60 mph (96 km). Maximum altitude is limited to 200 feet (61 m), but flight will be wobbly and the Aurora Blazer is unable to fly in a straight, even line. Instead it will bob up and down and sway side to side by 1D4x10 feet (3 to 12.2 m), and even worse when going against the wind.

Flying Range: The nuclear power supply of the armor gives it a decade of life, but the Aurora Blazer is a running and leaping machine, it is not built for flight and starts to lose altitude very quickly. Reduce altitude by 20 feet (6.1 m) every 10 minutes. At around 40 or 60 feet (12.2 to 18.3 m) above the ground, the pilot needs to stop, land and make a running takeoff to fly for another 10 minutes. This can be maintained for one hour, at which point the thrusters in the back need to cool for at least 60 minutes. In many cases, the jets will start to sputter and speed fluctuate after 50 minutes and may stop working; this is especially true if the thrusters have been damaged. **Note:** Travel by power jumps is actually faster (175 mph/280 km) than flying and can be maintained for hours.

Water: The armor can *swim* on the surface or underwater without using its rocket pack at 15 mph (24 km/13 knots) but this tires the wearer at 20% the usual fatigue rate. It can also travel underwater using its jet thrusters at 35 mph (56 km/30 knots) or walk along the bottom of a body of water at 15 mph (24 km). Maximum depth is 1,200 feet (366 m).

Special Bonuses of the Aura Blazer Power Armor: +1 to dodge at any speed, +2 to dodge when traveling at speeds greater than 90 mph (144 km) and +1 to roll with impact.

Statistical Data:

Height: 7 feet, 2 inches (2.2 m).

Width: 4 feet (1.2 m).

Length: 3.5 feet (1.1 m).

Weight: Roughly 540 lbs (243 kg).

Physical Strength: Robot P.S. of 28.

Cargo: None.

Power System: Nuclear; average energy life is 12 years. Solid Oxide and electric battery versions are also available.

Cost: 2.8 million nuclear, 1.6 million Solid Oxide and 1.1 million electric battery.

Weapon Systems:

1. NG-X530 Blazer Over-and-Under Assault Rifle (1, Handheld):

The X530 is a large, experimental, dual assault rifle exclusive to the Aurora Blazer and the Lynx (for the latter, it is an optional weapon). The top barrel is a long-range, precision laser that can fire a single shot or triple pulse burst. Beneath it is a quad-barrel plasma weapon that can fire two or four simultaneous blasts at the same target. The X530 Blazer assault rifle is specifically designed with power armor and Combat Cyborgs in mind. Currently, it is only available with the Aurora Blazer and Lynx armor, but that is likely to change within a year or two, especially if the weapon performs as well as expected. The X530 comes with a removable strap so that it can be slung over the shoulder when the hands need to be free.

Primary Purpose: Anti-Monster and Anti-Armor (plasma).

Secondary Purpose: Anti-Personnel and Precision Shooting (laser).

Range: Laser: 2,000 feet (610 m). Plasma: 800 feet (244 m). **Note:** The plasma weapon is designed to deliver a big punch in close quarters combat and against monsters and beings vulnerable to M.D. fire and heat.

Mega-Damage: Laser: 2D6 M.D. for a single shot or 4D6+5 M.D. for a triple laser pulse.

Plasma: 2D6+3 M.D. for a single shot, 4D6+6 M.D. for two simultaneous blasts at the same target, 6D6+10 for three plasma rounds and 1D4x10+14 M.D. for a four plasma round blast.

Rate of Fire: Each single shot laser or plasma blast, laser pulse, or multiple plasma blast counts as one melee attack. **Note:** The laser and plasma weapons cannot be fired at the same time. The shooter needs to pick one or the other.

Payload: Effectively unlimited when powered by the UEL. Otherwise, 10 triple pulse laser blasts or 6 quadruple per standard E-Clip; double for Long E-Clips. Each of the two combined weapons has its own, separate E-Clip. Not a factor when the UEL is used.

2. Thruster Mounted Mini-Missile Launchers (2): Built in the top of the thrusters, behind each shoulder, is a mini-missile launcher.

Primary Purpose: Assault and Anti-Armor.

Secondary Purpose: Defense and Anti-Missile.

Range: One mile (1.6 km).

Mega-Damage: Varies with type of mini-missile used. Fragmentation (5D6 M.D.), armor piercing (1D4x10 M.D.), and plasma (1D6x10 M.D.) are most common. Smoke and tear gas may also be available. Mini-Torpedoes may be substituted for marine operations.

Rate of Fire: One missile at a time or in volleys of 2 or 4.

Payload: 8 total; four per each launch unit (one launcher behind each shoulder).

3. Handheld Weapons & UEL: Any handheld weapon can be used by the Aurora Blazer. Energy weapons are the usual choice because they can be powered by the UEL system. An additional side

arm, Vibro-Blade and other gear may be carried on a belt around the waist.

UEL – Universal Energy Link (3, one in each forearm and one in the right shoulder): The Aurora Blazer has one Universal Energy Link concealed inside an armored compartment in the right shoulder and one in each forearm. When needed, a plate opens and extends enough for the E-Clip connector of the UEL and cable to be removed and plugged into the weapon. The plate armor snaps back into place leaving a thin cable running from the power armor to the weapon in hand.

Each provides power to a weapon that can inflict as much as 1D6x10 M.D. per blast, but anything more powerful saps the system and causes it to shutdown until replaced with a more appropriate weapon (i.e. something that fires blasts that inflict 1D6x10 M.D. or less). The E-Clip connector has an automatic circuit breaker that kicks in when the pilot is attempting to use a weapon beyond the UEL's energy capacity, shutting it down before an excessive energy charge damages the armor.

- 4. Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Basic* or *Elite Flying Power Armor Training*, depending on the pilot's level of skill, on pages 351 or 352 of **Rifts® Ultimate Edition**. Damage as per Robotic P.S. of 28.

Restrained Punch – 1D4 M.D.

Full Strength Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Power Dive Punch – 3D6 M.D., but counts as two melee attacks and all combat bonuses except to strike are reduced by half, including roll with impact.

Kick – 2D4 M.D.

Leap Kick – 2D8 M.D., but counts as two melee attacks.

High Speed Running/Rocketing Leap Kick – 3D8+3 M.D., but counts as two melee attacks.

- 5. Sensors and Special Features of Note:** In addition to the standard power armor features, the Aurora Blazer comes with the following.

Standard Helmet Camera (top of head) and Gun Camera (concealed): A simple “dash-cam” style digital camera that sees whatever the pilot sees or points his weapon at. No special features beyond the ability to tape 96 hours of video and take 4,000 still photos.

LED Flashlight (2): Built into both sides of the cheek is an LED light system that works like a miner's head lamp, except they are in the cheeks and point wherever the pilot turns his head. 500 foot (152 m) range.

Language Translator: Built into the helmet is a language translator.

NG-NX12 Beach-Stormer

Amphibious Marine Power Armor

A recent addition to Northern Gun's family of naval weapon systems is the NG-NX12 Beach-Stormer power armor. Just like its land-based counterparts, this marine power armor suit was developed to fill the gap between robot vehicles and regular body armor. Northern Gun executives recognized that marine infantry forms an essential element of naval combat forces, and that no North American arms manufacturers offered any marine armor suits besides simple body armor. Even the folks at Iron Heart Armaments supplied only regular flying power armor with their ships, not aquatic suits capable of combat diving and prolonged underwater maneuvers. The Beach-

Stormer would be Northern Gun's first marine power armor suit, but it would not be its last (see *Aurora Blazer*, *Blue Hawk*, *Grease Monkey* and the *Sea Demon* amongst others).

The NG-NX12 has an underwater propulsion system, excellent durability and strength while remaining an inexpensive power armor. IN the water, the Beach-Stormer has surprising quickness, as well as a reliable hydro-jet propulsion pack that enables the power armor to travel at speeds of up to 35 mph (56 km/30 knots) on the surface of water and 20 mph (32 km/17 knots) under the water. The suit also has an impressive array of standard-issue underwater and surface weapons, making it a formidable water to surface combat machine. The NG-NX12 is excellent for all aspects of amphibious warfare operations, including scouting, underwater demolition, sabotage, search and rescue, ship escort, exploration, beach reconnaissance, and of course, amphibious landings, boarding ships, raids and assaults.

Beach-Stormer Power Armor

Model Type: NG-NX12

Class: Amphibious Infantry Assault Suit.

Crew: One.

M.D.C. by Location:

Hydro-Jet Propulsion Pack – 30

Hands (2) – 8 each

Arms (2) – 45 each

Legs (2) – 65 each

Feet/Flippers (2) – 11 each

* NG-P67 – 15

* NG-M100 Underwater Rifle – 30

* Head – 50

** Main Body – 170

* All of the targets marked with an asterisk are small and difficult to hit. Thus, they can only be struck when a character makes a “Called Shot,” and even then the attacker is -3 to strike.

Destroying the head of the power armor eliminates all forms of optical enhancement and sensory systems. The pilot must rely on his own human vision and senses; no bonuses to strike, parry or dodge from power armor combat, and will suffer from exposure to deep sea pressure at depths greater than 220 feet (67 m; takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half!)

** Depleting the M.D.C. of the main body will shut the armor down completely, making it useless.

Speed:

Running: 40 mph (64 km) maximum. Removing the detachable hydro-jet propulsion pack adds +10 mph (16 km) to the top speed. The act of running tires out the operator, but at 10% of the usual fatigue rate thanks to the robot exoskeleton.

Leaping: The powerful robot legs can leap up to 15 feet (4.6 m) high or 25 feet (7.6 m) across.

Flying: Not possible.

Underwater Capabilities: The hydro-jet propulsion pack enables the power armor to travel at 35 mph (56 km) on the surface of the water or 20 mph (32 km or 17 knots) when submerged. In the alternative, the Beach-Stormer can swim 10 mph (16 km or 8.6 knots) or walk along the bottom of the sea floor at a speed of 4 mph (6.4 km).

Maximum Depth: 3,000 feet (914 m).

Maximum Range: Unlimited if nuclear powered.

Statistical Data:

Height: 7.2 feet (2.2 m).

Width: 4 feet (1.2 m).



Length: 5 feet (1.5 m) with hydro-jet pack; 3 feet, 4 inches (1 m) without.

Weight: 326 lbs (146.7 kg) total; 280 lbs (126 kg) without weapons.

Physical Strength: Robot P.S. of 24.

Cargo: None.

Power System: A rechargeable battery that holds enough power for 96 hours of continuous use. It can be recharged by any vehicle or facility with a nuclear power plant or other generator (takes about 2 hours to recharge). Also available with a Solid Oxide power supply or a nuclear battery (the latter has a 15 year life).

Cost: 340,000 credits for the original, inexpensive electric battery model complete with the Particle Beam Short-Gun, Multi-Rifle, 10 extra E-Clips, and a payload of grenades or torpedoes. However, NG has since made the Beach-Stormer available with the Solid Oxide power system for 720,000 credits and 1.2 million for the nuclear model.

Weapon Systems:

1. NG-P67 Particle Beam Short-Gun: This is an underwater version of the NG-P7 particle beam rifle. It is a large, heavy-duty weapon and, although somewhat smaller than the rifle, the gun is still awkward to fire by those without Robotic or Supernatural Strength (-2 penalty to strike for a human P.S. under 26). There is a serious drawback to the NG-P67 Short-Gun, that being a limited

payload: a regular E-Clip provides just 10 shots. To offset this limitation, a power cable extending from the NG-NX12's forearm connects the gun to the suit's battery. This is a stopgap solution to the payload problem at best, because for every 30 shots fired from the gun, one hour (or 2 minutes per shot fired) is drained from the battery (not applicable to nuclear power supplies).

Primary Purpose: Assault.

Secondary Purpose: Anti-Personnel.

Weight: 16 lbs (7.2 kg).

Range: 1,000 feet (305 m) in an atmosphere/air, 700 feet (213 m) underwater.

Mega-Damage: 6D6 M.D. per shot.

Rate of Fire: Each blast counts as one melee attack.

Payload: 10 from a standard E-Clip or the weapon can draw on the suit's power supply, but every 30 shots drains one hour's operation time from the battery.

Cost: It is possible to buy the NG-P67 Short-Gun separately from the Beach-Stormer at a cost of 25,600 credits.

Note: A normal Particle Beam weapon has half its normal range and half its normal damage underwater.

2. NG-M100 Multi-Weapon Underwater Rifle: The NG-M100 is the standard-issue underwater weapon of the Beach-Stormer power armor, and is also one of Northern Gun's most exotic creations. It is not a built-in weapon system, but rather a rifle that was

exclusive to the Beach-Stormer suit. The NG-M100 is an over-under combination weapon that consists of a stubby ion blaster mounted atop a smooth-bore, semi-automatic missile launcher. The ion blaster is unremarkable except that it is capable of firing above and under water.

A great deal more can be said of the launcher, which is based on the WI-23 of Wellington Industries. Like the WI-23, the launcher portion of this rifle is an auto-loading weapon fed by a top-mounted, detachable box magazine. But unlike the WI-23, this launcher is capable of firing both grenades and micro-torpedoes with no more adjustment needed than simply changing magazines! There is no rear opening on the launcher, because grenades and torpedoes are launched “cold” by compressed air; the motors don’t engage until the torpedo has traveled five feet (1.5 m) from the launcher.

Primary Purpose: Anti-Sea Monster/Anti-Ship.

Secondary Purpose: Defense.

Weight: 20 lbs (9 kg); grenade and micro-torpedo magazines weigh 12 lbs (5.4 kg) each.

Range: Ion Blaster: 800 feet (244 m). Grenades or Micro-Torpedoes: 1,400 feet (427 m).

Mega-Damage: The ion blaster inflicts 4D6 M.D. Grenades do 4D6 M.D. each. Micro-torpedoes do 5D6 M.D. each; both grenades and torpedoes are considered armor piercing and have a 3 foot (0.9 m) blast radius.

Rate of Fire: Each blast counts as one melee attack/action.

Payload: Ion Blaster: 10 shots from a standard E-Clip. Grenades or Micro-Torpedoes have 20 rounds per magazine.

Cost: The NG-M100 can be purchased separately from the Beach-Stormer power armor at a cost of 34,000 credits for the rifle and one grenade or torpedo magazine. Additional magazines cost 5,000 credits, which includes the cost of the explosive ammunition.

3. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Basic* or *Elite: Ground-Based Power Armor Training*, depending on the pilot’s level of skill, on pages 351 or 352 of **Rifts® Ultimate Edition**. Damage as per Robotic P.S. of 24.

Restrained Punch – 1D4 M.D.

Full Strength Punch – 1D4 M.D.

Power Punch – 2D4 M.D., but counts as two melee attacks.

Power Dive Punch – 2D6 M.D., but counts as two melee attacks and all combat bonuses except to strike are reduced by half, including roll with impact.

Kick – 1D6 M.D.

Leap Kick – 2D6 M.D., but counts as two melee attacks.

4. Sensors and Special Features of Note: The suit has all the sensors and systems common to power armor, except for the nuclear power plant. Instead, the suit runs off a rechargeable battery that holds enough power for 96 hours of continuous use (good for 4-12 days depending on how often it’s used. The battery can be recharged from any nuclear power plant. Takes about 2 hours to recharge), making it much more affordable than most types of power armor.

NG-X44 Blue Boy

All-Purpose Infantry Power Armor

The Coalition has its Dead Boys, Northern Gun has its **Blue Boy**, a sleek, man-sized power armor that is heavily armored and designed to fulfill any and all ground infantry functions. The Blue Boy gets its nickname from the *blue tint* of the M.D.C. composite materials used to make it. The power armor rolls off the assembly line a metallic blue that is pleasing to many buyers who never bother to get a custom paint job. (As depicted on the cover of **Northern Gun™ One**). The Blue Boy functions equally well in combat and support roles, reconnaissance, exploration, and general adventuring. However, it has weapons and a few features that make it especially well suited for special operations and sabotage.

The creation of the design team lead by **Howard Holland, Chris Mackay** and **Walter Chaslon**, the Blue Boy is roughly man-sized, making it a low profile target. Second, it has special magnetic plates built into the armor’s feet and the underside of the hands that, when activated, enable the power armor to attach itself to giant robots and vehicles, as well as scale metal towers, the hulls of ships and other metallic surfaces. Third, it has an electrical attack that can knock out soft-target security systems, communications, computers and electronics or to stun and subdue unarmored enemy personnel for capture and interrogation. Last, *Thumper*, its dual weapon system, exclusive to the Blue Boy, is an accurate and deadly weapon. The Blue Boy’s own armor plating is a compound alloy consisting of M.D.C. metals, ceramics and plastics that allow it to be lighter than many power armors and shield it from electrical and EMP attacks (half damage with no chance of frying its electrical system or onboard memory).

Blue Boy Power Armor

Model Type: NG-X44

Class: Light Infantry Assault and Saboteur Power Armor.

Crew: One.

M.D.C. by Location:

* Head – 70

Arms (2) – 60 each

Legs (2) – 110 each

Thumper Shoulder Assault Rifle (attached to armor) – 50

* Forearm Volt Disruptor (1, left forearm) – 10

* Leg Maneuvering Jets (2, small) – 12 each

* Vibro-Blades (2) – 15 each

** Main Body – 165

* A single asterisk indicates a small or difficult target to hit. They can only be struck when the attacker makes a “Called Shot,” and even then the attacker is -4 to strike. Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill.

** Depleting the M.D.C. of the main body shuts the power armor down completely, rendering it useless.

Speed:

Running: 40 mph (64 km) maximum. The act of running tires out the operator, but at 20% of the usual fatigue rate thanks to the robot exoskeleton.

Leaping: The powerful robot legs can leap up to 10 feet (3 m) high or 16 feet (4.9 m) across.

Climbing Capabilities: The hands and feet of the Blue Boy are designed to climb, and provide a +5% skill bonus. Moreover, the magnetic climb system in the hands and feet enables the pilot to hitch rides on large robots and vehicles, climb them and climb any metal



structure that the magnets will cling to (+10% to Climb skill when magnets are used on the appropriate surface).

Flying: None, except with a jet pack on the back (costs extra) or a glider like the one used by the *Silent Shadow* power armor (costs extra).

Water: The Blue Boy is not designed for use in the water, but can swim in water or walk along the bottom at 5 mph (8 km/4.3 knots). Maximum depth is 800 feet (244 m). The act of swimming tires the wearer of the suit, but at 20% of the usual fatigue rate.

Statistical Data:

Height: Man-size, generally 5.6 to 7.6 feet (1.7 to 2.3 m).

Width: 2-3 feet (0.6 to 0.9 m).

Length: 2.5 to 3 feet (0.75 to 0.9 m).

Weight: 326 lbs (146.7 kg).

Physical Strength: Robot P.S. of 25.

Cargo: None.

Power System: Nuclear is standard; average energy life is 10 years.

Cost: 1.2 million credits nuclear or 832,000 Solid Oxide. Nuclear is the hands-down favorite, however, outselling the alternative 5 to 1.

Weapon Systems:

1. NG-X144 "Thumper" Dual Assault Rifle: A combo grenade launcher and laser rifle built into an experimental shoulder mount-

ing. The mounting takes a page from the Glitter Boy, with the weapon being built into a swivel mounting on the back. When not needed, the weapon is pushed back behind the shoulder, sticking upward. When needed for combat, the wearer of the power armor reaches back to pull it forward and fires. The swivel mounting has enough movement that the weapon can sweep side to side 180 degrees and has a 180 degree up and down arc of fire. It also has one additional benefit when the pilot wants a steady Aimed or Called Shot, he can lock the mounting in place and fire, providing greater stability and accuracy to strike. This is especially handy for precision shooting with the laser built into the underbelly of the weapon, but helps significantly with the kick when grenades are fired. The top barrel fires the rifle grenades and can do so in rapid succession, three at a time, which is another thing that makes it unique. Each firing of a grenade makes a thumping sound, especially when two or three are fired rapidly one after another. The laser has two settings: laser targeting (no damage) to paint a target before firing, and a precision blast (2D6 M.D.). Most infantry troops who have piloted Blue Boy power armor rave about it.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: Laser: 1,600 feet (488 m). Thumper Grenade Launcher: 1,200 feet (366 m).

Mega-Damage: Laser 2D6 M.D. for a single shot.

Mega-Damage for Grenades: Varies by the type of grenade and by the number fired. The stats that follow provide damage for ONE grenade and THREE.

3D6 M.D. per single grenade to a 12 foot (3.7 m) radius for fragmentation grenades (1D4x10+3 M.D. for a 3-grenade volley).

4D6 M.D. to a 3 foot (0.9 m) radius for high explosive/armor piercing grenades (1D6x10+6 M.D. for a volley of three).

6D6 M.D. to a five foot (1.5 m) radius for a single plasma grenade (2D4x10+12 M.D. for a volley of three). **Note:** As a rapid-fire weapon, the cannon can fire one grenade at a time or a rapid-fire volley of two or three, unleashed a second apart. A volley always contains the same type of grenade.

A *smoke grenade* covers a 40 foot (12.2 m) radius in a dense cloud of smoke, obscuring vision and creating cover. Radius x3 for a volley of three smoke grenades, tear gas or flash grenades.

A *tear gas grenade* covers a 25 foot (7.6 m) radius and makes the eyes and noses of victims not protected by gas masks or environmental armor burn and tear, as well as gags and chokes them (-10 to strike, parry and dodge, -3 on initiative and lose one melee attack as long as they are in the gas cloud and for 1D6+1 melee rounds after exiting it; protected individuals suffer no penalties).

A *stun/flash grenade* unleashes a bright flash, sparkles and white smoke that temporarily blind victims (-10 to strike, parry, and dodge, -1 on initiative, and lose one melee attack for 1D4 melee rounds). Radius of effect is 4 feet (1.2 m).

Rate of Fire: The *laser* is single shot and each shot counts as one melee attack. *Thumper* can fire one grenade or a rapid-fire volley of three at the same target or one each at a different target (shooting wild).

Bonuses: +1 to strike with laser on an Aimed/Called Shot. +1 to strike with a grenade on an Aimed/Called Shot when *only one* is fired. When three are fired at the same target it counts as *burst fire*. When three are fired but divided between two or three different targets in rapid succession, it counts as *Shooting Wild*.

Payload: *Laser* is effectively unlimited as it is always tied into the power supply of the power armor. Cannot function if removed from the armor.

Grenade Payload: 9 in the weapon. Three extra are stowed right on top of the gun, plus 42 others – 36 combat grenades (explosive, plasma or Hex) and six smoke or other “special” ordnance. All are stowed in the hard-shell backpack, designed exclusively for the Blue Boy to hold and transport grenades carried on the back. Reloading is by hand and takes a trained soldier one melee round, 1D4 melee rounds for the inexperienced or frightened.

2. Forearm Volt Disruptor: Built onto the left arm is a high-powered dart launcher that fires specialized voltage darts very much like a 20th Century taser. The three darts hit and stick into its target and immediately release an electrical blast intended to work like a taser on S.D.C. opponents (stuns) or to short-circuit soft electronics, e.g. S.D.C. computers, keyboards, monitors, radios, security cameras, and similar soft targets. It is not effective against cybernetics and bionics, but does double damage to the rare supernatural creatures vulnerable to electricity.

Primary Purpose: Anti-Communications and Electronics.

Secondary Purpose: Sabotage and Anti-Personnel (stun).

Range: 15 feet (4.6 m).

Damage: Only 1D4 S.D.C. physical damage to people and machines, but subsequent electric bursts will have an additional effect.

On people, including most S.D.C. D-Bees, but NOT M.D.C. beings, supernatural beings, or creatures of magic (unless they are vulnerable to electricity), the effect is identical to the *Neural Mace* (see **Rifts® Ultimate Edition** for details). Has NO effect on environmental body armor, cyborgs, power armor, vehicles or any M.D.C. being or machine.

Effects on S.D.C. electronic devices: Roll percentile dice to determine one of the following results.

01-10% Fried. The device is toast and beyond repair. It must be completely replaced.

11-66% Damaged, but fixable. 1D4 components within the device are burnt out, rendering it inoperable until repairs can be made. That is likely to take 1D4x10 minutes per damaged component if the parts are readily available, and 2D4 days if the parts have to be located and brought in from a supplier.

67-80% Malfunction and glitchy. The device shuts down for 1D4 melee rounds before coming back online, but only at 60% its normal operating level; it runs slow, range is reduced, data is unreliable. Requires repairs as above, only these repairs are simpler and take half the time.

81-90% Temporary shutdown. The affected device is knocked out and completely inoperable for 2D4 minutes. When it comes back online it functions poorly and at only half its normal capacity for another 2D4 minutes before snapping back to normal, 100% performance.

91-00% Momentary shutdown, otherwise fine. The device shuts down for 1D4 melee rounds before coming back online and functioning 100% perfect.

Rate of Fire: All three darts fire per each attack. Each launch counts as one melee attack, but another full melee round (15 seconds) is required to retrieve them for reuse.

Payload: The darts and the wires they are attached to can be retrieved, respooled into the launch unit, recharged (takes two melee rounds) and used again and again. If the wires are cut or the darts damaged, the Blue Boy has two spare sets of darts and wires that can be attached for future use.

3. Handheld Weapons (optional): Any other handheld weapon such as an additional side arm, Vibro-Blade, shotgun or other backup weapon may be used by the pilot of the Blue Boy power armor. Such items maybe carried on one or two belts around the waist, or in a carrying bag.

4. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Ground-Based Power Armor Training* on page 352 of **Rifts® Ultimate Edition**. Damage as per Robotic P.S. of 25.

Restrained Punch: 6D6 M.D.

Normal Punch: 1D4 M.D.

Power Punch: 2D4 M.D., but counts as two melee attacks.

Kick: 1D6 M.D.

Leap Kick: 2D6 M.D., but counts as two melee attacks.

5. Sensor Systems and Features of Note: All the usual for power armor plus the following.

a) **Built-in Language Translator:** Programmed with the nine known languages of the Americas and can hold 12 additional languages. It can recognize and monitor up to three different voices and two different languages or dialects. Level of accuracy is 98.7% with a three second delay when directed at one individual, but drops to 78% with a six second delay when translating three speakers simultaneously.

b) **Nightvision Optics:** Passive light amplification that allows the pilot, gunner and communications officer to see in the dark as long as there is at least some ambient light. 2,000 foot (610 m) range, but is completely useless in total darkness.

c) **Multi-Camera System (helmet):** The camera has a telescopic lens and can be useful for targeting. Telescopic Range: 2 miles (3.2 km).

d) **Blue Boy Alloy Armor Shielding:** Specialized shielding protects the power armor from EMP attacks and electrical blasts do half damage.

e) **Magnetic Climbing System:** Magnetic plates built into the armor's feet and the underside of the hands can be activated to enable the power armor to scale vertical surfaces made of metal, and climb on top of (and cling onto) moving robots and vehicles. Reduce speed 50% when walking via magnetic climbing plates.

NG-AX15 Blue Hawk

Airborne Amphibious Power Armor

The creation of the R&D team headed by **Scott Kehl** and **Daniel Bearce**, the Blue Hawk is Northern Gun's air to water amphibious cousin to the popular *Red Hawk* power armor. The Blue Hawk and Red Hawk work well together, though the Blue Hawk (also known as the “Sea Hawk”) is most effective on the Great Lakes or at sea, escorting and defending ships, engaging in coastal patrols, fighting pirates and sea serpents, and engaging in search and rescue on the water. The Blue Hawk comes standard with an ion rifle with a UEL power system and eight mini-torpedoes. The ion rifle works just as well below the waves as above them, and can be fired from an airborne position at targets that are fully submerged, but visible from the air. Note that firing from the surface into the water below has a penalty of -2 to strike due to the refraction of the water. Moreover, the Great Lakes tend to be deep and murky, making most underwater targets impossible to see when they are more than 120 feet (36.6 m) below the surface. To help make up for the poor visibility of the murky Great Lakes, the Blue Hawk has an advanced sonar system that is usable when the power armor goes under the waves. It also has a sonar sensor it can lower into the water to try to locate enemy targets within a 50 mile (80 km) sonar search diameter. This sonar sensor pod can be lowered into the water from the air on a 25 foot (7.6 m) cable while the Blue Hawk hovers stationary above the waves. Once the pilot identifies enemy or suspicious targets, he can pull the sonar pod back up and fly or swim over to investigate or engage.



For targets like ships, submarines and sea monsters, the Blue Hawk has eight light mini-torpedoes with enough range and damage to let it fight against much larger and more heavily armed opponents. The armor is especially effective and dangerous when operating with 3-6 fel-

low Blue Hawks or other amphibious power armor or robot vehicles. Its mini-torpedoes are sometimes swapped out for *mini-missiles*, especially when the Blue Hawk is sent out to engage **Xiticix** or other flying enemies. In fact, many Blue Hawk pilots within Northern Gun's mer-

cenary defense contractors have become quite cocky about engaging Xiticix in Wisconsin and Michigan. When combat with the Bug Men gets too hot, the power armor can usually outrace the aliens or shake them by diving underwater. After 1D6+6 minutes of circling above the water where the Blue Hawk submerged, the Xiticix will fly away.

The Blue Hawk has been an instant hit amongst naval forces, pirates and privateers, and many have been sold or provided to mercenaries hired for NG coastal defense. Its waterborne weapons and its ability to go from air to underwater operations almost seamlessly make the Blue Hawk a dangerous and versatile opponent over water.

Blue Hawk Power Armor

Model Type: NG-AX19

Class: Armored Flying Infantry Assault Suit.

Crew: One.

M.D.C. by Location:

Folding Wings (2) – 80 each

Main Rear Jets (2) – 50 each

Aquatic Propulsion System – 60

* Lower Maneuvering Jets (4; two per leg) – 20 each

* Ion Rifle – 50

* Wing-Mounted Light Torpedoes (4 per wing) – 15 each

* Forearm Blades (2) – 25 each

* Searchlights (3, belly) – 8 each

Arms (2) – 50 each

* Hands (2) – 15 each

* UEL Cables – 6 each

Legs (2) – 90 each

** Head – 70

*** Main Body – 200

* All areas that are marked with a single asterisk are small and difficult targets to hit. They can only be hit when an attacker makes a Called Shot, and even then he is -4 to strike (includes the head).

** Destroying the head/helmet has a 01-70% chance of knocking the pilot unconscious. If conscious, the pilot has two problems: 1) No power armor combat bonuses to strike, parry, and dodge, and 2) the human head is now vulnerable to attack. The head is a small and difficult target to hit. Thus, it can only be hit when a character makes a Called Shot with a penalty of -5 to strike.

*** Depleting the M.D.C. of the main body will shut the armor down completely, and the pilot will be vulnerable to attack.

Destroying one of the wings makes flight impossible, but the suit can still make jet-assisted leaps.

Speed:

Running: 60 mph (96 km) maximum. The act of running does tire out its operator, but only at 20% of the usual fatigue rate thanks to the robot exoskeleton.

Leaping: The powerful robot legs can leap up to 15 feet (4.6 m) high or across unassisted by the jet boosters. A jet booster assisted leap can propel the unit up to 100 feet (30.5 m) high and 200 feet (61 m) across without attaining flight, or to make dives into the water 200 feet (61 m) deep in 4 seconds.

Water: The armor has aquatic propulsion capabilities and can move at roughly 40 mph (64 km/34 knots) through the water or it can walk along the bottom of a body of water (max depth 3,000 feet/914 m) at 5 mph (8 km). Maximum Ocean Depth is 3,000 feet (914 m); double and triple that of most power armor.

Flying: The rocket propulsion system enables the Blue Hawk to hover stationary up to 400 feet (122 m) or fly. Maximum flying speed is 290 mph (464 km), but cruising speed is considered to be 100-150 mph (160 to 240 km). **Note:** The Blue Hawk does NOT have the Red

Hawk's super-thruster, mounting an underwater propulsion system in its place. Maximum altitude is limited to 2,000 feet (610 m).

Flying Range: The nuclear power system gives the Blue Hawk 15 years of life, but the jet rockets get hot and need to cool after a maximum of eight hours of continuous flight; can fly indefinitely with brief rest stops along the way every 2-5 hours.

Statistical Data:

Height: Approximately 8 feet (2.4 m) from head to toe, 9 feet (2.7 m) to the top of the propulsion system.

Width: 4 feet (1.2 m) with wings folded, 14 feet (4.3 m) with wings extended.

Length: 4 feet, 9 inches (1.45 m).

Weight: 594 lbs (267 kg).

Physical Strength: Robot P.S. of 28.

Cargo: None.

Power System: Nuclear; average energy life is 12 years. Solid Oxide and electric battery versions are also available.

Cost: 1.9 million credits nuclear, 1.4 million Solid Oxide and 950,000 credits for electric battery. Good to excellent availability at Ishpeming/Upper Michigan, fair at MercTown, and poor elsewhere.

Weapon Systems:

1. Ion Rifle: The Blue Hawk's handheld weapon is a large ion rifle.

The gun has the benefit of similar performance below or above the water and is tied into the suit's power system for ammunition via the UEL system.

Primary Purpose: Anti-Ship/Anti-Sea Monster.

Secondary Purpose: Anti-Submarine.

Range: 2,000 feet (610 m).

Mega-Damage: 5D6 M.D.

Rate of Fire: Fires a single blast, each counts as one melee attack.

Payload: Effectively unlimited for UEL tied to a nuclear or Solid Oxide power supply. 40 shots per charge for electric battery versions, 8 shots per standard E-Clip, 16 for long E-Clips.

Note: -2 to strike when firing at submerged targets from the air, no penalty if firing at targets on the surface of the water.

2. Mini-Torpedoes (8): The Blue Hawk's primary anti-ship and anti-sub weapons are four light torpedoes on each wing, fired into the water while flying or when submerged. The torpedoes take over after that, seeking their target and giving chase with no more need for input from the pilot. For deployments away from the ocean or Great Lakes, the torpedoes can be replaced with mini-missiles. The illustration shows torpedoes.

Primary Purpose: Anti-Ship/Anti-Sea Monster.

Secondary Purpose: Anti-Submarine.

Range: 5 miles (8 km).

Mega-Damage: 2D4x10 M.D. for high explosive or 1D6x10 M.D. for plasma.

Rate of Fire: One at a time.

Payload: 8; four per wing.

3. Scythe-Forearm Vibro-Blades (2): The Blue Hawk has a retractable Vibro-Blade in each forearm, perfect for mixing it up with sea monsters and Xiticix in close combat, and defenders on the decks of ships.

Primary Purpose: Anti-Sea Monster.

Secondary Purpose: Defense.

Range: Close Combat.

Mega-Damage: 2D4 M.D. per strike in hand to hand combat and speeds of 60 mph (96 km) or less. 4D4 M.D. at speeds of 61-150 mph (97.6-240 km) and 6D4 M.D. for attacks at speeds greater than that. Dive attacks do 4D4+4 M.D. but count as two melee attacks/actions.

4. Handheld Weapons (optional): Any handheld weapon can be used. Energy weapons are the usual choice because they can be

powered by the UEL system. An additional side arm, Vibro-Blade, extra grenade reloads, and other gear may be carried on one or two belts around the waist.

UEL – Universal Energy Link (2, one in each forearm): The Universal Energy Link is concealed under a layer of forearm plating. When needed, the plate opens and extends enough for the E-Clip connector of the UEL and cable to be removed and plugged into the weapon. The plate armor snaps back into place and a thin cable runs from the back of the forearm, near the wrist, from under the armor and to the weapon in hand. One concealed UEL is built into each forearm.

- 5. Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. Basic or *Elite Flying Power Armor Training* on page 351 or 352 of **Rifts® Ultimate Edition**. Damage is based on the Robotic P.S. of 26.

Restrained Punch – 1D4 M.D.

Full Strength Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Power Dive Punch – 3D6 M.D., but counts as two melee attacks and all combat bonuses except to strike are reduced by half, including roll with impact.

Kick – 2D4 M.D.

Leap Kick – 2D8 M.D., but counts as two melee attacks.

- 6. Sensor Systems & Features of Note:** All those standard for power armor plus the following.

a) **Infrared Searchlight:** In the belly, just below the chest, are three infrared searchlights. The light can be used to scan an area at night using the invisible light to avoid detection (only somebody who can also see infrared light will see the beams) and in murky waters. **Range:** 1,000 feet (305 m).

b) **Enhanced Radar:** While airborne, the Blue Hawk's radar system can identify and simultaneously track up to 96 different targets. **Range:** 100 miles (160 km).

c) **Enhanced Sonar:** Can identify and simultaneously track up to 96 different targets for underwater operation. **Range:** 50 mile (80 km) diameter (25 mile/40 km radius) around the Blue Hawk when it is underwater. **Note:** The Blue Hawk has a second sonar probe that it can lower into the water while it is still airborne to track underwater targets. The Blue Hawk must hover stationary above the waves (the cable for lowering the sonar probe is only 25 feet/7.6 m long) or moving at a slow speed (under 20 mph/32 km). Sonar readings start to come in after 1D4 melee rounds.

d) **Built-in Language Translator:** Programmed with the nine known languages of the Americas and can hold 12 additional languages. It can recognize and monitor up to three different voices and two different languages or dialects. Level of accuracy is 98.7%, with a three second delay when directed at one individual, but drops to 78% with a six second delay when translating three speakers simultaneously.

e) **Nightvision Optics:** Passive light amplification that allows the pilot to see in the dark as long as there is at least some ambient light. 2,000 foot (610 m) range, but is completely useless in total darkness. Also has infrared and ultraviolet optics (1,000 foot/305 m range) for see in dark and murky water.

f) **Multi-Camera System:** There are cameras built into the Ion Rifle as well as the chest and eyes of the Blue Hawk power armor. Each has telescopic lenses as well as macro-lenses for close studies, and time lapse capabilities. Telescopic Range: 2 miles (3.2 km) and 12x magnification. Can store 100 hours of video and 4,000 still images.

g) **Superior Depth Tolerance:** Compared to most other power armor, the Blue Hawk has superior depth tolerance at 3,000 feet (914 m). Excellent speed underwater too, see Statistical Data, above.

NG-X114 Cougar

Close Combat Assault Power Armor

The *Cougar* and the *Lynx* were both originally designed to work in concert as complementary combat suits for fighting the Xiticix. In fact, the lead designers behind both armors, **Tim Frates**, **Christopher Mangels** and **Chuck Tawlon**, had given the Cougar's pre-production designation as "Bug Hunter 02." As such, it has an array of close combat weapons, heavy armor and climbing capabilities. Intended to engage the Xiticix within their very own hives, the Cougar is equipped with extendible Vibro-Blades in its toes and fingers. They enable the armored suit to easily climb up and down the vertical shafts inside Xiticix hives, leap across to the other side and successfully grip the wall or leap into a horizontal tunnel. Such climbing and leaping can be done with inhuman skill and speed. It can also leap, assisted by its thrusters, up into mid-air to fire upon or grab and grapple with a Xiticix as it flies overhead or scurries out from a hiding place on the wall or ceiling. Again, this is where the Cougar's clawed hands and feet, not to mention its two large, wicked Vibro-Blades, make it the perfect power armored suit for fighting Xiticix and other monsters in confined environments. The large blades and bladed fingers can parry the Xiticix's own chitinous claws and melee weapons, while the armor's built-in weapon systems can make speedy work of others flying in to join the battle or trying to run away with larvae or eggs in hand. Since fierce combat is anticipated, the Cougar is one of NG's most heavily armored suits. The heavy armor and its bulk make its running speed slower than many Northern Gun power armors, but its thruster assisted vertical and horizontal leaping capabilities more than make up for it, especially inside a Xiticix hive and similar environments.

However, the Cougar is much more than just a Xiticix killer and hive raider.

The features that make it ideal for combat in the hives also makes the Cougar and its counterpart, the Lynx, ideal for urban assaults, street combat, riot control, rescue missions, prison breaks, and commando raids. The Cougar's climbing features enable it to scale the sides of buildings, climb up elevator shafts, and leap far enough to carry the power armor-clad warrior a few stories high or bound past a section of stairs that has been blasted away. The power armor can also keep up with the Lynx, leaping from rooftop to rooftop or from an elevated position down to street level and vice versa. This makes the Cougar suit ideal for S.W.A.T. teams, Special Forces, and first responders for operations requiring the rescue of hostages or people trapped on rooftops and the upper floors of buildings. Silver-plate the blade weapons and exchange one of the energy weapons with a slug thrower, and the Cougar becomes a magnificent vampire slaying war machine. These attributes also make the Cougar (and Lynx) uniquely suited for operating in the canyons and buttes of Arizona and Utah, and mountainous terrain, as well as on the streets, inside tunnels and buildings, or for boarding and fighting on ships, submersibles and even spacecraft.

The Cougar is also unique in that it is designed for "hands free" combat. Its own hands and feet are deadly melee weapons augmented with a battery of other comparatively close-range weapons that include forearm and shoulder blasters, and grenade launchers. The hands are not intended to hold and fire weapons, operate machinery or perform precision skills. Large weapons designed for bulky Combat Cyborgs and large power armor *may* be used in a pinch, but even they are fired with a penalty of -2 to strike because the pilot inside the suit cannot get a good grip with the clumsy, clawed combat hands of the Cougar armor. Of course, all built-in energy weapons are inter-



nally tied to the power supply of the armor, giving them an unlimited payload. In close-quarters combat, the Cougar is one of the deadliest.

Cougar Power Armor

Model Type: NG-X114

Class: Urban Assault and Xiticix Fighter Power Armor.

Crew: One.

M.D.C. by Location:

- * Head – 90
- * Shoulder Laser Blaster (1, right) – 30
- * Shoulder Grenade Launchers (2, between each shoulder) – 20 each
- * Chest Grenade Tube Launchers (6; three per side) – 5 each
- Left Plated Shoulder (left only) – 70

Arms (2) – 90 each
 * Forearm Vibro-Swords (2, on only one arm, right or left) – 50 each
 * Forearm Ion Blaster (1, right) – 15
 * Forearm Flamethrower (1, left) – 18
 ** Finger and Toe Vibro-Claws (20) – 10 each
 Legs (2) – 145 each
 * Leg Thrusters (4; two per each leg) – 12 each
 Hard-Shell Backpack (1) – 35
 Hard-Shell Flamethrower Fuel Drum (below backpack) – 25
 *** Main Body – 250

* A single asterisk indicates a small or difficult target to hit. They can only be struck when the attacker makes a “Called Shot,” and even then the attacker is -4 to strike.

Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

Destroying one thruster reduces leaping speed and distance by 10%. Destroy both on one leg reduces distance and height by 40%

** An even smaller, usually moving target that can only be struck if the attacker makes a “Called Shot,” and even then he is -8 to strike.

*** Depleting the M.D.C. of the main body shuts the power armor down completely, rendering it useless.

Speed:

Running: 50 mph (80 mph) running at top speed. The act of running at top speed tires out the operator, but at 25% of the usual fatigue rate thanks to the augmentation of the robot exoskeleton. However, running at 35 mph (56 km) or less, the operator tires at only 10% the usual rate.

Climbing: Speed when climbing even a sheer, straight up or down surface is an impressive 20 mph (32 km). Climbing mountain passes at angles as steep as 50-90 degrees, the wearer of Cougar armor can climb as fast as 35 mph (56 km), and at full speed when the incline is less than 40 degrees, though such “climbs” are always done on all fours.

Leaping: A leap unassisted by any thrusters can reach 12 feet (3.7 m) straight up or across; increase by 50% with a running start. A leap assisted by the leg thrusters is 22 feet (6.7 m); increase by 50% with a running start.

Cat-like Landings from Great Heights: The Cougar can land on its feet and hit the ground running from heights of 300 feet (91.4 m) without difficulty. At greater heights, up to 700 feet (213 m), the power armor is likely to survive the landing but may take damage.

Roll 1D20 to determine the success of the landing. **On a roll of 1-10** the suit hits the ground hard, takes 4D6 M.D. and the operator loses 1D4 melee actions/attacks before he is back up on his feet. **On a roll of 11-20** the pilot sticks the landing and can continue to move/jump/run without damage or delay.

Drops from greater heights are not possible without potentially life threatening damage: 3D4x10 M.D. to the power armor, 1D4x10 S.D.C./Hit Point damage to the wearer inside the armor, and the operator is also stunned for 1D4 melee rounds before he recovers from the fall and is able to take action again.

Power Jumping Travel: Not possible. The thrusters of the Cougar are NOT powerful enough to hover stationary, fly or engage in the power jumping travel like the Aurora Blazer or Lynx.

Fly: Not possible.

Water: The armor can *swim* on the surface or underwater at a speed of 5 mph (8 km or 4.3 knots). It can also walk along the bottom of a body of water at 5 mph (8 km or 4.3 knots). Maximum depth is 800 feet (244 m).

Special Bonuses of the Cougar Power Armor: +1 on initiative, +2 to parry, +1 to roll with impact and +5% to Climbing skill.

Statistical Data:

Height: Man-sized at 6 to 7.6 feet (1.8 to 2.3 m) depending on the purchaser.

Width: 2.4 to 3 feet (0.73 to 0.9 m) depending on the purchaser.

Length: 2-3 feet (0.6 to 0.9 m) depending on the purchaser.

Weight: 434 lbs (195.3 kg).

Physical Strength: Robot P.S. of 28.

Cargo: None, other than the backpack and any belts and pouches that may be worn at the waist.

Power System: Nuclear; average energy life is 12 years. Solid Oxide and electric battery versions are also available.

Cost: 1.8 million nuclear, 1.2 million Solid Oxide and 879,000 credits electric battery. Silver plating of Vibro-Blades varies depending on current market prices and where the work is being done. At Northern Gun in Michigan, the cost is typically around 22,000-30,000 credits. The cost increases dramatically (double to quadruple) the closer you get to vampire-infested Mexico.

Weapon Systems:

1. NG-314 Shoulder Tri-Barrel Blaster (1): Built into the top of the right shoulder is a three-barreled laser array that can fire one, two or three simultaneous blasts.

Primary Purpose: Assault and Anti-Personnel.

Secondary Purpose: Defense.

Range: 1,600 feet (488 m).

Mega-Damage: 2D6 M.D. per single blast, 4D6 M.D. per dual blast and 6D6 M.D. per triple blast firing simultaneously at the same target.

Rate of Fire: Each single or multiple blast counts as one melee attack.

Payload: Effectively unlimited as it is tied directly to the power supply of the armor.

Note: This weapon may be substituted with an S.D.C. machine-gun-style slug thrower of similar size and design. Range is 1,200 feet (366 m). Damage is 6D6+6 S.D.C. per burst of six rounds and payload is 360 rounds, enough for 60 bursts. Ammo can be standard S.D.C. rounds, silver-coated or wooden ammo. The ammo drum is attached under the hard-shell backpack.

2. NG-X114 Forearm Ion Blaster (1): The right arm has a short-range ion blaster built into the forearm. Point and shoot.

Primary Purpose: Assault and Anti-Personnel.

Secondary Purpose: Defense.

Range: 1,000 feet (305 m).

Mega-Damage: 3D6 M.D. per blast.

Rate of Fire: Each single blast counts as one melee attack.

Payload: Effectively unlimited.

3. NG-XG114 Shoulder Grenade Launchers (2): Located between the neck and shoulders of each arm is a low profile grenade launcher. Grenades may be used against enemy troops, fortifications, to open or seal an entrance, and to destroy Xitix eggs and nests.

Primary Purpose: Anti-Monster and Anti-Armor.

Secondary Purpose: Anti-Personnel and Anti-Fortifications/Wall Breaching.

Range: 600 feet (183 m).

Mega-Damage: Varies by type.

Fragmentation Grenade: 3D6 M.D. per single grenade to a 12 foot (3.7 m) radius.

High Explosive/Armor Piercing Grenade: 4D6 M.D. to a 3 foot (0.9 m) radius.

Plasma Grenade: 6D6 M.D. to a five foot (1.5 m) radius.

Smoke Grenade: Covers a 40 foot (12.2 m) radius in a dense cloud of smoke, obscuring vision and creating cover.

Tear Gas Grenade: Covers a 25 foot (7.6 m) radius and makes the eyes and noses of victims not protected by gas masks or environmental armor burn and tear, as well as gags and chokes them (-10 to strike, parry, dodge, -3 on initiative and lose one melee attack as long as they are in the gas cloud and for 1D6+1 melee rounds after exiting it; protected individuals suffer no penalties).

Stun/Flash Grenade: Unleashes a bright flash, sparkles and white smoke that temporarily blind victims (-10 to strike, parry, and dodge, -1 on initiative, and lose one melee attack for 1D4 melee rounds). Radius of effect is 4 feet (1.2 m).

Hex Grenade: The "Hex" grenade is a pre-Rifts chemical weapon rediscovered by the Coalition States and whose secrets have been recently shared with Northern Gun. It unleashes a smoke cloud that consists of hexachloroethane, grained aluminum and zinc oxides, producing a zinc chloride-oxychloride and hydrochloric acid emission that absorbs the moisture in the air in a 20 foot (6.1 m) radius. The chemical toxicity is created by the strong hydrochloric acid and thermal effect reacting from the zinc chloride and water. The cloud lasts for 1D4+3 melee rounds. Hex Effects as Penalties on Mortal Beings: -2 melee attacks, -6 on Perception Rolls, -4 on initiative, -2 to strike, parry, dodge and disarm, reduce Spd by half, and -20% on skill performance. Half the penalties on supernatural beings. (See **Rifts® Northern Gun™ One**, page 138, for complete description.)

Rate of Fire: Single shot or volley of 2, 3 or 4. Each single grenade or volley counts as one melee attack.

Payload: 8 grenades total; each launcher holds four. Once fired, a new payload of additional grenades must be *hand-loaded* into the launcher. It takes one melee round (15 seconds) to retrieve and load one launcher. Grenade reloads can be carried in the backpack, pouches, or in a satchel or M.D.C. carrying case (holds 24 grenades). When fighting Xitixix or an armored or monstrous enemy, high explosive, plasma and perhaps Hex grenades are the most likely type (all the same) or combination of grenades. (See NG-1 for the complete description of Hex grenades.)

4. Secondary Grenade Launchers (6): Built into each side of the chest are three additional tube launchers that hold additional grenades. A protective plate pops off to fire the grenades.

Primary Purpose: Anti-Monster and Anti-Armor.

Secondary Purpose: Anti-Personnel and Anti-Fortifications/Wall Breaching.

Range: 600 feet (183 m).

Mega-Damage: Varies by type. See #3, above, for grenade descriptions.

Rate of Fire: Single shot or in volleys of 2 or 3. Each single grenade or volley counts as one melee attack.

Payload: 6 grenades total, three in each breast section. Once fired, a new payload of additional grenades must be hand-loaded into the launchers one at a time. It takes one melee round (15 seconds) to retrieve and load all six of the chest launch tubes. Extra grenades can be carried in the backpack, pouches, or in a satchel or M.D.C. carrying case (holds 24 grenades).

5. Large Forearm Vibro-Blades (2): Which of the forearm weapons gets mounted on which arm depends on the preference of the purchaser. In most cases, the large, twin Vibro-Blades are mounted on the left arm. Even in a fully retracted position, the blades extend beyond the fingers and can be used to parry melee

attacks and other blades, as well as slash, stab and make back-handed strikes. When engaged in serious combat against sword or spear-wielding opponents, one or both of the Vibro-Swords slide forward, just behind the wrist, providing greater reach and fighting capability. The blades can be positioned to fold forward, fold back, stick straight up, or lay flat and inconspicuous on either side of the forearm blaster.

Primary Purpose: Assault and Anti-Personnel.

Secondary Purpose: Defense.

Range: Melee combat.

Mega-Damage: 2D6 M.D. per single Vibro-Sword, 4D6 M.D. per double blade strike.

6. Vibro-Claws (20): Each finger and toe of the Cougar power armor has retractable and extendible claws intended for climbing and combat. In the Xitixix hives and when scaling walls, the claws provide superior grip and footing. In combat, they provide considerable damage in slashing, stabbing and tearing attacks.

Primary Purpose: Assault and Anti-Personnel.

Secondary Purpose: Defense.

Range: Melee combat.

Mega-Damage: *Hands:* Full claw strike (4 fingers and thumb) inflicts 6D6 M.D. (Includes consideration for Robotic P.S.) A single blade for cutting or torture does 1D6 M.D., two blades do 2D6. Can extend one, two or all five blades in the hand.

Feet/Vibro-Blade Kicks: A full claw kick (all five toe blades) does 6D6+6 M.D. Only the big toe can extend a single blade independent of the other four and inflicts 2D4+4 M.D. in a kick. (Damage values include consideration for Robotic P.S.)

7. Standard Left Forearm Weapon: Flamethrower (1): A small flamethrower attachment may be built into the forearm on the underside (as shown in the illustration) or on top of it, between the two Vibro-Swords. It is used to flush out bunkers and enemy positions and against foot soldiers and monsters vulnerable to flame. Of course, most animals are afraid of fire too. The flamethrower is small, and has a limited payload. The flamethrower fuel tank is mounted under or on the side of the hard-shell backpack and fed by a hose (3 M.D.) that runs behind the arm. It is designed to be waterproof and comes with valves that automatically seal it off underwater, deactivating it and preventing water from contaminating the napalm reserve.

Primary Purpose: Anti-Structure and Anti-Personnel.

Secondary Purpose: Anti-Monster.

Range: 80 feet (24.4 m).

Mega-Damage: 3D6 M.D. to the target and anyone within 10 feet (3 m); double damage to beings vulnerable to fire. Those caught within the reach of the flamethrower's attack inside small, enclosed areas like bunkers, caves or non-sealed vehicles and without environmental gear or oxygen, must roll to save vs poison (smoke inhalation and lack of air) or be rendered unconscious for 1D4 melee rounds.

Rate of Fire: Each burst counts as one melee action/attack.

Payload: 3 bursts. The flamethrower can be refueled with military-grade napalm or use normal diesel/gasoline (reduces damage to 1D6 M.D.). 6 gallon (22.7 liter) fuel reserve.

Cost: 50,000 credits as an alternative modular attachment.

8. Handheld Weapons (optional): Not suggested. As noted previously, the Cougar's hands are designed to be slashing and parrying weapons and are not well suited for handling and firing handheld weapons (-2 to strike) nor operating machinery or performing skills that require a precision or delicate touch (-20% on all skills requiring dexterity and hand control, including Demolitions, Computer Operation, Palming, and so forth).

9. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Basic* or *Elite*

Ground-Based Power Armor Training on page 351 or 352 of **Rifts® Ultimate Edition**. The damage listed below is based on the Robotic P.S. of 28 and applies to “blunt force” attacks. See **#6 Vibro-Claws** for the heavy M.D. inflicted by claw attacks and Vibro-Blade kicks.

Restrained Punch – 1D4 M.D.

Full Strength Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Kick – 2D4 M.D.

Leap Kick – 2D8 M.D., but counts as two melee attacks.

10. Sensors and Special Features of Note: In addition to the standard power armor features, the Cougar comes with the following:

a) Standard Helmet Camera and Gun Camera (2): Two “dash-cam” style digital cameras built into the helmet and shoulder blaster that see whatever the pilot sees or points his weapon at. No special features beyond the ability to tape 96 hours of video and take 4,000 still photos.

b) Voice Modulation: The mouthpiece of the helmet includes a built-in loudspeaker to serve as a bullhorn, a language translator and voice modulator (changes/disguises the wearer’s voice; 20 different variations).

c) Nightvision Optics: Passive light amplification that allows the pilot to see in the dark as long as there is at least some ambient light. 2,000 foot (610 m) range, but is completely useless in total darkness.

NG-X32 Coyote

Light Assault Power Armor

The Coyote suit comes from the design team headed by **Terrence Carter, Scott Skene** and **Lawton Shelrac**, and was originally conceived as a light exoskeleton for pilots. It has all the standard systems and features of power armor, but lacks the usual heavy plating and mass, making it something of a hybrid between environmental body armor and power armor. The light weight and flexibility of movement combined with modest robotic speed and strength do, indeed, make the Coyote appealing to combat pilots of all kinds – aircraft, tanks, robots, etc. – but it has also found favor amongst military *Special Forces, spies, professional thieves, assassins, raiders* and *pirates*.

One of the most appealing aspects of the Coyote power armor is that it is thin enough that jumpsuits, fatigues, long coats and other clothing (albeit, a few sizes larger) can be worn over it. Spies and special operatives love this, because they can conceal the power armor under clothing to appear to be ordinary troops or workers. A ploy that gives the operative a serious advantage, especially in close combat, with the enhanced speed, Robotic P.S. and armor protection of power armor. Disguise and armor is a rare combination when it comes to any type of M.D.C. armor, so the Coyote is unique and welcomed in that regard. The ability to wear large, loose clothing over the power armor means the operative can, in effect, disguise his appearance and walk among ordinary soldiers and civilians without being recognized as the power armored threat he really is. Underneath the fatigue or jumpsuit is the light exoskeleton armor that gives the wearer the protection of M.D.C. body armor, augmented speed and strength, and built-in weapons. Under the right circumstances, this gives the wearer the element of surprise and the ability to mix it up with Juicers, Crazies, Headhunters, Combat Cyborgs, and powerful D-Bees – at least for a little while. And when it comes to espionage, theft and assassination, that element of surprise and comparatively minor augmentation can make all the difference in the world. Even

when the Coyote armor is worn out in the open, it is often mistaken for body armor, not power armor.

The Coyote has modular housings and mountings built into the back of the armor to accommodate a hard-shell environmental backpack (comes standard with the armor), or the jet packs of most manufacturers, including NG, Wilk’s and Triax. Thieves, raiders and pirates love being able to fly in and out in quick, hit and run-style raids, or to make a quick escape if a stealth mission goes bad.

The Coyote is another NG power armor that comes standard with a handheld assault weapon that is *exclusive* to that armor. In this case it is a dual laser and ion rifle designed for sniping and precision shooting. When found on the secondary market, the X132 Deathmark assassin’s rifle sells for 35,000–50,000 credits; poor availability. It is not currently offered without the armor.



Coyote Power Armor

Model Type: NG-X32

Class: Light Special Operations Power Armor.

Crew: One.

M.D.C. by Location:

* Head – 70

Arms (2) – 50 each

Legs (2) – 75 each

** EBA Backpack (standard) – 25

* Forearm Laser (1, right) – 15

* Forearm Vibro-Blade (1, left) – 20

*** Main Body – 120

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

** Environmental Backpack may be swapped out for an NG jet pack.

*** Depleting the M.D.C. of the main body will shut the power armor down completely, making it useless.

Speed:

Running: 34 mph (54.4 km) maximum. The act of running tires out the operator, but at 20% of the usual fatigue rate thanks to the robot exoskeleton.

Leaping: The powerful robot legs can leap up to 10 feet (3 m) high and 16 feet (4.9 m) across.

Flying: None, except with a jet pack on the back (costs extra) or a glider like the one used by the *Silent Shadow power armor* (costs extra).

Water: The Coyote is not designed for use in the water, but can swim in water or walk along the bottom at 3 mph (4.8 km/2.6 knots). Maximum depth is 500 feet (152 m). The act of swimming tires the wearer of the suit, but at 30% of the usual fatigue rate.

Statistical Data:

Height: Man-size, generally 5.6 to 7.6 feet (1.7 to 2.3 m).

Width: 2 to 3 feet (0.6 to 0.9 m).

Length: 2 to 3 feet (0.6 to 0.9 m) with jet pack or backpack.

Weight: 142 lbs (64 kg).

Physical Strength: Robot P.S. of 22.

Cargo: None.

Power System: Nuclear is standard; average energy life is 10 years.

Cost: 989,000 credits nuclear or 732,000 Solid Oxide; both sell about equally well.

Weapon Systems:

1. NG-X132 "Deathmark" Dual Sniper Rifle: Exclusive to the Coyote power armor, the Deathmark is a precision weapon that combines an ion rifle (the top barrel) and a laser rifle (bottom barrel). Both are single shot and designed for accuracy and sniping. The laser has superior range, the ion blaster superior stopping power. Comes standard with telescopic passive nightvision scope (2,000 foot/610 m range) with crosshairs for targeting. It takes two E-Clips, one in the handle for the laser and one in the stock for the ion blaster. When not needed, the handheld weapon can be slung over the shoulder via a removable carrying strap. The Deathmark Sniper Rifle has excellent balance, aim and targeting capabilities. It is ideal for taking out specific targets such as sensor pods, tires and communications antennas as well as sniping.

Primary Purpose: Precision Shooting and Targeting.

Secondary Purpose: Assault.

Range: Laser: 2,000 feet (610 m). Ion Beam: 1,200 feet (366 m).

Mega-Damage: Laser 3D6 M.D., ion beam 4D6+2 M.D., per single shot.

Rate of Fire: Each blast counts as one melee attack. Only the laser or the ion beam can be fired at one time, not both.

Bonus: +1 to strike on an Aimed/Called Shot.

Payload: 20 laser blasts per standard E-Clip and 10 ion blasts per E-Clip.

2. Forearm Laser (1, right): A low profile, light, short-range laser is built into one of the forearms; usually the right one. It is for close combat, sabotage and self-defense.

Primary Purpose: Assault and Sabotage.

Secondary Purpose: Defense.

Range: 1,000 feet (305 m).

Mega-Damage: Laser 2D6 M.D. per single shot.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited as it is tied to the power supply of the power armor.

3. Forearm Vibro-Blade (1, left): A small Vibro-Blade is built into the forearm of the other arm, usually the left, for cutting, slitting throats, sabotage and close combat.

Range: Arm's length; melee combat.

Mega-Damage: 1D6 M.D.

4. Handheld Weapons (optional): Any other or additional handheld weapons such as a side arm, Vibro-Blade, shotgun or backup weapon may be used by the wearer of Coyote power armor. Such items may be carried on one or two belts around the waist, or in a carrying bag.

5. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Ground-Based Power Armor Training* on page 352 of **Rifts® Ultimate Edition**. Damage as per Robotic P.S. of 22.

Restrained Punch – 6D6 M.D.

Normal Punch – 1D4 M.D.

Power Punch – 2D4 M.D., but counts as two melee attacks.

Kick – 1D6 M.D.

Leap Kick – 2D6 M.D., but counts as two melee attacks.

6. Sensor Systems and Features of Note: All the usual for power armor plus the following.

a) Built-in Language Translator: Programmed with the nine known languages of the Americas and can hold 12 additional languages. It can recognize and monitor up to three different voices and two different languages or dialects. Level of accuracy is 98.7% with a three second delay when directed at one individual, but drops to 78% with a six second delay when translating three speakers simultaneously.

b) Nightvision Optics: Passive light amplification that allows the pilot to see in the dark as long as there is at least some ambient light. 2,000 foot (610 m) range, but is completely useless in total darkness.

c) Multi-Camera System (helmet): Each of the two cameras has a telescopic lens and can be useful for targeting. Telescopic Range: 2 miles (3.2 km). Can store 100 hours of video and 4,000 still images.

d) OPTIONAL NG Jet Packs: Any Northern Gun jet packs can be used by this power armor suit; so can most models made by competitors. Comes standard with the **Wild Coyote Jet Pack**. A small, personal jet pack capable of sustained flight, the Wild Coyote is the newest in a line of NG personal flying devices. This one is the most compact and designed for short flights, boarding ships, and commando-style raids. It comes as a backpack that connects to mountings in non-environmental, EBA and light power armor suits. It is not suitable for anyone not wearing armor. The control unit is linked to the communication system of the body armor or helmet and responds to verbal commands or spoken codes. It can also be programmed to respond to codes typed in on a mini-wrist computer.

Crew: One armored rider.

Maximum Speed: 80 mph (128 km); combustion, Solid Oxide or electric systems. For power armors, the Wild Coyote can be wired to draw upon the power supply of the armor itself for unlimited flight capabilities and range. However, 96% of those who use a jet pack require it to be a separate, removable, even disposable, piece of equipment to be used as necessary, not a permanent part of the armor.

Maximum Range: Combustion 200 mile (320 km) range, electric 600 miles (960 km), and Solid Oxide 1,200 miles (1,920 km). Nuclear is unlimited, with a ten year service life.

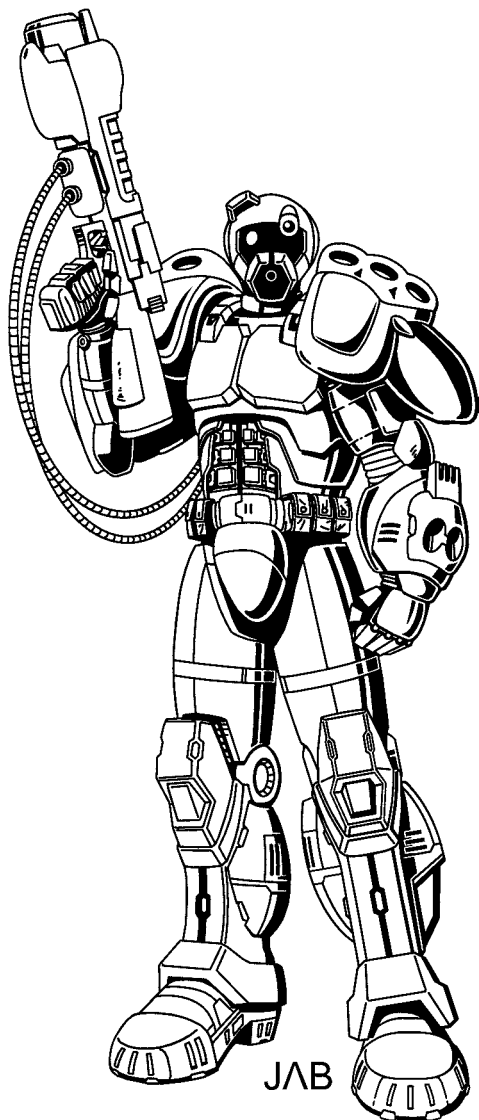
Maximum Altitude: 900 feet (274 m).

Size: 2.4 feet (0.73 m), 40 lbs (18 kg).

M.D.C. Main Body: 35.

Cost: 52,000 credits for combustion system, 70,000 for electric and 290,000 for Solid Oxide. 910,000 credits for nuclear.

Weapons: None are built into the jet pack, but the flyer can wield normal handguns and rifles in flight.



Defender (J.A.P.E. II)

There was some debate as to whether or not the Defender power armor should even be presented here among NG power armor, as it has NEVER been mass produced or sold by Northern Gun. The J.A.P.E. II, or Defender as it has come to be known, was an *experimental prototype* REJECTED by Northern Gun engineers and never produced by the company. And with good reason. (See *Weapon Systems #1*, below, for details about defects.)

The Juicer Apprehension Powered Exoskeleton or J.A.P.E., re-named *the Defender* by Black Market sellers, was developed by Northern Gun engineers Kevin Kirsten and Vince Martin. The idea was to create a power armored suit that could stem the growing tide of crime committed by Juicers, Crazies, and enhanced humans and D-Bees in the cities of the Midwest. The main goal of the project was to create a powered exoskeleton that could match the speed and strength of the chemically augmented super-humans, as well as to develop a method of non-lethal capture suitable in confined quarters and urban settings.

A prototype suit was built in 90 P.A., without any weapon systems. A year later, a number of experimental, non-lethal weapon designs were added to the suit. However, the project was soon shelved due to a number of defects and a lack of interest to develop it further. Instead, Northern Gun turned its attention to creating more deadly types of armor like the **JK1A** and **JK1B Juicer-Killers**. A decade

later, the *Black Market* stole the plans for the J.A.P.E. system during a raid on Northern Gun's R&D labs. The heads of the Black Market saw potential for the suit with a few modifications. For the last six years, the J.A.P.E. II, more commonly known as **the Defender**, has been sold by the Black Market at free trade centers and trading posts throughout the badlands of North America.

The armor features a variety of non-lethal and lethal weapon systems, including a high-powered stun rifle, grenade launchers and variable frequency lasers. The stun system makes it desirable by humane law enforcement agencies in such places as *Laramy*, *Ciudad Juarez* and *Kingsdale*. By the same token, some bandits in the *Pecos Empire*, as well as pirates, slavers and other criminals everywhere, have found the Black Market's Defender good for kidnaping people – using the non-lethal settings of the Neural Disruptor Rifle, Capture Assault System, and riot control grenades to stun and capture their victims, raid ships without killing, and to control and transport slaves and captured animals.

Defender/JAPE II Power Armor

Model Type: BM-JAPE II – a rejected, experimental NG design stolen and sold by the Black Market.

Class: Urban Assault & Capture Exoskeleton.

Crew: One.

M.D.C. by Location:

- * Head (reinforced) – 90
- Arms (2) – 65 each
- Shoulder Plates (2) – 65 each
- * Shoulder Grenade Launchers (2) – 35 each
- * Forearm-Mounted Variable Lasers (3, right) – 15 each
- * Forearm Capture System (1, left) – 20
- * Neural Disruptor Rifle – 50
- Legs (2) – 120 each
- ** Main Body – 210

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed:

Running: 120 mph (192 km) maximum. Note that the act of running does tire the operator, but at only 30% of the usual rate at speeds of 90 mph (144 km) and greater. The fatigue rate is only 10% when running speed is kept below 70 mph (112 km).

Leaping: The powerful robot exoskeleton allows the operator to leap up to 30 feet (9.1 m) high or across unassisted by the jet boosters. A jet thruster assisted leap can propel the unit up to 120 feet (36.6 m) high and 200 feet (61 m) across. This is not flight, although the operator can maintain the thrusters to hover in place for up to 1D4 melee rounds before they begin to overheat and the Defender becomes wobbly and floats back to the ground.

Flying: Not possible.

Water: The Defender/J.A.P.E. II is not designed for use in the water, but can swim in water or walk along the bottom at 3 mph (4.8 km/2.6 knots). Maximum depth is 500 feet (152 m). The act of swimming tires the wearer of the suit, but at 20% of the usual fatigue rate.

Statistical Data:

Height: 8 feet (2.4 m).

Width: 2 feet, 8 inches (0.8 m).

Length: 4 feet (1.2 m).

Weight: 1,400 lbs (630 kg) fully loaded.

Physical Strength: Robot P.S. of 24.

Cargo: None.

Power System: Nuclear; average energy life is 10 years.

Cost: 1.1 million credits for a new, fully powered Defender complete with Neural Disrupter Rifle and a full complement of grenades. As a rejected, experimental NG prototype design stolen by the Black Market, Northern Gun has made a point of publicizing the “dangers” and “pitfalls” of the Defender/J.A.P.E. II, which has made it difficult for the Black Market to sell even at the low price of 1.1 million credits. Availability is poor, at best. Still, slavers, kidnappers, lawmen and some others find the Defender to have its uses. Even “used” Defenders with 1D4x10% less M.D.C. for the main body seldom sell for less than 800,000 credits. Its price bolstered by the armor’s lack of easy availability.

Weapon Systems:

1. Neural Disrupter Rifle: The rifle fires a concentrated electrical pulse that disrupts the target’s neural impulses, affecting all functions of the body, from cognitive thought to simple motor reflexes. The weapon has two settings. Setting one is meant to be used on unaugmented humanoids, while setting two is specifically geared towards Juicers, other augmented humans and big, nasty D-Bees. The major advantage of the rifle is that the pulse blast affects those in most non-environmental M.D.C. body armor and even light EBA (Environmental Body Armor) with 50 M.D.C. or less. Those in non-environmental armor with 51-80 M.D.C. points or who are themselves mortal M.D.C. beings with less than 81 M.D.C. are +6 to save. **Note:** Full conversion cyborgs, Mega-Juicers, Dragon Juicers, dragons, creatures of magic, supernatural beings and people inside heavy armor, power armor, vehicles, or robots *are impervious*.

Primary Purpose: Anti-Juicer/Anti-Personnel.

Secondary Purpose: Assault.

Range: 1,200 feet (366 m).

Mega-Damage: Two types:

Setting One: The pulse inflicts 2D6 S.D.C. and the victim must roll to save vs non-lethal poison (16 or higher to save). A successful save means that the victim only loses initiative and one melee attack, and is -3 on all combat rolls (Perception Rolls, initiative, strike, parry, dodge, etc.) for 1D4 rounds.

A failed roll to save means that the character has no Perception Roll bonus, no initiative, attacks per melee are reduced to one, all combat rolls are -7, skill performance is -60%, and speed is reduced by 90%, plus he suffers from painful seizures inflicting 1D6 S.D.C. per round for 2D4 rounds.

Setting Two (lethal to ordinary people): This setting is geared for augmented humans and is likely to kill normal humans. Inflicts 2D6x10 S.D.C. (roughly one M.D. point) and the victim must roll to save vs non-lethal poison (16 or higher to save). A successful save by ordinary humans means the character takes 10% of the damage noted above (full damage if he fails to save), but is -10 to all actions, has no initiative, attacks per melee are reduced to one, skill performance is -80%, and speed is reduced 95%, plus he suffers from painful seizures inflicting 1D6 S.D.C. per round for 2D4 minutes, if he survives at all!

A successful save by a Juicer or other augmented victim means the character suffers one third the damage noted above, is -5 on all

combat rolls (Perception Rolls, initiative, strike, parry, dodge, etc.) and speed is reduced by 30% for 1D4 rounds.

A failed save by a Juicer or other augmented opponent (Crazy, powerful D-Bee, etc.) means that the character is -7 to all actions, has no initiative, attacks per melee are reduced to only two, skill performance is -60%, and speed is reduced by 80%, plus he suffers from painful seizures inflicting 4D6 S.D.C. per round for 2D4 rounds.

Rate of Fire: Up to four blasts per melee maximum.

Payload: Effectively unlimited when tied into the nuclear power supply of the power armor. 6 Setting One blasts or 3 Setting Two blasts from a standard E-Clip (a Setting Two blast counts as two light blasts).

A failed experiment NOT available from Northern Gun: This weapon and the Defender power armor, itself, were both developed to be the ultimate answer to stopping powerful M.D.C. D-Bees, criminals and enhanced humans running amok in the Midwest. However, both are *failed experiments* and Northern Gun does NOT sell either one on the open market. A version of these weapons and armor are sold by the Black Market, but it has NEVER been able to fix any of the following problems:

- The Neural Disrupter Rifle has a bad habit of shorting out and stunning its wielder (same save and effects as above) EVERY TIME it is fired *after* the gun loses half or more of its 50 M.D.C., *and* whenever it gets drenched, even from a steady rain.
- Range is inconsistent. Roll to determine range EVERY TIME the ND-Rifle is fired: 1D6x100+600 feet (213 to 366 m).
- The ND-Rifle completely stops working when the weapon’s M.D.C. is reduced to 18 or less.
- Most ND-Rifles are tied to the power armor’s energy supply. However, it saps and drains the energy, reducing the range of communications and optic systems by 1D4x10% (roll each time the system is used), and likewise reduces the armor’s speed and leaps by 1D4x10% (roll for each sprint or leap).

This drainage and fluctuation *continues* even after the rifle is disconnected or destroyed! The internal control mechanism inside the power armor that sends power to the rifle must be removed to stop the problem, but that costs 250,000 credits and for reasons unknown, permanently reduces the power armor’s speed and leaping ability by 30%, and inflicts a permanent -1 penalty to all combat actions (initiative, strike, parry, dodge, etc.).

2. Shoulder-Mounted Grenade Launchers (2): Two anti-personnel grenade launchers are built behind the shoulders of the power armor.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Range: 1,200 feet (366 m).

Mega-Damage: Varies with the type of grenade. Any can be used but standard issue is tear gas. Covers a 25 foot (7.6 m) radius and makes the eyes and noses of victims not protected by gas masks or environmental armor burn and tear, as well as gags and chokes them (-10 to strike, parry and dodge, -3 on initiative, and lose one melee attack as long as they are in the gas cloud and for 1D6+1 melee rounds after exiting it; protected individuals suffer no penalties).

Rate of Fire: One at a time, or in volleys of two, four or six.

Payload: 24 total; 12 per each launcher. All the grenades can be the same or a mixture of two or more types.

3. Forearm-Mounted Variable Frequency Lasers: Three medium-powered lasers are built into the right forearm. They can be fired one at a time or in linked fire for dual or triple bursts. Range is impressive at 2,000 feet (610 m), but accuracy is not (-1 to strike) beyond 1,200 feet (366 m); point and shoot. The targeting computer within the suit will adjust to an opponent’s armor

within 1D4 melee rounds and re-calibrate the laser's frequency to best penetrate and damage his opponent's armor.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: Optimum range is 1,200 feet (366 m) or closer. -1 to strike at greater range up to 2,000 feet (610 m).

Mega-Damage: 2D6 M.D. per single blast, 4D6 M.D. per double blast or 6D6 M.D. per simultaneous triple blast at the same target.

Rate of Fire: Each shot counts as one melee attack.

Payload: Effectively unlimited as each is tied into the armor's power supply.

4. Forearm Capture System (1): The capture system is built into the left arm. Load, point and shoot. It works along the same lines as a rail gun or electromagnetic mass driver. But instead of firing slugs or metal bearings, the weapon fires Mega-Damage polymer bolas at rough speeds of up to 200 mph (320 km). Victims of this attack are bound by a high tensile, polymer wire that is resistant to damage (M.D.C. of 12). Entangled victims must have a Supernatural Strength of 20 or a Robot Strength of 28 or higher to break free. Entangled victims cannot run, lose initiative, and all combat bonuses are reduced by half.

Primary Purpose: Capture.

Secondary Purpose: Defense.

Range: 300 feet (91.4 m).

Damage: None as a rule, because the bolas are designed to entangle the legs/feet and entangle the target. Cutting free requires a suitable weapon and inflicting 12 M.D.C. to the cord that has entangled the legs. The act of cutting oneself free takes 1D4+1 melee actions.

Rate of Fire: One. Must reload after every shot. Reloading counts as 1D4 melee attacks depending on how quickly the power armor pilot can produce another load, and load it in the forearm launcher.

Payload: One, with 10 reloads that come standard with the Defender.

5. Handheld Weapons (optional): Any other or additional handheld weapons such as a side arm, Vibro-Blade, Neural Mace, shotgun, gladiatorial style net, or backup weapon may be used by the wearer of Defender power armor. Such items may be carried on one or two belts around the waist, or in a carrying bag or backpack.

6. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Ground-Based Power Armor Training* on page 352 of **Rifts® Ultimate Edition**. Damage as per Robotic P.S. of 24.

Restrained Punch – 6D6 S.D.C.

Normal Punch – 1D4 M.D.

Power Punch – 2D4 M.D., but counts as two melee attacks.

Kick (special) – 2D6 M.D.

Leap Kick (special) – 4D6 M.D., but counts as two melee attacks.

Bonus: A skilled power armor pilot with the above skill gets an additional bonus of +1 to dodge and roll with impact at levels 2, 6 and 12.

7. Sensors and Features of Note: Comes only with standard features.

NG-X11 Delilah

The Samson is Northern Gun's most famous and popular suit of power armor. Some insist it is every bit as iconic as the Glitter Boy. As a result, the design team spearheaded by **Michael Miles, Thaddeus Ryker** and **Nate Wollscrah**, decided to create a female power armor to complement the Samson, called the *Delilah*. Though originally conceived as a *female gender specific armor*, the final product comes in both male and female styles. The **feminine Delilah model** has a sleek and curvy female shape and numerous optional female cosmetic features available for customers who might want to customize their ride with feminine attributes. For example, many women pilots often adorn Delilah's helmet with a ponytail, dreadlocks, tassels, leather strips, or a mane of synthetic hair. Additional features like rhinestones and custom paint designs are also available. Most cosmetic additions are inexpensive, costing anywhere from 50-200 credits, and custom paint jobs run 1,000-6,000 credits depending on how elaborate it may be. The **male version**, nicknamed "Del," has a Triax-inspired "cyclopean" helmet design and a less curvy body, but is essentially the exact same power armor.

Though available in models for both genders, 62% of sales are the Delilah model sold to female warriors, but even a quarter of the more masculine "Del" models are purchased by women. The illustration shows the feminine model in the foreground and masculine model in the background. Both have virtually identical stats and vary only in stylization, helmet and cosmetic features.

The Delilah and Del are designed to complement and closely match the famous **Samson X-9**. This includes excellent running speed, jump-jet capabilities and versatility in combat. All of which also makes them suitable for fighting Xiticix and raiding hives, as well as handling most infantry and combat duty. Like the famous Samson, the Delilah and Del are all-purpose assault suits that, while designed as infantry units, function well in a wide range of combat roles: front-line infantry, infantry support, fast response, commando strikes, reconnaissance patrols, guard duty, escort duty, raids, boarding ships and amphibious operations, among others. Also like the Samson that inspired it, the Delilah is tall at nearly 10 feet (3 m) and heavily armored.

Delilah (and Del) Power armor

Model Type: NG-X11

Note: Stats, weapons and sensors for the feminine and masculine models of the Delilah and Del are identical in every way.

Class: Armored Infantry Assault Suit with Xiticix-fighting capabilities.

Crew: One.

M.D.C. by Location:

* Head – 90

* Ion Blaster (1, head) – 15

Shoulders (2) – 90 each

* Shoulder-Mounted Mini-Missile Launcher – 40

* Shoulder Plasma Pulse Ejectors (2) – 25 each

* Forearm Blades (2) – 50 each

Arms (2) – 60 each

Hands (2) – 20 each

Legs (2) – 120 each

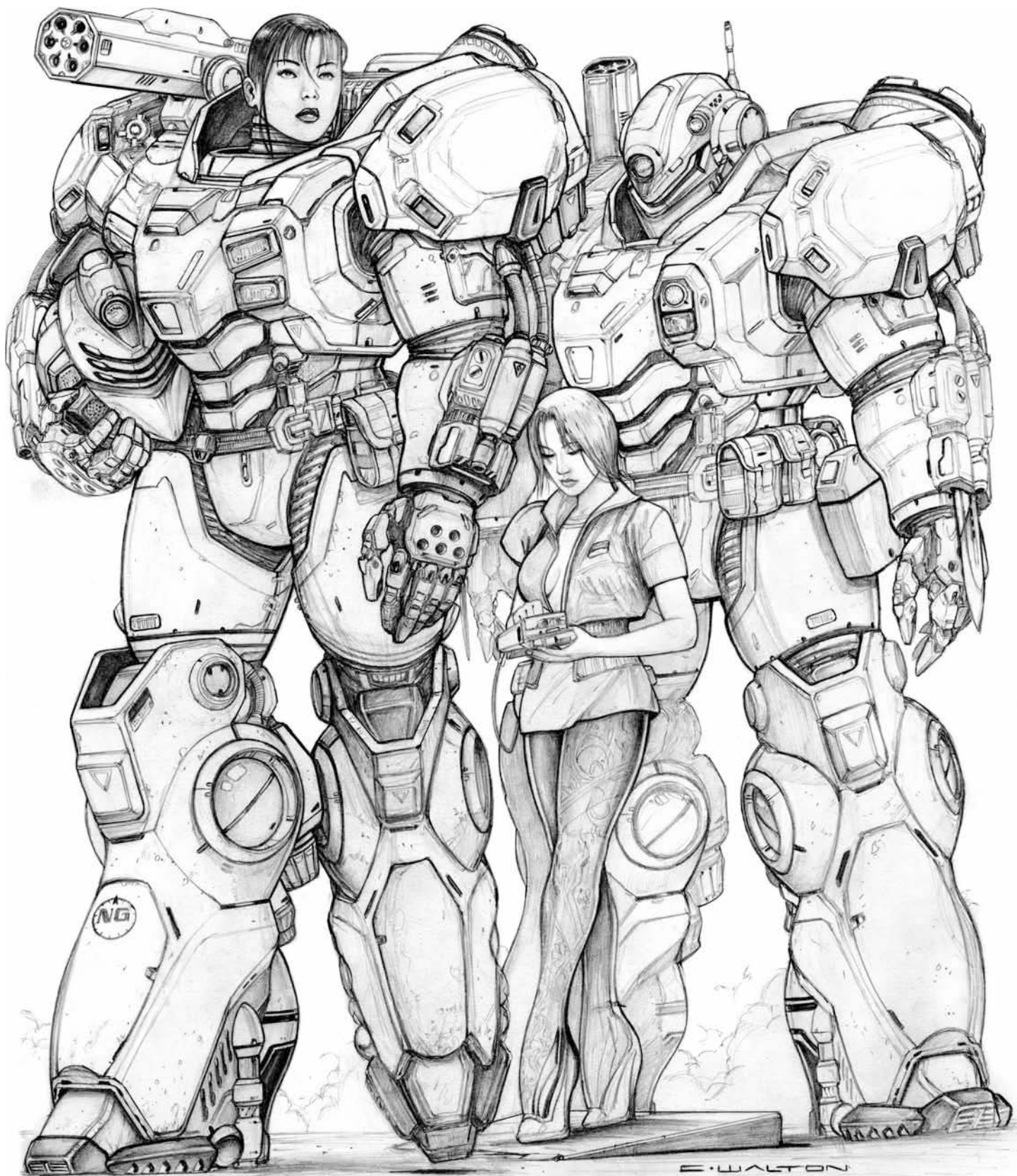
* Jumper Leg Thrusters (8; four per leg) – 15 each

* Headlights (4, chest) – 6 each

Main Jet Thruster Backpack Unit – 100

** Main Body – 270

* A single asterisk indicates a small and/or difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike.



Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed:

Running: 120 mph (192 km) maximum. Note that the act of running does tire out its operator, but at 20% of the usual fatigue rate at high speeds. Fatigue is reduced to 10% when maintaining a speed of 70 mph (112 km) or less.

Leaping: The powerful robot legs can leap up to 20 feet (6.1 m) high or across unassisted by the jet boosters; increase by 30% with a running start. A jet booster assisted leap can propel the unit up to 100 feet (30.5 m) high and 200 feet (61 m) across; increase by 30% with a running start. This is not flight.

Flying: None. Momentary hovering and cushioned landings are possible. After leaping upward, the power armor can hover to hold its position there for one melee round (15 seconds) before it becomes unstable and quickly drifts back down to the ground. This is great for getting a quick bird's-eye view above the tree line, smoke or buildings. A leap straight up or at a slight angle can also be used to jump up onto rooftops, on top of vehicles or to try to snare low-flying opponents.

Cat-Like Landings from Heights: The Delilah can drop or leap down, using its back and leg thrusters to land without risk of damage, from heights as great as 300 feet (91.4 m), using its thrusters to slow its descent to land softly on its feet and ready for action. Reduce this height by half if the main, back thruster system is destroyed.

Drops from heights greater than 300 feet (91.4 m) up to 600 feet (183 m) are trickier. The power armor is likely to survive the landing but may take damage. **Roll 1D20** to determine the success of the landing. **On a roll of 1-10** the suit hits the ground hard, takes 4D6 M.D. and the operator loses 1D4 melee actions/attacks before she's back up on her feet. **On a roll of 11-20** the pilot sticks the landing, and can continue to move/jump/run without damage or delay. Drops from greater heights are not possible without potentially life-threatening damage: 2D6x10 M.D. to the power armor, 6D6 S.D.C./Hit Point damage to the wearer inside the armor, and the operator is stunned for 1D4 melee rounds before she recovers from the fall and is able to take action again.

Water: The Delilah is not designed for use in the water, but can swim at 20 mph (32 km or 17.3 knots) or walk along the bottom of a body of water at 10 mph (16 km or 8.6 knots). Maximum depth is 1,000 feet (305 m).

Statistical Data:

Height: 9 feet, 6 inches (2.9 m).

Width: 4 feet (1.2 m).

Length: 4 feet (1.2 m).

Weight: 540 lbs (243 kg).

Physical Strength: Robot P.S. of 28.

Cargo: None.

Power System: Nuclear; average energy life is 12 years. Solid Oxide and electric battery versions are also available.

Cost: 1.5 million credits for nuclear, 1.1 million for Solid Oxide and 825,000 credits for electric battery.

Weapon Systems:

1. NG-MML11-12 Storm Mini-Missile Launcher (1, right shoulder): This NG mini-missile launcher is designed for the Delilah to rain down on its adversaries with thunderous pounding from afar or in heated combat where the power armor needs its range and power. The launcher can fire straight up or in a 90 degree forward facing arc. When not needed, the Storm Launcher stows on the back in a manner similar to the Glitter Boy's Boom Gun. The launcher can fire in the stowed position or be made to move into a forward position via voice command.

Primary Purpose: Anti-Aircraft, Anti-Missiles and Assault.

Secondary Purpose: Anti-Armor and Defense.

Range: One mile (1.6 km).

Mega-Damage: Varies with missile type used. Usually Plasma (1D6x10 M.D.) or A.P./Heat Rounds (1D4x10 M.D.), but any type can be used.

Rate of Fire: One at a time or in volleys of 2, 4 or 6.

Payload: 12 total. Can be reloaded by hand if extra mini-missiles are brought along. It takes another person two melee rounds (30 seconds) to reload six missiles into the launcher. This must be done from the back of the Delilah armored suit, which is why another person must do the loading.

2. NG-X2-11 Plasma Ejectors (2): Mounted on each forearm of the Delilah power armor is a plasma ejector that discharges powerful plasma blasts. It is a straightforward point and shoot weapon with fair range.

Primary Purpose: Anti-Personnel and Assault.

Secondary Purpose: Close Combat and Defense.

Range: 1,000 feet (305 m).

Mega-Damage: 4D6 M.D. for a single shot or 1D4x10 from a dual blast from both arms pointed at the same target.

Rate of Fire: Each single blast or dual firing counts as one melee attack.

Payload: Effectively unlimited.

3. NG-X1-11 Ion Blaster (1, head): A low-profile ion blaster is built into the crest of the helmet of the feminine Delilah and appears as the Cyclopean eye on the masculine version, giving both models of the power armor a hands free weapon. Wherever the head looks/points, the weapon can fire, so head movement is a must. Can fire a single blast or a rapid-fire pulse.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Assault.

Range: 1,200 feet (366 m).

Mega-Damage: 3D6 M.D. for a single blast or 1D4x10 M.D. for a multiple pulse.

Rate of Fire: Each blast or multiple pulse counts as one melee attack/action.

Payload: Effectively unlimited for nuclear and Solid Oxide models, 45 blasts (15 pulses) for electric battery.

4. Forearm Vibro-Blades (2): One retractable Vibro-Blade is housed in each forearm beneath the plasma ejectors.

Primary Purpose: Assault and Close Combat.

Secondary Purpose: Defense and Climbing.

Mega-Damage: 2D6+1 M.D. per attack. 4D6+2 M.D. from a stab/impaling power punch, but counts as two melee attacks. **Note:** Both damage values listed include consideration for the Robot P.S.

5. Handheld Weapons (optional): The hands of the Delilah (and Del) are articulated enough to use other large, handheld weapons designed for large power armor, robots and Combat Cyborgs for added fire power. Man-sized weapons are too small for this oversized power armor suit. Such weapons may be carried in hand or slung over the shoulder on a strap or in a carrying bag. A large side arm, such as an oversized Vibro-Swords could be carried in a scabbard on a belt at the waist.

6. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Basic* or *Elite Ground-Based Power Armor Training* on page 351 or 352 of **Rifts® Ultimate Edition**. Damage is based on the Robotic P.S. of 28.

Restrained Punch – 1D4 M.D.

Full Strength Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Kick – 2D4 M.D.

Leap Kick – 2D8 M.D., but counts as two melee attacks.

7. Sensors and Features of Note: Comes with all the standard features common to power armor.

NG-X44 Demon Slayer

The Demon Slayer is a new power armor that has garnered Northern Gun a great deal of attention by some people. It was conceived by the R&D team spearheaded by engineers **Andy Hegert, Chris Jones, Jacob Rich** and **Carl Wathelson**. The concept was simple, to create a power armor well suited to fighting not just any “monsters,” but demons and other supernatural threats. Unlike most Northern Gun power armor and vehicles which are usually designed for versatility and a wide range of functionality, the Demon Slayer power armor is designed strictly for the task of fighting and destroying demons and supernatural monsters. While it can hold its own against many other opponents, it is likely to be outgunned and overpowered by traditional infantry power armor, combat robots, and vehicles, as its true strength and purpose is fighting the supernatural.

To that end, the power armor is something of a walking arsenal of weapons coated in silver and capable of firing wooden stakes and ammunition made of wood or coated in silver. Its **primary hand-held weapon** is a sort of *pole arm* with a large, wicked looking, silver-plated Vibro-Sword on both ends. This makes it possible to use martial art style moves to slash and stab enemies in front, behind and to the side in a fluid motion. When desired, the blades can be separated at the middle to have a sword in each hand. This is especially appealing to Cyber-Knights and warriors trained in swordsmanship. When no longer needed, the blades snap back together to form one large weapon that is carried as one piece in one hand and leaves one hand free for other things. Against supernatural foes vulnerable to silver – which includes vampires, werebeasts and most demons – the Vibro-Blade feature is unnecessary and turned off, because silver alone is enough to slay such monsters. When fighting armored troops and creatures affected by M.D. weapons, the Vibro-Blades are activated to inflict Mega-Damage.

Wooden stakes can be fired from the right forearm and fiery **plasma blasts** from the left. Hex and other **grenades** are carried in the hard-shell compartments that line the side of the armor’s rib cage (two in each, eight total) and more can be carried in belt pouches. **Thursters** in the lower legs enhance leaps and the ability to dodge and move quickly, and a **flamethrower** and its fuel drum are concealed in the back for use against beings vulnerable to fire. To use it, the wearer of the suit reaches back to unhook a short nozzle attached to a hose. Point, press the trigger, and shoot blasts of fire. The flamethrower is usually mounted on the side of the dominant hand.

The **spine** of the Demon Slayer power armor is lined with fins that are actually silver-plated blades. These blades run from the waist up over the neck, and even the crest of the helmet is a silver-coated blade. This is done to discourage savage supernatural predators from leaping on top of the warrior from behind lest they cut or impale themselves on the silver blade-fins (suffering 5D6 M.D.). It should be noted that wearers of the Demon Slayer suit must learn to tread carefully, as the blade-fins and double-ended sword are hazardous to others. If not careful, they can damage seats and furniture, accidentally cut innocent bystanders and hurt teammates who get too close. Matters are further complicated by the fact that the “weapon collar” connected to the back of the armor impairs peripheral vision, so accidents, especially in combat may occur.

The weapon that has most people talking, however, are the two, independent action, **robot weapon arms**. “Inspired” by the Juicer Killer, without blatantly infringing upon the CS designs, each weapon arm can identify, target and fire upon a different supernatural target independent of the power armor operator. That means the wearer of the power armor suit can direct his attention on one specific opponent while the two weapon arms fire at others. In the alternative, both

weapon arms and the power armor pilot can direct all their efforts on the same target to take it down as quickly as possible.

If the Demon Slayer has a drawback, it is that the power armor is top-heavy with the weapon arms, ammo drums and computer/sensors all being above the chest and shoulders contained within the large, heavy collar or umbrella-like portion of the armor. This makes running, leaping and quick hand to hand response difficult (~20% to skills such as Acrobatics, Gymnastics, Prowl and Swim, and -1 on Perception Rolls, -1 on initiative, -1 to dodge and -1 to roll with impact). The large weapon collar also limits peripheral vision to about 90 degrees. This is especially true when the sensors and targeting computer system are knocked out. If the computer and its sensors are destroyed, the power armor pilot loses the *extra four attacks* per melee round and is suddenly more vulnerable to enemy attacks. However, as long as the computer is up and running and the two gatling gun arms are intact, the guns can target and fire upon enemies independent of any attacks being made by the wearer of the suit. Of course, the power armor pilot can designate which enemies to fire upon, but after he has done so, the robot arms function independent of him, in effect providing four extra attacks per melee as long as they are operational.

Each gatling gun fires demon-slaying rounds of silver and/or wood ammunition. In fact, some wearers of Demon Slayer power armor load one gun with silver rounds and the other with wood rounds, or a combination of wood and silver (typically every fourth or fifth round is wood) for engaging creatures of magic and supernatural foes vulnerable to such things. The ammo drums for these weapons are housed inside the protective collar/umbrella on the back.

NG does not take the presence of demons lightly, and appreciates those who hunt and destroy all things demonic. For this reason, the corporation works hard to keep the Demon Slayer power armor in stock and the price point as low as possible while still making a decent profit. This has made groups such as *Reid’s Rangers of Mexico, the Cyber-Knights, vampire hunters* and *demon slayers* across the continent extremely happy and grateful.

Though no one knows it now, in a few months, releases like the Demon Slayer will make the designers at Northern Gun seem like oracles who glimpsed the future. Only NG has had the presence of mind to create power armor, robots and weapons for combating the supernatural. Even the mighty Coalition States has been more focused on rooting out magic and D-Bees, and securing their own power base than preparing for a possible invasion from supernatural forces.

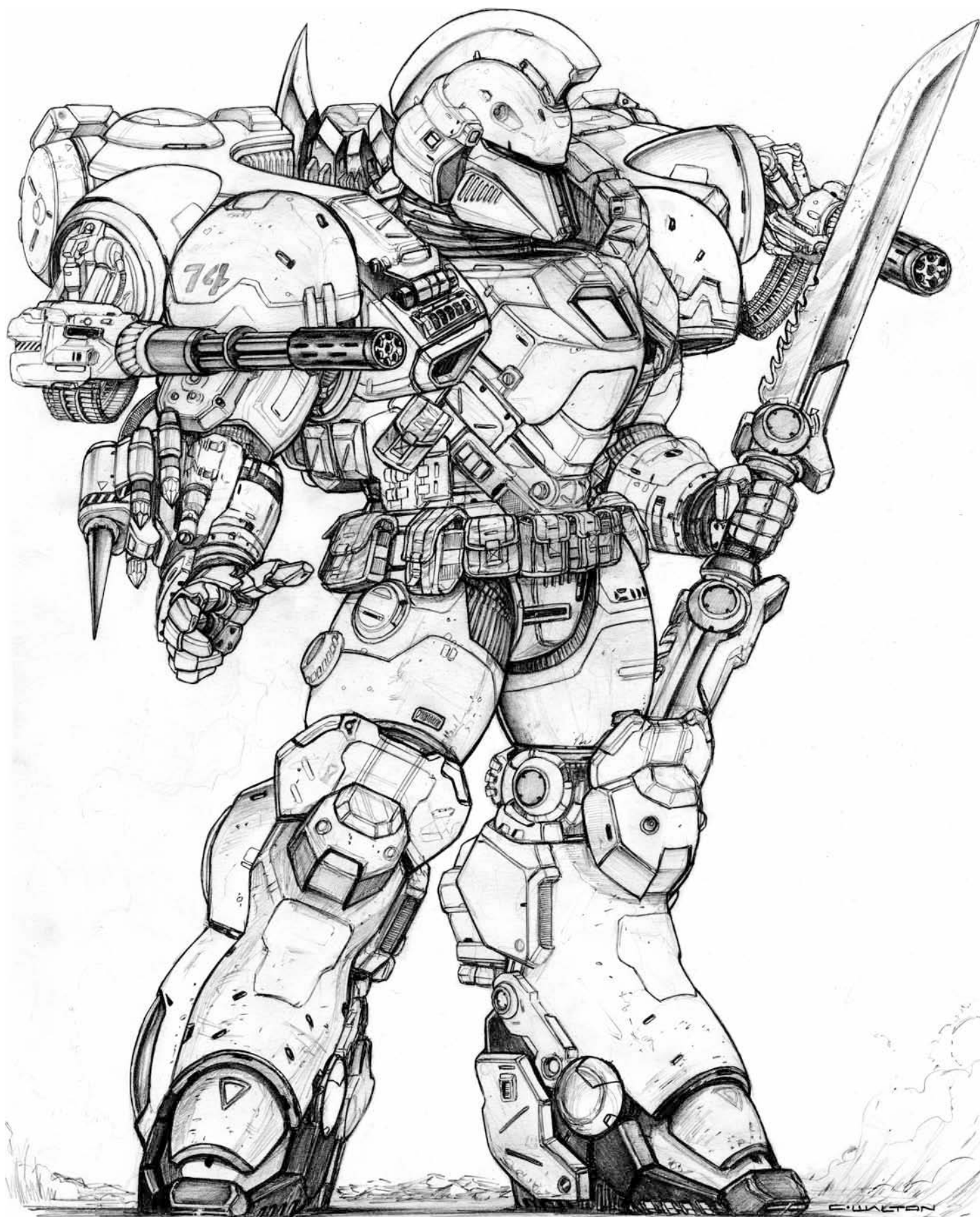
When the **Minion War** erupts on Rifts Earth – unleashing new waves of demon plagues and legions of supernatural horrors into the world – it is Northern Gun to whom many people – human and D-Bee – will turn. Power armor such as the *Demon Slayer*, as well as the *Cougar, Lynx, Mantis* and *others* suitable for easy modification to battle the supernatural, will place Northern Gun square and center in a war against demonic forces. People will flock to NG, as will the forces of Hades and Dyval who seek to crush all resistance. Only the Coalition Army will play a bigger and more direct role in the defense of North America. The Coalition’s response will be like calling down the sword of God, and the nation will prove itself to be true heroes of humanity as they lead the charge against the demonic hordes. Together, these two great human nations and their allies will represent humanity’s best hope for survival in North America.

Demon Slayer Power Armor

Model Type: NG-X44

Class: Anti-Demon, Anti-Monster Fighter and Assault Power Armor.

Crew: One.



M.D.C. by Location:

- * Head – 90
- * Blade Fins & Spartan Crest (11 along spine) – 20 each
- * *Robot Weapon Arms* with Gatling Guns (2) – 80 each
- * Gatling Gun Ammo Drums (2, behind shoulders under collar) – 50 each
- ** “The Collar” Armored Weapon Platform – 120
- Shoulder Plates (2) – 70 each
- Arms (2) – 65 each
- * Forearm Impaler (1, right) – 18
- * Forearm Stake Launchers (4, right) – 10 each
- * Forearm Plasma Blaster (1, left) – 20
- * Chest Storage Locker (2) – 25 each
- * Ribcage Storage Boxes (4) – 10 each
- Legs (2) – 100 each
- * Leg Jump Jet Boosters (2, lower leg) – 25 each
- * Flamethrower (1, concealed on back) – 20
- * Flamethrower Fuel Drum (1, lower back) – 40
- * Dual Vibro-Sword (2 that are one) – 50 each
- *** Main Body – 200

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then he is -4 to strike.

Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

** Depleting the M.D.C. of “the collar” knocks out the ER-TRCS Targeting system and the robot weapon arms. Without it, the weapon arms do not work.

That said, the low-profile “collar” is mounted on the back and protected by the main body, weapon arms, shoulders, and head of the power armor, making it very difficult to target and shoot from *the front*; -4 to strike on a “Called Shot.” From the side, attackers are -2 to strike on a “Called Shot,” but suffer no such penalty from attacks from the behind. If the shooter has a clear view of the Demon Slayer’s back, it’s just a Called Shot.

*** Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless.

Speed:

Running: 90 mph (144 km) maximum. Note that the act of running does tire out its operator, but at 20% of the usual fatigue rate at full speed. Fatigue is reduced to 10% when maintaining a speed of 50 mph (80 km) or less.

Leaping: The powerful robot legs can leap up to 20 feet (6.1 m) high or across unassisted by the jet boosters; increase by 30% with a running start. A jet booster assisted leap can propel the unit as far as 100 feet (30.5 m) high and 200 feet (61 m) across; increase by 30% with a running start. This is not flight and it cannot hover above the ground.

Flying: None.

Water: The Demon Slayer is not designed for use in the water, but can walk along the bottom of a body of water at 10 mph (16 km or 8.6 knots). Maximum depth is 1,000 feet (305 m).

Penalties: The Demon Slayer is top-heavy, inflicting a penalty of -20% to skills such as Acrobatics, Gymnastics, Prowl and Swim, and -1 on Perception Rolls, -1 on initiative, -1 to dodge and -1 to roll with impact.

Statistical Data:

Height: Man-sized, 6-8 feet (1.8 to 2.4 m) tall, depending on the size of the purchaser.

Width: 4.5 feet (1.4 m) depending on the size of the purchaser.

Length: 3.6-4 feet (2 to 1.2 m) depending on the size of the purchaser.

Weight: 682 pounds (307 kg), fully loaded.

Physical Strength: Robot P.S. 24.

Cargo: None.

Power System: Nuclear; average energy life is 12 years. A Solid Oxide version is also available.

Cost: 1 million credits for nuclear and 760,000 credits for Solid Oxide. Not available as an electric powered unit.

Weapon Systems:

1. NG Gatling Gun Robotic Weapon Arms (2): Two automated weapon arms are built into the massive “collar” of the Demon Slayer. These robot weapon arms are based on the same combat system incorporated into the *CS Juicer Killer*, except it has two arms instead of four. Each arm has two concealed gun cameras, targeting computer and an Enemy Recognition System that enables each gun arm to target and fire upon demons and enemies independent of the power armor’s wearer/pilot and each other. This means the suit can fire upon as many as *three different targets*: one for each of the two guns and one engaged by the power armor pilot. Of course, all three can fire at the same target if there is only one or if the strategy calls for a focused attack to quickly eliminate one specific target. Though each gun arm can function independent of the pilot, he can command them to direct their fire on the targets he specifies. Regardless of how the attacks are divided, the weapon arms give the Demon Slayer power armor *four extra attacks per melee round* (two for each weapon arm). At least as long as the ammunition holds up.

Since the gun arms are intended to target supernatural beings vulnerable to silver and/or wood ammunition, the ammo is kept light and small to provide a much larger payload than rail gun or heavy machine-gun rounds. However, that means they inflict S.D.C./Hit Point damage, not Mega-Damage.

Each is designed to fire special wood tipped rounds and/or silver-coated rounds which are belt-fed from ammo drums mounted in the power armor’s weapon harness on the back. When not in use, the gatling gun arms fold up and out of the way behind the power armor. The gatling gun arms come pre-programmed to move out of the way of the manual power armor, so that they don’t disrupt any action by the pilot.

Primary Purpose: Anti-Monster and Assault.

Secondary Purpose: Anti-Personnel and Defense.

Range: 2,000 feet (610 m).

Damage: 3D6 S.D.C. for a single shot, 1D4x10 S.D.C. for a light three round burst, or 2D4x10 S.D.C. (the equivalent of 1 M.D.) for an eight round burst.

Rate of Fire: Each single shot, short or long burst counts as one melee attack. **Note:** Though two of the weapon arms can target and fire upon the same target, they can NOT be linked to fire at the same target simultaneously. Each blast from each arm counts as ONE melee attack. Roll for each attack from each weapon arm (two each per melee).

Attacks per Melee Round: Each weapon arm has TWO attacks per melee round. This is in addition to the attacks of the pilot wearing the power armor. If an attacker should destroy one weapon arm, the power armor loses the two melee attacks from that weapon.

Note: The computer’s independent actions frees the power armor pilot to engage in his own attacks or melee actions while the weapon arms attack. All of the pilot’s usual number of attacks inside the power armor apply as usual. So if he has six attacks per melee round,

he can continue to fight even after the weapon arms have expended theirs and stop shooting.

Weapon Arm Combat Bonuses: +2 on initiative and +1 to strike.

Payload: 800 rounds per each weapon arm, providing 100 long bursts per each weapon arm. A counter continually displays the diminishing ammo count via the Heads Up Display (HUD) in the helmet.

2. Dual Silver Vibro-Sword: The Demon Slayer is one of the NG power armors that comes with a specialized handheld weapon exclusive to that product. In this case, it is a specialized pair of Vibro-Blades designed to fit together as a dual, pole arm-like weapon that can detach to become two twin weapons; one for each hand. This gives the power armor pilot the option of one large weapon with long sword blades on both ends, or two swords for deadly melee combat.

Primary Purpose: Anti-Monster and Close Combat.

Secondary Purpose: Assault and Defense.

Range: 4 feet (1.2 m) beyond arm's reach; a melee weapon.

Mega-Damage: When the Vibro-Blades are turned on, each of the large blades does 2D6 M.D.

Damage to the Supernatural: Against supernatural beings vulnerable to silver, damage is 4D6 Hit Points/S.D.C., sometimes more depending on the creature. **Magic Note:** Though it is not officially supplied by NG sales staff, some purchasers of the Demon Slayer power armor sometimes swap-out its sword (and sometimes its tech weapons) for Techno-Wizard, Bio-Wizard and other *magic weapons*. A magic weapon that discharges electrical blasts, fire balls or ice shards can be quite effective against the supernatural, as can a magical flaming sword. Remember, with a few exceptions, "magic" and "magic weapons" inflict damage to supernatural beings and creatures of magic.

3. Silver Impaler: Mounted on the central chamber of the right forearm is a hydraulic spike impaler. The spike that is used to "impale" is a 14 inch (36 cm), silver-coated wooden spike that can extend forward for punching action or be plunged into an opponent with hydraulic force. It is used to impale vampires in the heart (to temporarily immobilize, hurt or torture them) and for stabbing other creatures vulnerable to silver and wood. This spike does not fire from its housing, but a hydraulic mechanism can "punch" the spike into an opponent as if it were a power punch, without the wearer of the suit winding up to deliver a power punch of his own.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Range: Arm's reach/melee combat.

Damage: 2D6 Hit Point/S.D.C. damage to mortals and supernatural beings vulnerable to silver and wood. A hydraulic power punch does 4D6 Hit Point damage. When plunged into a vampire's heart, the "staked" vampire is rendered unconscious, as if in a coma state, but revives the instant the stake is removed. To keep a vampire down for the count, one of the wooden stakes should be used and left inside of the demon until it can be properly, and permanently destroyed.

The impaler can also be used to battle (and torture) any supernatural creature vulnerable to silver or wood. Since the spike extends above and beyond the hand of the Demon Slayer, it can be used as a slashing and stabbing weapon much like any retractable blade. Of course, being silver-coated wood, it is really only suitable against S.D.C. targets and specific types of supernatural beings. It may also break over time and will need to be replaced (typically costs 1D4x1000 credits, mainly due to the increasing demand and cost of silver).

Rate of Fire: Each stab or impalement counts as one melee attack.

4. Stake Launchers (4, right arm): Located off to the side of the impaler are housings for four ordinary wooden stakes. Each stake

can be removed by hand to use against vampires or they can be launched at the undead at close range (40 feet/12.2 m maximum, but usually fired within a few feet to make sure the stake hits its mark). Each stake can be chambered and replaced individually from a stake bandolier or kept in the storage lockers located between the shoulders and neck; each holds six additional stakes sized to fit in the launchers.

Primary Purpose: Anti-Personnel & Assault.

Secondary Purpose: Defense.

Range: 40 feet (12.2 m) maximum, but usually fired at the very close range of 1-8 feet (0.3 to 2.4 m).

Damage: 2D6 S.D.C. to ordinary humans and S.D.C. creatures, double damage to vampires and other supernatural monsters with a vulnerability to wood.

Rate of Fire: One at a time. Each single shot counts as one melee attack.

Payload: Four with a reload of 12. It takes one melee round (15 seconds) to retrieve and load all four stake launchers.

5. Forearm Plasma Blaster (1): A low-profile plasma blaster is mounted on the left forearm. It is not so much a heavy M.D. weapon as another heat-based weapon to use against supernatural beings vulnerable to fire and heat.

Primary Purpose: Anti-Monster and Assault.

Secondary Purpose: Defense.

Range: 1,000 feet (305 m).

Mega-Damage: 5D6 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

6. NG-F44 Flamethrower: Mounted on the lower back of the power armor is the fuel tank for the flamethrower. Clipped to the side of it, where the wearer can reach it, is the flamethrower itself, a simple hose and basic firing mechanism for close combat. It is usually placed on the right side, unless the pilot is left-handed. The flamethrower is designed to be waterproof and comes with valves that automatically seal it off underwater, deactivating it and preventing water from contaminating the napalm reserve.

Primary Purpose: Anti-Monster and Anti-Personnel.

Secondary Purpose: Assault and Defense.

Range: 50 feet (15.2 m).

Mega-Damage: 4D6 M.D. to the target and anyone within 4 feet (1.2 m). Those caught within reach of the flamethrower's attack inside small, enclosed areas like bunkers, caves or non-sealed vehicles and without environmental gear or oxygen, must roll to save vs poison (smoke inhalation and lack of air) or be rendered unconscious for 1D4 melee rounds.

Rate of Fire: Each fiery blast counts as one melee attack.

Payload: 10 bursts. The flamethrower can be refueled with military-grade napalm or use normal diesel/gasoline (reduces damage to 1D6 M.D. for the latter). 10 gallon (38 liter) fuel reserve.

7. Hand Grenades (8): Eight hand grenades are stowed in the small compartments on the side of the armor's rib cage. They can be any type of grenade or combination of them. A common combo for this armor is two plasma, two Hex, two explosive and two smoke.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Range: Hand thrown with a typical range of 250 feet (76 m) maximum for this power armor. Roll to strike on a D20 to determine if the grenade lands on target. Live targets get to try to dodge and leap out of harm's way. To hit a large stationary target such as a van or bunker, the character needs to roll a 10 or higher to be on the mark from a distance greater than 100 feet (30.5 m). 16 or higher if the

target is small, say the size of a soccer ball; 18 if the target is farther than 100 feet (30.5 m).

Mega-Damage: Varies with the type of grenade.

Rate of Fire: One at a time.

Payload: 8 total. All the hand grenades can be the same or a mixture of two or more types.

8. Handheld Weapons (optional): Additional handheld weapons such as a side arm, Vibro-Blade, Neural Mace, shotgun, or backup weapon may be used by the wearer of the power armor. This may include a Techno-Wizard (TW), Splugorth Bio-Wizard, Lemurian Biomancy or other type of magic handgun, rifle, melee weapon, or magic item. All such weapons may be carried on one or two belts around the waist, or in a carrying bag or backpack.

9. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Ground-Based Power Armor Training* on page 352 of **Rifts® Ultimate Edition**. Damage as per Robotic P.S. of 24.

Restrained Punch – 6D6 S.D.C.

Normal Punch – 1D4 M.D.

Power Punch – 2D4 M.D., but counts as two melee attacks.

Kick (special) – 2D6 M.D.

Leap Kick (special) – 4D6 M.D., but counts as two melee attacks.

Bonus: A skilled power armor pilot with the above skill gets an additional bonus of +1 to dodge and roll with impact at levels 2, 6 and 12.

10. Sensors and Features of Note: All standard features plus the following.

a) **Weapon Arms ERTRCS Targeting System:** The Demon Slayer has TWO weapon arms that fire silver-coated or wood bullets. They are controlled by the *Enemy Reflex Targeting and Response Computer System* (ERTRCS), a high-speed, computerized recognition and targeting system, quietly adopted from the Coalition's Juicer-Killer. When an enemy is identified – in this case, demons and other supernatural monsters, as well as dangerous creatures of magic and monsters – the weapon arms lock in on the target and are ready for immediate action. If the pilot has the weapon arms on "ready assault," they will immediately engage and fire upon the target. In "alert mode," the weapons target and train on the enemy but remain in a *standby position* attacking only on the following conditions: **1.** Voice command from the pilot to attack, or to attack specified targets. **2.** The power armor pilot attacks and the weapon arms follow his lead, firing at the same target or engaging the next most threatening targets. **3.** The power armor unit is attacked and the weapon arms immediately respond with lethal force. If attacked first, the weapon arms fire upon the attackers and any other obvious threat.

The combination of cameras, sensors, recognition system, advanced combat computer and the actions of the armor's wearer enables the two weapon arms to instantly and continuously respond to aggressors, gunning them down with deadly efficiency until the armor's operator orders them to stop. This often makes the weapon arms seem to respond as if by reflex. Furthermore, the recognition system will identify common features (uniforms, patches, symbols, even tattoos and other thematic elements) to *surmise* that those with the same or similar features and markings are part of the same "enemy group" and fire upon them at the slightest hostile gesture.

The computer recognition and targeting system tracks enemy targets relentlessly, focusing one or two guns on them. If there are multiple "aggressors" the attacks of the weapon arms may be divided between them, up to a maximum of two different targets. Regardless of who the weapon arms may be firing at, the power

armor pilot may engage one of them, or select an entirely different target of his own, or take other action (leap, dodge, charge forward, retreat, etc.). In the alternative, the power armor pilot can direct each arm to fire at a specified target or all, pilot included, can fire upon the same ONE. This is how the suit is, in part, designed to compensate for the speed and ferocity of its demonic enemies, by having more attacks and, therefore, more chances to hit, injure and pacify the target.

ERTRCS Recognition System: The computer can track via its sensors and its array of concealed cameras (two in each weapon arm, two in the helmet, several scattered across the massive "collar," including the back and sides), and attack as many as TWO targets simultaneously. However, to maximize the effectiveness of the weapon arms, attacks are often combined to have both weapon arms firing upon the one, most immediate and threatening target. It is programmed to identify 4,000 different enemy targets, including all known Juicers, Crazies, fast D-Bees such as the Quick-Flex Aliens, the common armors and power armors they wear, and known group insignias/colors, as well as fast monsters and supernatural beings such as vampires and other notable and dangerous beings and outlaws. Maximum sensor and camera range is 5,000 feet (1,524 m).

Weapon Arm/ERTRCS Glitches and Penalties: If the computer and sensor array, located in the collar" weapon platform, loses half or more of its 120 M.D.C., one of the following may happen. Roll again for each additional 20 points of damage.

01-40 One weapon arm falls temporarily off-line and does not fire as expected. The pilot loses the two attacks for that gun for one entire melee round (15 seconds), until it comes back online.

41-60 Sensor and tracking failure; reduce strike bonuses by half.

61-80 Sensor and tracking hiccup; no initiative bonus.

81-00 Does not respond to the power armor pilot's commands for one melee round (15 seconds), selects its own target and fires upon it. The recognition system remains working so this *should* be an "enemy" target, but it is possible that the attack is leveled at someone the pilot wants to take alive but the blast kills him, or the attack might be leveled against an ally or innocent bystander mistaken as a hostile.

b) **Nightvision Optics:** Passive light amplification that allows the pilot to see in the dark as long as there is at least some ambient light. 2,000 foot (610 m) range, but is completely useless in total darkness.

c) **Camera System:** The helmet has two cameras, each weapon arm has two cameras and there are a dozen concealed cameras scattered across the "collar" of the Demon Slayer to see forward, back and to the sides. They are all basic, no frills, dashboard-style cameras to film the fight from the combatant's point of view and to provide visual data to the ERTRCS system.

11. ALTERNATE Magic/Techno-Wizard (TW) Weapon Systems: Though not officially endorsed by Northern Gun, some purchasers of the Demon Slayer power armor have been known to replace some of the weapon systems with TW and other magic weapon systems. Such magic weapons are strictly *aftermarket* enhancements built into the power armor after it is sold by Northern Gun, however, many NG salespeople plant the idea. ("Not that we would ever encourage such a dangerous measure, but you know, some people augment the demon fighting capabilities of this wonderful power armor with Techno-Wizard modified weapons. Oh, yeah. We hear about our systems being replaced with TW weapons that shoot magical lightning and fire balls all the time. Ice, too. Crazy, eh? Not that we'd ever suggest such a thing. I don't

even know where you'd go to get something like that done. Lazlo or New Lazlo maybe.")

Remember, magic and magic weapons do damage to supernatural monsters and creatures of magic, so swapping out some of the standard tech-weapons may make sense. As does getting a TW, Biomancy or Bio-Wizard side arm such as a pistol, melee weapon or other magic item. Of course, unless the wearer of the power armor or a member of his team has P.P.E. or I.S.P. to pump into TW weapons, he will not be able to "recharge" the magic to reload his weapons, and magic payloads are comparatively small. Thanks to its own prejudices about magic and its pact with the CS, Northern Gun does NOT ever build or sell any sort of Techno-Wizard or magical weapon options, but places like *Lazlo*, *New Lazlo* (down in Lower Michigan), *the Colorado Baronies*, and *the Federation of Magic* most certainly do. Likewise, there are rumors of a tiny underground network of TW shops operating within or somewhere around Ishpeming and Manistique who are able to make TW alterations and augmentation to power armor, and sell a small selection of TW melee weapons and side arms. Biomancy and Bio-Wizard items as well as off-world magic items are much harder to come by in North America.

The following are a few of the common Techno-Wizard (TW) weapon systems sometimes used in place of the Demon Slayer's original ones. In most cases, the existing weapon is used for parts and converted into one of the weapons below.

OPTIONAL TW Upgrade: Forearm Lightning Bolt Discharger: The plasma blaster built into the forearm is changed to fire electrical bolts.

Primary Purpose: Anti-Monster/Demon.

Secondary Purpose: Defense.

Range: 500 feet (152 m).

Mega-Damage: 3D6 M.D. per electrical bolt. Ideal for fighting demonic beings vulnerable to electricity.

Rate of Fire: Fires a single shot. Each blast counts as one melee attack.

Payload: 12 blasts for a forearm energy weapon. Needs 32 P.P.E. or 64 I.S.P. to recharge the weapon system with *six blasts*.

Cost: 245,000 credits.

OPTIONAL TW Upgrade: Forearm Fire Ball Discharger: Rather than fire a plasma blast, the TW weapon fires a fire ball.

Primary Purpose: Anti-Monster/Demon.

Secondary Purpose: Assault and Defense.

Range: 500 feet (152 m).

Mega-Damage: 4D6 M.D. per fire ball for fighting creatures vulnerable to fire. By the way, most demons of Hades are impervious to fire, but other supernatural beings and creatures of magic are not.

Rate of Fire: Unleashes a single fire ball that expands in size to that of a basketball by the time it strikes. Each fire ball counts as one melee attack.

Payload: 12 total blasts can be held by a TW Fire Ball Discharger. Needs 25 P.P.E. or 50 I.S.P. to recharge the weapon system with *three fire balls*.

Cost: 195,000 credits.

OPTIONAL TW Upgrade: Weapon Arm "Light" Fire Bolt Gatling Gun. Rather than fire ammo, the TW weapon shoots small fiery bolts.

Primary Purpose: Anti-Monster/Demon.

Secondary Purpose: Assault and Defense.

Range: 1,000 feet (305 m).

Mega-Damage: 2D6 M.D. per blast.

Rate of Fire: Each shot counts as one melee attack.

Payload: 48 total fire bolts can be held by this weapon arm. Needs 40 P.P.E. or 80 I.S.P. to recharge the weapon system with *12 fire bolts*.

Cost: 350,000 credits per weapon armor and TW power supply.

OPTIONAL TW Upgrade: Weapon Arm "Heavy" Fire Bolt Gatling Gun. Rather than fire ammo, the TW weapon shoots fiery bolts.

Primary Purpose: Anti-Monster/Demon.

Secondary Purpose: Assault and Defense.

Range: 1,000 feet (305 m).

Mega-Damage: 4D6 M.D. per blast.

Rate of Fire: Each shot counts as one melee attack.

Payload: 24 total fire bolts can be held by this weapon arm. Needs 40 P.P.E. or 80 I.S.P. to recharge the weapon system with *six fire bolts*.

Cost: 500,000 credits per weapon arm and TW power supply.

OPTIONAL TW Upgrade: Weapon Arm Wood Shard Gatling Gun. Rather than fire conventional ammo, the TW weapon magically fires shards of wood about the size of a half-used pencil, but twice as thick.

Primary Purpose: Anti-Monster/Demon.

Secondary Purpose: Assault and Defense.

Range: 1,200 feet (366 m).

Damage: 3D6 S.D.C. per burst of six wood shards.

Rate of Fire: Each burst counts as one melee attack.

Payload: 72 total bursts of wood projectiles can be magically fired by this weapon arm. 40 P.P.E. or 80 I.S.P. is needed to recharge the weapon system with *eight bursts*.

Cost: 350,000 credits per weapon armor and TW power supply.

OPTIONAL TW Upgrade: Forearm Ice Shard Discharger. Rather than fire a plasma blast, the TW weapon fires a burst of ice shards.

Primary Purpose: Anti-Monster/Demon.

Secondary Purpose: Assault and Defense.

Range: 500 feet (152 m).

Mega-Damage: 2D6 M.D. per burst of three ice shards.

Rate of Fire: Each burst counts as one melee attack.

Payload: 12 total bursts can be held by a TW Ice Shard Discharger. Needs 25 P.P.E. or 50 I.S.P. to recharge the weapon system with *four bursts of ice shards*.

Cost: 275,000 credits.

OPTIONAL TW Upgrade: Weapon Arm Ice Shard Gatling Gun. Rather than fire ammo, the TW weapon magically fires a ice shards.

Primary Purpose: Anti-Monster/Demon.

Secondary Purpose: Assault and Defense.

Range: 1,000 feet (305 m).

Mega-Damage: 4D6 M.D. per burst of six ice shards.

Rate of Fire: Each burst counts as one melee attack.

Payload: 24 total bursts can be held by a TW Ice Shard Gatling Gun. Needs 40 P.P.E. or 80 I.S.P. to recharge the weapon system with *four bursts of ice shards*.

Cost: 580,000 credits per weapon arm and TW power supply.

OPTIONAL TW Magic Melee Weapon: The standard tech sword can be replaced with any handheld TW sword or other magic melee weapon. Or a second handheld weapon that is magical can be part of the wearer's arsenal to combat demons.

NG-XP54

Enforcer Guardsman

Police Power Armor

The Enforcer Guardsman is Northern Gun's response to requests from communities and organizations who want a versatile power armor suit more attuned to the special needs of law enforcement agencies. Something that would help their officers investigate crime scenes as well as go toe-to-toe with powerful and/or fast D-Bees, augmented humans, cyborgs and criminals equipped with Mega-Damage weapons and M.D.C. armor themselves.

It was design team leaders **Robbi Robinson**, **Robert Shurig** and **James Sommer** who stepped up to the task. Their answer is the *Enforcer Guardsman*, an all-purpose power armor suit complete with siren, flashing police lights, built-in loudspeaker, voice modulator, spotlight, cameras, good armor protection, hover capabilities, excellent speed, and a few basic weapon systems. This is not likely to be a power armor used by beat cops or patrol officers, but rather by special forces like S.W.A.T., gang squads, fast-response teams, detectives, and police departments where there is only one sheriff and 1-6 deputies, and communities whose streets are especially dangerous from roving bands of Cyber-Snatchers, Headhunters, Juicers, Crazies, vampires, powerful D-Bees and especially vicious and well-armed criminals. Likewise, the Enforcer Guardsman is ideal for sheriffs and small police forces that also lead the town's volunteer militia. In short, if you are the peacekeeper trying to tame a lawless town or 'Burb, this may be the armor you've been looking for. (Also see the *Prophet* power armor, later in this section.)

The robotics of the Enforcer Guardsman suit, as with all power armor, increase the speed, reflexes, and strength of the wearer as well as providing hover and leaping capabilities, good M.D.C. and environmental protection, and a range of weapons, lights and sensors for identifying and taking down fugitives and criminals. Weapons consist of a forearm grenade launcher (typically tear gas, smoke or stun/flash grenades), a forearm laser, and whatever assault rifle, shotgun and/or side arm the individual police officer or special ops team member prefers. The armor, with its leaping and hover jet thrusters, is well suited to urban environments, from small towns to big cities, but functions well in most environments.

Enforcer Guardsman Power Armor

Nickname: SWAT Power Armor and Lawman Armor.

Model Type: NG-XP54

Class: Tactical Law Enforcement Power Armor.

Crew: One.

M.D.C. by Location:

- * Head – 80
- * Helmet Spotlight (1) – 5
- * Helmet Camera – 12
- * Light Wings (2) – 18 each
- * Police Lights (2, back, round) – 12 each
- * VTOL Jump Jet and Hover System (1, back) – 50
- * Forearm Laser (1, right) – 12
- * Forearm Grenade Launcher (1, left) – 15
- * Rifle or Shotgun (1, handheld) – 50
- * Robot Floater Camera (1) – 16
- * UEL Cables – 6 each
- Arms (2) – 60 each
- Legs (2) – 100 each
- * Leg Thrusters (2, back of each lower leg) – 10 each

* Main Thruster Pack (1, back) – 50

** Main Body – 190

* A single asterisk indicates a small and/or difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike.

Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

** Depleting the M.D.C. of the main body will shut the power armor down completely, making it useless.

Speed:

Running: 90 mph (144 km) maximum. Note that the act of running does tire out its operator, but at 20% of the usual fatigue rate at high speeds. Fatigue is reduced to 10% when maintaining a speed of 50 mph (80 km) or less.

Leaping: The powerful robot legs can leap up to 20 feet (6.1 m) high or across unassisted by the jet boosters; increase by 30% with a running start. A jet booster assisted leap can propel the police unit up to 100 feet (30.5 m) high and 200 feet (61 m) across without taking flight; increase by 30% with a running start.

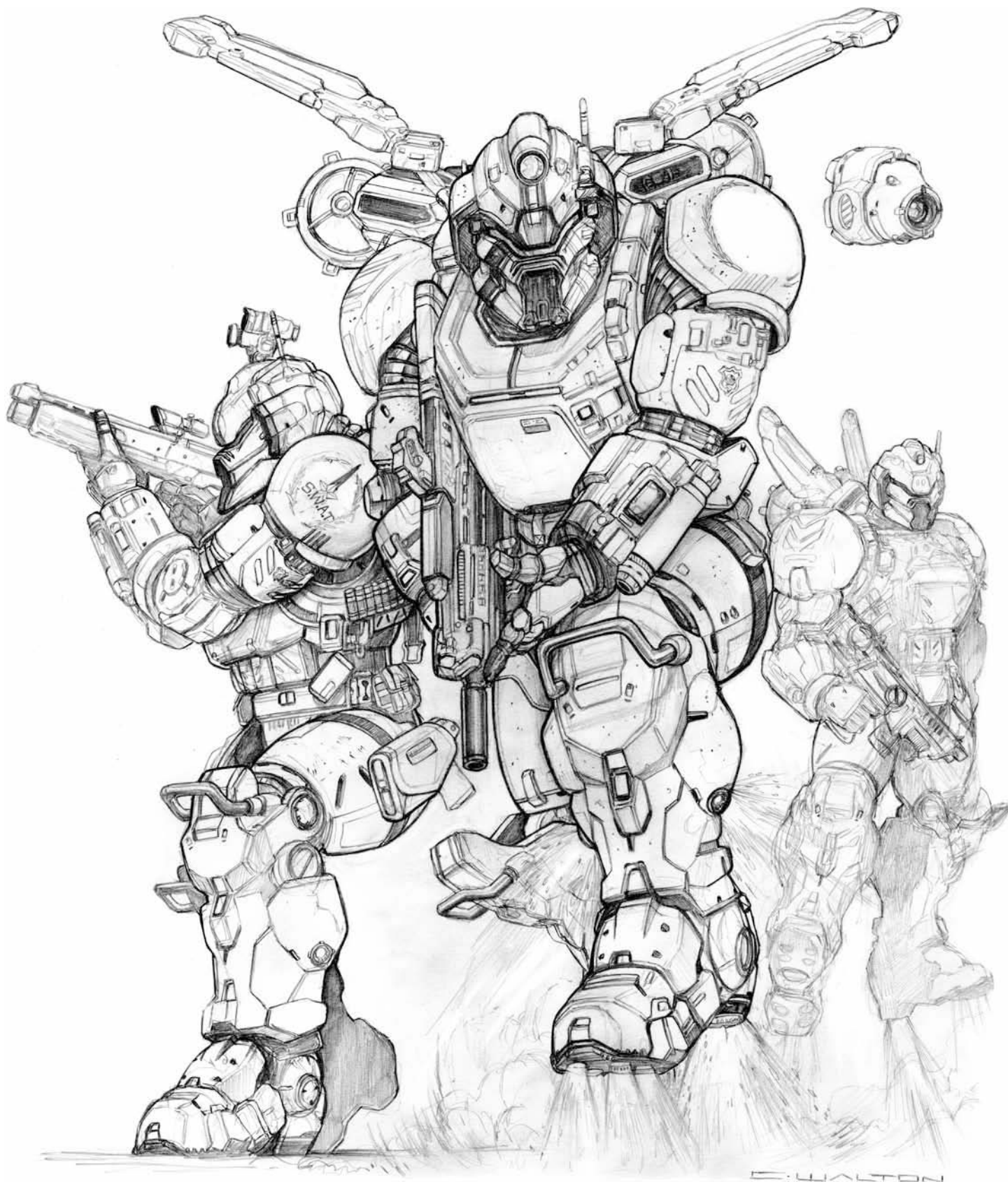
VTOL Leaps Upward: The Enforcer Guardsman has a limited jet jump and hover system. This includes a series of small jets in the soles of the feet, a thruster in the back of each lower leg, and the main thruster in the back of the armor. They are designed to enable the police unit to leap straight up and down or at modest angles to reach floors and rooftops above street level.

A full jet thruster assisted leap from a stationary position or a running start can propel the Enforcer Guardsman upward 200 feet (61 m); straight up or at an angle. To arrange a more sharply angled or horizontal leap, the wearer must engage the back-mounted main thruster *after* he has leaped at the desired angle or prone position a la Superman. Once hurling upward or forward, the Enforcer Guardsman cannot easily stop or change direction. Unlike the Cougar and Lynx, this limited thruster jump system can NOT be used for bouncing off neighboring buildings and structures like a pinball. Rather it is used to leap on top of vehicles, rooftops, and upper levels of buildings up to 18 stories high. The latter is used to leap to ledges, fire escapes and through windows in commando style raids, surprise attacks and to rescue people on upper floors.

Power Jumping Travel: Not possible.

Flying: None. Leaps, momentary hovering and cushioned landings are all that's possible. After leaping upward, the power armor can hover to hold its position there for 1D4 melee rounds before it becomes wobbly and quickly drifts back down to the ground. Hovering at an elevated position is great for getting a quick bird's-eye view above the tree line, smoke or buildings. A leap straight up or at a slight angle can also be used to jump up onto rooftops, on top of vehicles, over walls and debris or to try to snare low-flying opponents. **Cat-Like Landings from Heights:** The Enforcer Guardsman can drop or leap *down*, using its back and leg thrusters to land without risk of damage, from heights as great as 300 feet (91.4 m), using its thrusters to slow its descent, land softly on its feet and be ready for action. Reduce this height by 66% if the main, back thruster system is destroyed.

Drops from heights greater than 300 feet (91.4 m) up to 600 feet (183 m) are trickier. The power armor is likely to survive the landing but may take damage. **Roll 1D20** to determine the success of the landing. **On a roll of 1-10** the suit hits the ground hard, takes 4D6 M.D. and the operator loses 1D4 melee actions/attacks before he's back up on his feet. **On a roll of 11-20** the pilot sticks the landing, and can continue to move/



jump/run without damage or delay. Drops from greater heights are not possible without potentially life-threatening damage: 2D6x10 M.D. to the power armor, 1D4x10 S.D.C./Hit Point damage to the wearer inside the armor, and the operator is stunned for 1D4 melee rounds before he recovers from the fall and is able to take action again.

Water: The Enforcer Guardsman is not designed for use in the water, but can swim at 20 mph (32 km or 17.3 knots) or walk along the bot-

tom of a body of water at 10 mph (16 km or 8.6 knots). Maximum depth is 500 feet (152 m). The act of swimming or walking underwater does tire out its operator, but at 20% of the usual fatigue rate.

Statistical Data:

Height: Man-sized, 6-8 feet (1.8-2.4 m) depending on the individual.

Width: 2-3 feet (0.6 to 0.9 m) depending on the individual; 5 feet (1.5 m) with the light wings fully extended.

Length: 3 feet (0.9 m).

Weight: 320 lbs (144 kg).

Physical Strength: Robot P.S. of 24.

Cargo: None, though additional belts with pouches and holsters may be worn, and a backpack or satchel containing additional weapons, E-Clips, hand grenades and gear may be hand-carried.

Power System: Nuclear, with an average energy life of 12 years. Solid Oxide and electric battery versions are also available.

Cost: 1.2 million credits nuclear, 850,000 Solid Oxide, 600,000 electric battery.

Weapon Systems:

1. Forearm Laser (1): Built into the right forearm is a low profile, short-range laser. Point and shoot.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Range: 1,000 feet (305 m).

Mega-Damage: Three settings: 6D6x10 S.D.C., 1D6 M.D. and 2D6 M.D.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited for the nuclear and Solid Oxide models, 20 full powered blasts per E-Clip for the battery version.

2. Forearm Grenade Launcher: Built into the left forearm is grenade launcher for firing grenades greater distances than can be thrown (the later is 200 feet/61 m in power armor).

Primary Purpose: Anti-Personnel.

Secondary Purpose: Riot Control.

Range: 500 feet (152 m).

Mega-Damage: Varies with the type of grenade, but most police operations use *non-lethal grenades* such as tear gas, stun/flash, Hex or smoke grenades. A tear gas grenade covers a 25 foot (7.6 m) diameter of effect and makes the eyes and noses of victims not protected by gas masks or environmental armor burn and tear, as well as gags and chokes them. Victims are -10 to strike, parry and dodge, as well as -3 on initiative, and lose one melee attack as long as they are in the gas cloud and for 1D6+1 melee rounds after exiting it. Protected individuals suffer no penalties.

Stun or flash grenades unleash a bright flash, sparkles and white smoke that make victims -10 to strike, parry and dodge, -1 on initiative, and lose one melee attack for 1D4 melee rounds.

Rate of Fire: Each shot counts as one melee action/attack.

Payload: 2, though additional grenades may be carries in pouches or satchel. Reloading two grenades into the launcher by hand takes 1D4 melee actions.

3. Handheld Weapons (optional): Additional handheld weapons such as a side arm, Vibro-Blade, Neural Mace, shotgun, or backup weapon may be used by the wearer of the power armor. All Enforcer Guardsmen come with a leg strap and holster for a handgun, usually an energy pistol.

4. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Ground-Based Power Armor Training* on page 352 of **Rifts® Ultimate Edition**. Damage as per Robotic P.S. of 24.

Restrained Punch – 6D6 S.D.C.

Normal Punch – 1D4 M.D.

Power Punch – 2D4 M.D., but counts as two melee attacks.

Kick (special) – 2D6 M.D.

Leap Kick (special) – 4D6 M.D., but counts as two melee attacks.

5. Sensors and Special Features of Note: In addition to the standard power armor features, the Enforcer Guardsman comes with many additional features unique to it to help law enforcement officers do their job.

Criminal I.D. Recognition System (Optional): The Criminal I.D. Recognition System is new and experimental for NG, but seems to work very well, with an 89% success ratio. The recognition system is part of the computer and linked to the cameras in the armor, gun camera and Floater Camera (below). This facial recognition system can identify as many as 250,000 known criminals, wanted fugitives, Black Marketeers, terrorists, enemies of the state, and people with bounties on their heads, as well as identifying marks such as tattoos, scars and other distinctive physical features, known gang insignias, emblems, patches and “colors.” If desired, it can include recognition of suspects wanted for questioning (provided his or her face is known and on record) and dangerous D-Bees, monsters, and, well, anybody who has been photographed or who can be photographed and programmed into the system.

Helmet Audio Amplification System: In effect, the same as the Combat Cyborg’s Amplified Hearing cybernetics, so that the lawman can pick up on voices and quiet sounds that he might ordinarily miss.

Helmet Cameras: Two simple dashboard-style digital cameras are built into the helmet. They see and record whatever the lawman sees. The cameras have no special features beyond the ability to tape 96 hours of video and take 8,000 still photos. Most rifles also have a similar gun camera. Also see the “optional” *Robot Floater Camera* and *Advanced Head Camera* for zoom lens and live transmission of footage.

Helmet Language Translator: Built into the helmet is a standard language translator.

Helmet Multi-Optics System: The Enforcer’s helmet contains a wide range of optical enhancements: Passive nightvision (light amplification; range 1,600 feet/488 m), infrared optics (can see in total darkness and through smoke, however, an infrared light beam is emitted which can be seen by others with the ability to see the infrared; range 1,600 feet/488 m), ultraviolet vision (can see the ultraviolet light used by some security systems; 400 foot/122 m range), binocular telescopic sight (2 miles/3.2 km range), macro-magnification (x12 for close work), and built-in digital camera that can store 100 hours of video and take 4,000 still pictures (camera has the same telescopic and macro features for distance and close images). All are perfect for spy work and surveillance.

Helmet Searchlight (5 M.D.C.): Mounted on the top of the head is a small searchlight with a more narrowly focused beam like that of a flashlight. It points wherever the wearer of the suit looks and has a range of 200 feet (61 m).

Helmet Two-Way Radio Communications Suite: 10 mile (16 km) range in the city, half that underground and in the mountains; 20 miles (32 km) out in wide-open spaces. Has several frequencies for team communication. Can also pick up many broadcast radio and television channels (when they are available).

Helmet Voice Modulation: The mouthpiece of the helmet includes a built-in loudspeaker to serve as a bullhorn, language translator and voice modulator (changes/disguises the wearer’s voice; 20 different variations).

LED Folding Light Wings (2): At full intensity, the light wings can light a 40 foot (12.2 m) diameter as bright as day and an additional 20 foot (6.1 m) radius around them in diminishing light. The intensity of the light can be regulated. They are used to illuminate a crime scene in the search for evidence, as well as to illuminate an area for thorough investigation and apprehension of suspects and coming to the aid of victims.

The LED lights can be switched to ultraviolet which, in darkness, illuminates bloodstains and bodily fluids, even those that may have been wiped away or poorly washed away, and are in-

visible under normal light. It will also show areas that have been washed with cleansers though it cannot show what was washed away. The light wings fold up behind the head and shoulders when not needed. The wings can bend and move like robot arms to be positioned in whatever configuration to best illuminate any given area, large or small. Likewise, one can be dimmed or turned off completely if that is advantageous to the situation.

Police Lights & Siren: The two circular appendages located behind the intakes of the back-mounted hover system and the light wings are the police lights and siren. When not in use, they are tucked back behind the power armor. When activated, the lights fold out and flash blue, red and white in alternating sequences. The siren may be engaged with the lights or the pilot may use only the flashing lights. The sound of the siren is directed upward and away from the head of the power armor as to not deafen the person inside.

Most civilians living in urban settings universally recognize the flashing lights and sirens as a police or emergency unit. They also know the police are actively responding to trouble and that means they need to get out of the way. Vehicles should pull over to let the police pass.

Robot Medical Kits: Mounted on the left forearm are two Robot Medical Kits. While not a full first aid package, each contains the following nanobot medical kits: Two **RAU** Robot Antiseptic Units to clean wounds, three **RMK** Knitters to suture wounds, two **RSU** Sleepers to sedate people, and a small roll of suture tape. Just enough to take care of non-threatening injuries or to help stabilize an injured person while waiting for a medical team or EVAC.

UEL – Universal Energy Link (2, one in each forearm): The Universal Energy Link is concealed under a layer of forearm plating. When needed, the plate opens and extends enough for the E-Clip connector of the UEL and cable to be removed and plugged into the weapon. The plate armor snaps back into place and a thin cable runs from the back of the forearm, near the wrist, from under the armor and to the weapon in hand.

One concealed UEL is built into each forearm. Each can provide power to a weapon that inflicts as much as 1D6x10 M.D. per blast, but anything more powerful saps the system and causes it to shut down until replaced with a more appropriate weapon (i.e. something that fires blasts that inflict 1D6x10 M.D. or less). The E-Clip connector has an automatic circuit breaker that kicks in when the pilot is attempting to use a weapon beyond the UEL's energy capacity, shutting it down before an excessive energy drain damages the armor.

Optional “Advanced”

Enforcer Guardsman Equipment:

Advanced Helmet Camera (Optional): An additional, full video camera that can be mounted on the helmet or shoulder can be purchased and installed for an extra cost. The advanced camera system has a superior telescopic zoom lens (2 miles/3.2 km) and a macro-lens (x12 magnification) for surveillance, documenting police actions, filming crime scenes and evidence (in close detail if desired). The advanced camera can take still images and video, both of which can be transmitted, live to a mobile command center or police station as well as recorded on the data card. Five mile (8 km) range of transmission without being boosted by other means. Can video and record up to 96 hours of video and 10,000 still shots. The camera has 8 M.D.C., but is a small target requiring an attacker to make a Called Shot to hit it. Even if destroyed, there is a 01-50% chance that 1D6x10% of the stored video data can be salvaged by an Operator

or computer/communications specialist. The rest is destroyed. **Cost:** 15,000 credits.

Robot Floater Camera (Optional): Also known as “Spy Cam,” “the Police Eye,” and just “Floater,” the Robot Floater Camera is a small, hovering robot camera the size of lunchbox or toaster. It is often used to fly ahead to surveil what might lie ahead, record police operations and interrogations, record evidence or hang back to film any confrontation that may transpire. “Stealth Mode” in the dark enables the camera to “see” and film using a passive light amplification system. The Spy Cam connects wirelessly to the Heads Up Display in the helmet, enabling one to as many as six Enforcer Guardsmen to see what it sees in real time. It is also connected to the Criminal I.D. Recognition System of one Enforcer Guardsman to identify any known desperados it may encounter. It also has a small light that can be directed like a flashlight and a laser distancer to identify distance and paint locations. The range for the light is 200 feet (61 m) and 600 feet (183 m) for the laser distancer. The Floater Camera is not designed for speed nor can it fly at great heights. Thus, it is not deployed during high-speed chases, but more measured and slow-moving situations.

Statistical Data:

Speed: 10 mph (16 km) maximum. The drone can hover stationary, move at slow speeds to keep pace with investigating police, move up and down, side to side, forward and backward.

Altitude: 11 feet (3.4 m) maximum.

Height: 9 inches (23 cm).

Width: 6 inches (15 cm).

Length: 18 inches (46 cm).

Weight: 7 lbs (3 kg).

M.D.C. by Location:

* Central Lens – 2

* Hover Jets (2 side, 2 bottom, 2 back) – 4 each

Main Body – 18

* An asterisk means a small and difficult target to hit and requires a Called Shot to strike, and even then the attacker is -5 to Strike if it is hovering stationary and -8 to strike if it is moving.

Physical Strength: None.

Bonus: +1 to dodge attacks and falling debris.

Cargo: None.

Power System: Battery with 120 hours of life.

Cost: 35,000 credits.

NG-XF103 Firefighter

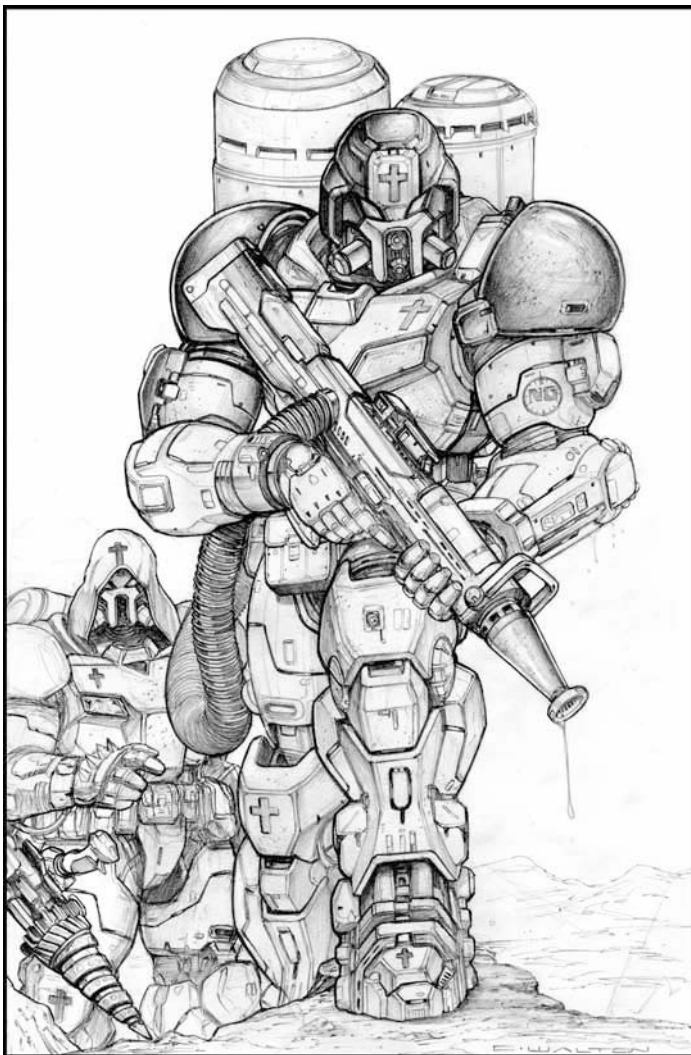
The NG-XF103 Firefighter is an all-purpose, sealed, environmental power armor that specializes in firefighting and search-and-rescue. The armor has all the standard power armor features, but can withstand higher temperatures and exposure to flame and thick smoke. It is a ground unit without flight capabilities, and is reasonably well armored to protect against falling debris and explosions. It is a popular first response power armor that has proven its value in the field for nearly two decades. It has been only in the last five or six years that it has been adapted to fight the undead as well as fires.

In addition to fighting fires, Vampire Hunters in the American Southwest and Mexico have taken to using the armor to ward off and fight vampires. It is an unusual and unexpected application of the XF103 Firefighter, but it seems to work.

Firefighter Power Armor

Model Type: NG-XF103 Firefighter.

Class: Armored Hazard and Fire Suit.



Crew: One.

M.D.C. by Location:

- * Water Tank, Large (1, back) – 50
- * Water Tank, Medium (1, back) – 30
- Water Cannon (1, handheld) – 50
- * Water Cannon Hose (1) – 15
- Forearm Mini-Laser (1, right) – 15 each
- Arms (2) – 90 each
- Hands (2) – 25 each
- Legs (2) – 125 each
- ** Head – 70
- *** Main Body – 240

* Destroying the water tank or hose will release whatever water is left inside, cutting off the supply to the water-based weapons within 1D4 melee rounds. **Note:** The tank and hose are small and difficult targets to hit. Thus, they can only be hit when an attacker makes a *Called Shot* and even then the attacker is -3 to strike.

** Destroying the head of the power armor will eliminate all forms of optical enhancement and sensory systems. The pilot must now rely on his own human vision and senses. No power armor combat bonuses to strike, parry, and dodge! **Note:** The head is a small and difficult target to hit. Thus, it can only be hit when an attacker makes a *Called Shot* and even then the attacker is -3 to strike.

*** Depleting the M.D.C. of the main body will shut the armor down completely, making it useless.

Speed:

Running: 80 mph (128 km) maximum. The act of running does tire out its operator, but at 10% of the usual fatigue rate.

Leaping: The powerful robot legs can leap up to 25 feet (7.6 m) high or across unassisted by the jet boosters. A jet booster assisted leap can propel the unit up to 100 feet (30.5 m) high and 200 feet (61 m) across. This is not flight.

Cat-Like Landings from Heights: The NG-Firefighter armor can drop or leap *down*, using its leg thrusters to land without risk of damage, from heights as great as 200 feet (61 m), using its leg thrusters to slow its descent and cushion its landing.

Drops from heights greater than 200 feet (61 m) up to 400 feet (122 m) are dangerous and not advised. The power armor is likely to survive the landing but may take damage. **Roll 1D20** to determine the success of the landing. **On a roll of 1-10** the suit hits the ground hard, takes 4D6 M.D. and the operator loses 1D4 melee actions/attacks before he's back up on his feet. **On a roll of 11-20** the pilot sticks the landing, and can continue to move/jump/run without damage or delay. Drops from greater heights are not possible without potentially life-threatening damage: 2D6x10 M.D. to the power armor, 1D4x10 S.D.C./Hit Point damage to the wearer inside the armor, and the operator is stunned for 1D4 melee rounds before he recovers from the fall and is able to take action again.

Flying: None, though it can leap with jet boosters engaged, up to 100 feet (30.5 m) and hover stationary for one melee round (15 seconds). However, the Firefighter quickly becomes wobbly and drops back to the ground after that brief time period.

Water: The Firefighter is not designed for use in the water, but can swim at 20 mph (32 km or 17.3 knots) or walk along the bottom of a body of water at 10 mph (16 km or 8.6 knots). Maximum depth is 500 feet (152 m). The act of swimming or walking underwater does tire out its operator, but at 20% of the usual fatigue rate.

Statistical Data:

Height: 7-7.5 feet (2.1-2.3 m) from head to toe. 8.5 feet (2.6 m) including height of the large water tank.

Width: 3.4 feet (1 m).

Length: 4 feet, 6 inches (1.4 m).

Weight: 480 lbs (216 kg) without water tanks. With fully loaded tanks: 75 gallons (284 liters) in the tank, a total of 525 pounds (236.2 kg).

Physical Strength: Robotic P.S. of 30.

Cargo: Small storage area for extra supplies and personal weapons.

Power System: Nuclear; average life is 15 years. Also available in Solid Oxide and Electric models.

Cost: 900,000 credits for Nuclear, 750,000 credits for Solid Oxide and 550,000 for electric. All units come with water cannon and two loads of firefighting chemicals. Good availability at most NG outlets; excellent in and around Michigan and MercTown.

Weapon Systems:

1. NG-F302 Power Armor M.D.C. Water Cannon: This weapon resembles a heavy-duty flamethrower connected by hose to a pair of water tanks. The tanks are suitable for most types of Combat Cyborgs and ground power armor without requiring modification of the armor. Strap the tanks on and you are ready to go. The water cannon fires high pressure streams of water. The gun is attached to the water tanks via an M.D.C. hose that feeds the water to the gun.

This item was actually designed by Northern Gun for *firefighters* (based on a pre-Rifts NEMA design) and intended to fire a chemical spray or foam that douses fire better than plain water. However, in the wilds of Mexico, the firefighting tool can be used to extinguish the undead with high-powered streams of water.

Primary Purpose: Firefighting.

Secondary Purpose: Anti-Vampire.

Weight: Gun is 15 lbs (6.75 kg), plus water tanks.

Range: 300 feet (91.4 m).

Damage to Vampires: 6D6 Hit Points; fires a high pressure stream of water; 1D6x10 Hit Point damage if the payload is holy water. Damage to ordinary people, none.

Rate of Fire: Single shot only. Each blast counts as one melee attack.

Payload: Two water tanks, one large fifty gallon tank (189 liters, 415 pounds/186.7 kg); 250 blasts, and a 25 gallon reserve tank (95 liters, 207.5 lbs/93.3 kg); 125 blasts. If desired, the smaller tank can contain actual fire retardant chemical or foam. Which tank is accessed for firing is changed with a voice command or press of a three digit code on the gun. Sold with an extra pair of tanks, hose and water cannon. An external feed hose (30 feet/9.1 m, weighs 7 kg and has 3 M.D.C.) Is available for when there is a water source nearby, but it is large and bulky, so it is not usually carried into battle.

Penalties: -1 attack per melee by one, reduce Spd by 10% and -2 on all combat bonuses. This is due not just to the weight, but the *movement* of the water, forcing the user to constantly exert effort to maintain balance.

Note: Water cannon may be substituted with a rail gun in combat situations, or drilling and excavation equipment in rescue or recovery operations.

2. Forearm Mini-Laser (1): Concealed in the right arm is a pop-up mini-laser for cutting through locks and walls for entry and exit.

When not needed it is concealed in the forearm.

Primary Purpose: Cutting Tool.

Secondary Purpose: Combat and Defense.

Range: 1 to 200 feet (0.3 to 61 m).

Mega-Damage: Four settings: 6D6 S.D.C., 2D4x10 S.D.C., 1D4 M.D. and 2D6 M.D.

Rate of Fire: Each blast, regardless of damage setting, counts as one melee attack.

Payload: Effectively unlimited; tied to power supply.

3. Optional: Silver-Plated Knuckle Spikes: Three or four silver-plated knuckle spikes may be added. Add 1D4 M.D. to punch attacks, but does 3D6 Hit Point damage to vampires.

4. Optional: Side Arm: A handgun can be carried on the belt or in a holster attached to the arm or chest.

5. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage combat. Skills and bonuses depend on whether the character has *Robot Combat Basic or Elite* as found on pages 351 and 352 of **Rifts® Ultimate Edition**. Double damage from Leap Kick attacks. Damage as per Robotic P.S. of 30.

Restrained Punch – 1D4 M.D.

Normal Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Kick – 2D4 M.D.

Leap Kick (special) – 4D8 M.D., but counts as two melee attacks.

6. Special Features: In addition to the usual features common to power armor, the NG Firefighter also has the following.

a) Thermal-Imager and Optics: A special optical heat sensor that allows the infrared radiation of warm objects to be converted into a visible image. Enables the pilot to see in the dark, in shadows, and through smoke. Also handy for seeing fire and heat sources behind walls or prisoners held by vampires or their henchmen waiting in ambush (vampires do not register on thermal imaging devices or optic systems). Range: 1,000 feet (305 m).

b) Passive Nightvision Optics for night operations: Not useful in environments filled with fire as intense light causes the night-sight to go white and obscure the user's vision.

c) Running Lights: A line of tiny, colored LCD lights run down the sides of the arms, legs and water tanks so firefighters

can identify fellow firefighters and see them in dark, smoke-filled environments. Can be deactivated from within the suit.

d) Superior Heat Protection: Up to 900 centigrade (1,652 F).

e) Independent Oxygen Supply: Good for 18 hours.

f) First Aid Kit: An advanced first aid kit with two RAU, RMK, and RSU robot medical systems as well as the usual items in a standard kit which is usually hooked to the left hip, and an insulated, fire-resistant box containing two portable oxygen masks (10 minute supply of air) hooked to the right hip. The mini-oxygen masks are for victims of smoke inhalation who need help breathing.

g) Tool Kit: A utility belt containing a mini-tool kit, 8 mini-flares and two small, green smoke grenades is standard gear.

NG-X33 Forester

Wilderness Scout Power Armor

Whether you are a part of a military company, civilian lumber operation, or a Wilderness Scout, huntsman, trapper, cartographer or explorer, there is a need for a suit of power armor that specializes in forest operations, pathfinding and trail blazing. Any power armor can stomp through a forest or jungle, but not many can make their way through stealthily, locate the best passages of travel, mark trails, and when necessary, cut and clear trails for others to follow. Those were the key points kept in mind by the NG design team led by **James Unick, Rory Evavold, Brenda Hicks, and Alex K. Smith** when they designed the Forester power armor. Based on the favorable response and growing buzz from explorers, professional trappers, big game hunters, lumber camps, Wilderness Scouts, and even adventurers and mercenaries, these designers did an excellent job.

The Forester offers good armor protection, has fair speed and a few built-in weapons for hostile environments, but the purchaser must understand that this is not a combat power armor. Almost everything about the Forester has to do with woodland travel, pathfinding and cutting trails.

Trail blazing. On the left arm is a high-powered **Vibro-Chainsaw** for marking and clearing trails. It can cut away thick underbrush, strip trees of branches, cut away large fallen branches and tree trunks, chop wood, build stockades and camouflaged blinds, and cut down small to medium-sized trees. The Vibro-Chainsaw is also used to mark trails, cut arrows and markings in tree trunks and rock to mark the way for others to follow, or to actually carve out a path through thick underbrush. Of course, the chainsaw doubles nicely as a wicked weapon in close combat.

On the right forearm is a **napalm flamethrower** for burning out vegetation and making controlled brush fires. Fire is also good for chasing away most wild animals and for burning out the nests and lairs of monsters. In a Xiticix hive, it can be used to set entire hatcheries ablaze. The fuel tank is located on the back.

Built into the left arm, above the wrist and below the chainsaw, is a square nozzle used for spraying invisible messages and markings with **ultraviolet paint**. The paint is invisible to normal vision, but clearly visible to those with ultraviolet optics and when exposed to "black light," especially at night. This is ideal for leaving a (mostly) invisible trail that only comrades and teammates who know what to look for can follow. Of course, insects and creatures who can see in the ultraviolet spectrum of light can also see the UV markings and messages. But such markings will only have meaning to intelligent beings.

Located in the two collars on both sides of the neck are containers that hold small, flat, **electronic markers**, ten in each compartment.



These small, green electronic markers are half the size of a credit card and three times as thick. Each has a wire clip on the back that can be hooked onto a branch or the underside of a large leaf, or can

be slipped almost anywhere: under a fallen branch or log, behind a rock, etc., or just dropped on the ground. All are set to the same frequency and transmit a soft ping that gets louder as you get closer

and changes pitch when you are within two feet (0.6 m) of it, and louder still when you are right by it (useful in locating it). Go too far off the path and the pinging vanishes. Range of transmission is one mile (1.6 km) and lasts for 240 hours (10 days). Transmission is set on radio frequencies that are not likely to be used and heard by the enemy. Again, this is to mark an invisible trail except for those who know what to listen for.

A dozen small **smoke flares** are a standard part of the Forester's gear. They are designed to release a thin column of yellow, red or blue smoke (usually a mixture of colors) up into the air to mark locations. Each releases the thin column of smoke for 20 minutes, but a smoke trail usually lingers as a fading stripe in the sky for another 2D4 minutes after the flare stops releasing smoke (half that after-time in winds greater than 8 mph/13 km). Smoke flares are carried in a strap that runs up and over the shoulder. Additional flares of any type, hand grenades and items may be carried in belt pouches and a backpack.

Cameras built into the helmet and chest record the traveler's journey, and their footage can be reviewed to identify landmarks and to retrace your path.

For climbing, there is a **grappling hook and line** built in the underside of each forearm. Aim, fire and climb. Each has 50 feet (15.2 m) of cord. At the waist is a retractable **climber's loop belt** – the kind that telephone pole lines-men and cable guys used in the 20th Century to shimmy up poles and hang there to work on the lines. In the case of the Forester, the strap is more likely to hold him in place suspended from a tall tree where he's functioning as a lookout or sniper from an elevated position; a tree where just enough branches have been cut away to give him a clear view, but still keep himself concealed from the ground. **The palm side of the hands and fingers** have rubbery grips to make climbing and rappelling easier and fast. **The feet** are particularly unique. First, the soles have small, extendible **cleats** to give the armor-clad woodsman better traction in running and climbing. Second, each foot has **six climbing spikes** that flip down at a slight angle and lock in place for climbing trees and poles, and securing oneself in elevated locations. In both cases, when the spikes or cleats are not needed, they retract back into their housings.

For built-in weapons and defenses, beyond the naplam flame-thrower and chainsaw, the Forester has a pair of shoulder mounted **mini-missile launchers** and can carry an energy rifle and side arm into the field. There are a couple other peculiar items worth mentioning. One is a **"peekaboo camera"** in the right shoulder that can slowly unfold and extend outward on a small thin arm to look backward, behind the Forester. Every scout, hunter and explorer has experienced that moment when they are crouched and out of sight, hidden among the foliage, when they hear a twig snap or something move *behind* them. The motion of even slowly and quietly moving their head or body to look behind them is likely to startle and scare away wildlife. By the same token, if the sound comes from a predator or an enemy, turning to see what it is, and any noise or additional movement associated with that action, will alert the enemy(s) to his position and give them the drop on him. Likewise, an animal predator or monster may attack or charge. However, the "peekaboo camera" is so small and quiet as it unfolds, the creature or person will never hear or see it. Being small means it can peek under leaves and through a weave of vegetation to see. The tiny camera feeds live images to the HUD in the helmet, giving the pilot inside the Forester a clear view of what's behind him without the need to move a muscle. Again, scouts and woodsmen know that if one remains perfectly still, an animal or enemy may walk within inches without ever noticing him and continue to move away without incident. Getting a live feed of their activity, movement and direction should indicate whether

they are moving away or if they have spotted him and are moving to attack.

Built on the top, back portion of the helmet is a **flip-up laser** that can fire behind him. This weapon is usually deployed in concert with the peekaboo camera. Using the same scenario as above, the operator inside the Forester knows that if he turns his whole body to fire a weapon, the predator or enemy is likely to be in a position to attack before he can get into firing position. However, the flip-up head laser can slowly and quietly rise up into firing position (or quickly snap into position) and fire. Using the peekaboo camera and a second camera built into the flip-up laser, the power armor pilot can carefully move his head into a position that will hit its mark without giving away his position. This should give him first shot at the target behind him. The unexpected blast should draw first blood and catch the victim off-guard, giving the Forester the opportunity to quickly move a split-second after firing into a better fighting position or to make a hasty retreat before the enemy knows what's going on. In combat, a split-second advantage can mean the difference between life and death. Moreover, if the threat is something minor or skittish, one blast may kill it or send it running away in the opposite direction not knowing exactly what just attacked it, but wanting to get away from it. While a weapon like this may not be desirable in straight-up combat, it is excellent for prowling through the wilderness.

Of course, the Forester comes in a solid olive green color and a variety of camouflage colors and patterns; most them for forest environments.

Forester Power Armor

Model Type: NG-X33

Class: Wilderness Reconnaissance Power Armor.

Crew: One.

M.D.C. by Location:

- * Head – 80
- * Flip-Up Head Laser – 12
- * Shoulder Mini-Missile Launchers (2) – 20 each
- * Shoulder Gas Dispenser (1, left) – 20
- * Shoulder Peekaboo Camera – 5
- * Neck Collar Compartments (2) – 10 each
- Arms (2) – 60 each
- * Forearm Flamethrower (right) – 25
- * Forearm Vibro-Chainsaw (left) – 45
- Legs (2) – 110 each
- ** Main Body – 175

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike.

Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

** Depleting the M.D.C. of the main body will shut the armor down completely, making it useless.

Speed:

Running: 60 mph (96 km) maximum. However, in most woodland and jungle environments, running even at half that speed is not possible. Best speed running through a dense forest, thick with vegetation, is 15-20 mph (24 to 32 km). Such rapid movement from the power armor crashing through it will sound like an elephant charging through the underbrush and can be heard for at least one mile

(1.6 km), probably two or three (3.2 to 4.8 km). Moreover, reduce Perception Rolls, initiative and the Land Navigation skill by half. The act of running does tire out its operator, but at 10% of the usual fatigue rate.

Leaping: The powerful robot legs can leap up to 15 feet (4.6 m) high and 20 feet (6.1 m) across; increase by 30% with a running start.

Climbing: +5% bonus to the Climbing skill and can climb at a speed equal to the wearer's own natural Spd attribute number.

Cat-Like Landings from Heights: The Forester power armor can drop or leap *down*, to land without risk of damage, from heights as great as 60 feet (18.3 m).

Drops from heights greater than 60 feet (18.3 m) up to 120 feet (36.6 m) are dangerous and not advised. The power armor is likely to take serious damage from such leaps or drops. **Roll 1D20** to determine the success of the landing. **On a roll of 1-10** the suit hits the ground hard and takes life-threatening damage: 2D4x10 M.D. to the power armor, 6D6 S.D.C./Hit Point damage to the wearer inside the armor, and the operator is stunned for 1D4 melee rounds before he recovers from the fall and is able to take action again. **On a roll of 11-20** the pilot takes minimal damage from the drop: 5D6 M.D. to the power armor and 2D6 S.D.C. to the pilot inside, and he loses only two melee actions before he is able to continue to move and take action without further delay. Drops from greater heights are not survivable.

Flying: None.

Water: The Forester is not designed for use in the water, but can swim at 20 mph (32 km or 17.3 knots) or walk along the bottom of a body of water at 10 mph (16 km or 8.6 knots). Maximum depth is 800 feet (244 m). The act of swimming or walking underwater does tire out its operator, but at 20% of the usual fatigue rate.

Statistical Data:

Height: Man-sized, 6-8 feet (1.8 to 2.4 m) depending on the individual.

Width: 2-3 feet (0.6 to 0.9 m) depending on the individual.

Length: 2-3 feet (0.6 to 0.9 m) depending on the individual.

Weight: 372 lbs (167.4 kg).

Physical Strength: Robot P.S. of 26.

Cargo: None, though additional belts with pouches and holsters may be worn, and a backpack or satchel containing additional weapons, E-Clips, hand grenades and gear may be hand-carried.

Power System: Nuclear with an average energy life of 12 years. Solid Oxide and electric battery versions are also available.

Cost: 1.1 million credits nuclear, 780,000 Solid Oxide, 570,000 electric battery.

Weapon Systems:

1. Shoulder Mini-Missiles: The Forester has two box launchers, one on each shoulder. They can be fired forward, at an angle or straight up. The mini-missiles give the Forester a bit of a punch and a weapon with good range. Reloading the missiles takes one melee round for each pair of missiles. Extra missiles can be carried in a backpack, satchel or hard-shell carrying case.

Primary Purpose: Anti-Armor and Anti-Monster.

Secondary Purpose: Anti-Aircraft and Defense.

Range: One mile (1.6 km).

Mega-Damage: Varies with missile type. High explosive and plasma are most common.

Rate of Fire: One at a time or in volleys of two.

Payload: 4 missiles total, two per shoulder launcher.

2. NG-F33 Double-Barrel Flamethrower: Mounted on the back of the power armor is the fuel tank for the flamethrower connected via a low profile hose along the back of the arm to the forearm mounting. The napalm fired from the flamethrower is primarily

intended for burning out vegetation and for starting controlled "burns" to clear areas of forest and vegetation. The flamethrower is designed to be waterproof and comes with valves that automatically seal it off underwater, deactivating it and preventing water from contaminating the napalm reserve.

Primary Purpose: Clearing Vegetation.

Secondary Purpose: Assault and Defense.

Range: 75 feet (23 m).

Mega-Damage: 4D6 M.D. to the target and anyone within 4 feet (1.2 m) from a single blast, 1D4x10 M.D. from a dual blast. Those caught within reach of the flamethrower's attack inside small, enclosed areas like bunkers, caves or non-sealed vehicles and without environmental gear or oxygen, must roll to save vs poison (smoke inhalation and lack of air) or be rendered unconscious for 1D4 melee rounds.

Rate of Fire: Each single or simultaneous, dual fiery blast counts as one melee attack.

Payload: 15 dual bursts or 30 single. The flamethrower can be refueled with military-grade napalm or use normal diesel/gasoline (reduces damage to 1D6 M.D. for the latter). 22 gallon (83 liter) fuel reserve.

3. Vibro-Chainsaw: Mounted on the power armor's left forearm is a Vibro-Chainsaw that can slice easily through trees and undergrowth. Though designed for marking trails and clearing trails, the chainsaw can be very formidable in hand to hand combat. When not in use, the tool folds into a shielded housing.

Primary Purpose: Clearing Vegetation and Cutting Trails.

Secondary Purpose: Assault and Defense.

Range: Melee combat. When activated, the entire housing can slide forward to reach two feet (0.6 m) beyond the hand.

Mega-Damage: 4D6 M.D. per slashing attack. Power Strike (pressing it hard against the target): 1D4x10 M.D., but counts as two melee attacks.

Rate of Fire: Each cutting action/attack counts as one melee attack. Roll to strike as usual.

Payload: Effectively unlimited.

4. Shoulder Gas Dispenser Cannister: The container on the left shoulder next to the shoulder launcher is a gas dispenser. When the gas is released, it creates a cloud in a 10 foot (3 m) radius around the Forester. The dispenser can be loaded with insect repellent, smoke, tear gas or Hex gas, especially if going into an environment where monsters and supernatural beings might be encountered. It is best to release the gas cloud when the power armor is going to stay within its zone of cover or safety, or to gas a particular chamber or area and move on.

Primary Purpose: Anti-Monsters and Animals.

Secondary Purpose: Cover or Assault.

Range: Immediate 10 foot (3 m) radius around the power armor.

Mega-Damage: Varies. See Hex grenade for the effects of this toxic gas (*below*), smoke grenades for the release of smoke (provides cover, keeps away insects), or tear gas grenade for their respective effects and damage. Insect repellent keeps insects away from the cloud and surround 30 foot radius (9.1 m) for 2D4 minutes after the cloud dissipates. The gas cloud lasts for 1D4+3 minutes; half in winds greater than 10 mph (16 km).

Rate of Fire: Each release of gas counts as one melee attack.

Payload: Four clouds total can be released. Usually the same gas or two different ones.

Hex Grenade Description: The so-called "Hex" grenade contains a pre-Rifts chemical weapon rediscovered by the Coalition States and whose secrets have been recently shared with Northern Gun. It unleashes a smoke cloud that consists of hexachloroethane, grained aluminum and zinc oxides, producing a zinc chloride-oxychloride and hydrochloric acid emission that absorbs the moisture in

the air in a 20 foot (6.1 m) radius. The chemical toxicity is created by the strong hydrochloric acid and thermal effect reacting from the zinc chloride and water.

Duration of Hex Grenade Effects: The cloud lasts for 1D4+3 melee rounds (half that in a strong wind), but the full penalties for the initial effects last for 1D6+2 minutes after exposure to the toxic cloud. After that initial period, reduce the penalties by half for an additional 2D4x10 minutes for mortal beings. The latter is not applicable to supernatural beings and creatures of magic; see below. (**Note:** In the real world, victims suffer from symptoms for 12-48 hours, can develop lasting respiratory problems, delayed pulmonary edema and cyanosis, and in some cases, death. Most people require several hours to a few days to recover. Respirators are required as proper treatment for people coming into contact with hydrochloric acid smoke.)

Damage from Hex Grenades: When inhaled by *humans, D-Bees and animals* (including monstrous ones), the chemical cloud affects breathing and respiration, and can cause lesions in the upper passageways and lower airways to cause dyspnea and retrosternal pain (labored breathing and pain behind the breast bone associated with heart and lung disease). Victims cannot catch their breath, breathing is labored, they are struck with bouts of severe coughing, and the throat is so immediately and severely irritated that the voice becomes hoarse and raspy, making it difficult to talk.

Hex Effects as Penalties: -2 melee attacks, -6 on Perception Rolls, -4 on initiative, -2 to strike, parry, dodge and disarm, reduce Spd by half, and -20% on skill performance. *Against mortal 'Mega-Damage' creatures*, including Xiticix, dinosaurs, and most animals and mortal monsters, the toxic cloud has the same effects as above, except all of the initial penalties are *half*. Duration of the initial effects is the same, but the lingering penalties are reduced by half, again, and last only 3D6 minutes. *Against dragons, creatures of magic, some demons and many supernatural beings (including demigods, godlings and Daemonix)*, the toxic cloud has the same effect, except reduce all of the initial penalties and duration by *half*. After the initial penalties end, there are no lingering effects. The monster is back up to full speed and ability unless exposed to the acidic smoke again. **A note on supernatural beings and creatures of magic who suffer full penalties:** Those beings with *keen olfactory senses*, including *Loup Garou, Wendigo, Werebeasts* and others, suffer the full penalties for the full duration of the initial effects. The lingering effects see penalties reduced by half and last only 1D6 minutes. **A note on beings completely immune to the effects:** The toxin has no effect on animated dead, the undead, Elementals, and beings resistant or impervious to sulfur and other toxic gases, nor those beings who can breathe fire. Of course, the toxic smoke has no effect on people inside environmental armor or inside a sealed, environmental system/vehicle/robot or power armor. Saving Throw: 16 or higher vs non-lethal toxin.

Area of Effect: 20 foot (6.1 m) radius for the Hex smoke cloud. EVERYONE caught inside the cloud must roll to save. A successful save means half the penalties for 1D4 melee rounds with no lingering effects.

Cost for One Hex Cloud Spray: 2,000 credits per each cloud.

Cost for Hex Grenades: 2,500 credits each.

5. Flip-Up Head Laser (Behind Head): Mounted in the back of the head is a flip-up laser for shooting at targets behind the power armor. The laser has a 45 degree up and down arc of fire behind the power armor (cannot point forward), but the entire head must turn from side to side to help aim at specific targets. The head can also tilt up or down to provide a wider up and down arc of fire. A camera with crosshairs is located at the base

of the laser to help see what is behind the Forester and with aiming and targeting.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Range: 1,600 feet (488 m).

Mega-Damage: 3D6 M.D. per single shot.

Rate of Fire: Each blast counts as one melee attack/action.

Payload: Effectively unlimited for nuclear and Solid Oxide models, 65 blasts for electric battery. Has an E-Clip port in the back of the helmet as a backup system for the electric models: 15 shots for a standard E-Clip.

6. Smoke Flares: Twelve smoke flares are carried on a bandoleer strapped across the left side of the armor. They are designed to release a thin column of yellow, red or blue smoke (usually a mixture of colors are carried and each color may have a specific meaning) up into the air to mark locations. The thin column of smoke is released in a slow, steady stream for 20 minutes, but a smoke trail usually lingers as a fading stripe in the sky for another 2D4 minutes after the flare stops releasing smoke (half that after-time in winds greater than 8 mph/13 km). Additional smoke flares of any type may be carried in belt pouches and a backpack.

Primary Purpose: Marking a Trail.

Secondary Purpose: Signal.

Range: A thin column of smoke 1-2 feet (0.3 to 0.6 m) in diameter rises 400 feet (122 m) into the air (the width of the smoke in the column expands the higher it goes). Lasts for 20 minutes +2D4 additional minutes as the smoke trail fades and dissipates.

Mega-Damage: None. The smoke is used for marking a trail or location, or signaling teammates. Different colors may be designated to be a warning or a signal to attack/come to that location, and so on.

Rate of Fire: The use of each flare counts as one melee action.

Payload: 12 come standard with the purchase of the power armor. Additional ones can be purchased at a cost of 80 credits each.

7. Handheld Weapons: A handheld NG side arm (energy pistol) and NG laser or ion rifle are a standard part of the Forester's gear. Additional or alternative weapons and side arms such as a Vibro-Blade, Neural Mace, shotgun, or backup weapon may be carried by the wearer of the power armor. Likewise, additional smoke flares, hand grenades and other weapons and equipment may be carried on one or two belts around the waist, or in a carrying bag or backpack. Rifles with a strap can be slung over the shoulder.

8. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Basic* or *Elite Ground-Based Power Armor Training* on page 351 or 352 of **Rifts® Ultimate Edition**. Damage is based on the Robotic P.S. of 26.

Restrained Punch – 1D4 M.D.

Full Strength Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Kick – 2D4 M.D. (+1 M.D. with cleats extended, +1D4 M.D. with climbing spikes extended).

Leap Kick – 2D8 M.D. (+2 M.D. with cleats extended, +1D4+2 M.D. with climbing spikes extended), but counts as two melee attacks.

9. Sensor Systems and Features of Note: All the features common to power armor, plus the following.

a) Black Light: The panel on the back of the right hand is a black light used to reveal UV markings and messages to others. Close range (3 feet/0.9 m).

b) Climbing Spikes and Cleats: The bottoms of the power armor's feet have extendible and retractable cleats and climbing spikes. Also see climbing notes in the stats block.

c) Electronic Markers: Comes standard with 20 (10 in each compartment) electronic markers. Each is a small, green device that resembles a half-sized credit card and three times as thick. Each has a wire clip on one side that can be hooked onto a branch or the underside of a large leaf, or placed just about anywhere unseen, even if it is just dropped on the ground. Teammates can follow the ping set to a predetermined frequency to follow the trail. Range of transmission is one mile (1.6 km) and lasts for 240 hours (10 days). Transmission is set on radio frequencies that are not likely to be used and heard by the enemy. They are used to mark an invisible trail except for those who know what to listen for. Replacement e-markers cost 200 credits each.

d) Hand Lights: The two small nodes on the left hand are a pair of LED lights used like a small flashlight (40 foot/12.2 m range, but best at close range).

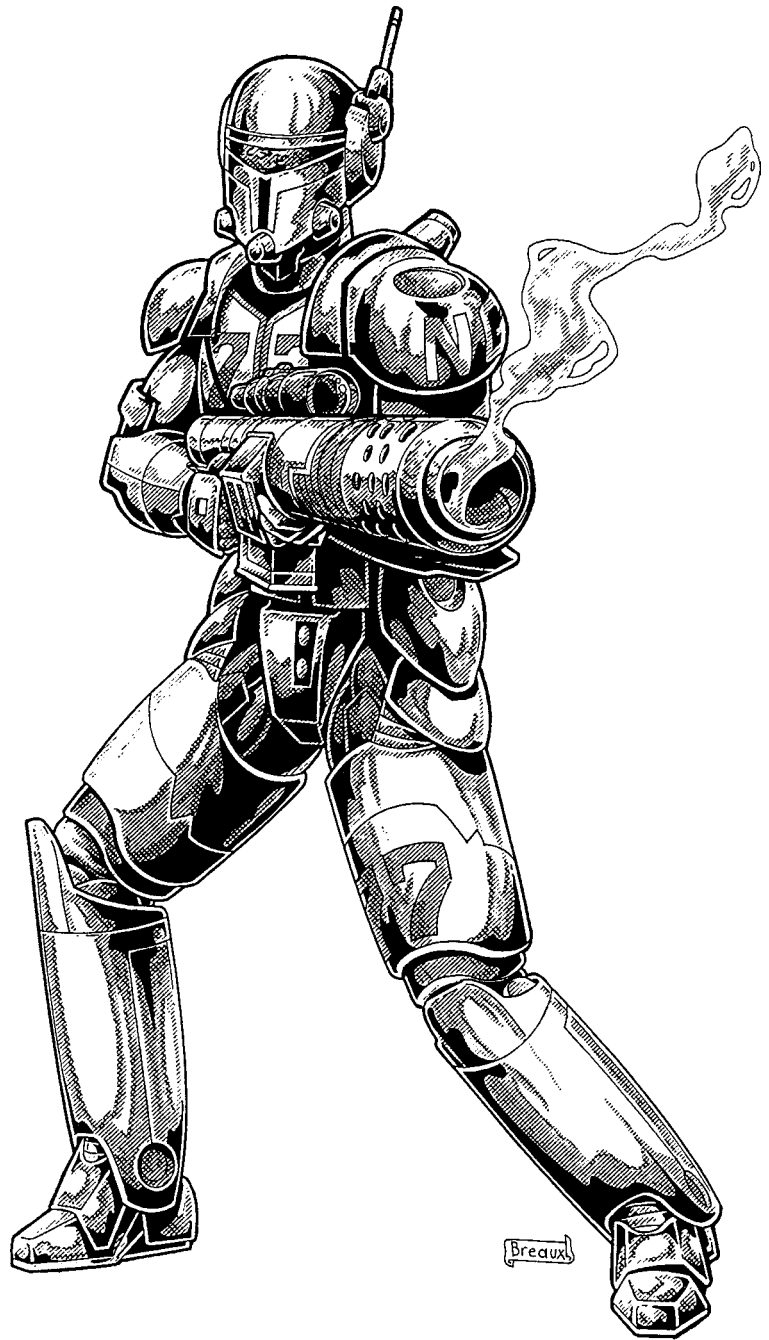
e) Helmet Cameras: Two simple dashboard-style digital cameras are located on both sides of the head at the temples. Two others are built into the top of the left hand, but they are activated only upon command. All are basic cameras that see and record whatever the power armor pilot sees. The cameras have no special features beyond the ability to tape 96 hours of video and take 8,000 still photos. Also see the peekaboo camera.

f) Helmet Light: Located in the forehead of the armor is a head lamp that functions like a miner's helmet light or flashlight. It points wherever the wearer of the suit looks and has a range of 100 feet (30.5 m).

g) Helmet Multi-Optics System: The Forester's helmet contains a wide range of optical enhancements: Passive nightvision (light amplification; range 1,600 feet/488 m), infrared optics (can see in total darkness and through smoke, however, an infrared light beam is emitted which can be seen by others with the ability to see the infrared; range 1,600 feet/488 m), *ultraviolet vision* (can see the ultraviolet light used by some security systems; 400 foot/122 m range), binocular telescopic sight (2 miles/3.2 km range), macro-magnification (x12 for close work), and built-in digital camera that can store 100 hours of video and take 4,000 still pictures; camera has the same telescopic and macro features for distance and close images). All are perfect for spy work and surveillance.

h) Peekaboo Camera: A "peekaboo camera" can unfold from the right shoulder to look over it to see what is happening behind the wearer of the Forester, without him having to move and physically turn. This can be very helpful when hiding amongst vegetation and hunting. Being so small and quiet, the peekaboo camera can peer under leaves and through a weave of vegetation to see and transmit live images to the HUD in the pilot's helmet. **Note:** For a complete description of how this mini-spy camera can cover one's back, see the description in the opening text, above.

i) Ultraviolet Paint Sprayer: The UV paint is used to mark trails visible only to those with black light or ultraviolet optics/vision. This can be arrows, symbols, numbers/coordinates or actual words. Sprayer range is two feet (0.6 m). The UV paint spray is located in the left forearm and has the same amount of paint as a typical 12 ounce can of store-bought spray paint. Replacement paint costs 20 credits per refill canister.



NG-EX10 Gladius Light

Exo-Skeleton Battle Armor

The Gladius was one of Northern Gun's first attempts at expanding its power armor product line and making man-sized suits. As such, it was given a helmet and appearance reminiscent of the popular Samson, but had bare-bones robotic augmentation. Despite this, the Gladius proved to be extremely popular with excellent sales. Compared to current power armor, the Gladius is a dinosaur, yet it remains quite popular and is still manufactured without change or upgrade. The Gladius Light cannot have any weapons built into the armor that draw power from the suit because it drains the battery in minutes. It cannot fly and it cannot outrun most vehicles, but it does enhance the wearer's speed and strength, and provides much more protection than a non-powered suit of conventional body armor.

The main selling points are the armor's incredibly low price tag of 150,000 credits, reliability and good armor protection. For ad-

venturers and mercenaries just starting out, the Gladius Light is the perfect “heavy” body armor with light enhancements. Instead of a nuclear power pack (the most expensive part of any suit), it uses a rechargeable battery. The battery can be recharged by any vehicle or facility with a nuclear power plant or other generator (it takes 2 hours to recharge), and it lasts for 96 hours of continuous use (4-12 days, depending on how often the suit is used). As long as there is a market for this inexpensive power armor, NG will continue to produce the Gladius.

Gladius Light Power Armor

Model Type: NG-EX10

Class: Armored Infantry Light Exo-Skeleton.

Crew: One.

M.D.C. by Location:

* Head – 70

* Shoulders (2) – 45 each

Arms (2) – 50 each

Legs (2) – 65 each

** Main Body – 180

* A single asterisk indicates a small and/or difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -3 to strike.

** Depleting the M.D.C. of the main body will shut the power armor down completely, making it useless.

Speed:

Running: 40 mph (64 km) maximum. Note that the act of running does tire out its operator, but at 30% of the usual fatigue rate at high speeds. Fatigue is reduced to 20% when maintaining a speed of 20 mph (32 km) or less.

Leaping: The enhanced robot legs can leap up to 10 feet (3 m) high or across; increase height or distance by 30% with a running start.

Flying: None.

Water: None. The Gladius sinks like a rock in water.

Statistical Data:

Height: Man-sized; 5 to 7.6 feet (1.5 to 2.3 m) depending on the size of the purchaser.

Width: 2-3 feet (0.6 to 0.9 m) depending on the size of the purchaser.

Length: 1.6 to 4 feet (0.4 to 1.2 m) depending on the size of the purchaser.

Weight: 80-104 lbs (36 to 46 kg) depending on the size of the purchaser.

Physical Strength: Robot P.S. of 20.

Cargo: None.

Power System: Electric battery.

Cost: 150,000 credits for the complete, enhanced exo-skeleton suit. Only comes with an electric battery.

Weapon Systems:

1. None: The wearer must use handheld weapons such as energy rifles, pistols, shotguns, Vibro-Blades and light rail guns. Additional weapons, grenades and gear may be carried on belts and straps worn over the armor at the waist and across the chest, as well as in a backpack and/or hand-carried satchels and bags.

2. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. **Note:** Only bonuses from **Robot (and Power Armor) Combat: Basic**, on page 352 of **Rifts® Ultimate Edition**, apply to the wearer of the Gladius Light armor regardless of his other power armor skills or experience. *Elite Ground-Based Power Armor Training* does NOT apply in this particular case. Damage as per Robotic P.S. of 20.

Restrained Punch – 2D6 S.D.C.

Full Strength – 1D4 M.D.

Power Punch – 2D4 M.D., but counts as two melee actions.

Kick – 1D4 M.D.

Leap Kick – 2D6 M.D., but counts as two melee actions.

3. Sensor Systems and Features of Note: The Gladius has only the basic features common to most *Environmental Body Armor (EBA)*, NOT power armor; see page 52 of this book. The following items can be added for an extra cost.

Optional Upgrade: Helmet Light: Similar to a miner’s lamp. The light is usually mounted on the top or on one side of the helmet. **Cost:** 1,200 credits.

Optional Upgrade: Head Cam: A dashboard-style digital camera usually mounted on the top or on one side of the helmet. Can store up to 96 hours of video and 4,000 still pictures. **Cost:** 3,500 credits.

Optional Upgrade: Language Translator: Standard unit but it is built into the helmet. **Cost:** 10,000 credits.

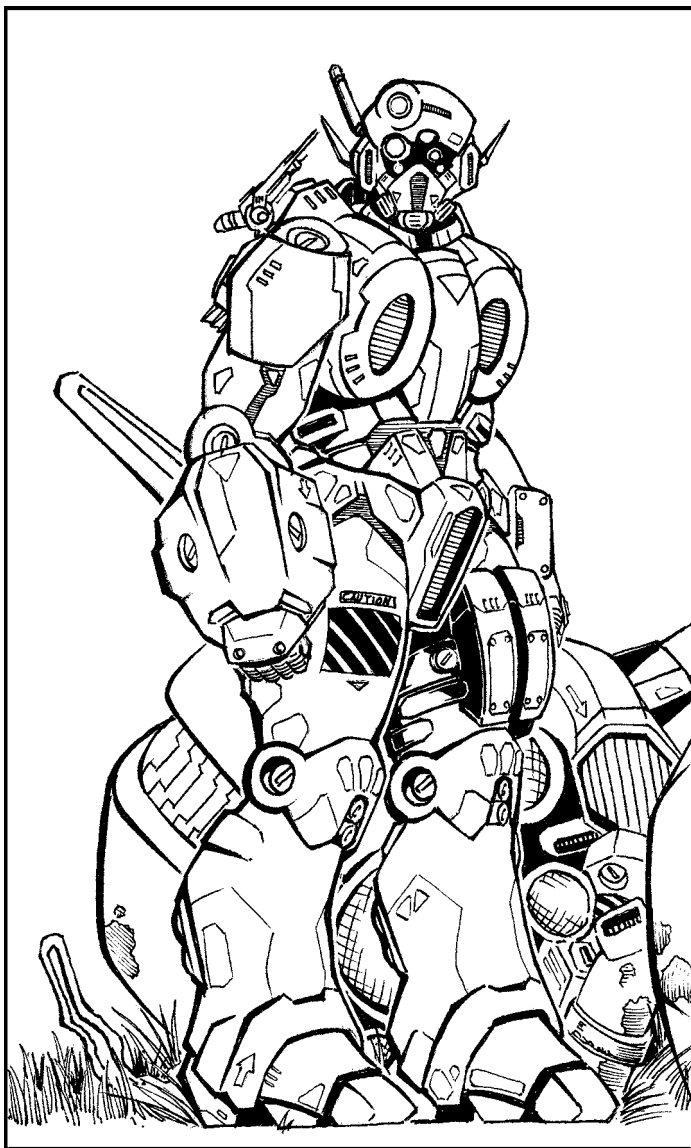
Optional Voice Modulation: The mouthpiece of the helmet includes a built-in loudspeaker to serve as a bullhorn, a language translator and voice modulator (changes/disguises the wearer’s voice; 20 different variations). **Cost:** 13,500 credits.

NG-MRU886 Grease Monkey

Mobile Support & Repair Unit

Most experienced robot pilots know that the combat theater can change instantly from one moment to the next. There are times when robots and power armors are disabled, but could be right back into the action if only a minor repair could be conducted. Or worst case scenario, the robot or armor can’t get out of the combat zone due to a damaged leg servo, or shrapnel clogging up an intake valve. An NG design team led by **Kevin McGoldrick, Mark Muller, Frank Stoesser** and **Carl Gleba** came up with the answer: The *Grease Monkey* power armor. A mobile support unit that can conduct quick repairs in the field while under fire. The pilot can be an Operator or work under the supervision of an Operator, but should have at least some basic mechanical and electrical knowledge. These small units are lightly armed and equipped with an array of tools for field repairs. The Grease Monkey itself has the tools and is equipment to repair most everything, from basic soldering and electrical, to un-jamming weapon systems, swapping out power supplies, and repairing and replacing robot limbs. Perhaps most importantly, the Grease Monkey power armor gives Operators and other field mechanics better armor protection than a suit of EBA.

The left upper leg has three two gallon (7.5 liter) tanks that wrap around from the front to side. One is industrial grease for lubrication used on robot joints; the second has an industrial solvent that is used to clean parts and remove any kind of organic compounds; the third is a liquid sealer for coolant systems that repairs any leaks in the system. Attached to each tank is a small head that can be used to spray the contents or inject it as needed. A concealed compartment in the right leg contains some common parts for power armors and more can be carried in an oversized hard-shell backpack. These are not large parts, but rather circuit boards, electronic components, microchips, fuses, and connectors to bypass wires in electric systems or for coolant and hydraulic systems. Often Operators will equip their Grease Monkey with the most common parts needed for the repair of the robots, armor and vehicles they are responsible for keeping in working order.



Built into the fingers are an array of tools and connectors. They can access the computers of different robots and download all diagnostic logs. The Grease Monkey's computer can provide to the pilot, via the HUD (heads-up-display), a complete schematic of the damaged system and blueprints for repairs and jury-rigging. Damaged areas are indicated in flashing red, and areas of potential trouble in yellow, to get the pilot's attention. The diagnostic computer can also be used to override various computer protocols inside robots, power armor and vehicles. This is not common, but sometimes necessary. For instance, the NG-V7 may have a problem with its gyro-balance system and the computer safety system won't let the pilot move the robot. A Grease Monkey can talk to the computer on the NG-V7 to override that safety protocol allowing a pilot to move again. Of course there would be a the risk of possible consequences, but it is better than being stranded and a sitting duck on the battlefield.

Contained in the arms are jumper cables and a vast array of tools. Built into the chest are a pair of high-intensity spotlights with shutter-like blinds that open and close to protect the lights from dirt and damage. The helmet is jam-packed with optic systems and sensors, as well as a laser eye for cutting and soldering. Mounted on the right shoulder is a laser torch which can be used from its shoulder mounting which can rotate 360 degrees and has a 90 degree up and down arc of fire, or can be removed and used as a hand tool. Additional tools and parts can be carried in a hard-shell backpack and hand carried satchel.

If the Grease Monkey has a weakness, it is that it has no built-in weapon systems whatsoever, but then, it is not intended as a combat suit. It is a support unit operating with other combat units which need to provide it protection. A handheld energy rifle is often carried into combat by the Grease Monkey, and an energy pistol and Vibro-Knife are usually worn on a belt at the waist. It also comes with two UELs (Universal Energy Links), one in each hip, to replace the standard E-Clip of conventional energy weapons or tools with unlimited energy (draws power from within the armor itself and eliminates the need to carry extra E-Clips).

The Grease Monkey was an instant hit with both military and civilian groups. It can be found amongst adventurers, combat troops, aboard ships at sea, at military bases, Black Market shops, and working at garages in cities and towns across the continent. Grease Monkeys are also used by independent shops and one- and two-man operations like towing services, where they will come to you on the outskirts of town and even deep into the wilderness to assess problems and make repairs. This is very handy for bandits and pirates who may not be in a position to drag their damaged robot or vehicle into town where the law might ask questions. Wherever a mobile garage or repair unit is needed, the Grease Monkey is likely to be there.

Grease Monkey Power Armor

Model Type: NG-MRU886

Class: Strategic Armored Combat Suit and Mechanical Repair Support.

Crew: One.

M.D.C. by Location:

- * Head – 70
- Upper Arms (2) – 50 each
- Right Forearm Housing – 60
- * Jumper Cables – 2
- * Air Drill – 2
- * Air Grinder – 4
- * Air Impact Drill – 5
- * Air Hammer – 4
- * Vibro-Cutters – 2
- * UEL Cables – 6 each
- Left Forearm Diagnostic Computer – 30
- * Chest Lights with M.D.C. Shutters – 35 each
- Air Tank (1, lower back) – 15
- Legs (2) – 90 each
- * Leg Drums/Tanks (3, left, upper leg) – 16 each
- ** Main Body – 185

* A single asterisk indicates a small or difficult target to hit. They can only be struck when the attacker makes a "Called Shot," and even then the attacker is -4 to strike. Note that a number of items such as the jumper cables, drill, grinder, impact drill, hammer and Vibro-Cutters are contained in the oversized right forearm which has several compartments to hold each item, as well as drill bits and other small attachments and tools. Destroy the Right Forearm Housing and they are all lost with it. The M.D.C. for such items noted above apply when the tool is being used and outside the armored forearm.

Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

** Depleting the M.D.C. of the Main Body shuts the power armor down completely, rendering it useless.

Speed:

Running: 40 mph (64 km) maximum. The act of running tires out its operator, but at 20% of the usual fatigue rate.

Leaping: The powerful legs can leap unassisted by the leg thrusters up to 10 feet (3 m) high or across. Increase by 30% with a running start. Double the height and length of leaps when assisted by the feet and leg thrusters.

Hover Lift Thrusters (special): Thrusters built into the feet and legs are designed to enable the Grease Monkey to reach the necessary height to work on large vehicles and giant robots. Much smaller thrusters in the legs, knees and hip, as well as under the rib cage and behind the shoulders, deploy as needed to help keep the Grease Monkey from drifting and hold it as steady as possible. This gives the power armor the ability to reach and reload and repair back, shoulder and head mounted weapons and sensors without a ladder, lift truck, or needing to climb across the giant robot or vehicle. In many cases, the one or two Grease Monkeys can reload weapon systems on a big robot in one or two melee rounds (15-30 seconds) without heavy equipment or additional assistance. On the field of battle and inside robot garages, it is not uncommon to see one or more Grease Monkeys (and perhaps 1-2 Operators carried up by a Grease Monkey) standing on the shoulders of giant robots or walking or hovering along the top of massive combat vehicles and the upper reaches of ships. Maximum elevation is 28 feet (8.5 m) high.

Cat-Like Landings from Heights: The Grease Monkey power armor can drop or leap *down*, to land without risk of damage, from heights as great as 60 feet (18.3 m).

Drops from heights greater than 60 feet (18.3 m) up to 120 feet (36.6 m) are dangerous and not advised. The power armor is likely to take serious damage from such leaps or drops. **Roll 1D20** to determine the success of the landing. **On a roll of 1-10** the suit hits the ground hard and takes life-threatening damage: 2D4x10 M.D. to the power armor, 6D6 S.D.C./Hit Point damage to the wearer inside the armor, and the operator is stunned for 1D4 melee rounds before he recovers from the fall and is able to take action again. **On a roll of 11-20** the pilot takes minimal damage from the drop: 5D6 M.D. to the power armor and 2D6 S.D.C. to the pilot inside, and he loses only two melee actions before he is able to continue to move and take action without further delay. Drops from greater heights inflict double the damage just described under "On a roll of 1-10" and may not be survivable.

Power Jumping and Travel: None. The hover system of the Grease Monkey is designed to raise the power armor up into the air and hold it there stationary to work.

Flying: None.

Water: The armor can swim at a speed of 10 mph (16 km or 8.6 knots); increase to 15 mph (24 km or 13 knots) when assisted by its thrusters. It can also walk along the bottom of a body of water at 4 mph (6.4 km or 3.4 knots). Maximum depth is 1,500 feet (457 m).

Note: Though not marketed as an "amphibious" suit of power armor, the Grease Monkey functions well underwater and in an amphibious role. It can go from land or deck-side into water and vice versa without difficulty. It is able to work on ships, boats and submersibles while underwater, as well as engage in acts of sabotage by cutting anchors or damaging the rudder, prop, or hull of watercraft. All of this makes the suit popular among mariners, privateers and pirates.

Statistical Data:

Height: Man-sized, 6-8 feet (1.8 to 2.4 m), depending on the size of the purchaser.

Width: 3-3.5 feet (0.9 to 1 m), depending on the size of the purchaser.

Length: 2.5 to 3.5 feet (0.76 to 1 m), depending on the size of the purchaser.

Weight: 356 pounds (160 kg).

Physical Strength: Robots P.S. of 28.

Cargo: None.

Power System: Nuclear with a 10 year power supply, or Solid Oxide and electric models (good for 96 hours/four days per fully charged batteries).

Market Cost: 1.3 credits for nuclear, 975,000 for Solid Oxide and 625,000 credits for electric.

Tools/Weapon Systems:

1. Multi-Tool (Right Arm): Mounted on the right wrist is a multi-tool gauntlet. There are different tools in numerous attachments around the wrist. This tool housing spins and extends the needed tool above the hand and can be voice activated or via the minicomputer on the left wrist. The tools that are attached are as follows:

Primary Purpose: Repair tool for power armors and robots, but could be used for just about anything.

Range: Arm's reach. The tools are all for close work.

Mega-Damage/Effects:

Air Drill: An all-purpose drill. Three dozen of the most common drill bits, screwdriver heads and sockets are kept in a compartment in the right hip. The drill can be used as a weapon, but only does 1 M.D. on a single strike or 2D6 M.D. if held in place for a full melee round (15 seconds).

Air Gauge: Measure the amount of air in tires and other items.

Air Grinder: This is used to file down pieces of M.D.C. metal. It has the potential to do Mega-Damage. One M.D. per strike or 3D6 M.D. if held on a target for a full melee round (15 seconds).

Air Impact Drill: The impact drill is often used to loosen or attach armored panels on robots. Unlike a normal drill, the impact drill provides more torque. It has a dozen different attachments. No damage as it uses blunt drill bits such as socket wrenches.

Air Hammer: An air hammer can have numerous attachments on the head. It can be a hammer or chisel of different configurations. It could also be used as a weapon, but only inflicts 1D4 M.D. on a single strike or 4D6 M.D. if held in place for a full melee round.

Air Hose: This is used for putting air in tires as well as emitting blasts of air to blow away dust and grime from machine parts. No damage.

Jumper Cables: Yep, just like the ones you would use to jump (charge) the battery in an automobile. 12 foot reach. Damage is limited to 2D6 S.D.C. as it is not designed to be a weapon. Requires being touched by both cables.

Vibro-Cutters: Essentially Mega-Damage scissors. 1D4 M.D. for a slash or stab. Cutting damage is 2D4 M.D. per melee.

Rate of Fire: Varies.

Payload: Unlimited.

2. System Diagnostic Tool (Left Arm): Mounted on the left arm is a minicomputer about the size of today's net books. It has a small flap that opens or the data can be displayed on the HUD (Heads-Up-Display) inside the helmet of the power armor, or split between the HUD and the screen. Built into the fingers are a variety of connectors and tools for a number of uses. There is also a wireless system for robots, vehicles and armor that have wireless systems, but most don't for fear of their systems being breached. The system diagnostic tool accesses the main computer and displays all the results of the numerous diagnostic routines that computer systems often run in robots, vehicles and power armors. This can be displayed graphically and with numerical codes and equations, and written instructions and comments for literate Operators or

in spoken words for the illiterate power armor pilot. Built within the left arm are also sensors to detect and measure radiation, heat, electrical currents, magnetic flow and polarity, fluids, and so on. **Special Bonus:** Hackers like the computer link and diagnostic feature because the powerful programs make it easier to hack into vehicles, robots and armor. It provides a +5% bonus to the following skills: Computer Hacking, Computer Operation, Computer Programming, Navigation, Radio: Basic, Laser Communications, Sensory Equipment, T.V./Video and Weapon Systems.

Fingerjack: Functions similar to the cybernetic system of the same name. The Fingerjack mechanism plugs directly into communication systems, computers, radios, sensory systems, and diagnostic computers for direct interaction and communication between those systems and the Grease Monkey's system analysis and assessment computer.

Hand Camera: A digital camera with a macro lens is located on the top of the left hand between the two light nodes. 20x magnification is possible.

Hand Lights: Two small nodes on the left hand are a pair of LED lights used like a small flashlight (40 foot/12.2 m range, but best at close range).

Laser Finger with Three Settings: 1D4x10 S.D.C., 1D4 M.D. and 2D4 M.D. Range: 10 feet (3 m). Payload: Unlimited.

3. Precision Laser Torch (Shoulder): Mounted on the right shoulder is a laser torch for soldering and cutting. It can rotate 360 degrees (which means it can fire forward and backward without the armor needing to turn) and has a 90 degree up and down arc of fire, or can be removed from its swivel mounting for use as a handheld tool.

Primary Purpose: Soldering and Cutting Tool.

Secondary Purpose: Emergency Defense.

Range: 100 feet (305 m).

Mega-Damage: Five Settings: 2D6 S.D.C., 1D6x10 S.D.C., 1D4 M.D., 2D4 M.D. and 2D6 M.D. per single shot.

Rate of Fire: Each single blast counts as one melee attack.

Payload: Effectively unlimited for nuclear and Solid Oxide models, 100 full M.D. blasts for electric battery.

4. Handheld Weapons and Tools: A handheld NG side arm (energy pistol) and Vibro-Knife (1D4 M.D.) are a standard part of the Grease Monkey's gear. Additional heavier weapons such as an energy rifle, shotgun, etc. may be carried by the wearer of the power armor, but nothing that requires two hands, and nothing too heavy. This is not a combat suit. Equipment may be carried on one or two belts around the waist, or in a carrying bag or backpack. Rifles with a strap can be slung over the shoulder.

Additional tools, parts, and components are carried inside the oversized hard-shell backpack (two and a half times larger than the standard EBA hard-shell backpack) that hooks to the back of the armor, as well as in one or more hand carried satchels and cases.

5. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Basic* or *Elite Ground-Based Power Armor Training* on page 351 or 352 of **Rifts® Ultimate Edition**. Damage is based on the Robotic P.S. of 28.

Restrained Punch – 1D4 M.D.

Full Strength Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Kick – 2D4 M.D.

Leap Kick – 2D8 M.D., but counts as two melee attacks.

6. Sensor Systems and Features of Note: All the features common to power armor, plus the following.

a) **Basic Sonar:** Can identify and simultaneously track up to 36 different targets for underwater operation. **Range:** 20 mile (32 km) diameter (a 10 mile/16 km radius) around the Grease Monkey when it is underwater.

b) **Depth Gauge & Warning System:** The Grease Monkey has a depth gauge and alarm that warns the operator when he is reaching the depth limit, starting at 1,300 feet (396 m). A red warning and audio alarm both sound and an automated voice counts down the depth as the armor slides deeper into the abyss.

c) **Helmet Light:** Located in the forehead of the armor is a head lamp that functions like a miner's helmet light or flashlight. 100 foot (30.5 m) range.

d) **Helmet Multi-Optics System:** The helmet contains a wide range of optical enhancements: Passive nightvision (light amplification; range 1,600 feet/488 m), infrared optics (can see in total darkness and through smoke, however, an infrared light beam is emitted which can be seen by others with the ability to see the infrared; range 1,600 feet/488 m), *ultraviolet vision* (can see the ultraviolet light used by some security systems; 400 foot/122 m range), binocular telescopic sight (2 miles/3.2 km range), macro-magnification (x20 for close work and repairs), and built-in digital camera that can store 100 hours of video and take 4,000 still pictures; camera has the same telescopic and macro features for distance and close images. All are perfect for spy work and surveillance.

e) **Helmet Searchlight (5 M.D.C.):** Mounted on the top of the head is a small searchlight for an additional or more narrowly focused beam like that of a flashlight. It points wherever the wearer of the suit looks and has a range of 300 feet (91.4 m).

f) **High-Intensity Lights (2 in Chest):** These are very bright lights for work in the dark and to clearly see inside the machines the operator of the armor is working on. Protective M.D.C. shutters close to protect the lights when they are not needed.

NG-XF17 Ironwing

Flying Power Armor

The Ironwing comes from the drawing board of the **Dragon Blaze Ninety-Nine** team headed by **Lawrence Scarlet, Jeremy Hurraw** and **Talor Swanchel**. It is a big, intimidating flyer inspired by the Coalition SAMAS and the Triax Predator. Though the Ironwing can satisfy the role of all-purpose combat flyer, it was designed with a number of specific airborne threats in mind: the Xiticix, Gargoyles, other flying demons and dragons. As a result, the Ironwing has a wide variety of weapons useful in air to air combat, aerial dogfighting, strafing attacks against ground targets and other air to ground (air to hive in the case of the Xiticix) fighting.

In the air, the Ironwing is more than a match for any Xiticix warrior. It is faster than any of the insectoids, which enables it to outmaneuver them and avoid being swarmed, a favorite strategy of the Xiticix. The same can be said of Gargoyles and other flying beasts, and any bug or monster that gets too curious or aggressive can be dispatched with blades, guns blazing or mini-missiles.

Like the smaller Red Hawk, the Ironwing has Vibro-Blades that extend from housings in the forearms for fighting hand to hand. Unlike the Red Hawk, the Ironwing's greater strength, selection of weapons and toughness make it suitable for prolonged close combat, not just hit and run attacks. On the top of the head is a laser with a 45 degree up and down arc of fire. Mounted behind the shoulders are a new type of launcher that combines grenades and mini-missiles for close and far punch. On the left arm is a wicked M.D.C. buzz-saw



style blade for slicing through ship hulls and hive walls or the hides of monsters. The right arm carries the XF217 Dragon Stopper particle beam rifle exclusive to the Ironwing, and it is powered by the revolutionary UEL power system, giving a handheld rifle an unlimited payload. The edges of its folding wings are sharp, silver-plated

blades, and it is a common tactic to slice up enemy flyers by clipping them with its wings at (comparatively) low speeds.

The Ironwing has a pair of large, curved wings that fold down and to the back when the armor is operating on the ground. In flight, they fold out in line with the shoulders, and the power armor flies in

a standing position very much like the SAMAS and Predator. In the air, the larger, curved wings provide better lift and control, but in close quarters – like flying down one of a Xiticix hive’s more narrow tunnels – the 19 foot (5.8 m) wingspan can be a problem, forcing the Ironwing to land, fold its wings and travel on foot until it has the space to spread its wings and fly again.

The Ironwing has only just been released in the Fall of 109 P.A. and sales are already impressive. The power armor just looks impressive and appealing to warriors and adventurers looking for air-power or who see themselves pitted against the Coalition’s SAMAS, Xiticix or flying monsters. Mercenary companies and fledgling kingdoms that cannot afford traditional air forces have been grabbing up the suit.

Ironwing Power Armor

Model Type: NG-XF17

Class: Armored Flying Infantry Assault Suit.

Crew: One.

M.D.C. by Location:

- * Head – 80
- * Head Laser – 15
- Wings (2, large) – 100 each
- * XF217 Particle Beam Rifle – 50
- * Shoulder Launchers (4) – 25
- * Shoulder Intake Jets (2) – 50 each
- * Main Rear Jets (4) – 60 each
- * Forearm Buzz-Saw (1, left) – 30
- * Forearm Vibro-Blades (2, concealed) – 30 each
- * UEL Cables – 6 each
- Arms (2) – 65 each
- Legs (2) – 110 each
- ** Main Body – 235

* All areas that are marked with a single asterisk are small and difficult targets to hit. They can only be struck when an attacker makes a Called Shot, and even then he is -4 to strike.

Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

Destroying one of the wings makes flight impossible and the suit off-balance (-20% to skills such as Acrobatics, Climbing, Gymnastics, Prowl and Swimming, and reduce speed and leaping distance by 20%). For that reason, the other wing is designed so that it can, if so desired, be jettisoned (eliminates all the penalties above). In either case, the Ironwing can still make jet-assisted leaps.

** Depleting the M.D.C. of the Main Body shuts the power armor down completely, rendering it useless.

Speed:

Running: 40 mph (64 km) maximum. The large wings make running difficult and slow compared to most NG power armor. Increase to 50 mph (80 km) if both wings are destroyed or jettisoned. The act of running does tire out its operator, but only at 20% of the usual fatigue rate.

Leaping: The powerful robot legs can leap up to 10 feet (3 m) high or 15 feet (4.6 m) across unassisted by the jet boosters. A jet booster assisted leap can propel the unit up to 100 feet (30.5 m) high and 200 feet (61 m) across without attaining flight.

Flying: The rocket propulsion system provides VTOL, the suit can hover stationary in midair, and fly. Maximum flying speed is 290 mph (464 km) maximum. Cruising speed is considered to be 100-150 mph (160 to 240 km). Maximum altitude is limited to 4,000 feet (1,219 m).

Flying Range: The nuclear power system gives the Ironwing 15 years of life, but the jet rockets get hot and need to cool after a maximum of eight hours of continuous flight; can fly indefinitely with brief rest stops along the way every 2-5 hours.

Flying Bonuses: +1 to strike with wing blades, +2 to dodge when flying.

Water: The armor has no aquatic propulsion capabilities and being submerged knocks out the propulsion system until it can be dried out (takes 1D4+2 hours). The suit can swim through the water or it can walk along the bottom of a body of water at 5 mph (8 km). Maximum depth is 800 feet (244 m).

Statistical Data:

Height: Oversized human. 8-10 feet (2.4 to 3 m) tall, depending on the individual. The wearer’s feet are in the ankles, so one walks about two feet (0.6 m) above the ground.

Width: 4 feet (1.2 m) from end to end of the missile launchers, 7 feet (2.1 m) with the wings folded down, requiring the pilot to walk through most doorways sideways.

Wingspan: 19 feet (5.8 m).

Length: 3 feet (0.9 m).

Weight: 372 lbs (167.4 kg).

Weight: 720 lbs (320 kg).

Physical Strength: Robot P.S. of 28.

Cargo: None.

Power System: Nuclear; average energy life is 12 years. Solid Oxide and electric battery versions are also available.

Cost: 2.5 million credits nuclear, 2 million Solid Oxide and 1.5 million credits for electric battery.

Weapon Systems:

1. XF217 “Dragon Stopper” Particle Beam Rifle: This big gun is exclusive to the Ironwing. It is large and heavy, making it suitable only for power armor, Combat Cyborgs and beings with the equivalent of Robotic P.S. 24 or greater. This weapon has a somewhat short range but tremendous stopping power.

Primary Purpose: Anti-Aircraft and Anti-Monster.

Secondary Purpose: Assault.

Range: 1,600 feet (488 m).

Mega-Damage: 6D6+10 M.D.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited for nuclear and Solid Oxide models with a UEL system. 20 blasts per charge for electric battery version. (Three shots with a standard E-Clip.)

2. XF17 Head Laser: A laser is mounted on the Ironwing’s helmet to give the pilot a hands-free weapon. It has a 45 degree up and down arc of fire, but the head must be facing the intended target.

Primary Purpose: Anti-Aircraft and Anti-Missile.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 2D6 M.D.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited for nuclear and Solid Oxide models. 80 blasts per charge for electric battery version.

3. XMGL-117 Combo-Launchers (2): Behind the shoulders are two pairs of big and nasty looking launchers. The top half holds and launches mini-missiles (four in each). The lower half of the launcher fires grenades, which can also be deployed as bombs dropped from above.

Primary Purpose: Anti-Aircraft, Anti-Armor and Anti-Monsters.

Secondary Purpose: Assault and Anti-Personnel.

Range: Mini-Missiles: One mile (1.6 km). Grenades: 1,000 feet (305 m).

Mega-Damage: Varies with the type of mini-missile or grenade fired. Both mini-missiles and grenades can range from explosive to plasma to smoke, tear gas and Hex. A combination of types is not uncommon.

Rate of Fire: Mini-Missiles: One at a time or in volleys of 2 or 4. Each volley counts as one melee attack. Grenades are fired one at a time or in pairs.

Payload: 16 mini-missiles (4 in each of the four top launchers), and 48 grenades (12 in each of the four lower launchers).

4. Forearm Vibro-Blades: Each forearm has a retractable Vibro-Blade concealed in the forearm for hand to hand combat.

Primary Purpose: Close Combat.

Secondary Purpose: Defense.

Range: Arm's reach/melee combat.

Mega-Damage: 1D6 M.D. per strike in hand to hand combat, 2D6 at speeds of 20-60 mph (32 to 96 km); 3D6 M.D. at speeds of 61-150 mph (97.6 to 240 km) and 4D6 M.D. for attacks at speeds greater than that. Dive attacks count as two melee attacks/actions.

5. Buzz-Saw (1): Built into the left arm is a circular, spinning, buzz-saw style weapon with large blades. It can split a Xitix warrior in half or cut through hatch locks and slice up the armor of a vehicle or through a Xitix hive wall or roof in record time. It is built into a housing that can slide forward to extend beyond the fingertips for better use as a weapon, but can be activated and slice up opponents at any location on the forearm.

Primary Purpose: Cutting tool to slice through locks, doors and walls.

Secondary Purpose: Close Combat.

Range: Two feet (0.6 m) beyond arm's reach in melee combat.

Mega-Damage: Three settings: Light: 2D6 M.D. per strike in hand to hand combat, Medium: 4D6 M.D., and Heavy: 1D4x10 M.D. per strike. Cannot be used at high speeds of travel greater than 40 mph (64 km).

6. Handheld Weapons (optional): Any handheld weapon can be used. Energy weapons are the usual choice because they can be powered by the UEL system. An additional side arm, Vibro-Blade, extra grenade reloads, hand grenades, smoke grenades, flares, and other gear in pouches may be carried on one or two belts around the waist and straps on the chest.

UEL – Universal Energy Link (two, both in the right forearm):

The Universal Energy Link is concealed under a layer of forearm plating. When needed, the plate opens and extends enough for the E-Clip connector of the UEL and cable to be removed and plugged into the weapon. The plate armor snaps back into place and a thin cable runs from the back of the forearm, near the wrist, from the armor and to the weapon in hand.

7. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. Basic or *Elite Flying Power Armor Training* on page 351 or 352 of **Rifts® Ultimate Edition**. Damage is based on the Robotic P.S. of 28.

Restrained Punch – 1D4 M.D.

Full Strength Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Power Dive Punch – 3D6 M.D., but counts as two melee attacks and all combat bonuses except to strike are reduced by half, including roll with impact.

Kick – 2D4 M.D.

Leap Kick – 2D8 M.D., but counts as two melee attacks.

8. Sensor Systems & Features of Note: All those standard for power armor plus the following.

a) Enhanced Radar: While airborne, the Ironwing's radar system can identify and simultaneously track up to 96 different targets. Range: 100 miles (160 km).

b) Built-in Language Translator: Programmed with the nine known languages of the Americas and can hold 12 additional languages. It can recognize and monitor up to three different voices and two different languages or dialects. Level of accuracy is 98.7% with a three second delay when directed at one individual, but drops to 78% with a six second delay when translating three speakers simultaneously.

c) Helmet Camera: There is a camera built into the helmet of the Ironwing with a telescopic lens (2 miles/3.2 km) for aerial reconnaissance photos and for filming combat and other details that may be valuable to study at a later time. Can store 100 hours of video and 4,000 still images.

d) Nightvision Optics: Passive light amplification that allows the pilot to see in the dark as long as there is at least some ambient light. 2,000 foot (610 m) range, but is completely useless in total darkness. Also has infrared and ultraviolet optics (1,000 foot/305 m range).

e) Voice Modulation: The mouthpiece of the helmet includes a built-in loudspeaker to serve as a bullhorn, a language translator and voice modulator (changes/disguises the wearer's voice; 20 different variations).

JK1A & 1B Juicer Killer

Coalition States Commissioned Power Armor

Exclusive to the Coalition Army, this combat suit marries a power armor with an advanced, CS "reflex" response system and advanced targeting computer that enables the suit's extra four robot weapon arms to target and fire upon enemy opponents independent of the power armor operative's own combat actions! The wearer of the power armor operates and engages all other weapon systems and combat actions. These four weapon arms are the anti-Juicer/augmented warrior feature, based on the concept that the fast moving and dodging warrior cannot escape all four or five attacks directed at him.

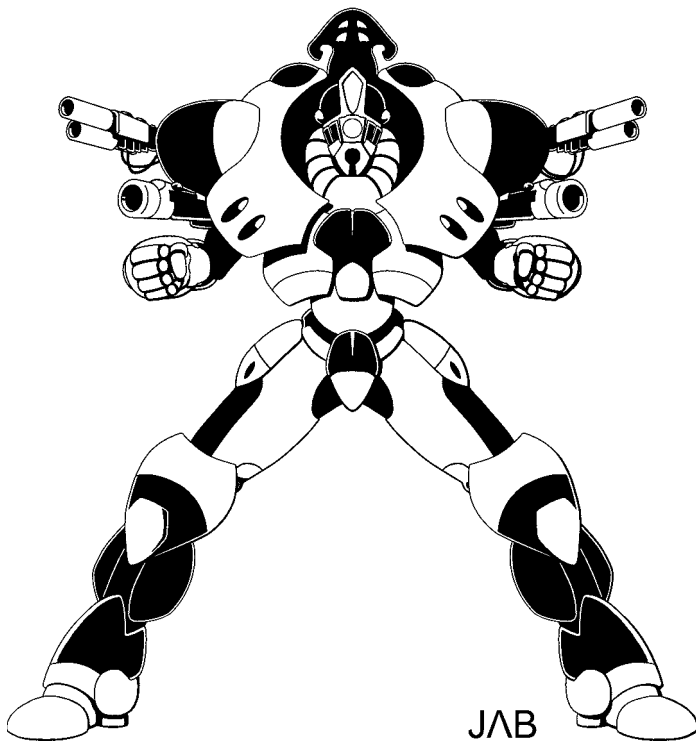
The so-called "Juicer Killer" was one of the first Coalition States and Northern Gun joint efforts in design and manufacturing. It combines NG robotics and manufacturing know-how with advanced CS technology and targeting system. The initial concept came from CS engineers, but it was Northern Gun who made it all come together and work.

The suit was conceived as a way to counter the tremendous speed and agility enjoyed by Juicers, other enhanced humans and the increasing number of inhumanly fast D-Bees and supernatural beings. An advanced computer tracking and targeting system was designed and built into the JK1A (and 1B) to engage as many as four targets (or one or two fast ones like Juicers) independent of the power armor pilot. While the pilot is taking his own action, the computer interprets images, movement and data from a series of cameras and sensors to follow and engage 1-4 targets with the weapon arms. The computer controls each of the four weapon arms, providing the wearer of the suit with *eight extra attacks* per melee round (two per each weapon arm)! Though each arm has a concealed camera built into it and each can engage its own specific target, the weapons usually operate in pairs, with two of the weapon arms firing upon the same target. If that target proves to be especially fast or dangerous, three or four of the weapon arms engage it. The two top arms with the double barrels are *lasers*. The lower, single barrel weapon arms are *particle*

beam guns. They are weapon “arms” because each weapon is built on a robotic arm that can bend and move and has all the motion of a real human arm, but can also rotate to shoot at attackers behind and to the side as well as in front of the person inside the Juicer Killer power armor.

The combat computer for the arms is designed to follow and respond to – even predict – the movements of Juicers and compensate for their speed and reflexes by “leading” the targets just enough to hit them despite their speed. The result is that Juicers, Crazies, etc., are not able to dance around gunfire with impunity, but must take evasive action – effectively taking away their **automatic dodge**. (The Juicer and others with an automatic dodge can still try to dodge, but the act of dodging uses up one of the warrior’s melee attacks. Why? Because the Juicer has to dodge two or more rapid-fire attacks from two or more weapon arms, forcing him to commit to bigger, broader action that chews up attack actions.)

In one on one combat between a Juicer and a Juicer Killer power armor suit, it is as if the Juicer is really facing four or five opponents: the four weapon arms and the operator of the suit itself. Facing the computer and its two pairs of weapon arms with their *combined eight attacks* per melee round (2 each arm), plus those of the pilot, requires a lot of fast movement and gymnastics to avoid getting shot. The



independent actions of the robot weapon arms also enables the pilot to take other action, if desired, such as perform a skill, take cover, attack a different target, etc., while the four weapon arms engage the Juicer (or whatever the target or targets).

Since the summer of 104 P.A., approximately 6,700 JK1As and 1Bs have been manufactured and sold to the Coalition States. Though their true effectiveness against Juicers and Crazies is dubious (the CS claims they are very effective, Juicers and Crazies deny it; the truth lies somewhere in the middle), Juicer Killer suit has proven itself to be a deadly, heavily armed power armor that is reliable and satisfactory at dealing with augmented humans, fast D-Bees and lightly armored infantry forces. The CS has used the JK1As and 1Bs against D-Bees, the forces of the Federation of Magic and Xitixix as much as they have against Juicers and Crazies. In fact, there has been an ongoing discussion about using the Juicer Killer suits in a major assault

on the Xitixix hivelands. Field tests have shown the four weapon arms perform well at compensating for the swarming tactics and vast number of the insectoids.

The main drawback of the Juicer Killer is that the power armor is top-heavy, with the weapon clusters, missiles, and computer/sensors all being above the chest and shoulder like a giant, heavy collar. This makes running, leaping and quick hand to hand response difficult even with the gyroscopic system that is in place. The weapon collar also limits peripheral vision to about 90 degrees. This peripheral loss is all the more dangerous when the sensors and targeting computer system are knocked out. If the computer and its sensors are destroyed (by reducing the M.D.C. of the “sensor cluster” behind the head to zero), the weapon arms go dead, the power armor pilot loses the *extra eight attacks* per melee round, and he is suddenly carrying a lot of dead weight (reduce speed and jumping distance by 20%). All detriments that make him extremely vulnerable to the very enemy the suit is designed to combat. Still, as long as the computer is up and running and the four guns are intact, the JK1A and 1B are deadly in close and medium-range battles, especially against lightly armored enemy forces.

The JK1A and 1B have also proven to be extremely effective in riot control, with their lethal energy weapon arms replaced with machine-gun style weapons that fire rubber bullets. Moreover, the Juicer Killer’s four weapon arms can have their energy weapons replaced with machine-guns or gatling guns. Weapons capable of firing silver and wood rounds for engaging certain creatures of magic and supernatural foes vulnerable to such things. The ammo drums for these weapons are housed inside the collar and mounted on the back. **Note:** Also see the NG Demon Slayer which “borrows” and incorporates aspects of the weapon arms and targeting computer.

A bit of Northern Gun and CS history and politics: This Northern Gun manufactured power armor is a custom design made specifically for the Coalition Army. The CS has deployed it in areas where Juicers and Crazies are outlawed or represent a serious problem. When it was originally released, the CS allowed Northern Gun to sell a few hundred Juicer Killers to non-CS customers as part of the field testing for the suit. However, when the CS saw how effective the JK1As and 1Bs were in combat (whether used against Juicers or not), the CS purchased the *exclusive rights* to the armor. Only NG is allowed to keep and use a few hundred for its own, internal defense operations.

The Juicer Killer power armor was one of the first, secret, cooperative ventures between the **Coalition States** and **Northern Gun**. The Coalition provided the initial concepts, the computer hardware and software for the advanced computer recognition and targeting systems used for the weapon arms, while the chassis, robotics and final applications were all built by Northern Gun. Both the JK1A and JK1B Juicer Killer suits are manufactured entirely by Northern Gun under exclusive contract for the Coalition States. Finished units are shipped to the CS under the veil of secrecy. Nobody realizes that Northern Gun manufactures the Juicer Killer suits. In fact, the world would be stunned to learn just how much military gear and weapon systems Northern Gun secretly manufactures for the CS. Most of it is military grade component parts, pieces and batteries, because the CS doesn’t trust anyone, not even Northern Gun, with all its technological secrets. The two Juicer Killer armors were a different story because Northern Gun developed it with CS engineers for the Coalition military. The success of this venture and NG’s ability to keep it a secret helped to pave the road to their official alliance with the CS.

Still, most people would be shocked to learn how many NG parts and components find their way inside Coalition war machines, weapons and gear. The full extent of its sales to the CS is kept under tight wraps for many reasons. One is that it might hurt the corpora-

tion's reputation and sales if the outside world had any inkling of how much manufacturing they do for the CS or what secrets the two nations may have shared. Not even the government of Ishpeming has a clue to the full extent of NG's manufacturing for the Coalition States. (About 12%, where Manistique does about 3%. This may not sound like much, but it is rather considerable when you think about it.) It is an easy secret to keep, because the factory workers on the assembly line have no idea where the final parts and products they build get shipped. Most don't even know for certain what it is they are building or whether it has commercial or military application. Besides, many CS shipments of military parts and weapons go out under falsified manifests and shipping documents that indicate them to be "farm equipment" or commercial goods.

NG's relationship with the Coalition States is always played down and minimized, seldom publicized, and NEVER used for promotional purposes. Northern Gun's PR department focuses on technology, innovations, new releases and positive stories about supplying adventurers, heroes and independent nations with the weapons and gear they need to survive in a hostile world — and against the CS. So far, this approach has worked like a charm. Northern Gun's customer approval rating and general reputation is overwhelmingly positive. Many people are completely unaware that NG does any regular business with the Coalition States other than selling some commercial goods to its citizens. Surprisingly, less than half are even aware that Ishpeming and the Manistique Imperium signed nonaggression pacts and free trade agreements with the CS in 105 P.A. To most people, it doesn't matter. In their eyes (and it's fairly true), Northern Gun is the champion of the people, underdogs, and the independent spirit.

Juicer Killer Power Armor

Model Type: NG-JK1, Models A or B. The 1B model is 10% larger with a little more armor protection and limited hover flight capabilities.

Class: Assault Exoskeleton.

Crew: One.

M.D.C. by Location: Numbers in parentheses are for the NG-JK1B, the more expensive and heavily armored model.

- Chest Plates/Grenade Launchers (4) – 90 each (120 each)
- Laser Guns (2, one on each side) – 25 each (30 each)
- Particle Beam Guns (2, one on each side) – 30 each (40 each)
- * Head – 60 (75)
- * Collar – 90 (110)
- Arms (2) – 90 each (120 each)
- * Forearm Guns (2) – 30 each (50 each)
- * Robot Weapon Arms (4) – 50 (60 each)
- Legs (2) – 100 each (130 each)
- ** Computer & Sensor Cluster (1, behind the head) – 80 (90)
- *** Main Body – 170 (210)

* Destroying the head of the power armor will eliminate all forms of optical enhancement and pilot sensory systems. The pilot must now rely on his own human vision and senses. No power armor combat bonuses to strike, parry and dodge, and reduce the computer's number of attacks (8) to six, but the computer remains intact and operational. Striking the head requires a "Called Shot" at -4 to strike.

** Destroying the targeting computer and sensors will nullify all the special anti-Juicer advantages, reducing the computer's number of attacks per melee (8) to zero! The pilot must now control the four guns himself and each such use/attack counts as one of his own. The computer is a small target, requiring a Called Shot at -4 to strike.

*** Depleting the M.D.C. of the main body shuts the armor down completely, making it useless.

Speed:

Running: 90 mph (144 km) maximum. Note that the act of running does tire out its operator, but at 20% of the usual fatigue rate. Running at speeds below 50 mph (80 km) tires the wearer at 10% the usual fatigue rate.

Leaping: Leaps by the JK1A, without thruster assistance, can be made up to 25 feet (7.6 m) high and 30 feet (9.1 m) across. Increase distance by 30% with a running start.

The JK1B can make the same leaps as the JK1A, above. However, it can also use its built-in thrusters to propel it 100 feet (30.5 m) high or across without actually attaining flight.

Flying: None for the earthbound JK1A.

The JK1B has thrusters built into the upper back, under the collar (70 M.D.C.), that enable the armor to hover and fly in short, five minute bursts. Maximum speed is 100 mph (160 km) and maximum altitude is a mere 300 feet (91.4 m).

Cat-Like Landings from Great Heights (JK1B ONLY): The Juicer Killer "1B" model with flight and jump jets can drop or leap *down*, using its back thrusters to land without risk of damage from heights as great as 400 feet (122 m). The power armor uses its thrusters to slow its descent, landing softly on its feet and ready for action. Reduce this height by half if the main, back thruster system is destroyed.

Drops from heights greater than 400 feet (122 m) up to 800 feet (244 m) are trickier. The JK1B is likely to survive the landing but may take damage. **Roll 1D20** to determine the success of the landing. **On a roll of 1-10** the suit hits the ground hard, takes 5D6 M.D. and the operator loses 1D4 melee actions/attacks before he's back up on his feet. **On a roll of 11-20** the pilot sticks the landing, and can continue to move/jump/run without damage or delay. Drops from greater heights are not possible without potentially life-threatening damage: 3D4x10 M.D. to the power armor, 1D4x10 S.D.C./Hit Point damage to the wearer inside the armor, and the operator is stunned for 1D4 *melee rounds* before he recovers from the fall and is able to take action again.

Flying: Not possible.

Water: The Juicer Killer is not designed for use in the water and cannot swim. However, it can walk along the bottom at 10 mph (16 km/8.6 knots). Maximum depth is 500 feet (152 m).

JK1A Penalties: The **JK1A** is top- and back-heavy, which inflicts the following penalties: -20% to skills such as Acrobatics, Gymnastics, Prowl and Swim, and -1 on Perception Rolls, -1 on initiative, -1 to dodge and -1 to roll with impact.

JK1B Penalties: The limited hover and flight capabilities of the **JK1B** mitigate some of the penalties to a degree: -10% to skills such as Acrobatics, Gymnastics, Prowl and Swim, and -1 on Perception Rolls, -1 on initiative and -1 to dodge.

Statistical Data:

Height: 7 feet (2.1 m).

Width: 4.5 feet (1.37 m).

Length: 4 feet (1.2 m).

Weight: 250 lbs (112.5 kg).

Physical Strength: Equal to a P.S. 30.

Cargo: None.

Power System: Nuclear; average energy life is 15 years.

Cost: The following prices are what stolen and refurbished JKs sell for on the Black Market. 3.6 million credits for a new, undamaged suit of JK1A armor. The more advanced JK1B model costs 4.4 million credits. Reduce the price by 1.5 million credits if the targeting computer is not included in the package.

The Juicer Killer is made exclusively for the Coalition Army and it is never sold to anyone else on the open market by NG. Only

Northern Gun is allowed to make a small number for themselves for their own defense. All such units are locked away as part of the nation's secret military defense force, and not likely to be revealed unless the nation falls under attack by a persistent enemy in a prolonged war.

Weapon Systems:

1. Weapon Arms (4): The Juicer Killer has FOUR weapon arms. The top two, double-barreled guns are laser weapons, and the lower, single-barrel weapons are particle beam. The combination provides a variety of range and firepower.

The Enemy Reflex Targeting and Response Computer System (ER-TRCS): The most advanced system in the Juicer-Killer is a high-speed, computerized recognition and targeting system. When an enemy is identified – in this case, Juicers, Crazies and other augmented humans, as well as mutants and D-Bees known for their fast reflexes, speed and number of melee attacks – the weapon arms lock in on the target and go ready for immediate action. If the pilot has the weapon arms on “ready assault” they will immediately engage and fire upon the target. In “alert mode” the weapons target and train on the enemy but remain in a *standby position*, attacking only on the following conditions: 1. Commanded to attack specified targets. 2. The power armor pilot attacks and the weapon arms follow his lead, firing at the same target or engaging the next most threatening targets. 3. The unit is attacked and the weapon arms immediately respond with lethal force. If attacked first, the weapon arms fire upon the attackers and any other obvious threat.

The combination of cameras, sensors, recognition system, advanced combat computer and the actions of the armor's wearer enables the four weapon arms to instantly and continuously respond to aggressors, gunning them down with deadly efficiency until the armor's operator orders them to stop. This often makes the weapon arms seem to respond as if by reflex. Furthermore, the recognition system will identify common features (uniforms, patches, symbols, even tattoos and other thematic elements) to *surmise* that those with similar features and markings are part of the same “enemy group” and fire upon them at the slightest hostile gesture. The computer recognition and targeting system will track an enemy target relentlessly, focusing either two or four guns on it. If there are multiple “aggressors” the attacks of the weapon arms may be divided between them, up to a maximum of four different targets. Regardless of who the weapon arms may be firing at, the power armor pilot may engage one of them or his own specific target or take other action (leap, dodge, charge forward, retreat, etc.). In the alternative, the power armor pilot can direct each arm to fire at a specified target or all, pilot included, can fire upon the same ONE. This is how the suit is, in part, designed to compensate for the speed and ferocity of Juicers and similar beings, by having more attacks and, therefore, more chances to hit, injure and pacify the target.

Against Juicers, Crazies, and similar beings, the ERTRCS neutralizes their *automatic dodge*. The speedy augmented character gets all of his usual bonuses, including his bonus to dodge, *but each dodge counts as one melee attack/action*. This is because 2-4 of the weapon arms will relentlessly track and fire upon him fast enough to force the Juicer to take *evasive action* and make much broader and decisive moves, thereby losing a melee attack.

ERTRCS Recognition System: The computer can track via its sensors and its array of concealed cameras (two in each weapon arm, two in the helmet, several scattered across the massive “collar,” including the back and sides), and attack as many as FOUR targets simultaneously. However, to maximize the effectiveness of the weapon arms, attacks are usually divided in pairs to have two weapon arms firing upon two different targets or all four firing upon the one,

most immediate and threatening target. It is programmed to identify 4,000 different enemy targets, including all known Juicers, Crazies, fast D-Bees such as the Quick-Flex Aliens, the common armors and power armors they wear, known group insignias/colors, as well as fast monsters and supernatural beings such as vampires and other notable and dangerous beings and outlaws. Maximum sensor and camera range is 5,000 feet (1,524 m).

Weapon Arm Attacks per Melee: 8; two per each weapon arm per melee round. If a pair of weapon arms is aimed at the same target simultaneously (a standard tactic) the player may elect to roll for each one separately (one may hit and one may miss) or roll once for both weapon arms (either both hit or both miss). The player must announce his intentions to roll for each or both with one roll *before* he rolls to strike. If an attacker should destroy one weapon arm, the power armor loses the two melee attacks from that weapon.

Note: The computer's independent actions frees the power armor pilot to engage in his own attacks or melee actions while the weapon arms attack. All of the pilot's usual number of attacks inside power armor apply as usual. So if he has six attacks per melee round, he can continue to fight even after the weapon arms have expended theirs and stop shooting.

Weapon Arm Combat Bonuses: +2 on initiative and +1 to strike, +1 on an Aimed/Called Shot, and +2 to dodge an incoming attack directed at it. These bonuses do not apply if the pilot puts them under his manual control. An option that is seldom used, as each shot counts as one of the pilot's combined attacks. Each weapon can rotate 180 degrees up, down and sideways.

Glitches and Penalties: If the computer and sensor array, located above and behind the head of the pilot, loses half or more of its 80 or 90 M.D.C., one of the following may happen. Roll again for each additional 20 points of damage.

01-40 One weapon arm falls temporarily offline and does not fire as expected. The pilot loses the two attacks for that gun for one entire melee round (15 seconds), until it comes back online.

41-60 Sensor and tracking failure, reduce strike bonuses by half.

61-80 Sensor and tracking hiccup, no initiative bonus.

81-00 Does not respond to the power armor pilot's commands for one melee round (15 seconds), selects its own target and fires upon it. The recognition system remains working so this *should* be an “enemy” target, but it is possible that the attack is leveled at someone the pilot wants to take alive but the blast kills him, or the attack might be leveled against an ally or innocent bystander mistaken as a hostile.

Laser Weapon Arms (2): These two guns are mounted on the sides of the heavy collar and are a bit higher and set back than the particle beam gun arms.

Primary Purpose: Anti-Augmented Human and Anti-Personnel.

Secondary Purpose: Defense.

Range: 4,000 feet (1,219 m).

Mega-Damage: 3D6 M.D. per single blast from one barrel or 6D6 M.D. per simultaneous double blast from both barrels at the same target from ONE weapon arm. **Note:** Though 2-4 of the weapon arms can target and fire upon the same target, they can NOT be linked to all fire at the same target simultaneously. Each blast from each arm counts as ONE melee attack. Roll for each attack from each weapon arm (two each per melee).

Rate of Fire: Each weapon arm has TWO attacks per melee round. This is in addition to the attacks of the pilot wearing the power armor.

Payload: Effectively unlimited. Wired into the power supply of the power armor.

Particle Beam Guns (2): The lower two weapon arms are particle beam guns that have a much shorter range but increased firepower.

Primary Purpose: Anti-Armor.

Secondary Purpose: Defense.

Range: 1,600 feet (488 m).

Mega-Damage: 5D6+6 M.D. per single blast from one weapon arm.

Note: Though 2-4 of the weapon arms can target and fire upon the same target, they can NOT be linked to all fire at the same target simultaneously. Each blast from each arm counts as ONE melee attack. Roll for each attack from each weapon arm (two each per melee).

Rate of Fire: Each weapon arm has TWO attacks per melee round. This is in addition to the attacks of the pilot wearing the power armor.

Payload: Effectively unlimited. Wired into the power supply of the power armor.

2. Grenade Launchers (4): These four grenade launchers are built into the chest plates of the armor. They are used to clear out enemy infantry, to cover one's retreat with smoke, or with riot control/tear gas. This weapon can only be used by the pilot.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Range: 1,200 feet (366 m).

Mega-Damage: Varies with grenade type.

Rate of Fire: One at a time, or volleys of two or four grenades.

Payload: 80 grenades total; 20 per launcher.

3. Forearm Mini-Rail Guns (2): Two double-barreled mini-rail guns are built into each forearm. The pilot can fire one at a time, or aim both arms at a target and fire simultaneously, but such a tactic counts as two melee actions/attacks. These weapons can only be used by the pilot.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Anti-Armor.

Range: 2,000 feet (610 m).

Mega-Damage: 2D6 M.D. per short burst (one arm) or 4D6 M.D. for both arms combined (counts as two melee attacks).

Rate of Fire: Short bursts only.

Payload: 40 short bursts per forearm.

4. Pilot's Weapon: The P.A. pilot can carry and use one or two handheld weapons in addition to the weapon systems of the suit.

5. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Basic* or *Elite Ground-Based Power Armor Training* on page 351 or 352 of **Rifts® Ultimate Edition**. The extra attacks provided by this training counts toward the attacks of the pilot. Each of the four arms has two attacks per melee round independent of those of the pilot. Damage is based on the Robotic P.S. of 28.

Restrained Punch: 1D4 M.D.

Full Strength Punch: 1D6 M.D.

Power Punch: 2D6 M.D., but counts as two melee attacks.

Kick: 2D4 M.D.

Leap Kick: 2D8 M.D., but counts as two melee attacks.

7. Sensor Systems & Features of Note: All those standard for power armor, plus the ETRCS described previously.

NG-X112 Lynx

Assault Power Armor

The Lynx and the Cougar power armors were both originally designed as combat suits for fighting the Xiticix and spearheaded by team leaders **Tim Frates**, **Christopher Mangels** and **Chuck Tawlon**. In fact, the Lynx's pre-production name was "Bug Hunter 01." As a Xiticix fighter intended for hive assaults, the team devised a system of jet thrusters the wearer of the suit can use to rocket up and down vertical shafts inside the Xiticix hives, make long leaps to access different tunnel levels, and to enter and exit from the many openings. Once inside a horizontal or vertical tunnel, the Lynx can continue to run and leap assisted by its thrusters, as well as leap up into mid-air to fire upon or grapple with flying Xiticix. While the Lynx is so engaged, its partner, *the Cougar*, would present combat support and tear up Xiticix knocked out of the air or charging out across the ground from hiding places and other tunnels and shafts. The Lynx and Cougar power armors are both formidable, close combat suits with a variety of weapons for ranged and close combat. Since fierce combat inside contained spaces is anticipated, the Lynx is one of NG's most heavily armored suits. The heavy armor and its bulk make running speed slower than many NG power armors, but its thruster assisted vertical and horizontal leaping capabilities more than make up for it, especially inside a Xiticix hive and similar environments.

However, the Lynx is much more versatile than just a Xiticix killer and hive raider.

All the features that makes it ideal for combat in the hives also make the Lynx and its counterpart, the Cougar, superb for urban assaults, street combat, riot control, rescue missions, prison breaks, and commando raids. The same leaping abilities enable the Lynx to leap from rooftop to rooftop, rocket up and down elevator shafts and access tunnels, go up or down a flight of stairs in a single bound, leap through windows from outside in (and in many cases, probably starting from street level!), and dive out of windows and hover down to the ground. Which also makes the Lynx perfect for rescuing hostages and accessing people in peril from rooftops and the upper floors of buildings. Whether the building is on fire, or its lower levels are under siege, the Lynx can reach people and carry them to safety back on the ground or to the roof of a neighboring building. Many firefighting operations throughout Upper Michigan have Lynx rescue units.

On the street, the Lynx can run, leap and bounce off *the sides of buildings* and window ledges, dodge by leaping up or through a window, leap over roadblocks and bound over debris, vehicles, and burned out giant robots. While the Lynx can run upright like a humanoid, many power armor pilots use the leaping capabilities to run and bound on all fours, like a cat, often landing in a crouch and springing forward like a pouncing feline. Only the *Mantis* is more nimble and uses its leaping and climbing abilities in a similar manner. This also makes the Lynx, Mantis and Cougar uniquely suited for operating in the canyons and buttes of Arizona and Utah, mountainous environments and any sort of tunnel and street combat.

The Lynx comes standard with Northern Gun's new and experimental – many say "revolutionary" – **Universal Energy Link (UEL)**. The UEL is an E-Clip cabled to the energy supply within the power armor. Replace the weapon's standard E-Clip with the UEL, and it provides the weapon with unlimited firepower from within the armor itself. This gives the power armor the versatility to use almost any weapon that takes an E-Clip, and give it an *unlimited payload*. This eliminates the worry of running out of energy ammo and the need of having to carry multiple E-Clips into combat. The UEL is a simple idea that has the marketplace abuzz with excitement.



Lynx Power Armor

Model Type: NG-X112

Class: Urban Assault and Xiticix Fighter Power Armor.

Crew: One.

M.D.C. by Location:

- * Head – 90
- * Lynx Assault Rifle (1, handheld) – 50
- * Forearm Ion Blaster (1 pair, left) – 20
- * Forearm Blades (2, left) – 20 each

Shoulder Grenade Launchers (2) – 20 each
 * Big Bang Assault Rifle – 70
 Shoulders – 80 each
 Arms (2) – 60 each
 * UEL Cables – 6 each
 Legs (2) – 125 each
 * Leg Thrusters (8; four per each leg) – 12 each
 Back-Mounted Vertical Thruster (1) – 80
 ** Main Body – 245

* A single asterisk indicates a small or difficult target to hit. They can only be struck when the attacker makes a “Called Shot,” and even then the attacker is -4 to strike.

Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

Destroying one thruster reduces leaping speed and distance by 30%. Destroy both and speed and distance is reduced by 60% and underwater rocket speed is eliminated; must physically swim.

** Depleting the M.D.C. of the main body shuts the power armor down completely, rendering it useless.

Speed:

Running: 50 mph (80 mph) running at top speed. The act of running at top speed tires out the operator, but at 25% of the usual fatigue rate thanks to the augmentation of the robot exoskeleton. However, running at 35 mph (56 km) or less, the operator tires at only 10% the usual rate. Also see **Power Jumping Travel**, below.

Leaping: A leap unassisted by any thrusters can reach 15 feet (4.6 m) straight up or across; increase by 50% with a running start.

A leap assisted by the leg thrusters only can reach 25 feet (7.6 m) high or across; increase by 50% with a running start (22.5 feet/6.9 m).

VTOL Leaps Upward: As noted earlier, the main back thrusters are designed for straight up and down or slightly angled leaps. A full jet thruster assisted leap from a stationary position or a running start can propel the Lynx power armor upward 200 feet (61 m); straight up or at a slight angle. To arrange a more sharply angled or horizontal leap, the wearer must engage the back-mounted main thrusters *after* he has leaped at the desired angle or prone position a la Superman. Once hurling upward or forward, the Lynx cannot easily stop or change direction. Greater height can be attained by bouncing off neighboring buildings and structures much like a pinball. A leap straight up or at a slight angle or bouncing off other structures is used to leap up onto rooftops, on top of vehicles or to snare low-flying opponents.

Power Jumping Travel: 90 mph (144 km). The integrated jet thrusters with VTOL capabilities give the Lynx good speed and versatility.

Also known as “jet propelled running,” power jumping travel requires the power armor pilot to run, jump (soaring upward and forward), land, and repeat. The height of the leap is controlled by the pilot and generally ranges between 20-50 feet (6.1 to 15.2 m) during high-speed travel. By leaping, landing, and continuing to run several yards/meters and power jumping again – like a Jackrabbit – the Lynx can maintain a good ground speed of 90 mph (144 km), even through light forest and across uneven ground. Reduce speed by 50% when traveling through dense vegetation, deep mud or snow, very rocky or unstable ground, vertical inclines and similar hazardous and extreme terrain. This speed can be maintained for hours, until the power armor pilot needs to stop and rest.

Directional control by the pilot is only fair, as once the wearer of the Lynx power armor commits to a leap, it is difficult to stop or change trajectory without considerable acrobatic twisting, turning and tumbling. The only possible downside to Power Jumping Travel is the noise the power armor makes crashing through the underbrush like a lumbering feline. There is no way around it. Running and leaping through trees and underbrush makes a lot of noise, alerting predators and the enemy to the character’s location and direction of travel. It also reduces the pilot’s vision and awareness.

(Penalties: -3 on initiative, -3 on Perception Rolls, and -1 to strike, parry and dodge due to obscured vision, noise and rate of travel.

Note: This penalty does NOT apply to leaping down open streets, across rooftops or bouncing off of buildings.) Even just running across open ground, the power armor sounds like the thundering hooves of one or more horses. Just like anyone else, to be stealthy, the wearer of Lynx power armor must move slowly and deliberately to be quiet and sneaky.

Cat-Like Landings from Great Heights: The thruster jet system is able to slow the wearer’s descent from considerable heights of up to 800 feet (244 m) and land on its feet like the cat it is named after. Anyone carried in the suit’s arms also lands safely and unharmed, and if the arms are empty, the Lynx can hit the ground running or leaping.

Drops from heights greater than 800 feet up to 1,200 feet (244 to 366 m) are trickier. The power armor is likely to survive the landing but may take damage. **Roll 1D20** to determine the success of the landing. **On a roll of 1-10** the suit hits the ground hard, takes 1D4x10 M.D. and the operator loses 1D4 melee actions/attacks before he is back up on his feet. **On a roll of 11-20** the pilot sticks the landing, and can continue to move/jump/run without damage or delay.

Drops from greater heights are not possible without potentially life-threatening damage: 3D4x10 M.D. to the power armor, 1D4x10 S.D.C./Hit Point damage to the wearer inside the armor, and the operator is stunned for 1D4 melee rounds before he recovers from the fall and is able to take action again.

Flying: Not possible. The Lynx is a running and leaping machine, it is not built for flight and cannot fly. Even hovering above ground cannot be maintained for more than 1D4 melee actions (3-15 seconds) before the suit becomes wobbly and quickly drifts down to the ground.

Water: The Lynx is not designed for use in the water and cannot swim. However, it can travel underwater using its jet thrusters at 12 mph (19 km/10.4 knots) or walk along the bottom at 5 mph (8 km/4.3 knots). Maximum depth is 800 feet (244 m).

Special Bonuses of the Lynx Power Armor: +1 on initiative, +1 to strike when leaping with the purpose of grabbing, tackling or slashing an opponent, +2 to dodge when running or involved in Power Jumping and +1 to roll with impact.

Statistical Data:

Height: Man-sized at 6-7.6 feet (1.8 to 2.3 m).

Width: 2.4 to 3 feet (0.73 to 0.9 m).

Length: 2-3 feet (0.6 to 0.9 m).

Weight: 465 lbs (209 kg).

Physical Strength: Robot P.S. of 28.

Cargo: None, other than the small compartment in each shoulder (can hold one canteen or three extra grenades or other basic gear) and any belts and pouches that may be worn at the waist.

Power System: Nuclear; average energy life is 12 years. Solid Oxide and electric battery versions are also available.

Cost: 2 million credits for nuclear, 1.6 million Solid Oxide and 1.2 million credits for electric.

Weapon Systems:

1. NG-X112 “Big Bang” Over and Under Assault Rifle (1, Hand-held): The X112 is a large, experimental, dual assault rifle exclusive to the Lynx, Cougar and Enforcer Guardsman (for the latter two armors, it is an optional weapon). The top barrel is a short-range, precision particle beam that can fire a single, powerful blast. The under-weapon is a pump-action grenade launcher. The X112 Big Bang assault rifle is specifically designed with power armor and Combat Cyborgs in mind. Currently it is only available to the Lynx, Cougar and Enforcer Guardsman armors, but that is likely to change over the next year or two, especially as demand for this powerful weapon increases. It comes with a removable strap so that it can be slung over the shoulder when the hands need to be free.

Primary Purpose: Anti-Monster and Anti-Armor.

Secondary Purpose: Assault and Anti-Fortifications/Wall Breaching.

Range: 1,200 feet (366 m) for both the particle beam and grenade launcher.

Mega-Damage: Particle Beam (Over): 6D6+6 M.D. per single shot. Grenade Launcher (under): Any, varies by type.

Fragmentation Grenades: 3D6 M.D. per single grenade to a 12 foot (3.7 m) radius.

High Explosive/Armor Piercing Grenades: 4D6 M.D. to a 3 foot (0.9 m) radius.

Plasma Grenade: 6D6 M.D. to a five foot (1.5 m) radius

Smoke Grenade: Covers a 40 foot (12.2 m) radius in a dense cloud of smoke, obscuring vision and creating cover.

Tear Gas Grenade: Covers a 25 foot (7.6 m) radius and makes the eyes and noses of victims not protected by gas masks or environmental armor burn and tear, as well as gags and chokes them (-10 to strike, parry, dodge, -3 on initiative and lose one melee attack as long as they are in the gas cloud and for 1D6+1 melee rounds after exiting it; protected individuals suffer no penalties).

Stun/Flash Grenade: Unleashes a bright flash, sparkles and white smoke that temporarily blind victims (-10 to strike, parry, and dodge, -1 on initiative, and lose one melee attack for 1D4 melee rounds). Radius of effect is 4 feet (1.2 m).

Rate of Fire: Particle Beam: Single shot. Grenade Launcher: One grenade at time. Each shot counts as one melee attack.

Payload: Particle Beam: Effectively Unlimited when the weapon is plugged into of the UELs, or 6 blast per standard E-Clip.

Grenade Launcher: Holds 10 grenades. Once fired, any additional grenades need to be hand loaded into the weapon. More grenades can be carried in pouches, on a bandoleer or in a satchel or M.D.C. carrying case (holds 24 grenades). Can be all one type of rifle grenade or a “mixed load” of 2-5 different types. A Riot Control payload contains only non-lethal grenades: Tear Gas, Stun/Flash and Smoke. When fighting Xiticix or an armored or monstrous enemy, high explosive, plasma and perhaps Hex grenades are the likely choices or combination. (See NG-1 for the full description of Hex grenades.)

2. NG-X12 Shoulder Grenade Launchers (2): Built into a housing between the neck and each shoulder is a grenade launcher.

Primary Purpose: Assault and Anti-Personnel.

Secondary Purpose: Defense and Riot Control.

Range: 1,000 feet (305 m).

Mega-Damage: Varies with type of grenade. When fighting Xiticix or an armored or monstrous enemy, high explosive and plasma are more likely. For riot control, smoke, tear gas and stun/flash grenades are most common, with two of each being the standard recommendation, along with two fragmentation or plasma for good measure. See descriptions of the different types above.

Rate of Fire: One at a time or in volleys of 2 or 4.

Payload: 8 total; four per each launch unit (one launcher by each shoulder).

3. Left Forearm Ion Blasters (2): A pair of short-range ion blasters are built into the left forearm. Point and shoot.

Primary Purpose: Assault and Anti-Personnel.

Secondary Purpose: Defense.

Range: 1,000 feet (305 m).

Mega-Damage: 3D6 M.D. per blast, or 6D6 M.D. per double blast with both blasts striking the same target.

Rate of Fire: Each single or dual blast counts as one melee attack.

Payload: Effectively unlimited.

4. Left Forearm Vibro-Blades (2): Twin Vibro-Blades are located between the two ion blasters on the left arm. The blades can be positioned to fold forward, fold back, stick straight up, or lay flat and inconspicuous between the forearm blasters.

Primary Purpose: Assault and Anti-Personnel.

Secondary Purpose: Defense.

Range: Arm’s reach/melee combat.

Mega-Damage: 2D6 M.D. per slash with dual blades (1D6 with just one).

5. Handheld Weapons (optional): Any handheld weapon can be used. Energy weapons are the usual choice because they can be powered by the UEL system. An additional side arm, Vibro-Blade, extra grenade reloads, and other gear may be carried on one or two belts around the waist.

UEL – Universal Energy Link (2, one in each forearm): The Universal Energy Link is concealed under a layer of forearm plating. When needed, the plate opens and extends enough for the E-Clip connector of the UEL and cable to be removed and plugged into the weapon. The plate armor snaps back into place and a thin cable runs from the back of the forearm, near the wrist, from under the armor and to the weapon in hand.

One concealed UEL is built into each forearm. Each can provide power to a weapon that fires as much as 1D6x10 M.D. per blast, but anything more powerful saps the system and causes it to shut down until replaced with a more appropriate weapon (i.e. something that fires blasts that inflict less than 1D6x10 M.D.). The E-Clip connector has an automatic circuit breaker that kicks in when the pilot is attempting to use a weapon beyond the UEL’s energy capacity, shutting it down before an excessive energy charge damages the armor.

6. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Basic* or *Elite Ground-Based Power Armor Training* on page 351 or 352 of **Rifts® Ultimate Edition**. Damage is based on the Robotic P.S. of 28.

Restrained Punch – 1D4 M.D.

Full Strength Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Kick – 2D4 M.D.

Leap Kick – 2D8 M.D., but counts as two melee attacks.

7. Sensors and Special Features of Note: In addition the standard power armor features, the Lynx comes with the following.

a) Standard Helmet Camera (top of head) and Gun Camera (concealed): A simple “dash-cam” style digital camera that sees whatever the pilot sees or points his weapon at. No special features beyond the ability to tape 96 hours of video and take 4,000 still photos.

b) LED Flashlight (2): Built into the forehead of the helmet is an LED light that works like a miner’s head lamp, points wherever the pilot turns his head. 500 foot (152 m) range.

c) Nightvision Optics: Passive light amplification that allows the pilot to see in the dark as long as there is at least some ambient light. 2,000 foot (610 m) range, but is completely useless in total darkness.



NG-X39 Mantis

The Mantis is a “robot killer” conceived by the design team led by **Ben Bonds, Chris Curcio, Sam Beeda and Harlan Oscwelt**. It is an intimidating close combat power armor suit able to stalk monsters, battle Xiticix and chop giant robots to pieces.

The Mantis derives its name from the Praying Mantis because its overall design and appearance is inspired by the insect. The Praying Mantis is a deadly predator in the insect world, known for snaring its prey in its large, serrated scissor-like arms where spines hold its victim tight as the Praying Mantis devours it, head first.

Unlike the insect, the Mantis power armor is not built for stealth, but for speed, leaping and cutting down its enemies. Its primary close-combat weapons are a pair of large, scythe-like, forearm Vibro-Blades sharp on both sides. As the main weapon, these blades have many applications and are best in the hands of pilots with the *Hand to Hand: Martial Arts* skill. The blades are most effective when wielded like a pair of samurai swords, and though it takes some time and training to truly master them and this armor, those who do so are devastating in melee combat. Even when the blades are tucked in a locked closed position against the back of the forearms, the “Mantis Blades” can be used to stab opponents coming up from behind with a backward thrusting ski-pole motion or quick jab of the elbow, as well as easily parry incoming weapon strikes. The wearer can block an attack by simply raising and moving his forearm, a natural thing to do in the first place, and counter with an immediate release of the Mantis Blade(s) from its locked position and a swish of the arm.

As usual, Northern Gun’s design team has tried to create a multi-purpose assault power armor with more than one application. In the case of the Mantis, it is specifically designed to, **a)** fight Xiticix and raid their hives; **b)** kill and neutralize giant robots, magic Automotons and Iron Juggernauts on the open battlefield; **c)** neutralize large armored vehicles, including APCs, tanks and dreadnaughts; and **d)** to function in deadly close combat. This makes the Mantis excellent for commando style assaults, rescue missions, prison breaks, boarding ships (chopping through its defenders and cutting through hatches and hulls), and all manner of close combat. Pair it with the Cougar and the Lynx on hive raids or commando operations and watch out. Cover the blades in silver, and arm the Mantis with a few other anti-demon weapons and it becomes effective against the supernatural.

The big idea is to use Mantis power armor to “neutralize” and “soften” armored vehicles to make them more vulnerable for other troops to finish off. This is done not by looking for the quick kill, but rather literally whittling down enemy giant robots and armor, piece by piece. “Neutralizing” the larger, more deadly opponent by cutting out its sensors and weapon systems. The Mantis’ speed and leaping abilities make it a difficult target for enemy fire to hit. Once in close, the Mantis can dance around, leap and outmaneuver most big robots and armored vehicles (and monsters), staying out of their crosshairs and their reach while the Mantis, itself, strikes from behind, the sides, low and high – leaping on its back to slice and blast it to pieces. Once “softened up,” it is easier for even conventional, lightly armored infantry troops to mop-up and finish the enemy. Send in a pair or trio of Mantises (or more) to attack and double- or triple-team the robot, and it is rather like watching a pride of African Lions taking down a much larger animal.

Each Mantis power armor is sold with an instruction manual that presents suggested combat moves, spins, strikes and targets, as well as an eight hour instructional video with staged and real battlefield combat footage showing how to fight and maximize the effective-

ness of the power armor suit. As noted above, the best tactics involve double-teaming and hit and run tactics against the same one or two large targets, tearing them down and diminishing their fighting capabilities, before abandoning the crippled robot or vehicle to move on to the next target. The jump jet system enables the Mantis to outmaneuver most opponents by leaping and dodging out of the way, and to direct its own attacks at strategic targets on the larger vehicle to greatly diminish its fighting capability. The Mantis is not designed to face large, heavily armored opponents head-on. Standing toe to toe against a giant robot, for example, is suicide. The Mantis must fight like a bullfighter: Avoid the attacks of the charging giant, while delivering a number of deliberate, calculated moves and attacks of its own to cut it down. Watching one or two Mantises work is rather like watching a macabre, yet riveting ballet.

The following are the recommended strategies and tactics for Mantis power armor pilots. Among many of the most effective pilots who select the Mantis as their primary weapon of choice, these things have become something akin to a warrior’s code, reminiscent to the ancient Way of the Samurai.

Target Number One: Sensors. Destroy them – radar, sonar, optics, etc. – and you blind or hobble the enemy, making him less effective at fighting you and attacking your fellow troops.

Target Number Two: Communications. Destroy antennas and communication arrays and the enemy cannot call for reinforcements or strategic strikes.

Target Number Three: Weapon Systems. Destroy weapons starting with the most vulnerable, e.g. cut power cables/UEL cords, followed by knocking out the heaviest and long-range weapons. Take the weapons out one by one, until there are none, or all that’s left are a couple of melee weapons (claws, forearm blades and similar). Remove the teeth from a beast of war and it is crippled, if not completely helpless without its bite. But never underestimate your enemy or his will to fight.

Target Number Four: Locomotion. On flyers, that’s the main thrusters and/or wings. Destroy one wing, and you have clipped that war bird’s wings, grounding it and leaving it vulnerable. On ground vehicles and giant robots, that’s wheels, treads and legs. Against watercraft, that’s the rudder and propeller system.

Leave the shattered beast and move on to the next target. Once blinded (even partially), stripped of its bite, and crippled, the enemy has been largely neutralized, reduced to a much less deadly and immediate danger to yourself and your teammates. This enables the pilot of the Mantis to move on to disable another giant robot or armored combat vehicle, while leaving the crippled enemy units to be finished off by his teammates, or for the enemy to flee with their tails between their legs.

In many cases, crews of enemy robots and armored vehicles who have lost their fighting ability and combat edge (weapons, sensors, optics, communications, speed, and suffer penalties to attacks per melee, combat bonuses, and others) are likely to believe themselves on the verge of defeat or destruction, and turn around and flee or surrender. Remember, winning a battle is not always about utterly destroying the enemy. It is about winning the day, holding a position and rebuking the enemy’s aggression. An enemy that feels outclassed, overpowered and lucky to have survived with their lives, is likely to suffer psychological damage that gives you the advantage in future skirmishes. A humiliating defeat may erode confidence and ruin morale, crushing the enemy’s will to fight. That can be as good, and in some cases, better than utter obliteration.

Many Mantis pilots have a code in which they will not pursue or destroy an enemy who flees or surrenders. In fact, many, after having neutered their adversary, will suggest their opponent leave or die. If the enemy refuses to leave and issues the Mantis pilot(s) a challenge to stand and face him in final battle, many will oblige, but others leap away in pursuit of a more challenging opponent, or to attack units that threaten his teammates and allies. The nature and the fighting style of the Mantis makes most who pilot one be team players. Thus, they don't seek personal glory or grandstanding, and as soon as one target is satisfactorily crippled, they immediately seek a new target to chop down to size. **Note:** The wearers of Mantis armor usually fare well in combat against Juicers and Crazies, as a trained Mantis power armor pilot fights in a similar, fast moving, leaping, dodging, hit and move style. Against larger, more powerful war machines, the Mantis is most effective when deployed as pairs or threesomes (or with other combatants) who fight as a tag-team.

In addition to its slashing blades, the Mantis is armed with a few energy weapons, though they, too are generally deployed to destroy enemy armor piecemeal and engage ground troops as necessary. The biggest detriment of the Mantis power armor is its lack of medium-to long-range weapons, forcing it to close in on its opposition.

The Mantis power armor has earned many admirers amongst men-at-arms, especially such warriors as Juicers, Crazies, Combat Cyborgs, Cyber-Knights, and swordsmen who pride themselves in physical melee combat. When such individuals are faced as opponents, they will never underestimate the Mantis pilot. Likewise, the crowds at Northern Gun's **Robodome** love gladiatorial contests with Mantis armor almost as much as bouts with Juicers, Crazies and Cyber-Knights. Seeing a Mantis operated by a martial artist demonstrates the art form behind the technology. Tag-team bouts pitting two Mantises against a much larger, heavily armed and armored robot are always crowd pleasers. As are bouts between a Mantis and a Juicer or other augmented challengers. All the publicity the Mantis has received in the Robodome has translated into big sales putting it among NG's Top Ten Best Sellers in 109 P.A.

More efficient and deadly than originally expected, the Mantis and its ferocious field prowess have given it a lethal "robot killer" reputation. Thus, it is feared when encountered, particularly in *assault packs* of three or more. Though many bandits and pirates don't have the patience or skill to properly learn how to master the Mantis, those who do are becoming a problem. In their hands, packs of Mantises are being used to raid ships and ambush adventurers and merchants. Coordinated Mantis packs, supported by additional forces, can quickly overwhelm a giant robot or vehicle when 2-3 of them are each deployed against a larger, slower target. The bandits and pirates strategically disable the large robots and combat vehicle escorts, and take whatever else they can seize. When the robots or combat vehicles are sufficiently disabled, many of the pilots inside surrender or abandon it, leaving a damaged but still functioning vehicle as part of the booty. A functioning robot or vehicle chassis and power supply can still fetch a pretty penny from the Black Market, mercenary companies or Operators who buy them as "damaged" or "used" items. In the alternative, the battered combat vehicle can be stripped down for parts and salvage.

This sudden problem with the recent release of the Mantis is becoming something of a controversial issue. Some have suggested the Mantis should be discontinued. Others have suggested their sale should be strictly limited to reputable nations, security agencies and select mercenary groups. For now, the Senior Vice President of Northern Gun Marketing and Sales has decided to ignore the concerns and continues to sell the Mantis to whomever can afford one.

Mantis Power Armor

Model Type: NG-X39

Class: Armored Infantry Assault Suit with Xiticix-fighting capabilities.

Crew: One.

M.D.C. by Location:

- * Head – 80
- * Head Laser (1, top) – 20
- * Head Searchlights (2) – 10 each
- * Shoulder Armored Weapon Housings (2) – 50 each
- * Shoulder Plasma Ejector (1, right, inside Shoulder Housing) – 25
- * Shoulder Ion Blaster (1, left, inside Shoulder Housing) – 20
- Arms (2) – 60 each
- * Forearm Mantis Blades (2, large) – 100 each
- Legs (2) – 110 each
- * Leg Thrusters (4) – 12 each
- * Main Jump Jets/Thrusters (4, back) – 35 each
- * Booster Jets (2, lower back) – 15 each
- ** Main Body – 195

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then he is -4 to strike.

Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

The destruction of each thruster reduces maximum thruster assisted leaping distance and Power Jumping Travel by 20%. Destroy all four and speed and distance are reduced by 60% and underwater rocket speed is eliminated; must physically swim.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed:

Running: 50 mph (80 mph) running at top speed. The act of running at top speed tires out the operator, but at 25% of the usual fatigue rate. However, running at 35 mph (56 km) or less, the operator tires at only 10% the usual rate. Also see **Power Jumping Travel**, below. **Leaping:** A leap unassisted by any thrusters can reach 15 feet (4.6 m) straight up or across; increase by 50% with a running start.

A leap assisted by the leg thrusters only can reach 30 feet (9.1 m) high or across; increase by 50% with a running start (45 feet/13.7 m). **VTOL Leaps Upward:** The main back thrusters are designed for angled and straight up and down leaps. A full jet thruster assisted leap from a stationary position or a running start can propel the Mantis power armor upward or lengthwise 200 feet (61 m). The Mantis has better control of its leaps than power armor like the Lynx, so once hurling upward or forward, it can adjust its angle of trajectory and slow its descent easily. Unlike the Lynx, however, the Mantis cannot bounce off neighboring buildings and structures to propel itself higher, but it can climb using its hands or Mantis Blades. It can also leap upward, or up and forward, to try to snare or slash at low-flying enemies such as the Xiticix, flying or leaping power armor, rocket bikes and aircraft.

Power Jumping Travel: 90 mph (144 km). The integrated jet thrusters with VTOL capabilities give the Mantis good speed and versatility.

Also known as "jet propelled running," power jumping travel requires the power armor pilot to run, jump (soaring upward and forward), land, and repeat. The height of the leap is controlled by the

pilot and generally ranges between 20-50 feet (6.1 to 15.2 m) during high-speed travel. By leaping, landing, and continuing to run several yards/meters and power leaping again – like a Jackrabbit – the Mantis can maintain a good ground speed of 90 mph (144 km), even through light forest and across uneven ground. Reduce speed by 50% when traveling through dense vegetation, deep mud or snow, very rocky or unstable ground, vertical inclines and similar hazardous and extreme terrain. This speed can be maintained for hours, until the power armor pilot needs to stop and rest.

Directional control by the pilot is good, and he can slow the leap, change trajectory and even stop himself in mid-leap (dropping to the ground) without too much effort. The main downside to Power Jumping Travel is the noise the power armor makes crashing through the underbrush or across the ground. There is no way around it. Running and leaping through trees and underbrush makes a lot of noise, alerting predators and the enemy to the character's location and direction of travel. It also reduces the pilot's vision and awareness. **(Penalties:** -3 on initiative, -3 on Perception Rolls, and -1 to strike, parry and dodge due to obscured vision, noise and rate of travel. **Note:** This penalty does NOT apply to leaping down open streets, across rooftops or bouncing off of buildings.) Even just running across open ground, the power armor sounds like the thundering hooves of one or more horses. Just like anyone else, to be stealthy, the wearer of Mantis power armor must move slowly and deliberately to be quiet and sneaky.

Cat-Like Landings from Great Heights: The thruster jet system is able to slow the wearer's descent from considerable heights of up to 800 feet (244 m) and land on its feet like a cat. Anyone carried in the suit's arms also lands safely and unharmed, and if the arms are empty, the Mantis can hit the ground running or leaping.

Drops from heights greater than 800 feet up to 1,200 feet (244 to 366 m) are trickier. The power armor is likely to survive the landing but may take damage. **Roll 1D20** to determine the success of the landing. **On a roll of 1-10** the suit hits the ground hard, takes 1D4x10 M.D. and the operator loses 1D4 melee actions/attacks before he is back up on his feet. **On a roll of 11-20** the pilot sticks the landing, and can continue to move/jump/run without damage or delay.

Drops from greater heights are not possible without potentially life threatening damage: 3D4x10 M.D. to the power armor, 1D4x10 S.D.C./Hit Point damage to the wearer inside the armor, and the operator is stunned for 1D4 melee rounds before he recovers from the fall and is able to take action again.

Flying: Not possible. The Mantis is a running and leaping machine, it is not built for flight and cannot fly. Even hovering above ground cannot be maintained for more than 1D4 melee actions (3-15 seconds) before the suit becomes wobbly and quickly drifts down to the ground.

Water: The Mantis is not designed for use in the water and cannot swim. However, it can travel underwater using its jet thrusters at a maximum speed of 12 mph (19 km/10.4 knots), or it can walk along the bottom at 6 mph (9.6 km/5 knots). Maximum depth is 800 feet (244 m).

Special Bonuses of the Mantis Power Armor: +2 to parry, +2 to automatic dodge, +1 to disarm, and +1 to pull punch.

Statistical Data:

Height: Man-sized at 6 to 7.6 feet (1.8 to 2.3 m).

Width: 2.4 to 3 feet (0.73 to 0.9 m).

Length: 3 feet (0.9 m).

Weight: 485 lbs (218 kg).

Physical Strength: Robot P.S. of 30.

Cargo: None, other than what it might carry in pouches on a belt. Cannot wear a backpack.

Power System: Nuclear; average energy life is 12 years. Solid Oxide and electric battery versions are also available.

Cost: 2.3 million credits for nuclear, 1.9 million Solid Oxide and 1.4 million credits for electric.

Weapon Systems:

1. Vibro-Mantis Blades (2): The Mantis' namesake close combat weapons are its two, large, slashing Vibro-Blades, one per forearm. The scythes are used to slash, impale and sever just like a pair of Samurai swords, but can also be used like climbing picks to scale vertical surfaces and ceilings like an insect, impale and even cut like scissors if the target gets caught between the blade and the armor's forearm. They are reinforced with hydraulic supports, giving the large blades excellent support and power. Though designed with swordplay and sabotage in mind, given enough time, the blades can cut or chop through most Mega-Damage structures, including, the walls of Xiticix hives and bunkers, cockpits, hatches, and ship hulls.

The Mantis Blades are sharp on both sides and are 4 feet (1.2 m) long. In the locked, praying position, the blades are extended away from the arms and available to slash, slice and chop opponents to shreds like a scythe. Those pilots with martial arts training often look more like ballet dancers who use spins, leaps and pirouettes with the flashing blades of both arms to parry and slice their enemies to pieces. A back arm thrust can just as easily stab an enemy or sweep his feet out from under him to give the Mantis an opening for a downward killing or impaling stroke.

The *Praying Mantis leap strike* is almost a thing of macabre beauty in motion. The wearer of the armor leaps up into the air (jump jet assisted if necessary), his hands raised above his head in the "praying" position, the Mantis Blades extended from the forearms and pointed downward in the classic position of the infamous insect before it is about to seize its prey. The Mantis pilot has several attack options at this point. The classic move against a giant robot opponent is to land on top of it and slash downward, impaling the twin blades in a *power leap/power sword strike* move to inflict serious damage to the head, shoulder, or a weapon system, sensor array, or other key component on the giant robot's back or shoulders. Another is to leap in such a way that the Mantis drops down right in front of the giant opponent, slashing down the front of it and then either flipping an arm blade up to strike a head, chest or shoulder target, or turning and slashing down to take off a hand or target a forearm weapon. Another option in a Praying Mantis power leap strike is to come down behind the giant robot to slash or chop at a weapon system, sensor array, backpack, jet thrusters, or other targets mounted on the back. Then bound back up to hit it again or target the head or shoulders.

In battle, squads of Mantis-clad soldiers can be seen outrunning, catching up to and leaping up onto the backs of giant robots, tanks and other armored vehicles, and ripping them to shreds in a whirlwind of melee combat.

Primary Purpose: Assault and Anti-Armor.

Secondary Purpose: Sabotage and Climbing.

Range: 3-4 feet (0.9 to 1.2 m) beyond arm's reach depending on the configuration of the blades.

Mega-Damage: The Robot P.S. of 30 has been included in all damage numbers.

Restrained Slash/Cutting Action – 1D6 M.D.

Full Strength Slash/Cutting Action – 3D6 M.D.

Full Strength *Double Slash* with Both Blades Simultaneously – 6D6 M.D., but counts as two melee attacks.

Full Strength Stab/Chop Attack – 4D6 M.D.

Full Strength *Double Stab* with Both Blades Simultaneously – 1D4x10+2 M.D., but counts as two melee attacks and the Mantis cannot parry for one melee action immediately thereafter.

Power Stab/Impalement (one blade) – 1D4x10+6 M.D., but counts as two melee attacks and the Mantis cannot parry for one melee action immediately thereafter. **Note:** A power stab is not possible with both blades simultaneously.

Praying Mantis Leap Strike to Cut/Slash (special) – 4D6 M.D.

Praying Mantis Spinning Leap Strike to Cut/Slash (special) – 5D6 M.D.

Praying Mantis Power Stabbing Leap Strike (special) – 1D6x10+3 M.D., but counts as three melee attacks and the Mantis cannot parry for one melee action immediately thereafter.

Praying Mantis Scissor Strike/Pinning Attack (serrated edge; special) – 3D6 M.D. With the “Mantis Blades” extended away from the forearm in the classic “praying” position (the default stance of most pilots), it can hook hoses, cables gun barrels and similar narrow targets, and close shut (the blade snapping shut against the back of the forearm) in a scissor-like motion to cut or hold tight to the item. Damage is less (3D6 M.D.), but is likely to slice through hoses, rope, wooden branches, etc. Any gun barrel, hand or arm of a man-sized adversary caught in the scissor strike takes the 3D6 M.D. damage and remains pinned/held by the Mantis until the pilot releases him by opening the “scissors,” or the limb or item is cut off, or the opponent manages to pull the locked blade open or gets the pilot to release him. **Note:** Pulling a limb or weapon down and across the blade is impossible, as the serrated teeth on the inner side of the blade catch and hold its victim in place. Tugging to pull it out does 1D6 M.D. per each tugging action. Increase tugging damage to 3D6 M.D. if the victim pulls very hard (most or all of his P.S.); and a few hard tugs may cut it right off at the blade edge. Much like the jaws of an alligator, the only way to avoid further damage (other than the Mantis pilot releasing his grip) is to have one or more other very strong people grab hold and pull the blade out from the forearm. This is really only possible when the Mantis operator has been restrained. But they too are going to take 3D6 M.D. if they grip by the blade’s edge (and where else is there to get a handhold?).

Praying Mantis Lock Grip (special) – Very similar to the scissor strike/pinning attack, except that the power armor pilot grabs onto a giant limb, wing, strut, etc. and hangs on for dear life. The serrated end of the blade digs into the armor and secures the hold. Trying to shake or pull the Mantis off inflicts 1D6 M.D. to whatever the armor has latched onto. Shaking hard does 3D6 M.D. but has a 01-35% chance of shaking the Mantis loose with each attempt (roll percentile dice). The pilot can also use the Mantis Blades to latch onto another power armor or man-sized opponent (Xitcix, etc.) in a wrestling style hold around the neck, arms, shoulders, leg, etc., and hold tight. Again, each attempt to pull or roll free inflicts 1D6 M.D.

Also see *Hand to Hand Combat*.

2. NG-L133 Head Laser: Mounted on the central crown of the robot’s helmet is a light laser used to cut out and destroy targeted sensors, cameras and weapon systems of the enemy, as well as general combat. This gives the pilot a hands free weapon and also serves as a ranged weapon for defense against the enemy.

Primary Purpose: Cutting and Anti-Weapon Systems.

Secondary Purpose: Anti-Personnel, Assault and Defense.

Range: 1,200 feet (366 m).

Mega-Damage: 2D6 M.D. per single shot.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited for nuclear and Solid Oxide models; 70 blasts per charge for electric battery.

3. NG-I233 Ion-Pulse Blaster: Mounted in an armored shoulder housing that protects and conceals the weapon when it is not in

use, the I233 ion blaster is one of the Mantis’ two relatively long-range weapons. It is used as needed to fire upon enemies at a distance, as well as to destroy or cut out weapon systems, sensor clusters and so on. It can only shoot forward, but has a 45 degree up and down arc of fire.

Primary Purpose: Cutting and Anti-Weapon Systems.

Secondary Purpose: Anti-Personnel, Assault and Defense.

Range: 1,000 feet (305 m).

Mega-Damage: 3D6 M.D. per single shot.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited for nuclear and Solid Oxide models; 45 blasts per charge for electric battery. There is an E-Clip port for the battery model of the armor, providing an additional 10 blasts.

4. NG-PL333 Plasma Ejector: Mounted in an armored shoulder housing that protects and conceals the weapon when it is not in use, the PL333 plasma ejector gives the Mantis a big punch at close range when it is needed. 1-3 blasts should destroy most sensor clusters, cameras and small weapon turrets, and provides a heat/fire-based weapon to use against monsters and animals fearful or vulnerable to it. It also comes in handy when grappling with a more powerful opponent, giving him quite a surprise when the blaster opens fire at point-blank range. The plasma ejector can rotate 360 degrees, but only has a 20 degree up and down arc of fire.

Primary Purpose: Cutting and Anti-Weapon Systems.

Secondary Purpose: Anti-Personnel, Assault and Defense.

Range: 100 feet (30.5 m).

Mega-Damage: 5D6 M.D. per blast.

Rate of Fire: Each single blast counts as one melee attack.

Payload: Effectively unlimited for nuclear and Solid Oxide models; 15 blasts per charge for electric battery model. Has three E-Clip ports built into the weapon for the electric battery version to provide a larger payload: 5 blasts per standard E-Clip, that’s 15 for three E-Clips.

5. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Basic* or *Elite Ground-Based Power Armor Training* on page 351 or 352 of **Rifts® Ultimate Edition**. Damage is based on the Robotic P.S. of 30. **Note:** See #1 Mantis Blades for devastating cutting and stabbing damage from the Blades. What follows below are BLUNT attacks.

Restrained Punch – 1D4 M.D.

Full Strength Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Kick – 2D4 M.D.

Leap Kick – 2D8 M.D., but counts as two melee attacks.

6. Sensors and Features of Note: All standard features plus the following.

Helmet Multi-Optics System: The Mantis’ helmet contains a wide range of optical enhancements: Passive nightvision (light amplification; range 1,600 feet/488 m), infrared optics (can see in total darkness and through smoke, however, an infrared light beam is emitted which can be seen by others with the ability to see the infrared; range 1,600 feet/488 m), and thermal optics (can see heat signatures; range 1,000 feet/305 m).

Helmet Searchlight (5 M.D.C.): Mounted on the temples on each side of the head is a small searchlight. One is conventional light while the other is an infrared beam of light. Each points wherever the wearer of the suit looks and has a range of 200 feet (61 m), but can turn up and down 30 degrees.

Helmet Voice Modulation: The mouthpiece of the helmet includes a built-in loudspeaker to serve as a bullhorn, language translator and voice modulator (changes/disguises the wearer’s voice; 20 different variations).

NG-MRU876 Med-Rec

A.K.A. “White Knight”

Medical Rescue Power Armor

The White Knight mobile medical power armor is the brainchild of the Gleba design team headed up by **MacKenzie Coker, Bruce Curry, Michael Estrada** and **Arlo Chenstawl**. It is designed to work with any military or civilian medical and rescue operation, or with mobile field hospitals and mobile units like the **MMB-01 ‘Big Papa’ Mobile Medical Robot** and **MMB-02 ‘Junior’ Mini-Mobile Medical Robot**. The advantage of the Med-Rec – better known as the “White Knight” – is that as a suit of power armor, it is even smaller and more mobile than the robots. The White Knight armor is most effective in the hands of someone who has at least some medical training. If not a **Medical Doctor**, then someone with the *Paramedic* skill and, ideally, a few other medical and/or science skills like *Biology, Brewing: Medicinal, Chemistry, Forensics, Field Surgery, Holistic Medicine, Pathology* and *Xenology*. That said, the MRU876 Med-Rec is often used by **firefighters** and **first responder rescue teams**, and worn by individuals with skills like *Demolitions, Excavation, Firefighting, Jury-Rig, Mining, Rope Works, Sensory Equipment, First Aid* and *Paramedics*, rather than any sophisticated medical skills. In either case, the individual wearing the armor is dedicated to saving lives, be it from the field of battle or a burning or collapsed building, mudslide, or other disaster. Hence, the name that has stuck with the power armor: *White Knight*.

The White Knight has minimal weapon systems and is instead equipped with lifesaving gear. A Jaws of Life is built onto the right forearm along with a precision cutting laser, while an advanced medical scanner and numerous robot medical systems are built into the left arm. All medical statistics are transmitted to a section of the heads-up display (HUD) where the pilot can quickly assess a patient’s condition or the data can be transmitted to a nearby Mobile Medical Robot, hospital, clinic or mobile base.

Jet thrusters are built into the back of the White Knight, making it fast and mobile like the Lynx and Mantis. This was obviously inspired (or stolen) from the Triax Terrain Hopper. The armor can also have a direct wireless link to any MMB (Mobile Medical Robot such as Big Papa and Junior) and the two can share sensor systems and make medical assessments by having the respective computers talking to each other. Primarily sensor data regarding patients being diagnosed is transmitted back where a doctor can assist with triage. Other sensor data from the onboard combat computer can be transmitted to the pilots of any MMB as well. The White Knight could be used to extend the range of the Mobile Medical Robots.

The legs of the armor have large compartments that hold a variety of medical gear. Each is a full medical kit filled with basic surgical tools, bandages, sutures, pre-measured syringes filled with a variety of medicines (antibiotics, painkillers, etc.) and nano-robot medical systems for treating the injured and stabilizing trauma victims. A compartment on the left forearm contains 12 transmitter beacons (very similar to those used by the Forester) to tag the most seriously injured so they can be located for EVAC or additional and immediate field care.

Med-Rec – a.k.a. White Knight Power Armor

Model Type: NG-MRU876

Class: Strategic Medical and Rescue Military Exoskeleton.

Crew: One

M.D.C. by Location:

* Head – 80

* Head Spotlight (1, forehead) – 5

* Head Macro Camera (1, right side) – 6

* Shoulder Grenade Launcher (1, right) – 25

* Shoulder Infrared Spotlight (1, right) – 5

Arms (2) – 60 each

* Jaws of Life (1, right forearm) – 35

* Diagnostic Computer & Medical Scanner (1, left forearm) – 25

* Laser Torch (1, left forearm) – 10

* Medical Kits (4, lower legs) – 15 each

* Chest Housing (Defibrillator & Bio-Lab) – 45

Legs (2) – 90 each

* Thigh Containers (3-4) – 8 each

* Knee Lights (2) – 5 each

** Jet Pack (1, back) – 65

UEL Cables (2; forearm) – 6 each

*** Main Body – 180

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike. (-6 to hit the UEL cables, -10 to hit the cables when the power armor is moving or dodging).

Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

** The destruction of the jet pack eliminates all flight capabilities.

*** Depleting the M.D.C. of the Main Body shuts the power armor down completely, rendering it useless.

Speed:

Running: 50 mph (80 km) maximum. The act of running tires out its operator, but at 20% of the usual fatigue rate.

Leaping: 10 feet (3 m) high or across, increase by 50% with a running start. A jet assisted leap from a stationary position can propel the armor up to 16 feet (4.9 m) high and 160 feet (48.8 m) across.

Flying: Limited flight is provided by a rather large, sturdy and well armored MEDVAC jet pack that comes standard with the White Knight power armor. It is considered essential for EVAC, accessing those in need on the battlefield and removing them from danger zones, and for shuttling back and forth with fresh medical supplies.

Maximum speed is 70 mph (112 km). Most purchases have a special box connector on the back so that the MEDVAC jet pack draws its power from the nuclear or Solid Oxide power supply of the power armor, with a reserve electric battery (42 hours of life) in case the power armor is knocked out of commission. This also enables the pilot to remove the jet pack if necessary (such as squeezing into a tight opening to get to the injured). Range is unlimited for jet packs hooked to the armor’s power supply; 500 miles (800 km) for electric or 42 hours, whichever comes first. Maximum altitude is 900 feet (274 m).

Underwater Capabilities: The unit can swim at a speed of 10 mph (16 km) or walk along the bottom of a body of water at 5 mph (8 km/4.3 knots). The jet pack does not work underwater and will need 1D4+4 hours to dry out before it can fly again. Maximum depth tolerance is 800 feet (244 m).

Statistical Data:

Height: Man-sized 6-8 feet (1.8 to 2.4 m), depending on the size of the purchaser.

Width: 2.5 to 3.4 feet (0.76 to 1 m), depending on the size of the purchaser.

Length: 2.5 feet (0.76 m).

Weight: 345 pounds (155 kg).

Physical Strength: Robot P.S. of 26, except the Jaws of Life which has a Robot P.S. of 40.

Cargo: None.

Power System: NGMV4 micro-nuclear power core with enough fuel to last 4 years.

Cost: 1.9 million credits for a nuclear model, 1.5 million credits for Solid Oxide and 1 million credits for electric battery, and includes jet pack, weapon system and all medical gear listed. Replacement nano-medical robot systems, medical equipment and medicine are all additional costs.

Weapon Systems:

1. G-876 Shoulder Mounted Grenade Launcher: The Med-Rec power armor has a rapid-fire shoulder grenade launcher with 12 grenades. While this could be used as an assault weapon, the typical load for this “non-combat” power armor is six smoke grenades for cover and for marking extraction zones, three high-explosive and three plasma. The latter for defensive purposes, but any kind of grenade or combination of grenades can be substituted. The pilot can alternate the type of grenade fired. There are up to three selections the pilot can make, so some pilots will carry a mixed load of grenades, and with a voice command, can alternate between them. The grenade launcher can rotate 360 degrees and has a 45 degree up and down arc of fire.

Primary Purpose: EVAC Extraction Marker.

Secondary Purpose: Ground Cover and Defense.

Range: 1,000 feet (305 m) maximum. If firing the smoke grenades there is a minimum distance of 30 feet (9.1 m).

Mega-Damage: Varies with the grenade used, typically smoke is loaded, but it can launch any of Northern Guns grenades.

Rate of Fire: One at a time.

Payload: 12 total. There are four magazines, allowing for the pilot to switch between magazines if needed.

2. Handheld Weapons & UEL: The wearer of White Knight armor can use handheld weapons. Small, light energy weapons such as handguns are recommended, because they are compact and portable. The bulky Jaws of Life on the one forearm and diagnostic system on the other prevent the use of large rifles or heavy weapons because they are too big and bulky. Besides, medics and first responders are often too busy trying to save lives to fight. Any weapons are more for defense and emergencies than anything else.

UEL – Universal Energy Link (2, one in each forearm): The White Knight has one Universal Energy Link concealed inside an armored compartment in each forearm. When needed, a plate opens and extends enough for the E-Clip connector of the UEL and cable to be removed and plugged into any equipment or weapon that takes an E-Clip. The plate armor snaps back into place, leaving a thin cable running from the forearm to the weapon in hand. The White Knight has the UEL because there are a number of different pieces of medical equipment that can be powered by an E-Clip. Of course, it can also be used to power any energy weapon that inflicts as much as 1D6x10 M.D. per blast, but anything more powerful saps the system and causes it to shutdown until replaced with a more appropriate weapon (i.e. something that fires blasts that inflict 1D6x10 M.D. or less). The E-Clip connector has an automatic circuit breaker that kicks in when the pilot is attempting to use a weapon beyond the UEL’s energy capacity, shutting it down before an excessive energy drain damages the armor.

3. Medical Systems for Combat. In a pinch, laser cutters and the Jaws of Life can be used in combat, and even the defibrillator

could be used to hurt someone not clad in armor. Their stats are presented under Medical Systems, below.

4. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Basic* or *Elite Ground-Based Power Armor Training* on page 351 or 352 of **Rifts® Ultimate Edition**. Damage is based on the Robotic P.S. of 26.

Restrained Punch – 1D4 M.D.

Full Strength Punch – 1D6 M.D.

Punch with Jaws of Life Hand – 2D4 M.D.

Crush with Jaws of Life Hand – 2D4 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Kick – 2D4 M.D.

Leap Kick – 2D8 M.D., but counts as two melee attacks.

White Knight Rescue & Medical Systems:

1. Jaws of Life: Mounted on the right forearm is a Jaws of Life plus a few small tools contained within the housing. It is not meant as a weapon, but could be used as one in the event of an emergency. The Jaws of Life can pry open hatches and vehicle doors, tear through wreckage, cut pilots out of damaged power armor and slice off sections of damaged armor. It is the ultimate lifesaving tool, but that’s not all. There is a precision laser for cutting and on the tips of the Jaws of Life are Vibro-Blades for cutting or making holes for the jaws to dig into.

Primary Purpose: Rescue and Forced Entry.

Secondary Purpose: Anti-Fortification.

Range: Touch/close combat.

Mega-Damage: The pry bar/Jaws of Life has a Robotic pry/tear strength of 40 and inflicts 2D6+4 M.D. when they are used to spread openings and otherwise pry open doors/hatches or tearing through debris and hulls (not applicable to punches). Despite the strength of the Jaws of Life, the pilot can control them to lift and move the injured very gently.

Payload: Effectively unlimited.

Additional Forearm Tools: Contained in the arm housing is a laser scalpel (see stats elsewhere in this section), two ordinary scalpels (1D6 S.D.C.), and a basic set of repair tools.

2. Laser Torch (1): Built into the left forearm on top of the Medical Scanner is a laser torch. It is a precision cutting device for slicing through debris to free the trapped and injured and to cut away armor to get at wounds. It can be fired from the forearm or it can be removed from its housing on the arm and used as a handheld tool. Point and fire.

Primary Purpose: Cutting and Rescue.

Secondary Purpose: Defense.

Range: 40 feet (12.2 m).

Mega-Damage: All of the following settings are available: 1D6 S.D.C., 2D6 S.D.C., 4D6 S.D.C., 1D4x10 S.D.C., 1 M.D. and 1D4 M.D.

Rate of Fire: Each blast counts as one melee attack/action.

Payload: Effectively unlimited when connected to a UEL or one hour of battery life when removed from its forearm housing without being connected to the UEL. Battery recharges when placed back into the forearm housing.

3. Laser Scalpel (1 per hand): This precision instrument is removed from the forearm for delicate cutting, repairs and actual field surgery. Also suitable for soldering, cutting away clothing, objects and wire, removing limbs and cauterizing wounds. Point and fire. Folds back when not in use.

Primary Purpose: Surgery.

Secondary Purpose: Cutting and Rescue.

Range: 12 feet (3.7 m) maximum.



Mega-Damage: All of the following settings are available: 1 S.D.C., 1D4 S.D.C., 2D4 S.D.C. and 3D4 S.D.C.

Rate of Fire: Each blast counts as one melee attack/action.

Payload: Micro-battery holds a three hour charge.

4. Diagnostic Computer & Medical Scanner (1, left forearm):

The left forearm is a multi-sensor, multi-purpose medical tool with a wide range of diagnostic medical scanners. With the connection of a wireless finger clamp and a few special sensor pads,

it receives, records, measures and analyzes respiration, heart rate, blood pressure, blood sugar, and body temperature, as well as functions of an EKG and EEG. It can also do the equivalent of a cat scan (takes 1D4+1 minutes to perform), but that requires slowly moving a sensor wand a few inches above the area of the body of the patient being scanned.

Also see Sensor Systems, below.

Primary Purpose: Practicing Medicine and Healing.

Secondary Purpose: Diagnosis.

Range: Touch and close contact.

Damage: Not applicable.

Payload: Effectively unlimited.

Skill Bonuses: All this data gives Body Fixers and those trained in the Paramedic or Medical Doctor skills a +10% bonus in diagnosing a sick or injured person, and +5% to all related Medical skills.

5. Sensor Systems and Other Features of Note: In addition to those common to all power armor, the White Knight has the following.

a) Audio Command Function: Since the pilot's job is supposed to be focused on his patients, the armor has voice driven computer and power armor and medical systems; all respond to voice commands.

b) Defibrillator and Bio-Scan & Bio-Lab: The Bio-Lab is the portable version described on page 263 of **Rifts® Ultimate Edition**. The difibrillator are the paddles that can shock a stopped or misfiring heart back into action or normal function. Both are stowed inside a housing on the White Knight's chest. Pull down to open and access the required item.

c) Electronic Med-EVAC Markers: Comes standard with 12 electronic markers or tags. Each is a small, red device with a white cross on it, that resembles a credit card cut in half and three times thicker. Each marker has a wire clip on one side that can be hooked onto clothing or a stretcher. Teammates can follow the ping set to a predetermined frequency to follow a trail to find the patients in the most serious condition for immediate EVAC or medical attention. In a pinch, the rescuer can use the device to mark a trail to the location of survivors or his own location. Range of transmission is one mile (1.6 km) and lasts for 240 hours (10 days), but generally used under much more immediate and urgent circumstances. A Med-EVAC marker uses a different frequency and tone for its ping than the Forester's trail markers, and those with the Paramedic skill or any military or rescue training will immediately recognize it for what it is. Transmission is set on radio frequencies that are likely to be heard and recognized by allied rescue personnel. Replacement e-markers cost 200 credits each.

d) Hand Light and Camera: There are two small nodes on each hand. One is an LED light used like a small flashlight (40 foot/12.2 m range, but best at close range) and the other is a small dashboard-style camera with images sent to the HUD in the helmet. Especially useful in certain surgical circumstances and for seeing what might lay beyond a wall of debris with an opening only wide enough for the hand/arm to fit into.

e) Helmet Light: Located on the forehead of the armor is a head lamp that functions like a miner's helmet light or flashlight. 100 foot (30.5 m) range.

f) Helmet Multi-Optics System: The helmet contains a wide range of optical enhancements: Passive nightvision (light amplification; range 1,600 feet/488 m), infrared optics (can see in total darkness and through smoke, however, an infrared light beam is emitted which can be seen by others with the ability to see the infrared; range 1,600 feet/488 m), *ultraviolet vision* (can see the ultraviolet light used by some security systems; 400 foot/122 m range), *digital macro-camera* (x20 magnification for close work, surgery and repairs), and built-in digital camera that can store 100

hours of video and take 4,000 still pictures. All are perfect for field work and surgery in less than ideal environments.

g) Helmet Thermal Imager: Optics for seeing heat images and through smoke to help find victims trapped inside a collapsed structure, under debris or smoke-filled building or battlefield. Range: 800 feet (244 m).

h) Infrared Spotlight (1, Right Shoulder): 300 foot (91.4 m) range. This enables the rescuer to see and find victims trapped in debris and smoke, assess damage and conditions, and see in the dark without lighting the place up with visible light. Important in hostile war zones and environments where you may want to avoid alerting hostile monsters or enemies to your location.

i) Warning System and Multi-Cameras: A field doctor or rescue team is likely to lose track of what's going on around him/ them, including the approach of hostile forces, missiles, monsters and trouble. For that reason there is an audio alert system, tied into several small, basic dashboard-style digital cameras built into the armor (helmet, shoulders, chest, back). When anything comes within 100 feet (30.5 m), the computer issues an audio warning. ("Warning: Unidentified humanoid approaching at 100 feet. 95 feet, 80 feet, etc." Or "Warning: Deteriorating hostile environment. Please evacuate." And similar.) In each instance, the pilot can request "visual" and the computer will display a visual live feed, up on the HUD, of what the camera sees approaching or what the deteriorating environment may be (crumbling ceiling, cracking support beams, rising levels of water, etc.). If the approaching person or people are not a threat, the pilot can stop the warning by stating, "non-hostile" or "friendly."

j) Nano-Robot Medical Systems: Six of each, minimum. Many have two or three times that number. Six of each come standard with the power armor.

IRMSS Internal Robot Medical Surgeon System: An amazing medical device that injects a dozen microscopic robot units, about the size of a pinpoint, into the bloodstream to repair internal injury. The containment unit is placed over or near the suspected area of damage and the depression of a button releases the micro-surgeons into the body. The tiny robots search for the damage and repair it. Types of internal injury which they can repair include the removal of blood clots, repairing torn/ruptured veins, internal bleeding, and minor damage to internal organs. Equal to a medical doctor's surgical skill of 75%. When the units are done, they simply turn off and are naturally flushed from the body (average life is one hour). They are not reusable. Each IRMSS holds 48 surgical robots for four uses. Cost: 42,000 credits for each IRMSS kit.

IROU Internal Robot Oxygen Unit or 'Breather': This is the largest of the internal robots, although still quite small. The 'bot resembles a caterpillar, because it is long and narrow and has many tiny legs. It can enter the body through the mouth or a tracheotomy in the throat. It crawls through the narrow passage with a pair of thin, narrow plastic tubes trailing behind it. As the 'bot makes its way towards the lungs it can transmit video images and data about damage to the throat. Once in the lungs, it transmits data and video images of damage and does analysis. A tiny molecular analyzer is used to identify toxins, drugs and foreign agents. Respiration is also monitored. The video and pictures enable the doctors to accurately assess problems and determine the most appropriate treatment without surgery. One of the tubes is hooked up to an external device to extract fluids in the lungs and the other supplies oxygen. The Breather can also release a half dozen IRMSS 'bots to repair small holes and perform minor surgery. Cost: 50,000 credits each.

IRVT Internal Robot Visual Transmitters or ‘Seekers’:

This is another nano-bot about the size of a pinhead. It is injected into the vein of a patient and goes traveling through the circulatory system. It is tracked and monitored via a homing device. The ‘bot transmits a more powerful signal and video image of obstructions and damage to the veins and arteries as they are encountered. It is used primarily to locate blocked, pinched and damaged arteries, veins, and other internal passageways. Cost: 80,000 credits per unit – disposable (less than 33% can be safely retrieved, thus they harmlessly disintegrate inside the body after about 72 hours).

RAU Robot Antiseptic Units or ‘Cleaners’: A cleaner is a tiny robot roughly three inches (76 mm) long and one inch (25 mm) in diameter. They are reminiscent of a mechanical beetle that gently crawls along a wound or infected area, destroying infection, removing pus and dead flesh, while cleaning the wound and spraying it with antiseptic protein for faster healing. The cleaners are usually sold and dispatched in pairs. Cost: 50,000 credits per pair.

RMK Robot Medical Kit or ‘Knitter’: A unique medical kit, developed with the mastery of nano-technology, in which a half dozen tiny robots, about the size of a shirt button, are released and automatically seek out cuts in the skin. One sprays the wound with disinfectant, another sprays antibiotics, a third cuts away dead or infected flesh, while the other three surgically suture the cut closed. When the cut is repaired, the tiny ‘bots return to their carrying unit, refill their supplies and wait till activated again. Equal to a paramedic suturing skill of 90%. Not effective against internal injury, broken bone, or severe wounds. But great for cuts, bruises, bullet and stab wounds. Cost: 24,000 credits each.

RSU Robot Sedative Units or ‘Sleepers’: Four tiny robots, each the size of a pinhead, enter the brain and stimulate certain areas to make the patient relax and feel drowsy. The calming effect of these nano-bots causes the patient to breathe slow, even breaths, keeps the pulse rate steady and calm, and helps maintain normal blood pressure. When they are done the ‘bots return to a tiny housing device. Cost: 100,000 credits per set of four.

NG-X16 Midas

The NG Midas power armor suit comes from the BDPJ design group, led by **Perry Jones, Nolen Keith, and Andy McElvay**. In some ways, it is a successor to the popular Samson. It has similar armor protection, size, and like the Samson and Delilah, is an oversized robotic suit that stands 12 feet (3.7 m) high and puts the pilot in an elevated position inside a robotic shell. The main weapon of the Midas is a long-range laser cannon on a back-mounted turret. It can target and fire via voice command from the turret or be removed from the turret by the pilot to fire as a handheld heavy weapon cabled to the armor for power. Being an energy weapon removes the need for the heavy ammo drum required by rail guns and grenade launchers. Smaller, lighter weapons are built into each forearm.

The Midas comes standard with an oversized melee weapon, typically a large Vibro-Blade, halberd pole arm or battle axe. To provide demon fighting capabilities, the blade is silver-plated. Energy connectors in the hands (something inspired from Triax armor) feed power into the giant weapon, whose tip/edges are actually huge Vibro-Blades. The setup makes the Midas an excellent all-purpose, heavy-duty assault suit capable of infantry and support operations, monster hunting and close combat, targeting and shooting down enemies and monsters with its long-range weapons before moving in for the kill. At one point it was considered for Xitixix hive raids, but

its large size and long-range laser make it better suited to ground support for retreating troops leaving the hives and border defense.

Midas units are selling well on the open market, and the large Vibro-Blade weapons manufactured for them have also found a sales base amongst Combat Cyborgs, large D-Bees and customers who already have power armor suits. Sold individually, the giant combat blades cost 215,000 credits and weigh about 100 lbs (45 kg).

Midas Power Armor

Model Type: NG-X16

Class: Armored Infantry Assault Suit.

Crew: One.

M.D.C. by Location:

- * Head – 90
- Shoulder Plates (2) – 35 each
- Arms – 75 each
- * Forearm Ion Blaster (1, right) – 20
- * Forearm Flamethrower (1, left) – 16
- * Halberd Pole Arm (1, handheld) – 80
- * Chest Mini-Missile Launchers (2) – 20 each
- Laser Cannon (1, top) – 70
- Laser Turret (1, back) – 70
- Legs (2) – 110 each
- * Leg Booster Jets (4, two per lower leg) – 15 each
- Hard-Shell Backpack – 25
- ** Main Body – 270

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half. Destroying the lower leg jets eliminates booster assisted leaps.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed:

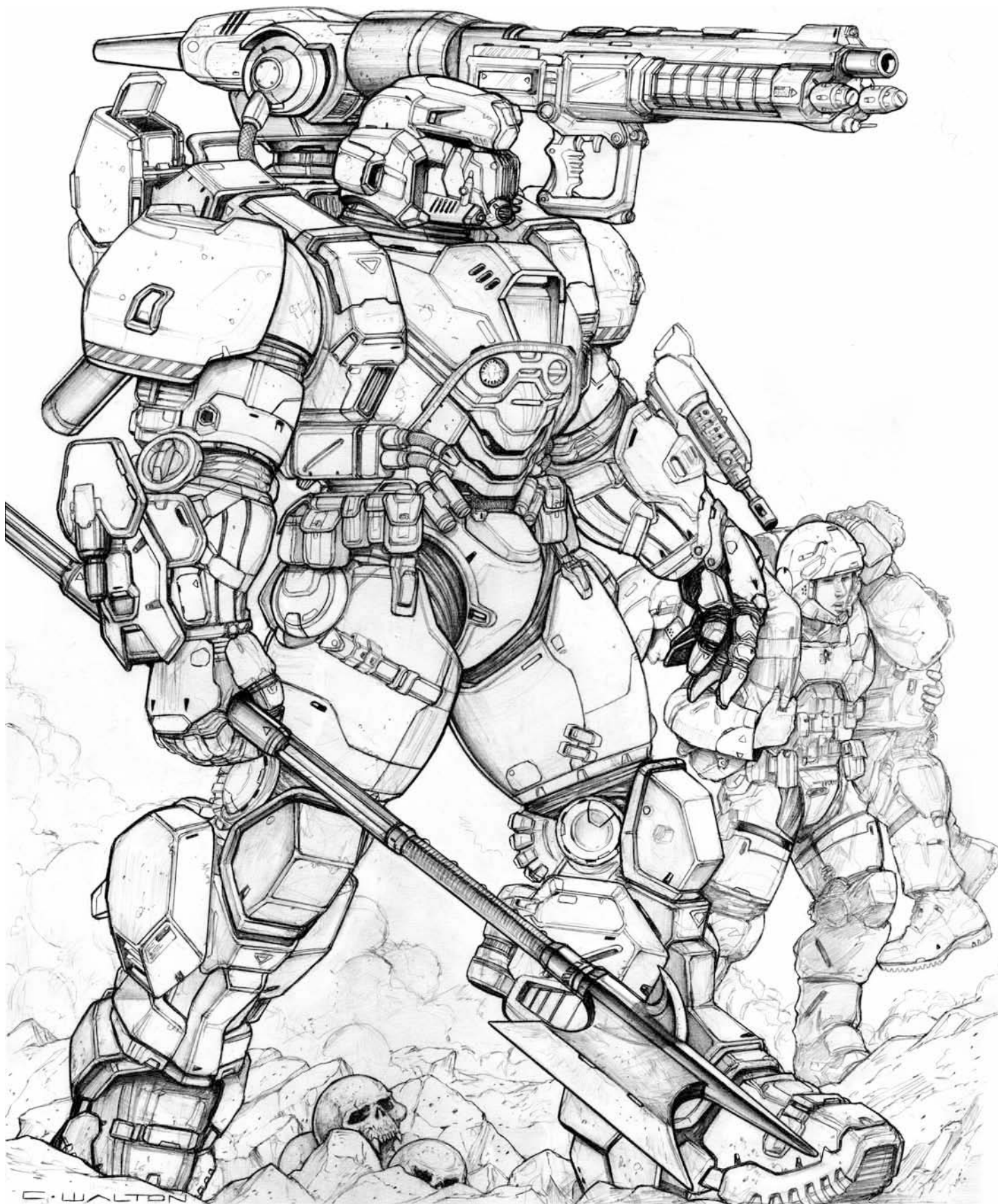
Running: 100 mph (160 km) maximum. Note that the act of running does tire out its operator, but at 20% of the usual fatigue rate at high speeds. Fatigue is reduced to 10% when maintaining a speed of 70 mph (112 km) or less.

Leaping: The powerful robot legs can leap up to 20 feet (6.1 m) high or across unassisted by the jet boosters, increase by 30% with a running start. A booster assisted leap from the jets built into the lower legs can propel the unit up to 100 feet (30.5 m) high and 150 feet (45.7 m) across; increase by 30% with a running start. This is not flight.

Flying: None. Even momentary hovering is not possible with the top- and back-heavy Midas. A leap straight up or at a slight angle can also be used to jump up onto rooftops, on top of vehicles or to try to snare low-flying opponents.

Cat-Like Landings from Heights: The Midas can drop or leap down, using its leg thrusters to land without risk of damage, from heights as great as 300 feet (91.4 m), using its thrusters to slow its descent, land softly on its feet and ready for action.

Drops from heights greater than 300 feet (91.4 m) up to 600 feet (183 m) are trickier. The power armor is likely to survive the landing but may take damage. **Roll 1D20** to determine the success of the landing. **On a roll of 1-10** the suit hits the ground hard, takes



4D6 M.D. and the operator loses 1D4 melee actions/attacks before he's back up on his feet. **On a roll of 11-20** the pilot sticks the landing, and can continue to move/jump/run without damage or delay. Drops from greater heights are not possible without potentially life-

threatening damage: 2D6x10 M.D. to the power armor, 6D6 S.D.C./Hit Point damage to the wearer inside the armor, and the operator is stunned for 1D4 melee rounds before he recovers from the fall and is able to take action again.

Water: The Midas is not designed for use in the water and sinks like a rock, but can walk along the bottom of a body of water at 10 mph (16 km or 8.6 knots). Maximum depth is 1,000 feet (305 m).

Statistical Data:

Height: 12 feet (3.7 m) from the toe to the top of the laser cannon; 11 feet (3.4 m) to the top of the head.

Width: 5 feet (1.5 m).

Length: 4 feet (1.2 m).

Weight: 683 lbs (307 kg).

Physical Strength: Robot P.S. of 30.

Cargo: None.

Power System: Nuclear; average energy life is 10 years.

Cost: 1.3 million credits nuclear, 925,000 Solid Oxide and 640,000 credits for electric battery.

Weapon Systems:

1. NG-116 Laser Cannon: A large laser cannon is mounted on a turret built into the back of the Midas power armor. This is something of a new and experimental design. The advantage of being in a turret, is that the laser cannon can rotate 360 degrees to fire upon enemies to the sides and behind the power armor. It has a 45 degree up and down arc of fire so it can also effectively shoot at flyers, missile volleys and aircraft. For additional flexibility, the big gun can be completely removed from its turret for use as a handheld heavy energy rifle. When done with it, the pilot reaches up and pushes the laser back into its turret housing. When locked into the turret, the power armor pilot has both hands free for close combat or the performance of other skills. A simple, dashboard-style gun camera is built into the front of the cannon and the back of the turret.

Primary Purpose: Assault and Anti-Personnel.

Secondary Purpose: Anti-Aircraft and Defense.

Range: 4,000 feet (1,219 m).

Mega-Damage: 3D6+2 M.D. for a single blast or 1D6x10 M.D. for a rapid-fire pulse of three nearly simultaneous blasts.

Rate of Fire: Each single shot or pulse blast counts as one melee attack.

Payload: Effectively unlimited for nuclear and Solid Oxide models. 40 blasts per charge for electric battery version.

2. Forearm Ion Blaster (1, right): A short-range ion blaster is mounted on the right forearm. Point and shoot. In a concealed housing under the blaster is a Vibro-Blade for close combat.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Range: Ion Blaster: 800 feet (244 m). Vibro-Blade: Arm's reach, which is about 5 feet (1.5 m) in this instance.

Mega-Damage: Ion Blaster: 3D6 M.D. per blast. Vibro-Blade: 1D6 M.D.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited for nuclear and Solid Oxide models. 30 blasts per charge for electric battery version.

3. Forearm Flamethrower (1, left): A small flamethrower attachment is built into the left forearm. It too is removable, should the wearer rather do without. Flamethrowers are used to flush out bunkers, and against enemy positions, vulnerable fuel tanks, foot soldiers and monsters vulnerable to flame.

The flamethrower is small, and has a limited payload fuel tank that is mounted under the laser turret on the back, and fed by a hose (3 M.D.C.) that runs behind the arm. (A spare, replacement hose is attached to the fuel tank.) It is designed to be waterproof and comes with valves that automatically seal it off underwater, deactivating it and preventing water from contaminating the napalm reserve.

Primary Purpose: Anti-Structure and Anti-Personnel.

Secondary Purpose: Anti-Monster.

Range: 80 feet (24.4 m).

Mega-Damage: 3D6 M.D. to the target and anyone within 10 feet (3 m); double damage to beings vulnerable to fire. Those caught within the reach of the flamethrower's attack inside small, enclosed areas like bunkers, caves or non-sealed vehicles and without environmental gear or oxygen, must roll to save vs poison (smoke inhalation and lack of air) or be rendered unconscious for 1D4 melee rounds.

Rate of Fire: Each burst counts as one melee attack.

Payload: 9 bursts. The flamethrower can be refueled with military-grade napalm or use normal diesel/gasoline (reduces damage to 1D6 M.D.). 18 gallon (68 liter) fuel reserve.

4. NG-MML16-4 Mini-Missile Launcher (2, chest): A little something to give the Midas a bit of explosive power.

Primary Purpose: Anti-Aircraft, Anti-Missiles and Assault.

Secondary Purpose: Anti-Armor and Defense.

Range: One mile (1.6 km).

Mega-Damage: Varies with missile type used. Usually Plasma (1D6x10 M.D.) or A.P./Heat Rounds (1D4x10 M.D.), but any type can be used.

Rate of Fire: One at a time or in volleys of 2 or 4.

Payload: 4 total, two per each launcher. Can be reloaded by hand if extra mini-missiles are brought along. It takes one melee round to reload all four mini-missiles into both launchers.

5. Vibro-Blade Pole Arm: The Midas' handheld, close combat weapon is an oversized Halberd pole arm or battle axe. The weapon stays attached to the power armor's back when not in use with a series of magnets. Silver plated for fighting the supernatural.

Primary Purpose: Assault and Close Combat.

Secondary Purpose: Defense.

Range: Melee combat. Halberd has a 12 foot (3.6 reach), the battle axe an 8 foot (2.4 m) reach.

Mega-Damage: 4D6 M.D. for the blade end of both the Halberd and Battle Axe, and 2D6 M.D. with blunt-end attacks. All damage takes into consideration the power armor's Robot P.S.

Rate of Fire: Equal to the number of combined hand to hand attacks of the pilot and his power armor skill.

Payload: Unlimited.

Bonuses (special): +1 to parry and disarm when using this weapon.

6. Handheld Weapons (optional): The hands of the Midas are articulated enough to use other large, handheld weapons designed for large power armor, robots and Combat Cyborgs. Man-sized weapons are too small for this oversized power armor suit. Suitable weapons may be carried in hand or slung over the shoulder on a strap or in a carrying bag. A large side arm, such as an oversized Vibro-Sword, could be carried in a scabbard on a belt at the waist.

7. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Basic* or *Elite Ground-Based Power Armor Training* on page 351 or 352 of **Rifts® Ultimate Edition**. Damage is based on the Robotic P.S. of 30.

Restrained Punch – 1D4 M.D.

Full Strength Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Kick – 2D4 M.D.

Leap Kick – 2D8 M.D., but counts as two melee attacks.

8. Sensors and Features of Note: Comes only with standard features.



NG-UELX45 Night Reaper

Stealth Power Armor

Not all power armor has to be a walking arsenal or heavily armored. For adventurers and warriors looking for finesse, stealth and special night capabilities, the Night Reaper is the power armor suit many prefer. Designed by Team Manning spearheaded by **Nenad Petrovic**, **Matthew Powell**, **Trent Slater**, and **A.B. Manning**, it is very much built for espionage, stealth, night ops and Special Forces. The Night Reaper has excellent night optics and a number of special features, including one for scaling walls and the sides of buildings. Its armor is light and thin compared to most power armor suits, but that's because it is made for operatives seeking subtlety over raw power. The Night Reaper is favored by spies, saboteurs, assassins and thieves who seek to gain entry without notice and slip out before anyone realizes they were there. Need to plant evidence or a listening device? The Night Reaper is perfect. Have an operation involving industrial espionage, sabotage, scouting ahead for a larger strike force, observing the enemy, murder and acts of intimidation? The Night Reaper is the tool for them all.

Though lightly armored, the Night Reaper offers adequate protection for spy missions, decent physical augmentation and superior mobility. There are few power armors on the market that are capable of scaling walls, acrobatics and quietly breaking and entering. The Night Reaper comes in solid black, dark grey, navy blue and camou-

flage colors. Like the *Sabre power armor*, it has no built-in weapon systems to create awkward weight imbalances or snag on things in the environment. Instead, the armor is streamlined, smooth and light. So much so, that it might be mistaken for Bushman body armor, not power armor at all. As is the case with an increasing number of light power armor suits from Northern Gun, the Night Reaper uses the new **Universal Energy Link (UEL)** system to power conventional, handheld energy weapons and power tools (drills, chain saws, etc.), and gives them an unlimited payload. The flexibility of the UEL means the Night Reaper can use *any* energy weapons acquired along the way or taken from an opponent.

As if to further justify its name, the Night Reaper comes standard with NG's new *Vibro-Scythe (2D6 M.D.)*. In fact, the only way you can currently buy a man-sized Vibro-Scythe from NG is with the purchase of the Night Reaper power armor. Though appealing to adventurers, Psi-Stalkers and Gladiators, most other purchasers sell or trade away the Vibro-Scythe, placing it on the secondary market with poor to fair availability.

The Night Reaper has proven to have a much broader market than NG anticipated, as it appeals to Wilderness Scouts, special forces, police and other lawmen, militias, private investigators, explorers, scientists in the field, many adventurers, City Rats, Crazies, and especially the *criminal underworld*. Assassins, spies, smugglers, cat-burglars, pirates, saboteurs, terrorists, and criminals of almost every variety have fallen in love with the Night Reaper stealth power armor. Somehow, everyone at the Northern Gun corporation, from the design team to the marketing department, failed to anticipate such an outcome. As a result, Northern Gun, itself, could become a victim of its own creation by those who might use the Night Reaper (and/or Silent Shadow) to break in and try to steal NG industrial secrets or prototypes, or spy upon the nation of Ishpeming and its allies. That has created the dilemma of what to do about it, if anything. The debate quietly rages behind closed doors as to whether or not NG should take one of their hottest new power armors off the market. Those in favor of continued production argue that if NG stopped making the Night Reaper, it would only be a matter of time before someone else knocks it off and sells it anyway. For the moment, NG factories continue to crank out the hugely popular suit in great quantities. And in the process NG is making a tidy profit.

Night Reaper Light Power Armor

Model Type: NG-UELX45

Class: Light Strategic Espionage Power Armor with UEL system.

Crew: One.

M.D.C. by Location:

- * Head – 50
- Arms (2) – 40 each
- Legs (2) – 70 each
- UEL Cables (2; forearm) – 6 each
- * Vibro-Scythe – 50
- ** Main Body – 150

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike. (-6 to hit the power cable, -10 to hit the cable when the power armor is moving or dodging).

Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

** Depleting the M.D.C. of the main body will shut the power armor down completely, making it useless.

Speed:

Running: 50 mph (80 km) maximum; can go from zero to 50 in 24 seconds. Note that the act of running does tire out its operator, but at 10% of the usual fatigue rate thanks to the robot exoskeleton.

Leaping: 12 feet (3.7 m) high or across.

Climbing: +5% to the Climbing and Spelunking skills, and +3% to the Acrobatics and Gymnastics skills due to the enhanced P.S.

Flying: None, except with a jet pack on the back (costs extra) or a glider like the one used by the *Silent Shadow* (costs extra).

Water: The Night Reaper is not designed for use in the water, but can swim in water at 10 mph (16 km) or walk along the bottom at 5 mph (8 km or 4.3 knots). Maximum depth is 400 feet (122 m). The act of swimming tires the wearer of the suit, but at 20% of the usual fatigue rate.

Statistical Data:

Height: Man-size, generally 5.6-7 feet (1.7 to 2.1 m).

Width: 2-3 feet (0.6 to 0.9 m).

Length: 2 feet (0.6 m).

Weight: 124 lbs (56 kg).

Physical Strength: Robot P.S. of 22.

Cargo: None.

Power System: Nuclear; average energy life is 15 years.

Cost: 950,000 credits nuclear, 650,000 Solid Oxide or 398,000 credits for electric battery.

Weapon Systems:

1. Handheld Weapons (and UEL) Only: This light stealth armor has no built-in weapon systems, but uses any number of handheld weapons. Energy weapons are the usual choice because they can be powered by the UEL system. An additional side arm, Vibro-Blade and other gear may be carried on a belt around the waist, slung over the shoulder or in a backpack.

UEL – Universal Energy Link (2, one in each forearm): The Universal Energy Link is concealed under a layer of forearm plating. When needed, the plate opens and extends enough for the E-Clip connector of the UEL and cable to be removed and plugged into the weapon. The plate armor snaps back into place and a thin cable runs from the back of the forearm, near the wrist, from under the armor and to the weapon in hand.

One concealed UEL is built into each forearm. Each can provide power to a weapon that fires as much as 1D6x10 M.D. per blast, but anything more powerful saps the system and causes it to shut down until replaced with a more appropriate weapon (i.e. something that fires blasts that inflict less than 1D6x10 M.D.). The E-Clip connector has an automatic circuit breaker that kicks in when the pilot is attempting to use a weapon beyond the UEL's energy capacity, shutting it down before an excessive energy drain damages the armor. **Note:** An extra or emergency UEL can be built into the thigh of one leg, but costs an additional 160,000 credits.

2. Vibro-Scythe (Handheld Weapon): The Vibro-Scythe is a new weapon that Northern Gun is testing by making it currently available only with the purchase of the Night Reaper power armor. If there is a demand, NG will add the weapon to its line of Vibro-Blades. A scythe falls into the pole arm category of weapons. Silver plated for fighting the supernatural.

Primary Purpose: Assault and Close Combat.

Secondary Purpose: Defense.

Range: Melee combat. The Vibro-Scythe can strike up to 4 feet (1.2 m) beyond arm's reach. Overall length is 7 feet (2.1 m). It is most effective as a two-handed weapon.

Mega-Damage: 3D6 M.D.; takes into consideration the power armor's Robot P.S. The weapon itself ordinarily inflicts 2D6 M.D.

Rate of Fire: Equal to the number of combined hand to hand attacks of the pilot and his power armor skill.

Payload: Unlimited when plugged into UEL, otherwise one hour per standard E-Clip.

3. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Basic* or *Ground-Based Power Armor Training*, depending on the pilot's level of skill, on pages 351 or 352 of **Rifts® Ultimate Edition**. Damage inflicted as per Robotic P.S. of 22.

Restrained Punch: 6D6 M.D.

Normal Punch: 1D4 M.D.

Power Punch: 2D4 M.D., but counts as two melee attacks.

Kick: 1D6 M.D.

Leap Kick: 2D6 M.D., but counts as two melee attacks.

4. Power Armor Sensors and Special Features: All standard features for power armor plus the following.

a) Strangle Cord: A garrote wire is concealed at the wrist of the left arm. It is an assassin's tool used for strangling people, but in a pinch it can also be used for climbing.

b) Concealed Compartment: There is one concealed compartment in the top plate of the left arm. It is just large enough to carry a small lock picking tool kit, 2-4 Shurikens (Ninja throwing stars) or climbing cord.

c) Climb Grippers: The palm of the hands, each finger and the boots of the Night Reaper armor have small, extendible and retractable spikes designed to help the wearer scale walls and climb surfaces (walls, towers, trees, cliff facings, etc.). The spikes are much too tiny and short to be used as a weapon, but they do provide an additional +3% skill bonus to the Climbing and Spelunking skills.

d) Soft Soles and Stealth Features: The soles of this light power armor are rubber treads, providing extra grip against most surfaces (the gripper spikes in #C, above, extend through small holes in the rubber soles). The rubber also cushions footsteps to make the foot-falls much quieter and sneaking around possible without the loud, heavy clunks and clanks of most other power armor. Moreover, fabric and padding is laid over and between armor plates to soften the sounds of all movement. There is NO penalty to Acrobatics, Climbing, Gymnastics, Prowl, Swim and other skills that are usually diminished by heavy body and power armor.

e) Multi-Optics System: The large, goggle-like eyes of the Night Reaper contain a wide range of optical enhancements: Passive nightvision (light amplification; range 1,600 feet/488 m), infrared optics (can see in total darkness and through smoke, however, an infrared light beam is emitted which can be seen by others with the ability to see the infrared; range 1,600 feet/488 m), ultraviolet vision (can see the ultraviolet light used by some security systems; 400 foot/122 m range), binocular telescopic sight (2 miles/3.2 km range), macro-magnification (x12 for close work), and a built-in digital camera that can store 100 hours of video and take 4,000 still pictures; camera has the same telescopic and macro features for distance and close images). All are perfect for spy work and surveillance.

f) Voice Modulation: The mouthpiece of the helmet includes a built-in loudspeaker to serve as a bullhorn, language translator and voice modulator (changes/disguises the wearer's voice; 20 different variations).

g) Audio Amplification System: In effect, the same as the Combat Cyborg's Amplified Hearing cybernetics to hear soft noises, like the click of a safe's tumblers or an approaching adversary.



NG-GCCPA-03

Pit Fighter

Customizable Gladiator Power Armor

With Northern Gun's Robodome and the rise of gladiatorial arenas, fighting pits and death games all over North America, the whiz kids at NG Research and Development have devised a simple suit of power armor with all sorts of optional, modular weapon systems and features. The brainchild of lead designers **Kenneth Merrow, Christopher Spencer, Neil Wage, and Carm N. Bellaire**, customers can purchase a basic Pit Fighter power armor framework, and customize the heck out of it. Armor plating, helmet and facial features (yes, facial features!), shoulder plating, shoulder and forearm weapons, and other specific features can all be customized in distinct ways. Further cosmetic customization, paint jobs, and ornamentation can be done to make the Pit Fighter look even more distinct and unique.

Shatter Armor. The armor of the Pit Fighter is unique and intended for the gladiatorial arena. It is covered in small panels and plates that resemble "scales" to be knocked off during the battle so the spectators can "see" how much damage the armor has taken. In truth, these panels and plates are absolutely meaningless to the operation of the power armor; it's all just flash and showmanship. The Main Body of a basic unit starts at 100 M.D.C. points. **Note:** Add 25,000 credits per each additional 10 M.D.C. up to a maximum of 180 M.D.C.

Stylized Faceplate. The Pit Fighter comes with a removable faceplate reminiscent of the ancient Samurai. Basic types come as a stern or screaming warrior, bovine (bull, moose, etc.), demonic, canine, feline, insectoid, reptilian, brutish, and robotic. But that's just the starting point. A noted earlier, the faceplate and helmet can be further customized with different types of mustaches, beards, hair, eye brows, eyes/goggles, horns, fins, spikes, and so on. Some eyebrows,

beards and hair are carved pieces of M.D.C. metal, ceramic or plastic, others are made of artificial hair, and in some cases, the mouth and eyebrows can be made to move to change expressions. Custom designs can get even wilder. Most cost 100-400 credits each. Ones that move, spin, or spew smoke or blood cost 1,000-4,000 credits.

The Pit Fighter was designed from the ground up for arena fighting and showmanship, not military scale warfare or adventuring. As such, most weapons are close-ranged and handheld weapons, with a few heavy weapons added for shock and awe.

Every feature, from sensors to armor to weapons to cosmetic appearance, is a separate purchase that adds to the look and fighting capabilities of the power armor. Energy forearm blasters, Vibro-Spikes and Blades on the shins, elbows, shoulders, knees, heels, and helmet are all popular, as are spikes and horns crowning the helmet. **Some Costs:** Small Vibro-Blades, spikes and horns (knife size or smaller) cost 4,000-7,000 credits each. Vibro-Knives cost 6,000-7,000 each (add 3,000 credits if they are retractable and extendible), Short Swords and similar sized horns cost 9,000 credits each, larger swords cost 10,000-12,000 each, and giant Vibro-Weapons cost 16,000 to 20,000 credits each (and are usually handheld).

Pit Fighter Power Armor

Model Type: GCCPA-03

Class: Gladiatorial Close Combat Arena Powered Armor.

Crew: One.

M.D.C. by Location:

* Head/Helmet – 80

Arms – 50 each

* Forearm Weapons – 20 each

* Shoulder Weapons – 30 each

Extra Shoulder Plates – 40 each

Legs – 80 each

* Optional weapons – each usually has an M.D.C. of 10 or 15 for most blades, spikes and horns.

Optional: Giant Two-Handed Weapons – 100

** Main Body – 100 (standard) up to 180 maximum.

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike.

Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

** Depleting the M.D.C. of the main body will shut the power armor down completely, making it useless.

Speed:

Running: 30 mph (48 km) maximum. Add 30,000 credits to the cost for each additional 10 mph (16 km) of extra speed, up to a maximum of 60 mph (96 km). The act of running does tire its operator, but only at 20% of the usual fatigue rate.

Leaping: The powerful robot legs can leap up to 10 feet (3 m) high or lengthwise. Add 10,000 credits to the cost for each additional 5 feet (1.5 m) of extra leaping distance up to a maximum of 20 feet (6.1 m). Add an extra 80,000 credits for jump jets built into both legs. This increases leaps to a maximum of 50 feet (15.2 m) in height or across; increase by 20% with a running start.

Flying: Hovering and flight are not possible.

Underwater Capabilities: The power armor sinks like a rock, but can walk along the bottom at 5 mph (8 km or 4.3 knots). Depth tolerance is 400 feet (122 m).

Statistical Data:

Height: 6-10 feet (1.8 to 3 m) depending on the size of the purchaser and special weapons, frills and cosmetic appliances.

Width: 2-4 feet (0.6 to 1.2 m) depending on the size of the purchaser and special weapons, frills and cosmetic appliances.

Length: 2.5 to 4 feet (0.76 to 1.2 m) depending on the size of the purchaser and special weapons, gear and cosmetic appliances.

Weight: 300-700 pounds (135 to 315 kg) depending on the final design.

Physical Strength: Starts with a Robotic P.S. of 20. Cost 4,000 credits per each additional P.S. point up to a maximum of 26.

Cargo: Small storage area for extra supplies and personal weapons.

Power System: Nuclear has an average life of 12 years and costs 700,000-800,000 credits. Solid Oxide costs 450,000 and electric battery costs 200,000 credits.

Cost: Varies depending on all the features. A typical Pit Fighter costs 600,000 to 1.6 million credits for a new, undamaged, fully powered suit, depending on the power supply, extra M.D.C., Spd, P.S., cosmetic features and number of weapons purchased.

Sensors and Features of Note: All those common to NG power armor are standard, plus the following. A **fight camera** is built into the helmet. This is a basic, no frills dashboard-style camera to film the fight from the combatant's point of view. Great for footage that may be televised or used as video disc extras.

Hand to Hand Combat: Rather than use a weapon, the pilot of a Pit Fighter can engage in Mega-Damage hand to hand combat. See *Ground-Based Power Armor Training* on page 352 of **Rifts Ultimate Edition** for bonuses and extra attacks per melee. Mega-Damage is based on Robot P.S. (See page 285 of **Rifts® Ultimate Edition** for damage values).

“Optional” Pit Fighter Weapons of Note:

The following are just some of the arena weapons that can be added to a Pit Fighter suit. Only one energy weapon and one melee weapon can be built into each forearm. One shoulder weapon. One head weapon. One set of Vibro-Spikes can be built onto each shoulder, elbow, forearm, knee, shin (lower leg) and the top of a helmet. Other alternatives include the equivalents of those described for Combat Cyborgs, but increase cost by 20%.

A. OPTIONAL Fire Breath Plasma Cannon (head/helmet or as a forearm weapon): Concealed in the chin or along the side of the jaw of the helmet (seems to come from the mouth) is a light cannon that has been purposefully throttled open so that plasma comes out in a weak, dribbling spray that looks like the fire breath of a dragon or some other monster. If the owner were to tighten up the throttle on the plasma cannon's nozzle the weapon would do 1D4x10 M.D. per plasma blast, but it would lose its awesome fire-breathing appearance. Those on forearms have triple the range but do the same damage.

Primary Purpose: Anti-Armor/Anti-Robot/Anti-Monster.

Secondary Purpose: Assault.

Range: 120 feet (36.6 m).

Mega-Damage: 4D6 M.D. per plasma blast.

Rate of Fire: Single shot only. Each blast counts as one melee attack.

Payload: Effectively unlimited.

Cost: 30,000 credits.

B. OPTIONAL Eye Lasers (2): Each of the armor's eyes is actually a simple, backup, light laser weapon.

Primary Purpose: Assault and Defense.

Secondary Purpose: Anti-Personnel.

Range: 400 feet (122 m).

Mega-Damage: 1D6 M.D. per single blast, or 2D6 M.D. for a double laser blast (fired from each eye simultaneously at the same target).

Rate of Fire: Each single or dual linked blast counts as one melee attack.

Payload: Effectively unlimited.

Cost: 15,000 credits.

C. OPTIONAL Laser Forearm Blaster: Mounted on one of the forearms is a laser blaster. Point and fire.

Primary Purpose: Assault and Defense.

Secondary Purpose: Anti-Personnel.

Range: 1,000 feet (305 m).

Mega-Damage: 3D6 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

Cost: 28,000 credits.

D. OPTIONAL Ion Forearm Blaster: Mounted on one of the forearms is an ion blaster. Point and fire.

Primary Purpose: Assault and Defense.

Secondary Purpose: Anti-Personnel.

Range: 600 feet (183 m).

Mega-Damage: 4D6 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

Cost: 32,000 credits.

E. OPTIONAL Plasma Forearm Blaster: Mounted on one of the forearms is a plasma blaster. Point and fire.

Primary Purpose: Assault and Defense.

Secondary Purpose: Anti-Personnel.

Range: 600 feet (183 m).

Mega-Damage: 4D6 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

Cost: 40,000 credits.

F. OPTIONAL Grenade Launcher: Mounted on one of the forearms is a grenade launcher. Point and fire.

Primary Purpose: Assault and Defense.

Secondary Purpose: Anti-Personnel.

Range: 400 feet (122 m).

Mega-Damage: Varies with type, but high explosive and plasma are the most impressive looking in the arena.

Rate of Fire: Single shot; each fires one grenade and counts as one melee attack.

Payload: Four grenades.

Cost: 35,000 credits.

G. OPTIONAL Grappling Hook: Mounted on one of the forearms is a grappling hook launcher. Point and fire. It can be used to climb and swing around walls and obstacles, as well as snare opponents. Rather than fire the grapple, the Pit Fighter can release the grapple and 6-12 feet (1.8 to 3.7 m) of line and use it to snare and trip an opponent's legs, or entangle an arm or leg. Very popular in the arena.

Primary Purpose: Assault and Defense.

Secondary Purpose: Anti-Personnel.

Range: 30 feet (9.1 m).

Mega-Damage: One M.D. when grappling hook or spike is fired into something. Must be pulled free to use again.

Rate of Fire: Each use counts as one melee attack.

Payload: 48 feet (14.6 m) of cable, enough for 4-8 attacks.

Bonus: +1 to entangle and trip using the grappling hook and cable.

Cost: 12,000 credits.

H. Forearm Vibro-Short Sword: Built into one of the forearms is a retractable Vibro-Short Sword for melee combat.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: Melee combat only. Arm's reach with a 1-2 foot (0.3 to 0.6 m) blade extending beyond the fist.

Mega-Damage: 2D4 M.D.

Attacks per Melee Round: Equal to the number of combined hand to hand attacks of the pilot and his power armor skill.

Cost: 10,000 credits.

I. Forearm Vibro-Claws: A set of three curved, claw-like blades or three long, narrow blades can extend and retract from one of the forearms.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: Melee combat only. Arm's reach.

Mega-Damage: 2D4+3 M.D.

Attacks per Melee Round: Equal to the number of combined hand to hand attacks of the pilot and his power armor skill.

Cost: 12,000 credits.

J. Vibro-Spikes or Blades: The shins, knees, heels, back of the forearms, elbows, and top of the shoulders can each get a set of four spikes or two blades to look cool or slam and impale opponents.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: Melee combat only.

Mega-Damage: 1D6 M.D. for a set of four small Vibro-Spikes, and 2D4 M.D. per set of dagger-like Vibro-Blades or larger Vibro-Spikes.

Attacks per Melee Round: Equal to the number of combined hand to hand attacks of the pilot and his power armor skill.

Cost: 10,000 credits per each set. Each location requires its own set.

K. Whipping Cables (2): A pair of whipping cables can be extended from housings under each forearm.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Range: Melee combat only with a 15 foot (4.6 m) length.

Mega-Damage: 1D4 M.D. per whipping strike, or the cables can be used to entangle and tie up the opponent.

If the cables are energized or electrified, they do 1D6+2 M.D. each strike and spark every time they hit.

Attacks per Melee Round: Equal to the number of combined hand to hand attacks of the pilot and his power armor skill.

Bonuses: +1 to strike, +1 to disarm and +2 to entangle with the whipping cables.

Cost: Standard Whip Cables: 6,500 credits. Energized Whip Cables: 12,500 credits.

L. Concealed Net Launcher (1 shoulder): This launcher fires a net made out of an M.D.C. mesh covered in a sticky glue. When the bundle impacts on a target, a charge inside of the bundle goes off and the net extends. Weights on the ends of the cords force them around the target, where they impact and adhere to each other with a resin-like glue. The net will even wrap up and restrain someone with a Robot P.S. of 24 (Supernatural P.S. of 18) or less! **Note:** Opponents with greater P.S. can break free with 1D4 melee actions of effort. If the Robot P.S. is greater than 32 (or Supernatural P.S. 24), it takes but one melee action to break the netting or to pull it off oneself.

Cutting and damaging the net will enable the victim to cut/break free, assuming he can reach a weapon and his arms and hands are not completely pinned. Even if one hand is capable of

cutting, it requires inflicting 3D6+20 M.D. and at least 1D4+1 melee actions to do so; the latter because of the restriction of movement. The net is used to entangle and slow an opponent so the Pit Fighter can close in for the up-close kill or to taunt and belittle his captured victim, or turn his attention toward another opponent.

Primary Purpose: Capture.

Secondary Purpose: Anti-Personnel and Defense.

Range: 100 feet (30.5 m).

Mega-Damage: None, just immobilization of the target. A successful dodge means the target is not caught, entangled or struck. (Netting that is fired to wrap around the lower legs entangles and requires three points greater P.S. to break free than noted above, but the same M.D. to cut free.)

If the dodge fails, the victim is wrapped up in the net and reduced to one melee action per round. He must be cut loose (or cut himself loose) to escape. A total of 3D6+20 M.D. must be inflicted upon the M.D.C. netting to get free. Fire does double damage. The M.D.C. cords of the net are very hard to break, but the nets burn very easily because of their resin-like glue. The net burns up in a single melee round if set ablaze with M.D. fire, but the character entangled by the burning netting also takes fire damage.

Rate of Fire: Each shot of a net counts as one melee attack.

Payload: The net launcher only holds 4 nets and comes as a bazooka-looking handheld launcher or a shoulder-mounted weapon system.

Cost: 27,000 credits for a shoulder mounted Net Launcher, 32,000 for a handheld launch rifle. Replacement nets cost 3,500 credits each.

M. OPTIONAL: Giant Two-Handed Vibro-Chainsaw Sword:

Though originally created for Combat Cyborgs, one of the most popular melee weapons amongst Pit Fighters and other gladiators is a huge two-handed, chainsaw sword that is 7 feet (2.1 m) long and weighs 50 lbs (22.5 kg). Gladiatorial fans love watching the Pit Fighter and Combat Cyborgs hack apart robot opponents, vehicles and fellow power armor combatants with this impressive weapon. The chainsaw sword is powered by an E-Clip in the hilt, which will keep the weapon running for up to 30 minutes. A UEL provides unlimited power and duration.

Primary Purpose: Assault.

Secondary Purpose: Anti-Armor/Anti-Robot/Anti-Monster.

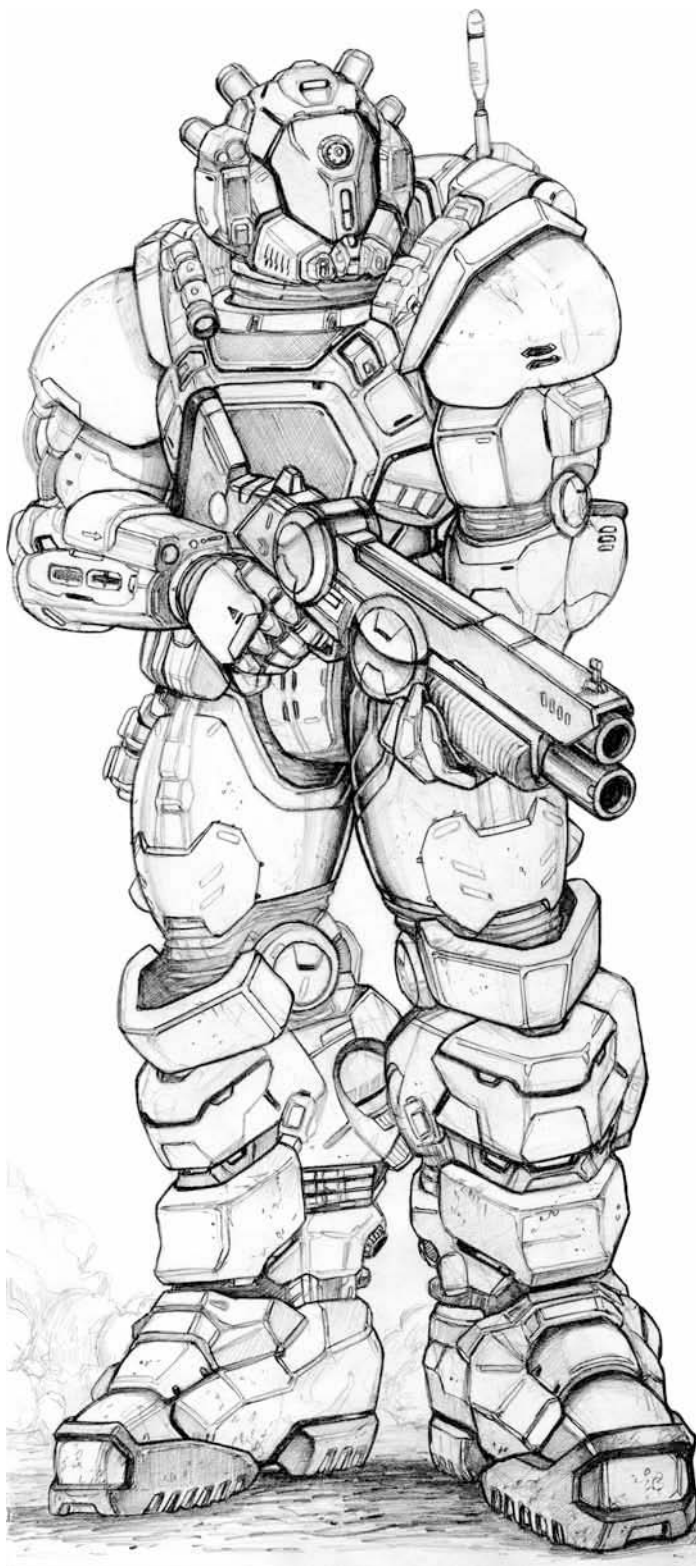
Range: Melee combat; 5 feet (1.5 m) beyond arm's reach. The weapon is a 5 foot (1.5 m) long Vibro-Chainsaw, with a two foot (0.6 m) long handle. Overall length is a whopping 7 feet (2.1 m). The handle is extra long so it can be used as a two-handed weapon.

Mega-Damage: 5D6+5 M.D. per strike.

Attacks per Melee Round: Equal to the number of combined hand to hand attacks of the pilot and his power armor skill.

Bonus: +1 to parry and disarm. To wield the giant chainsaw sword as a two-handed weapon requires a Robotic P.S. of at least 19; Robot P.S. 25 or greater to use one-handed. Weaker individuals are -5 to strike and parry with the weapon, and characters with a Robot P.S. of less than 16 cannot effectively wield it (-10 to strike, parry, disarm).
Cost: 55,000 credits.

N. Alternative Handheld Weapons: Any energy rifles, energy pistols and most melee weapons that can be held in the Pit Fighter's hands (models with thick, heavily armored fingers are too bulky to use standard man-sized weapons and need larger cyborg and power armor weapons) may be used by the pilot. Of course, what can and cannot be used varies with the rules of each specific gladiatorial fight and arena.



NG-X67 Prophet

The Prophet comes from the drawing board of design team leaders **Joel Rodriguez**, **Christopher Spencer**, and **Rawson Hallett**. Originally conceived for law enforcement, the armor cannibalizes a number of features from other suits of power armor, plus a few new twists of its own. The end result is an armor suitable for service in law enforcement, the military police, special forces, surveillance, investigation, bounty hunting, monster hunting, vampire slaying, search and rescue and infantry support.

It was nicknamed the Prophet because of its array of sensors, cameras and advanced computer systems that help it to recognize and anticipate enemy activity and attacks. The Prophet offers its wearer 360 degrees of sight, thanks to a number of cameras built into the front and back of the armor, all relaying information to the power armor pilot inside and being analyzed by recognition software and computers for investigative purposes, combat and troop support. Enhanced radar and sonar, multi-optics, long-range communications, and the police recognition system complete the package for this power armor. All of this makes the Prophet perfect for crime scene investigation, detective work, law enforcement, espionage, sabotage and troop support, but it can fulfill most combat roles.

Prophet Power Armor

Model Type: NG-X67

Class: Law Enforcement Surveillance, Investigation and Espionage Troop Support Power Armor.

Crew: One.

M.D.C. by Location:

- * Head – 80
- * Sensor/Communication Nodes (4, back of head) – 11 each
- * Peekaboo Cameras (2, back) – 5 each
- * UEL Cables (2) – 6 each
- * Vibro-Blades (2, one each forearm) – 30 each
- Hard-Shell EBA Backpack – 45
- Arms (2) – 70 each
- Legs (2) – 100 each
- Jump Jets (4 per lower leg) – 10 each
- ** Main Body – 175

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

Normally, destroying the head/helmet eliminates the HUD of the helmet and all forms of optical and sensory enhancement. However, in the case of the Prophet, each of the four Sensor/Communication Nodes must be destroyed or the power armor pilot retains all of his usual bonuses. Moreover, Prophet pilots always have one or two backup pairs of tinted com-goggles with a wireless HUD that can still receive and see the camera feeds. Likewise, the Prophet carries portable communications and scanners in the hard-shell backpack, and when they are activated, their data is transmitted to his wireless HUD, restoring radar, communications and other sensory information. If all of these systems are knocked out, only then does the pilot rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed:

Running: 90 mph (144 km) maximum. Note that the act of running does tire out its operator, but at 20% of the usual fatigue rate. Running at speeds below 50 mph (80 km) tires the wearer at 10% the usual fatigue rate.

Leaping: The powerful robot legs can leap up to 15 feet (4.6 m) high or across unassisted by the jet boosters, increase by 50% with a running start. A jet booster assisted leap can propel the unit up to 100 feet (30.5 m) high and lengthwise; increase by 50% with a running start. This is not flight.

VTOL Leaps Upward: The Prophet has a limited jet jump system built into the lower legs to provide additional lift and distance for a running start (see Leaping above). They are designed to enable the armor to leap straight up and down or at an angles to reach floors and rooftops above street level and to pounce upon giant monsters and opponents.

Power Jumping Travel: Not possible.

Flying: None. Even momentary hovering above the ground is not possible.

Cat-Like Landings from Heights: The Prophet can drop or leap down, using its leg thrusters to land without risk of damage, from heights as great as 200 feet (61 m), to land softly on its feet and be ready for action.

Drops from heights greater than 200 feet (61 m) up to 400 feet (122 m) are trickier. The power armor is likely to survive the landing but may take damage. **Roll 1D20** to determine the success of the landing. **On a roll of 1-10** the suit hits the ground hard, takes 4D6 M.D. and the operator loses 1D4 melee actions/attacks before he's back up on his feet. **On a roll of 11-20** the pilot sticks the landing, and can continue to move/jump/run without damage or delay. Drops from greater heights are not possible without potentially life-threatening damage: 2D6x10 M.D. to the power armor, 1D4x10 S.D.C./Hit Point damage to the wearer inside the armor, and the operator is stunned for 1D4 melee rounds before he recovers from the fall and is able to take action again.

Water: The power armor is not designed for use in the water, but can swim or walk along the bottom of a body of water at 10 mph (16 km or 8.6 knots). Maximum depth is 500 feet (152 m). The act of swimming or walking underwater does tire out its operator, but at 20% of the usual fatigue rate.

Bonuses for the Prophet (special): Due to the sensors and camera array of the Prophet, it is impossible to sneak up without the wearer knowing it. +1 on Perception Rolls, +2 to automatic dodge (the act of dodging does not use up a melee attack), +1 to roll with impact and cannot be surprised by attacks from behind.

Statistical Data:

Height: Man-sized, 5.6 to 8 feet (1.7 to 2.4 m) depending on the size of the wearer.

Width: 3-4 feet (0.9 to 1.2 m) depending on the size of the wearer.

Length: 2-4 feet (0.6 to 1.2 m) depending on the size of the wearer.

Weight: 308 lbs (138.6 kg).

Physical Strength: Robot P.S. of 26.

Cargo: None.

Power System: Nuclear; average energy life is 12 years. Solid Oxide and electric battery versions are also available.

Cost: 1.2 million credits for nuclear, 865,000 Solid Oxide and 500,000 electric battery.

Weapon Systems:

1. Forearm Laser (1): Built into the right forearm is a low-profile, short-range laser. Point and shoot.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Range: 1,200 feet (366 m).

Mega-Damage: Three settings: 6D6x10 S.D.C., 1D6 M.D. and 2D6 M.D.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited for the nuclear and Solid Oxide models, 20 full powered blasts per E-Clip for the battery version.

2. Forearm Ion Weapon (1): Built into the left forearm is a low-profile, short-range ion blaster. Point and shoot.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Range: 1,000 feet (305 m).

Mega-Damage: Two settings: 2D6 M.D. and 4D6 M.D.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited for the nuclear and Solid Oxide models, 20 full powered blasts per E-Clip for the battery version.

3. Vibro-Blades: Built into the each forearm is a concealed, extendible Vibro-Blade for prying open doors, cutting locks and debris, and close combat. Can be silver-plated for an additional 2,500 credits each for battling supernatural enemies.

Primary Purpose: Assault and Anti-Monster.

Secondary Purpose: Defense and Sabotage.

Range: Arm's reach; melee combat.

Mega-Damage: 1D6 M.D.

Rate of Fire: Each attack counts as one melee action.

Payload: Effectively unlimited.

4. Handheld Weapons: A handheld NG side arm (energy pistol) and NG energy rifle or shotgun or over-and-under weapon (i.e. energy weapon on top, grenade launcher for the under-barrel) is a standard part of the Prophet's gear. Additional or alternative weapons and side arms such as a Vibro-Blade, Neural Mace, shotgun, or backup weapon may be carried by the wearer of the power armor. Likewise, additional hand grenades, flares, and other weapons and equipment may be carried on one or two belts around the waist, or in a carrying bag or backpack. Rifles with a strap can be slung over the shoulder.

UEL – Universal Energy Link (2, one in each forearm): The Prophet has a UEL (Universal Energy Link) concealed under a layer of plating in each forearm. When needed, a plate opens and extends enough for the E-Clip connector of the UEL and cable to be removed and plugged into the weapon or piece of equipment. The plate armor snaps back into place and a thin cable runs from the back of the forearm, near the elbow or wrist, from the armor and to the weapon in hand. This provides unlimited payload when plugged into any energy weapon that takes an E-Clip.

5. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Basic* or *Elite Ground-Based Power Armor Training* on page 351 or 352 of **Rifts® Ultimate Edition**. Damage is based on the Robotic P.S. of 26.

Restrained Punch – 1D4 M.D.

Full Strength Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Kick – 2D4 M.D.

Leap Kick – 2D8 M.D., but counts as two melee attacks.

6. Sensor Systems and Features of Note: All the standard power armor features plus the following.

a) Criminal I.D. Recognition System (Optional): The Criminal I.D. Recognition System is new and experimental for NG, but seems to work very well, with an 89% success ratio. The recognition system is part of the computer and linked to the cameras in the armor and gun camera. This facial recognition system can identify as many as 250,000 known criminals, wanted fugitives, Black Marketeers, terrorists, enemies of the state, and people with bounties on their heads, as well as identifying marks such as tattoos, scars and other distinctive physical features, known gang insignias, emblems, patches and "colors." If desired, it can include recognition of suspects wanted for questioning (provided his or her face is known and on record) and dangerous D-Bees, monsters, and, well, anybody who has been photographed or who can be photographed and programmed into the system.

b) Camera: Advanced Camera (1): Located in the right temple of the Prophet's helmet is an advanced camera system with a superior telescopic zoom lens (2 miles/3.2 km) and a macro-lens

(x12 magnification) for surveillance, documenting police actions, filming crime scenes and evidence (in close detail if desired). The advanced camera can take still images and video, both of which can be transmitted, live to a mobile command center or police station as well as recorded on the data card. Five mile (8 km) range of transmission without being boosted by other means. Can video and record up to 96 hours of video and save 8,000 still shots.

c) Camera: Digital Dash-Cams (8): Two simple dashboard-style digital cameras are built into the helmet in the forehead, two in the chest, another in each forearm, and two in the backpack. They see and record whatever is in range around the wearer to let him see in all directions. These cameras have no special features beyond the ability to tape 48 hours of video and take 4,000 still photos. **Note:** These eight, simple cameras are in addition to the advanced, telescopic camera located on the right temple, and the two Peekaboo cameras that are in the back, that can turn and move around to look in different directions rather than just straight ahead

d) Camera: Peekaboo (2): Two “peekaboo cameras” are built into the back of the Prophet behind the right and left shoulders. (You can see the left one looking straight up in the illustration.) When needed to see what’s going on behind you without turning around yourself, the camera unfolds from its concealed housing to look around. This can be very helpful when hiding amongst vegetation or rubble, and for peeking around corners. Being so small and quiet, the peekaboo camera can peer under leaves and through a weave of vegetation or debris to see and transmit live images to the HUD in the pilot’s helmet. Each is built into a thin, mechanical arm that can bend to look up, down and sideways 180 degrees behind the power armor. **Note:** For a complete description of how this mini-spy camera can cover one’s back, see the description in the opening text of the **Forester** power armor, page 94. Each peekaboo camera has 5 M.D.C.

e) Detachable Flashlight (4 M.D.C.): Next to the right shoulder is a segmented-looking tube. This is a flashlight that can be activated while attached to the armor, or removed to be used as a handheld flashlight. When done, it snaps back onto the armor. It has a range of 200 feet (61 m).

f) Hard-Shell Backpack (35 M.D.C.) & Special Gear: The Prophet has a special, oversized hard-shell backpack specifically designed to carry two gallons (7.5 liters) of drinking water, one *first aid kit*, one *Portable Computer Field Unit* (see **Rifts® Ultimate Edition**, page 162, for descriptions of both) and one *Portable Scan Dihilator* (see **Rifts® Ultimate Edition**, page 164). Both units provide additional radar, sensors, computer and communications.

g) Helmet Details of Notes: The helmet of the Prophet has no eye slits or faceplate, giving it a rather alien, Cyclopean appearance. All data comes from cameras and digital data and imagery displayed on the HUD (Heads-Up Display) inside the helmet. What appears to be an eyeball in the center of the helmet is a camera and sensor cluster that includes a laser distancer, and a black light beam to illuminate ultraviolet markings and messages (and for CSI investigation). The “Cyclops eye” can rotate 180 degrees in all directions.

h) Helmet Light: Located in the forehead of the armor is a head lamp that functions like a miner’s helmet light or flashlight. It points wherever the wearer of the suit looks and has a range of 120 feet (36.6 m). An infrared light is located to the right of the helmet. Next to it is one of the advanced helmet cameras.

i) Helmet Multi-Optics System: The Prophet’s helmet contains a wide range of optical enhancements: Passive nightvision (light amplification; range 1,600 feet/488 m), infrared optics (can

see in total darkness and through smoke, however, an infrared light beam is emitted which can be seen by others with the ability to see the infrared; range 1,600 feet/488 m), *ultraviolet vision* (can see the ultraviolet light used by some security systems; 400 foot/122 m range), binocular telescopic sight (2 miles/3.2 km range), and macro-magnification (x12 for close work). All are perfect for surveillance, investigation and man-hunting.

j) Helmet Voice Modulation: The mouthpiece of the helmet includes a built-in loudspeaker to serve as a bullhorn, language translator and voice modulator (changes/disguises the wearer’s voice; 20 different variations).

k) Warning System and Multi-Cameras: Tied into the cameras and sensor array is a motion detection warning system similar to the one in the White Knight power armor. When anything comes within 100 feet (30.5 m), the computer issues an audio warning (“Warning: Suspected hostile approaching at 100 feet. 95 feet, 80 feet, etc.” Or “Warning: Deteriorating hostile environment. Defensive [or evasive] action is recommended.” And similar.) In each instance, the pilot can request “visual” and the computer will display a visual live feed, up on the HUD, of what the camera sees approaching or what the deteriorating environment may be. If the approaching person or people are not a threat, the pilot can stop the warning by stating, “non-hostile” or “friendly.” Tied into the Recognition system, the warning is likely to identify exactly what the danger is. (“Known hit man for the Altobelli Gang,” or “Coalition Dead Boy,” “Baal Rog demon,” and possibly even the name of a specific known fugitive: “Benjamin Mason,” “Michael Strom,” “Big Bubba,” “King Zarchron,” etc., “approaching from behind at two o’clock.”)

NG-X209 Protege

Also known as Sammy Junior

The number one request from NG customers over the years has been to produce a “man-size” power armor suit based on the ever-popular Samson. And that’s exactly what the design team led by **Jeanette Spahr, Rebecca R. Northhaven, and Rallon Cheswat**, and have done. They call the scaled-down, Samson inspired power armor *the Protege*. However, the name that has stuck on the street and among mercenaries and adventurers is “Sammy Junior.”

This lighter, man-size version of the Samson very much resembles its predecessor and even has similar weapons and performance capabilities. This means the Protege and the larger Samson work well together in combat ops. The big differences are the absence of the large rail gun and mini-missile launcher, but Sammy Jr. still has plenty of punch and a few surprises. Perhaps needless to say, the Protege was an instant hit and has remained on the Top Five Best Sellers List for power armor since its release a few months ago (Summer 109 P.A.), with no sign of dropping off the list anytime soon. Hugely popular among men-at-arms and adventurers of every variety.

Protege – a.k.a. Sammy Jr. Power Armor

Model Type: NG-X209 Mk I.

Class: Armored Infantry Assault Suit.

Crew: One.

M.D.C. by Location:

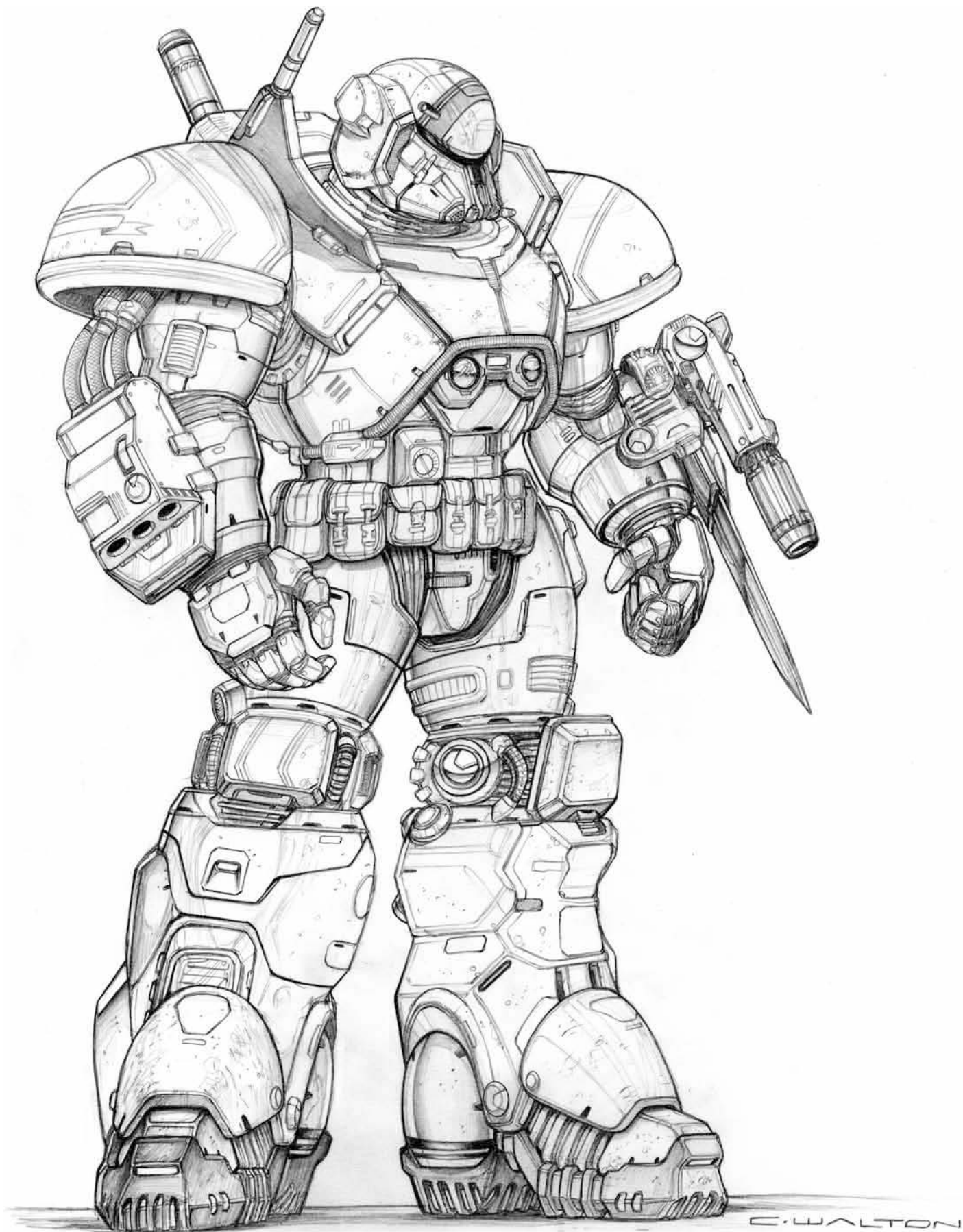
* Head – 70

Neck Fin Shield (right side of head) – 20

Shoulder Plates (2) – 70 each

Arms (2) – 70 each

Hands (2) – 25 each



Legs (2) – 120 each

* Leg Booster Jets (2 per lower leg) – 12 each

Rear Thruster Jets (2, back) – 50 each

* Headlights (2, upper abdomen) – 4 each

* Forearm Grenade Launcher (1, right arm) – 25

* Forearm Particle Beam Blaster (1, left arm) – 20

* Forearm Vibro-Sword (1, left arm) – 30

* EUL Cables – 6 each

** Main Body – 230 (making it one of the most heavily armored for its size)

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

** Depleting the M.D.C. of the main body will shut the armor down completely, making it useless.

Speed:

Running: 90 mph (144 km) maximum. Note that the act of running does tire out its operator, but at 20% of the usual fatigue rate. Running at speeds below 50 mph (80 km) tires the wearer at 10% the usual fatigue rate.

Leaping: The powerful robot legs can leap up to 15 feet (4.6 m) high or across unassisted by the jet boosters, increase by 50% with a running start. A jet booster assisted leap can propel the unit up to 100 feet (30.5 m) high and lengthwise; increase by 50% with a running start. This is not flight.

Flying: None. Momentary hovering and air-cushioned landings are possible. After leaping upward, Sammy Jr. can hover to hold its position there for one melee round (15 seconds) before it becomes unstable and quickly drifts back down to the ground. This is great for getting a quick bird’s-eye view above the tree line, smoke or buildings. A leap straight up or at an angle can also be used to jump up onto rooftops, vehicles or to try to snare low-flying opponents.

Cat-Like Landings from Great Heights: The Protege can drop or leap down, using its back and leg thrusters to land without risk of damage, from heights as great as 300 feet (91.5 m), to land softly on its feet and ready for action. Reduce this height by half if the main, back thruster system is destroyed.

Drops from heights greater than 300 feet (91.4 m) up to 600 feet (183 m) are trickier. Sammy Jr. is likely to survive the landing but may take damage. **Roll 1D20** to determine the success of the landing. **On a roll of 1-10** the suit hits the ground hard, takes 4D6 M.D. and the operator loses 1D4 melee actions/attacks before he’s back up on his feet. **On a roll of 11-20** the pilot sticks the landing, and can continue to move/jump/run without damage or delay. Drops from greater heights are not possible without potentially life-threatening damage: 2D6x10 M.D. to the power armor, 6D6 S.D.C./Hit Point damage to the wearer inside the armor, and the operator is stunned for 1D4 melee rounds before he recovers from the fall and is able to take action again.

Water: Sammy Jr. is not designed for use in the water and sinks like a rock, but can walk along the bottom at 10 mph (16 km or 8.6 knots). Maximum depth is 1,000 feet (305 m).

Statistical Data:

Height: Man-size; 6-7.6 feet (1.8 to 2.3 m) depending on the size of the purchaser.

Width: 4 feet, 6 inches (1.4 m).

Length: 2-3 feet (0.6 m).

Weight: 422 pounds (190 kg).

Physical Strength: Robot P.S. 28.

Cargo: Only what’s carried on belts and backpacks.

Power System: Nuclear; average life is 15 years.

Cost: 1.4 million credits for nuclear, 1 million credits for Solid Oxide, and 650,000 credits for electric.

Weapon Systems:

1. NG-GR109 Forearm Grenade Launcher: To confuse the enemy, the designers thought it would be interesting to build a grenade launcher in a forearm housing that resembles the boxy, tri-barrel laser of the Samson. Rather than fire laser beams, the weapon launches grenades.

Primary Purpose: Anti-Personnel and Anti-Armor.

Secondary Purpose: Defense and Anti-Fortification.

Range: 600 feet (183 m).

Mega-Damage: Varies with grenade type, but is typically plasma or high explosive grenades.

Rate of Fire: One at a time or in a volley of two or three.

Payload: 18 grenades total.

2. NG-P209 Forearm Particle Beam Blaster: To give Sammy Jr. some punch, the NG designers have given it a particle beam weapon. Northern Gun had avoided particle beam weapons due to their high cost in energy, short range and tendency to overheat. However, the corporation has begun to work out some of the prior overheating problems and is once again experimenting with the powerful weapon. If superior range is preferred, this weapon can be swapped out with a single-barrel laser (3D6 M.D. and 2,000 foot/610 m range). Point and shoot.

Primary Purpose: Anti-Monster and Anti-Armor.

Secondary Purpose: Assault and Defense.

Range: 1,000 feet (305 m).

Mega-Damage: 6D6 M.D.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited for nuclear and Solid Oxide models as it is tied into the power armor’s energy supply. **Note:** The particle beam gun is NOT available to electric models. It is replaced by the laser and is capable of firing 80 laser blasts per charge.

3. NG SP209 Vibro-Sword: Built into the left forearm weapon housing is a large, wide Vibro-Sword. Even retracted into its stowed position, the blade extends a foot (0.3 m) beyond the fist. When extended fully for combat, the blade extends two feet (0.6 m) beyond the wearer’s normal reach. It can be silver-plated for an additional 8,000 credits for battling supernatural enemies.

Primary Purpose: Assault and Anti-Monster.

Secondary Purpose: Defense and Sabotage.

Range: Melee combat, two feet (0.6 m) beyond arm’s reach.

Mega-Damage: Slash: 2D4 M.D. Power Strike/Stab: 3D4 M.D., but counts as two melee attacks.

Rate of Fire: Each attack counts as one melee action.

Payload: Effectively unlimited; tied to the power supply of the unit.

4. Handheld Weapons: The power armor pilot can use any additional weapons and side arms such as an energy pistol, Vibro-Knife, Neural Mace, shotgun, grenades, flares, anti-monster weaponry, and other equipment. Extra gear may be carried in pouches and holsters on one or two belts around the waist, or in a carrying bag or backpack. Rifles with a strap can be slung over the shoulder.

UEL – Universal Energy Link (2, one in each forearm): The Universal Energy Link is concealed under a layer of forearm plating. When needed, the plate opens and extends enough for the E-Clip connector of the UEL and cable to be removed and plugged into the weapon. The plate armor snaps back into place and a thin

cable runs from the back of the forearm, near the wrist, from the armor and to the weapon in hand. This provides unlimited payload when plugged into any energy weapon that takes an E-Clip. The Protege has one UEL in each forearm.

- 5. Hand to Hand Combat:** Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Ground-Based Power Armor Training* on page 352 of **Rifts® Ultimate Edition**. Damage is based on the Robotic P.S. of 28.

Restrained Punch – 1D4 M.D.

Full Strength Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Kick – 2D4 M.D.

Leap Kick – 2D8 M.D., but counts as two melee attacks.

- 6. Sensor Systems and Features of Note:** All the features common to power armor, plus the following.

a) **Abdomen Searchlights (4 M.D.C. each):** Mounted in the abdomen of the Protege are two searchlights. Each has a 20 degree arc of movement up, down and sideways, and is used to light up the area ahead, or as a focused beam like a flashlight. Range is 200 feet (61 m).

b) **Helmet Cameras:** Two simple dashboard-style digital cameras are built into the helmet. They see and record whatever the wearer sees. The cameras have no special features beyond the ability to tape 96 hours of video and take 4,000 still photos.

c) **Helmet Voice Modulation:** The mouthpiece of the helmet includes a built-in loudspeaker to serve as a bullhorn, language translator and voice modulator (changes/disguises the wearer's voice; 20 different variations).

d) **Nightvision Optics:** Passive light amplification that allows the pilot to see in the dark as long as there is at least some ambient light. 1,600 foot (488 m) range, and ultraviolet vision (can see the ultraviolet light used by some security systems).

NG-11F Red Hawk

Flying Power Armor

For decades, Northern Gun has produced the Samson as their primary power armor suit for export and sale. While an excellent robotic augmentation in its own right, the Samson lacks full flight capability and is showing the signs of age. People want new designs, and Northern Gun has its R&D teams working overtime on dozens of new suits of power armor. The Red Hawk – a SAMAS equivalent flying power armor – is one such design that saw release in the winter of 108 P.A.

Anyone with an eye for design or engineering will recognize the propulsion system and wing elements to be a clear knock-off of the Coalition's original SAMAS – Northern Gun designers prefer the term “inspired.” Surprisingly, the Coalition States have not protested about NG's SAMAS “inspired” armor, which has led some to speculate that the Ishpeming government has either licensed the design from the CS or is being allowed to use the design as part of a secret deal – an arrangement some have speculated includes the manufacturing of old (and/or new) style SAMAS for the government of the Coalition States. If this speculation proves to be true, then it would be the first time (known) that the CS has ever allowed an outside manufacturer to make war machines for them, suggesting that the alliance between the Coalition States and Ishpeming/Northern Gun and the Manistique Imperium goes deeper than many people realize. **Note:** The Ishpeming armed forces also use a variation of the Red Hawk and Blue Hawk. And the relationship between NG and the CS is, indeed, cosier and more extensive than most people realize. (See

the description for the **Juicer Killer** power armor, page 106, for a glimpse at some of the behind scenes cooperation between the CS and NG.)

Red Hawk power armor is an advanced, heavily armed and agile system that some argue is superior to the CS SAMAS suit of old. In most aspects it is roughly on par to the original SAMAS, but has a special, heavy jet thruster that can be engaged in short spurts to give the Red Hawk bursts of rocket speed to attain a higher altitude or to zoom in and out of combat at great speed. The rest of the power armor looks nothing like the Coalition's SAMAS. The reinforced helmet has a very hawk/bird of prey appearance and is protected from behind by part of the jet thruster housing. Another cosmetic variation is a pair of scythe-like Vibro-Blades that extend from the forearms. A mini-missile launcher or short-range laser can also be mounted on one or both arms. The Red Hawk is not nearly as capable as many of the newer Coalition SAMAS models that debuted during the Siege on Tolkeen, but it can hold its own with the old style SAMAS and most styles of flying power armor offered in North America. The Red Hawk has been well received since its release on the open market and is especially popular with mercenary companies, independent military forces and the armed forces of numerous kingdoms, as well as bandits, raiders and pirates.

Red Hawk Power Armor

Model Type: NG-11F Red Hawk PA.

Class: Armored Flying Infantry Assault Suit.

Crew: One.

M.D.C. by Location:

Shoulder Wings (2) – 45 each

Main Rear Jets (2) – 50 each

Rocket Booster (1; lower) – 60

* Lower Maneuvering Jets (3) – 20 each

* Hands (2) – 15 each

Arms (2) – 50 each

Legs (2) – 90 each

NG-202 Rail Gun – 50

Ammo Drum (rear) – 30

* Forearm Blades (2) – 25 each

* Forearm Mini-Missile Launcher or Laser (1 or 2) – 15 each

* Wing Mounted Mini-Missiles (12) – 10 each

* Head – 65

** Main Body – 192

* All areas that are marked with a single asterisk are small and difficult targets to hit. They can only be hit when an attacker makes a Called Shot, and even then he is -4 to strike.

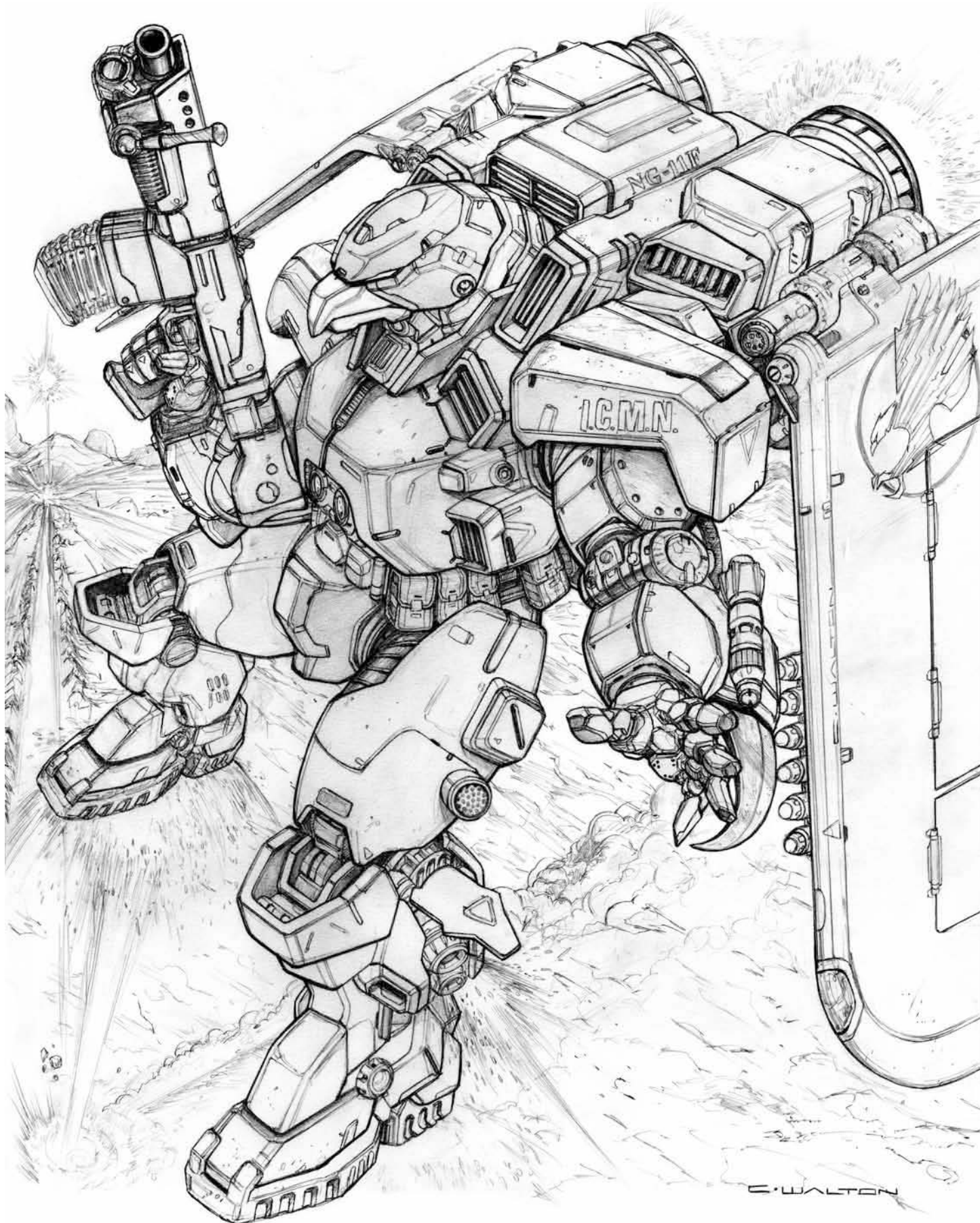
Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

** Depleting the M.D.C. of the main body will shut the armor down completely, and the pilot will be vulnerable to attack. Destroying one of the wings makes flight impossible, but the suit can still make jet assisted leaps.

Speed:

Running: 60 mph (96 km) maximum. The act of running does tire out its operator, but at 10% of the usual fatigue rate thanks to the robot exoskeleton.

Leaping: The powerful robot legs can leap up to 15 feet (4.6 m) high or across unassisted by the jet boosters. A jet booster assisted leap



can propel the unit up to 100 feet (30.5 m) high and 200 feet (61 m) across without attaining flight.

Flying: The rocket propulsion system enables the Red Hawk to hover stationary up to 400 feet (122 m) or fly. Maximum flying speed is 290 mph (464 km), but cruising speed is considered to be 150 mph (240 km). **Note:** When the super-thruster is engaged, the Red Hawk rockets at a speed of 490 mph (784 km), but only for 90 seconds and all combat bonuses are reduced by half due to the high velocity and shaky movement. Great for surprise dive attacks, quick getaways and hot pursuits. The Super-Thruster can be engaged six times per hour. An internal automatic shut-off switch won't allow more uses than that to prevent overheating and thruster burnout.

Maximum Altitude: Limited to 2,000 feet (610 m); up to 4,000 feet (1,219 m) when the super-thruster is engaged, but the Red Hawk slowly descends to its normal 2,000 foot (610 m) altitude.

Flying Range: The nuclear power system gives the Red Hawk 15 years of life, but the jet rockets get hot and need to cool after a maximum of eight hours of flight; can fly indefinitely with rest stops.

Underwater Capabilities: The Red Hawk is not designed for water combat, but is capable of functioning underwater. It cannot fly underwater, but can swim underwater at about four mph (6.4 km) or walk or run on the floor of rivers, oceans and lakes at 15 mph (24 km).

Maximum Ocean Depth: 1,000 feet (305 m).

Statistical Data:

Height: Approximately 8 feet (2.4 m) from head to toe, 9 feet (2.7 m) to the top of the propulsion system.

Width: 4 feet (1.2 m) with wings folded, and 13 feet (4 m) with wings extended.

Length: 4 feet, 8 inches (1.42 m).

Weight: 550 lbs (247.5 kg).

Physical Strength: Robot P.S. of 28.

Cargo: None.

Power System: Nuclear; average energy life is 12 years.

Cost: 2 million credits for a new, undamaged, nuclear powered suit complete with rail gun, ammunition and missiles; 1.5 million for Solid Oxide and 1 million credits for electric battery. Poor to fair availability at most Northern Gun outlets outside of Ishpeming, but good availability at Kingsdale and Arzno, and excellent availability at Ishpeming/Upper Michigan and MercTown.

Weapon Systems:

1. NG-202 Rail Gun: A standard NG-202 rail gun is the primary weapon system for the Red Hawk. The weapon draws power from the nuclear power plant and ammunition is fed from a drum magazine mounted on the back of the power armor.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: 4,000 feet (1,219 m).

Mega-Damage: 1D4 M.D. for a single round, 3D6 M.D. for a burst of 20 rounds, or 1D4x10 M.D. for a burst of 40 rounds.

Rate of Fire: Each burst counts as one melee action/attack.

Payload: 2,800 round drum for 140 medium (3D6 M.D.) bursts or 70 heavy (1D4x10 M.D.) bursts. Reloading a drum takes about 5 minutes for those not trained, but only about 90 seconds by somebody trained in the use of power armor.

2. Wing Mounted Mini-Missile Launchers: As many as six mini-missiles can be attached to each of the Red Hawk's wings. These are mainly used in air-to-air combat against enemy aircraft or air to surface attack.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Air-to-Ground Assault.

Range: One mile (1.6 km).

Mega-Damage: Varies with missile type. Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10 M.D.).

Rate of Fire: One at a time or volleys of 2, 4 or 6.

Payload: 12 total, six per wing.

3. Forearm Ranged Weapon: A mini-missile launcher or a short-range laser can be mounted on one or both of the forearms of the armor suit. The two-shot forearm mini-missile launcher is identical to the one used on the NG Samson power armor.

Primary Purpose: Anti-Armor.

Secondary Purpose: Assault.

Range: Laser: 1,000 feet (305 m). Mini-Missile: One mile (1.6 km).

Mega-Damage: Laser: 2D6+1 M.D.

Mini-Missile (varies with missile type): Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10 M.D.).

Rate of Fire: Laser: One at a time or two simultaneous blasts; each single or double blast counts as one melee attack.

Mini-Missiles: One at a time or a volley of two.

Payload: Laser: Effectively unlimited (taps into the suit's power supply). Mini-Missile Launcher: Two per launcher (two launchers maximum).

4. Scythe-Forearm Vibro-Blades (2): A scythe-like Vibro-Blade can be extended and retracted from each of the Red Hawk's forearms. These blades can be used in hand to hand combat and speed slashing runs. The pilot must be careful, however, especially in highspeed dives and runs, for if he misses his intended target it is possible that he might hit an ally or collide into his opponent, or someone or something else (aircraft, wall, tree, the ground, etc.) and takes 1D10 M.D. for every 100 mph (160 km) of speed he is traveling. A failed roll to strike means the pilot must roll under his piloting skill with a -30% penalty. A failed piloting skill means the Red Hawk collides with its target or something nearby.

Primary Purpose: Anti-Power Armor.

Secondary Purpose: Defense.

Mega-Damage: 2D4 M.D. per strike in hand to hand combat at cruising speeds or slower. 4D4 M.D. at speeds of 61-150 mph (97.6 to 240 km), and 5D6 M.D. for attacks at speeds greater than that. Dive attacks count as two melee attacks/actions.

5. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Basic* or *Flying Power Armor Training*, depending on the pilot's level of skill, on pages 351 or 352 of **Rifts® Ultimate Edition**. Damage as per Robot P.S. of 28

Restrained Punch – 1D4 M.D.

Full Strength Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Power Dive Punch – 3D6 M.D., but counts as two melee attacks and all combat bonuses, except to strike, are reduced by half, including roll with impact.

Kick – 2D4 M.D.

Leap Kick – 2D8 M.D., but counts as two melee attacks.

6. Sensor Systems and Features of Note: All the standard features common to power armor.

NG-UELX42 Sabre

Not all power armors are man-sized weapon platforms. Some are more like form fitting, high-tech versions of the plate armor worn by the knights of old. Yes, they are power armor that offers M.D.C. protection, augmented strength and a fully contained environment, but they are lighter and much less encumbered by potentially off-balancing and protruding built-in weapons, sensor clusters, heavy weapon systems, massive backpacks or heavy thruster jets. The **NG Sabre** is one such man-sized, medium power armor designed to be sleek, light, versatile and affordable. It comes from the design team led by **Neil Wager, Chad Thompson and M. Wilson.**

The Sabre was actually the first power armor to introduce the new **UEL (Universal Energy Link)** system in the summer of 108 P.A. The flexibility and range of handheld weapons offered by the UEL means the Sabre power armor can use almost ANY energy weapon made in North America, as long as it is powered by an E-Clip, regardless of the manufacturer. The popularity of it in the Sabre has led to an increasing number of NG power armor suits offering the UEL.

The inclusion of the concealed UEL system in both forearms of the Sabre means it is deadlier than it looks, for it can use any energy weapons acquired along the way or taken from an opponent. The lower part of the Sabre's forearm opens up to reveal what looks like an Energy Clip connected to an extendable cable. This universal connector is directly tied, via the power cord, to the armor's power supply. ANY energy weapon, power tool or piece of equipment that uses an *E-Clip* – long or short – can be connected to the Sabre via the UEL. Not only does this provide an ordinary, low cost, energy rifle or pistol with unlimited firepower (saving on extra E-Clips and recharging costs), but it saves on the cost of the Sabre power armor itself by eliminating costly built-in weapon systems (no forearm weapons, no mini-missile launcher in the shoulders or back, etc.). Instead, the Sabre uses one or more handheld infantry weapons, typically an energy rifle of choice (particle beam or plasma rifle for those looking for heavy damage), plus a Vibro-Saber (short sword) kept in a sheath hanging from a belt.

Most purchasers of the Sabre also have a side arm on the other hip or a second Vibro-Saber and/or a Vibro-Knife attached at the hip or strapped to the upper or lower leg. One Vibro-Saber, waist belt and scabbard to carry it in comes standard with the purchase of the power armor. Northern Gun has a special running offer of a 50% discount on any one additional Vibro-Blade, energy rifle or side arm (pistol) purchased with the Sabre power armor. As the UEL-based armors grow in popularity, however, that offer will come to an end. The back of the armor also has modular connectors and mountings for attaching an *NG Environmental Backpack, jet pack or ammo cannister* for a rail gun or grenade launcher.

The Sabre and its UEL (Universal Energy Link) met with considerable skepticism and slow sales at first, but as word spread about how well the UEL system really works, the sales of the power armor suit and others with UEL increased by 900% and that number is expected to quadruple within the next six months alone, which is why it has been included in so many of the newest NG power armors.

The Sabre is especially popular among mercenary companies, town garrisons, militias, and bandits/criminals because it is simple, not too expensive and offers excellent armor protection for a suit its size. It is also popular amongst Wilderness Scouts, spies, scientists in the field and adventurers who don't want the big, bulky power armors but appreciate the protection of the Sabre. Customers looking to save a few credits get a tremendous value and can outfit their power armor troopers with whichever brand and types of energy weapons they prefer or manage to capture, find, steal or buy at a discount.

Sabre Power Armor

Model Type: NG-UELX42

Class: Medium Armored Infantry Exoskeleton with UEL.

Crew: One.



M.D.C. by Location:

- * Head – 80
- Arms (2) – 60 each
- Legs (2) – 90 each
- * UEL Power Cables (2; forearms) – 6 each
- ** Main Body – 180

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike. (-6 to hit the power cable, -10 to hit the cable when the power armor is moving or dodging).

Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

** Depleting the M.D.C. of the main body will shut the power armor down completely, making it useless.

Speed:

Running: 50 mph (80 km) maximum; can go from zero to 50 in 24 seconds. Note that the act of running does tire out its operator, but at 10% of the usual fatigue rate thanks to the robot exoskeleton.

Leaping: 12 feet (3.7 m) high or across.

Flying: None, except with a jet pack on the back (costs extra).

Water: The Sabre is not designed for use in the water, but can swim in water or walk along the bottom at half its normal speed. Maximum depth is 2,000 feet (610 m). The act of swimming tires the wearer of the suit, but at 20% of the usual fatigue rate.

Statistical Data:

Height: Man-size, generally 5.6-7 feet (1.7 to 2.1 m).

Width: 2-3 feet (0.6 to 0.9 m).

Length: 2 feet (0.6 m).

Weight: 215 lbs (97 kg).

Physical Strength: Robot P.S. of 26.

Cargo: None.

Power System: Nuclear; average energy life is 10 years.

Cost: 898,000 credits nuclear or 587,000 Solid Oxide. Not available as an electric battery model because the UEL draws too much power. Nuclear is the hands-down favorite, outselling the alternative 3 to 1.

Weapon Systems:

The Sabre has no built-in weapon systems. It uses handheld energy weapons powered by the UEL.

1. Vibro-Saber: Standard with the purchase the power armor is a Vibro-Saber/Short Sword.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: Melee combat; about 2 feet (0.6 m) beyond arm's reach.

Mega-Damage: 2D4 M.D.

2. Handheld Weapons (and UEL) Only: This stealth armor has no built-in weapon systems, but uses any number of handheld weapons. Energy weapons are the usual choice because they can be powered by the UEL system. An additional side arm and other gear may be carried on a belt around the waist, slung over the shoulder or in a backpack.

UEL – Universal Energy Link (2, one in each forearm): The Universal Energy Link is concealed under a layer of forearm plating. When needed, the plate opens and extends enough for the E-Clip connector of the UEL and cable to be removed and plugged into the weapon. The plate armor snaps back into place and a

thin cable runs from the back of the forearm, near the wrist, from under the armor and to the weapon in hand.

One concealed UEL is built into each forearm. Each can provide power to a weapon that inflicts as much as 1D6x10 M.D. per blast, but anything more powerful saps the system and causes it to shut down until replaced with a more appropriate weapon (i.e. something that fires blasts that inflict 1D6x10 M.D. or less). The E-Clip connector has an automatic circuit breaker that kicks in when the pilot is attempting to use a weapon beyond the UEL's energy capacity, shutting it down before an excessive energy drain damages the armor. **Note:** An extra or emergency UEL can be built into the thigh of one leg, but costs an additional 160,000 credits.

3. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Basic* or *Ground-Based Power Armor Training*, depending on the pilot's level of skill, on pages 351 or 352 of **Rifts® Ultimate Edition**. Damage as per Robotic P.S. of 26.

Restrained Punch – 1D4 M.D.

Normal Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Kick – 2D4 M.D.

Leap Kick – 2D8 M.D., but counts as two melee attacks.

4. Sensor Systems and Features of Note: All the standard features common to power armor, plus the following.

a) Helmet Multi-Optics System: The Sabre's helmet contains a range of optical enhancements: Passive nightvision (light amplification; range 1,600 feet/488 m), infrared optics (can see in total darkness and through smoke, however, an infrared light beam is emitted which can be seen by others with the ability to see the infrared; range 1,600 feet/488 m), and thermal optics (can see heat signatures; range 1,000 feet/305 m).

b) Soft Palms: The palm side of the hands and fingers have rubbery grips to make climbing and rappelling easier and fast; +2% bonus to all Climbing skills including those granted by Acrobatics and Gymnastics.

c) Soft Soles and Stealth Features: The soles of this light power armor are rubber treads, providing extra grip against most surfaces. The rubber cushions footsteps to make the footfalls much quieter and sneaking around possible without the loud, heavy clunks and clanks of most other power armor. There is NO penalty to Acrobatics, Climbing, Gymnastics, Prowl, Swim and other skills that are usually diminished by heavy body armor and power armor.

NG-X9 Samson Mk III

The Samson power armor is Northern Gun's most famous and best selling power armor of all time. In fact, it has been around for so many years and is such a favorite among NG customers, that the corporation has adopted the Samson helmet and other characteristics for many of its body armors and other power armors. The Samson remains a sturdy, reliable robotic power armor suit that features military-grade firepower and jet-assisted mobility. The look of the Samson is iconic and the suit is synonymous with the term “power armor” for many wilderness folk. The familiar appearance has been kept in mind when crafting some of the power armor suits that followed, most notably the *Samson Missileman*, the *Protege* (a.k.a. *Sammy Junior*) and the *Gladius*, among others, endearing customers to them the moment they were released in the marketplace.

Though the Samson is showing its age, it remains a favorite of many power armor pilots, mercenaries, kingdom defenders and crim-



inals. It has great value and offers substantial armor and strength, as well as a rail gun and mini-missile launcher for holding off enemies. And not just a rifleman, the Samson comes equipped with menacing hand blades that have been the end of many demons and monsters. The design may be a bit dated, especially when compared to new NG, Coalition and Triax designs, but with a new coat of paint, even a 40 year old Samson suit is still a frightening war machine. All that

said, NG has quietly up-armored the Samson over the years. *The Mk II Samson* has the same basic M.D.C. as the Samson Missileman. *The newest, Mk III*, depicted here, is the heaviest armor to date. However, the Mk I, Mk II and Mk III all look nearly identical, and NG has never advertised the differences.

As Northern Gun's first and signature power armor, the Samson is a hybrid between power armor and combat robot. The pilot, for

example, does not actually wear the armor so much as he fits inside it more like a robot. The pilot's head is inside the chest. The arms and hands are manipulated by the movement of the pilot's own arms and hands, but they do not fit inside the oversized arms and fingers of the Samson. Let's not forget that the Samson stands 11 feet (3.4 m) tall and is roughly twice the size of a typical human. That means the feet of the pilot stop above the knees of the Samson power armor and hands operate arm controls in the shoulders. Again, the pilot must move his own legs to make the Samson move, but it also responds via hand-controls, sensors and control mechanisms attached to the Samson pilot. This makes working a Samson a bit tricky and most pilots need time to acclimate themselves to its movement and operational mechanics. All visuals, for example, come from concealed cameras in the chest and the head (behind the visor of what appears to be the eye slits of the helmet). In fact, the entire head is the central sensor cluster for the Samson.

The pilot must also get used to seeing the world from 10 feet (3 m) high. The pilot sees what the robotic head sees, and that's from about 10 feet (3 m) above the ground. Similarly, the Samson operator must get used to walking on the equivalent of stilts and taking strides that are three times longer than his own. As awkward as all of this may sound, power armor pilots insist they get used to it all very quickly, and enjoy the elevated vantage point, and knowing they are inside a light, walking tank.

Truth be told, Northern Gun never intended the Samson to be anything more than an initial and somewhat clumsy venture into the power armor market. When they released it in 81 P.A., the NG execs figured it would be the first of its kind and replaced in a few year. As it turned out, it was one of the "only" power armors on the open market, people loved the design, and it was an instant and massive mega-hit. It would be 20 years before other free market power armors would *start* to enter the marketplace, and by then, Northern Gun was "the" dominant power. The success of the Samson power armor caught even NG by surprise and they milked it to the maximum. New power armor designs were stalled for a long time simply because, a) NG found it difficult to miniaturize power armor to man-size suits, and b) the sales of the Samson were so strong that they didn't have a pressing need to make other suits. As a result, the NG X-9 Samson is the second most famous power armor after the *Glitter Boy*; not counting the infamous power armors of the Coalition States.

NG market research has shown the Samson's size, firepower, and reputation for power and reliability all matter in the mind of the consumer, and have worked to keep the Samson a top seller for decades. Even in today's marketplace with rapidly expanding competition, the Samson still ranks in the top ten. That research shows that while many people like the newer, smaller, sleeker "suits of armor" approach of the Coalition States, Triax, Titan Industries and even NG's own more recent releases, many others prefer the size and heft of a big power armor like the *Glitter Boy* (10.5 feet/3.2 m tall) and the *Samson* (at 11 feet/3.4 m). As long as there is demand, Northern Gun will continue to make the Samson. The original design team leaders, **Larry McDougall** and **C.M. Beeda**, never realized they were creating the stuff of legend when they first developed the Samson.

Samson Power Armor

Model Type: NG-X9 Mk III.

Class: Armored Infantry Assault Suit.

Crew: One.

M.D.C. by Location:

* Head – 100

Neck Fin Shield (right side of head) – 50

* Chest Lights (2, low profile) – 10 each

Main Ammo-Drum (back, large) – 75

Second Ammo-Drum (back, small) – 40

Rail Gun – 75

Shoulder Plates (2) – 90 each

Arms (2) – 90 each

Hands (2) – 30 each

Legs (2) – 150 each

* Leg Thrusters (2, one per leg) – 30 each

Rear Thruster Jets (2, back) – 50 each

Forearm Mini-Missile Launcher (1, left) – 50

* Forearm Tri-Laser (1, right) – 40

* Headlights (2, chest/upper abdomen) – 6 each

** Main Body – 320 (making it one of the most heavily armored)

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike.

Destroying the head eliminates all forms of sensory enhancement and the main optics, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. However, the pilot is still safe, locked inside an environmentally sealed suit, albeit, headless. If he continues to fight or try to function, he does so utilizing the two concealed cameras in his chest to see and, if available to him, any "optional" gun camera. In both cases, live video is transmitted to the HUD of the helmet or HUD goggles he may wear inside the Samson power armor suit. While this backup optics system gives him limited sight, it is inferior, and the pilot is -3 to strike, parry, dodge, disarm, etc. and is -4 on Perception Rolls. If reliant upon just a gun camera, double the penalties.

** Depleting the M.D.C. of the main body will shut the armor down completely, making it useless.

Speed:

Running: 150 mph (240 km) maximum. Note that the act of running does tire out its operator, but at 20% of the usual fatigue rate at full speed. Fatigue is reduced to 10% when maintaining a speed of 75 mph (120 km) or less.

Leaping: The powerful robot legs can leap up to 25 feet (7.6 m) high or across unassisted by the jet boosters, increase by 50% with a running start. A jet booster assisted leap can propel the unit up to 100 feet (30.5 m) high and 200 feet (61 m) across; increase by 50% with a running start. This is not flight.

Flying: None. Momentary hovering and cushioned landings are possible. After leaping upward, the Samson can hover to hold its position there for one melee round (15 seconds) before it becomes unstable and quickly drifts back down to the ground. This is great for getting a quick bird's-eye view above the tree line, smoke or buildings. A leap straight up or at a slight angle can also be used to jump up onto rooftops, on top of vehicles or to try to snare low-flying opponents.

Cat-Like Landings from Great Heights: The Samson can drop or leap *down*, using its back and leg thrusters to land without risk of damage, from heights as great as 400 feet (122 m), to slow its descent and land softly on its feet and ready for action. Reduce this height by half if the main, back thruster system is destroyed.

Drops from heights greater than 400 feet (122 m) up to 800 feet (244 m) are trickier. The Samson is likely to survive the landing but may take damage. **Roll 1D20** to determine the success of the landing. **On a roll of 1-10** the suit hits the ground hard, takes 4D6 M.D. and the operator loses 1D4 melee actions/attacks before he's back up on his feet. **On a roll of 11-20** the pilot sticks the landing, and can continue to move/jump/run without damage or delay. Drops from greater heights are not possible without potentially life-threatening damage: 2D6x10 M.D. to the power armor, 6D6 S.D.C./Hit Point damage to the wearer inside the armor, and the operator is stunned

for 1D4 melee rounds before he recovers from the fall and is able to take action again.

Water: The Samson is not designed for use in the water, but can walk along the bottom at 20 mph (32 km or 17 knots). Maximum depth is 2,000 feet (610 m).

Statistical Data:

Height: 11 feet (3.4 m).

Width: 5 feet (1.5 m).

Length: 4 feet, 6 inches (1.4 m).

Weight: 1,000 pounds (450 kg) fully loaded.

Physical Strength: Robot P.S. 33 for the Mk II and Mk III.

Cargo: Small storage area for extra supplies and personal weapons.

Power System: Nuclear; average life is 15 years.

Cost: 1.7 million credits for nuclear, 1.3 million credits for Solid Oxide, and 950,000 credits for electric. Older and used models sell for 850,000 to 1.2 million credits but seldom have more than 1D4x10+180 M.D.C. for main body.

Weapon Systems:

1. NG-S202 Super-Samson Rail Gun: This is standard equipment for the Samson and is a powerful weapon. Note that the NG-S202 Super has a greater payload than the machine-gun version. Also, there is no separate power pack; the unit is hooked directly to the armor's nuclear power supply. Anti-monster rounds can be substituted as necessary. When the big gun is not needed, it locks into place behind the head and shoulders.

Primary Purpose: Anti-Armor, Anti-Monster and Assault.

Secondary Purpose: Anti-Personnel and Defense.

Range: 4,000 feet (1,219 m).

Mega-Damage: A Burst is 60 rounds and inflicts 1D6x10 M.D.; one round does 1D6 M.D.

Rate of Fire: Each burst or single shot counts as one melee action/attack.

Payload: 6,000 round drum, that's 100 bursts. A second drum can be hooked to the undercarriage of the rocket jets, but must be manually removed by another Samson or character with a strength of 26 or higher to replace the used drum. Reloading a drum will take about 5 minutes for those not trained, but a mere one minute by somebody trained in the use of Samson power armor.

2. NG-SAM209 Forearm Mini-Missile Launcher (1, left): A double-barrel mini-missile launcher is built into the left forearm, with two mini-missiles contained in each of the two barrels. **Note:** The Mk I model had this archaic launcher on both forearms; no Tri-Laser.

Primary Purpose: Anti-Aircraft and Anti-Missile.

Secondary Purpose: Anti-Armor and Defense.

Range: One mile (1.6 km).

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or in a volley of two.

Payload: Four, two mini-missiles per each barrel. Eight if the laser on the right forearm is substituted for a launcher (a rarity these days).

3. NG-SAM309 Forearm Tri-Laser (1, right): The design for the Samson Tri-Laser has always been unusual. There are no barrels indicating this is a "gun" of any kind. The lasers fire from three openings in a forearm appliance that looks more like a small shield or extra plate of armor than a weapon. Most people assume this is the missile launcher. It can fire one, two or three simultaneous blasts.

Primary Purpose: Assault and Anti-Personnel.

Secondary Purpose: Defense.

Range: 1,600 feet (488 m).

Mega-Damage: 2D6 M.D. per single blast, 4D6 M.D. per dual blast and 6D6 M.D. per triple blast firing simultaneously at the same target.

Rate of Fire: Each single or multiple blast counts as one melee attack.

Payload: Effectively unlimited as it is tied directly to the power supply of the armor.

Note: This weapon may be substituted with the double-barreled mini-missile launcher (above), a single barrel ion blaster (same range and does 4D6 M.D. per blast), or an S.D.C. machine-gun similar in size to the missile launcher. Range of the machine-gun is 1,200 feet (366 m). Damage is 6D6+6 S.D.C. per burst of six rounds and payload is 360 rounds, enough for 60 bursts. Ammo can be standard S.D.C. rounds, silver-coated or wooden ammo. The ammo drum is attached to the back or behind the shoulder.

4. Knuckle Vibro-Blades: Three vicious looking blades extend from the hand and are used in hand to hand combat.

Primary Purpose: Assault and Close Combat.

Secondary Purpose: Defense.

Range: Melee combat. Arm's reach, which in this case, is about 5 feet (1.5 m).

Mega-Damage: 3D4+3 M.D. (includes Robot P.S. considerations).

5. Energy Rifles and Handheld Weapons (optional): Any large, heavy weapon designed for power armor or Combat Cyborgs, and if not too large, for combat robot vehicles, can be handled by the Samson. Because the Samson is oversized, most man-sized weapons need to be modified (trigger guard removed or handles made larger, etc.) and even then are awkwardly too small to use (-2 to strike). Such alternative or extra weapons may be carried in hand or slung over the shoulder on a strap or in a carrying bag. A large side arm, such as an oversized Vibro-Sword, could be carried in a scabbard on a belt at the waist.

Normal, human scale weapons used by the pilot upon exiting the large Samson suit can be stored in a compartment about the size of a footlocker, inside the Samson power armor.

6. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Basic* or *Elite Ground-Based Power Armor Training* on page 351 or 352 of **Rifts® Ultimate Edition**. Damage is based on the Robotic P.S. of 33 (applicable to Mk II and Mk III units, the Mk I had a Robot P.S. of 30).

Restrained Punch – 1D4 M.D.

Full Strength Punch – 2D4 M.D.

Power Punch – 4D4 M.D., but counts as two melee attacks.

Kick – 2D8 M.D.

Leap Kick – 4D8 M.D., but counts as two melee attacks.

7. Sensors and Features of Note: Comes with all standard features, plus the newer Samson Mk III has the purchase *option* of getting a UEL concealed in the underside of each forearm. This feature became available in the summer of 108 P.A.

a) Abdomen Searchlights (6 M.D.C. each): Mounted in the abdomen of the Samson are two searchlights. Each has a 20 degree arc of movement up, down and sideways and is used to light up the area ahead, or as a focused beam like a flashlight. Range is 400 feet (122 m).

b) Helmet Cameras: Two simple dashboard-style digital cameras are built into the helmet. They see and record whatever the wearer sees. The cameras have no special features beyond the ability to tape 96 hours of video and take 4,000 still photos. **Note:** There are two backup cameras in the Samson's chest to prevent the pilot from being completely blind if he head is destroyed (-2 to strike, parry, dodge, disarm, etc.; -4 on Perception Rolls).

c) Helmet Voice Modulation: The mouthpiece of the helmet includes a built-in loudspeaker to serve as a bullhorn, language translator and voice modulator (changes/disguises the wearer's voice; 20 different variations).

d) Nightvision Optics: Passive light amplification that allows the pilot to see in the dark as long as there is at least some ambient light, 1,600 foot (488 m) range, and ultraviolet vision (can see the ultraviolet light used by some security systems).

e) OPTIONAL: Gun Camera: This is a simple dashboard-style digital camera attached to a handheld weapon, usually a rifle or the rail gun, but it can be hooked to handgun as well. When desired, the gun camera is activated to send a wireless video transmission to the HUD of the pilot, who is able to see whatever lies directly ahead of the gun; limited to the direction and angle the weapon is pointed. 1,200 foot (366 m) range. **Note**: If a power armor pilot becomes entirely reliant upon just a gun camera to see, he is -6 to strike, parry, dodge, disarm, etc. and is -8 on Perception Rolls. Cost: 6,500 credits fore each gun camera.

f) OPTIONAL: UEL Power Cable: Standard system, for fore-arms. Cost: 150,000 credits each.

Arms (2) – 65 each

* Forearm Mini-Missile Launchers (2) – 15 each

Legs (2) – 95 each

* Mini-Missile Launchers (2; shoulders) – 50 each

** Main Body – 285

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

Destroying the head eliminates all forms of sensory enhancement and the main optics, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. However, the pilot is still safe, locked inside an environmentally sealed suit, albeit, headless. If he continues to fight or try to function, he does so utilizing the two concealed cameras in his chest to see and, if available to him, any “optional” gun camera. In both cases, live video is transmitted to the HUD of the helmet or HUD goggles he may wear inside the Samson power armor suit. While this backup optics system gives him limited sight, it is inferior, and the pilot is -3 to strike, dodge, disarm, etc. and is -4 on Perception Rolls. If reliant upon just a gun camera, double the penalties.

** Depleting the M.D.C. of the main body will shut the armor down completely, and the pilot will be vulnerable to attack.

Speed:

Running: 80 mph (128 km) maximum. The act of running does tire out its operator, but at 10% of the usual fatigue rate thanks to the robot exoskeleton.

Leaping: The powerful robot legs can leap up to 5 feet (1.5 m) high or 10 feet (3 m) across even with the awkward addition of the missile racks. No feet or rear jet boosters.

Flying: Flight is not possible.

Underwater Capabilities: The Samson Missileman is not designed for underwater combat and cannot swim, but it can walk or run on the sea floor at a maximum speed of 20 mph (32 km).

Maximum Ocean Depth: 2,000 feet (610 m).

Statistical Data:

Height: 11 feet (3.4 m) – 16 feet (4.9 m) with the short-range Scissor missile launchers folded upward to fire.

Width: 5 feet, 6 inches (1.7 m).

Length: 5 feet, 6 inches (1.7 m).

Weight: 900 lbs (405 kg), fully loaded.

Physical Strength: Robot P.S. of 28.

Cargo: None.

Power System: Nuclear; average energy life is 15 years.

Cost: 1.2 million credits for a new, undamaged, fully powered suit complete with rail gun, one ammo-drum and full missile complement. Poor availability due to its area of specialization. Not currently available with a Solid Oxide power supply. Electric is not suitable.

Weapon Systems:

1. **NG-S202 Super-Samson Rail Gun**: An NG-S202 Super Rail Gun is the standard issue infantry weapon for the Samson Missileman. The weapon draws power from the nuclear power plant and ammunition is fed from a drum magazine mounted on the back of the power armor.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: 4,000 feet (1,219 m).

Mega-Damage: 1D6 M.D. for a single round, or 1D6x10 M.D. for a burst of 60 rounds.

Rate of Fire: Each burst counts as one melee attack.

NG-X13 Samson Missileman

Artillery Infantry Power Armor

The growing number of heavy armored vehicles such as tanks, robots and IFVs in North America has left the infantry soldier vulnerable on the modern battlefield. Man-portable missile launchers and power armor suits are versatile and *critical equalizers*, but even they are not always up to the task of engaging tanks and giant robots. To give the infantry soldier a fighting chance, the designers at Northern Gun released the Samson Missileman in the spring of 107 P.A. – a suit of heavy infantry power armor designed specifically to fight Main Battle Tanks, giant robots, supernatural menaces and similarly heavily armored enemy targets. In short, the NG-X13 Samson Missileman is equipped with an arsenal of missiles, making the operator a walking pillbox able to take on and destroy tanks and armor vehicles.

Missileman armor comes from the design team of **Lorne Wheeler, C. Bellaire** and **A. Okamura**. It is built upon the basic chassis of the NG Samson Mk II with heavier armor plating and missile launchers mounted on the back, shoulders and forearms. The additional weapons ground the power armor (cannot fly or leap), and for the unit to survive on the modern battlefield, it really should be flanked by ground troops or escorted by lighter, faster power armor or flyers. It is especially popular among mercenary groups who engage in heavy combat and assault fortified positions, and anti-robot specialists.

Samson Missileman Power Armor

Model Type: NG-X13 Samson Missileman.

Class: Armored Infantry Assault Suit.

Crew: One.

M.D.C. by Location:

* Head – 90

Scissor Short-Range Missile Launchers (2; back) – 70 each

NG-S202 Rail Gun – 50

Ammo Drum (rear) – 30

* Hands (2) – 20 each

Payload: 6,000 round drum for 100 bursts. Reloading a drum takes about five minutes for those not trained, but a mere one minute by someone trained in the use of power armor.

2. SM113 Scissor Short-Range Missile Launchers (2): A scissor-style missile launcher similar to that of the NG-M56 Multi-Bot is attached to the back of the armor. When the system is readied for combat, the twin, five-shot missile arms snap up and lock into a V-shape for firing. This system is included for anti-armor and anti-dragon combat.

Primary Purpose: Anti-Armor and Anti-Dragon.

Secondary Purpose: Anti-Aircraft and Assault.

Range: Five miles (8 km).

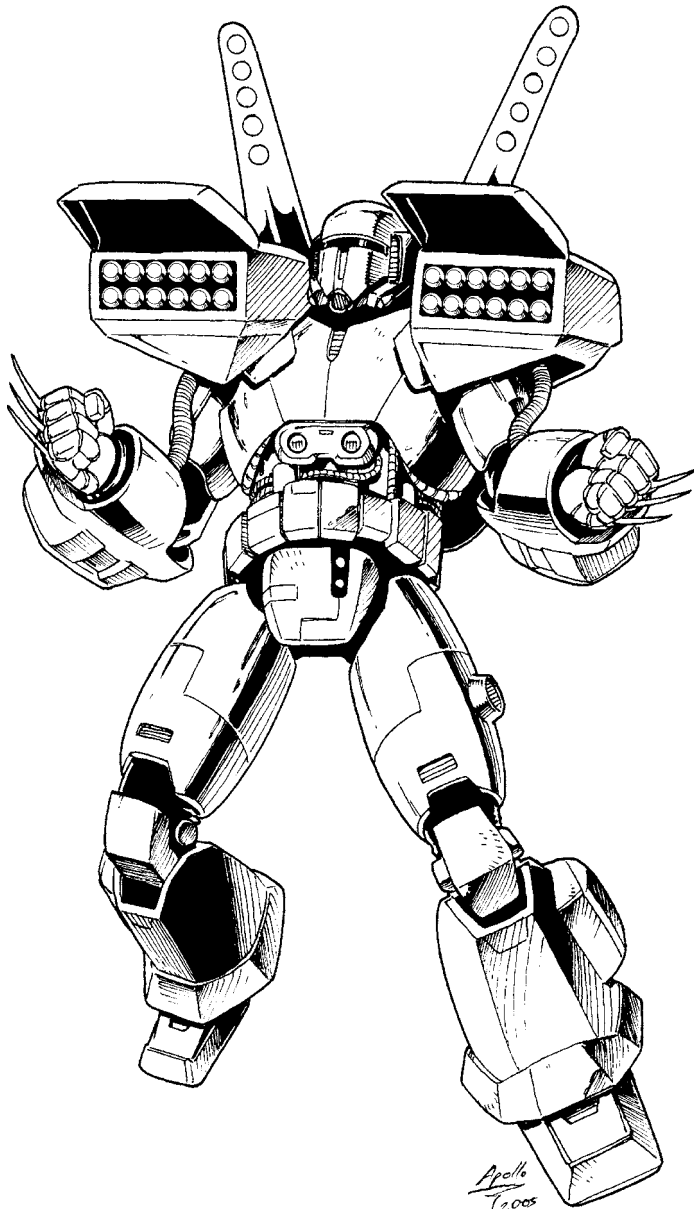
Mega-Damage: Varies with missile type; standard issue is armor piercing (2D6x10 M.D. to a 5 foot/1.5 m radius) or plasma (2D6x10 M.D. to a 15 foot/4.6 m blast radius).

Rate of Fire: One at a time or volleys of 2, 4, 6 or 8.

Payload: 10 total, five missiles per scissor arm.

3. NG-SM24 Shoulder Mini-Missile Launchers (2): Attached to the shoulders of the Samson Missileman are two large, armored housings. These launchers were upgraded in the spring of 109 P.A., and each now contains 12 mini-missiles current model.

Primary Purpose: Anti-Aircraft.



Secondary Purpose: Assault/Defense.

Range: One mile (1.6 km).

Mega-Damage: Varies with missile type; standard issue is armor piercing (1D4x10 M.D.) and/or plasma (1D6x10 M.D.).

Rate of Fire: One at a time or volleys of 2, 4, 6, 8 or 12.

Payload: 24 total, 12 mini-missiles per shoulder.

4. NG-SAM209 Forearm Mini-Missile Launcher (1-2, left or both forearms): A double-barrel mini-missile launcher is built into the left forearm, with two mini-missiles contained in each of the two barrels. **Note:** The Mk I model had this archaic launcher on both forearms; no Tri-Laser. Today, one or both of the forearm launchers are often substituted with the *Tri-Laser*, below, as having at least one energy weapon gives the artillery Samson a weapon other than missiles.

Primary Purpose: Anti-Aircraft and Anti-Missile.

Secondary Purpose: Anti-Armor and Defense.

Range: One mile (1.6 km).

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or in a volley of two.

Payload: Four, two mini-missiles per each barrel. Eight if the laser on the right forearm is substituted for a launcher (a rarity).

5. OPTIONAL: NG-SAM309 Forearm Tri-Laser (1, right and/or left, replacing one forearm mini-missile launcher, above):

The design for the Samson Tri-Laser has always been unusual. There are no barrels indicating this is a “gun” of any kind. The lasers fire from three openings in a forearm appliance that looks more like a small shield or extra plate of armor than a weapon. Most people assume this is the missile launcher. It can fire one, two or three simultaneous blasts.

Primary Purpose: Assault and Anti-Personnel.

Secondary Purpose: Defense.

Range: 1,600 feet (488 m).

Mega-Damage: 2D6 M.D. per single blast, 4D6 M.D. per dual blast and 6D6 M.D. per triple blast firing simultaneously at the same target.

Rate of Fire: Each single or multiple blast counts as one melee attack.

Payload: Effectively unlimited as it is tied directly to the power supply of the armor.

6. Knuckle Vibro-Blades: Three vicious looking blades extend from the hand and are used in hand to hand combat.

Primary Purpose: Assault and Close Combat.

Secondary Purpose: Defense.

Range: Melee combat. Arm’s reach, which in this case is about 5 feet (1.5 m).

Mega-Damage: 3D4+3 M.D. (includes Robot P.S. considerations).

7. Energy Rifles and Handheld Weapons (optional): The Missileman seldom uses any other heavy weapon designed for power armor or Combat Cyborgs, though it most certainly could. However, because the Samson is oversized, most man-sized weapons need to be modified (trigger guard removed or handles made larger, etc.) and even then are awkwardly too small to use (-2 to strike). Such alternative or extra weapons may be carried in hand or slung over the shoulder on a strap or in a carrying bag. A large side arm, such as an oversized Vibro-Sword, could be carried in a scabbard on a belt at the waist.

Normal, human scale weapons used by the pilot upon exiting the large Samson suit can be stored in a compartment about the size of a footlocker, inside the Samson power armor.

8. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Basic* or *Ground-Based Power Armor Training*, depending on the pilot’s

level of skill, on pages 351 or 352 of **Rifts® Ultimate Edition**.
Damage as per Robotic P.S. of 28.

Restrained Punch – 1D4 M.D.

Normal Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Kick – 2D4 M.D.

Leap Kick – 2D8 M.D., but counts as two melee attacks.

9. Sensor System Note: The Samson Missileman has all of the standard features and systems of power armor suits and those of the Samson Mk III, plus a complete optics package, including laser targeting, telescopic (up to 10x magnification, range is 2 miles/3.2 km), passive nightvision (2,000 foot/610 m range), and thermal-imaging (1,000 foot/305 m range). Robot Combat & Sensor Bonuses: +1 to strike.



NG-NX14 Sea Demon

Amphibious Assault Power Armor

The Sea Demon was quietly released a year and a half ago. It is the brainchild of design leaders **Ralph Larjara**, **Toby Heck** and **B.M. Mumah**. The idea was to create an all-purpose power armor for seafarers, whalers and hunters of sea monsters. The Sea Demon functions in all those capacities, but it has also become a favorite of marines, privateers and pirates for its diversity and ship boarding capabilities. It is clear that the design team had some fun with this unit, giving it a demonic visage complete with large, curled ram's horns, and stingray-like wings for the aquatic hover jet thrusters.

The Sea Demon is a bulky power armor designed to handle ocean depths and travel above and below the waves. Its jet system can handle travel underwater and is capable of leaping out of the water and into the air to hover and attack, or onto the decks of ships without missing a beat. Springing up from the water depths can create an element of surprise and panic among ship crews, all by itself. Add to that the Sea Demon's wicked appearance and combat capabilities, and you have a power armor that can bring terror to the Seven Seas. Pirates, raiders and slavers love it. This water to ship and land to sea capability makes the Sea Demon ideal for boarding and raiding ships, surprise attacks and tackling sea monsters.

The big gun the Sea Demon is often seen brandishing is a combo weapon that fires mini-torpedoes from one barrel and a whaling harpoon and line from the other.

Sea Demon Power Armor

Model Type: NG-NX14

Class: Amphibious Infantry Assault Suit.

Crew: One.

M.D.C. by Location:

* Head – 90

* Horns (2) – 15 each

* Hydro-Jet Propulsion Thrusters (2) – 40 each

* Fin-Wings (2, back) – 20 each

Arms (2) – 65 each

* Forearm Weapons (2) – 15 each

* UEL Cables – 6 each

Legs (2) – 125 each

* Leg Booster Jets (4, two per lower leg) – 15 each

* NG-D2 Torpedo-Harpoon Cannon – 100

** Main Body – 190

* All of the targets marked with an asterisk are small and difficult to hit. Thus, they can only be struck when a character makes a “Called Shot,” and even then the attacker is -3 to strike.

Destroying the head of the power armor eliminates all forms of optical enhancement and sensory systems. The pilot must rely on his own human vision and senses; no bonuses to strike, parry or dodge from power armor combat, and will suffer from exposure to deep sea pressure at depths greater than 220 feet (67 m; takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half!)

The loss of one or both of the fin-wings has little effect on the power armor: Reduce water travel and leaping height and distance by 10%, and can only stay aloft hovering for one melee around.

** Depleting the M.D.C. of the main body will shut the armor down completely, making it useless.

Speed:

Running: 40 mph (64 km) maximum. Removing the detachable hydro-jet propulsion pack adds +10 mph (16 km) to the top speed. The act of running tires out the operator, but at 10% of the usual fatigue rate thanks to the robot exoskeleton.

Leaping: The powerful robot legs can leap up to 15 feet (4.6 m) high or across unassisted by the jet boosters. A jet booster assisted leap can propel the unit up to 120 feet (36.6 m) high and 300 feet (91.4 m) across without attaining flight, or to make dives into the water 300 feet (91.4 m) deep in 4 seconds.

Water to Surface Leaps: Unlike the Beach-Stormer, the Sea Demon’s thrusters are powerful enough to launch the wearer up and out of the water and onto the deck of a ship or onto a dock or shoreline. This is great for making surprise attacks on ships and coastlines. The power armor pilot can even attempt to leap out of the water to try to snare a low-flying opponent or to jump onto the back of a sea monster. 120 feet (36.6 m) above the water’s surface is the maximum height the Sea Demon can jump out of water.

Power Jumping Water Travel: The Sea Demon can perform dolphin or Flying Fish-style leaps in and out of the water at modest to high speeds. This involves the power armor operator skimming the water’s surface, propelled by the hydro-jet propulsion pack, seldom going more than 15 feet (4.6 m) deep, and then angling himself and hitting the thrusters to fly out of the water in a prone position up into the air 10-60 feet (3 to 18.3 m) above the water’s surface for a distance of 40-300 feet (12.2 to 91.5 m; as desired and controlled by the power armor pilot), and back into the water, and repeat. This in and out style of jet propelled swimming marginally increases surface water speed to 60 mph (96 km), but

more importantly, it enables the pilot to see what is happening on the surface and underwater. It is also a means to display that a vessel is being escorted by one (or several) Sea Demons. (And many power armor pilots find it to be a lot of fun.) Likewise, when approaching a ship the unit plans to board and raid, it can be intimidating to see several Sea Demon suits racing up to the vessel, or traveling alongside it. Such a display *may* influence crews without combat training to surrender their cargo or vessel with little or no fight.

Cat-Like Landings from Great Heights: The Sea Demon can drop or leap *down*, using its thrusters to land without risk of damage, from heights as great as 300 feet (91.4 m), using its thrusters to slow its descent, land softly on its feet or dive into water. Reduce this height by half if the main, back thruster system is destroyed.

Drops from heights greater than 300 feet (91.4 m) up to 600 feet (183 m), are trickier. The armor is likely to survive the landing but may take damage. **Roll 1D20** to determine the success of the landing. **On a roll of 1-10** the suit hits the ground hard, takes 4D6 M.D. and the operator loses 1D4 melee actions/attacks before he’s back up on his feet. **On a roll of 11-20** the pilot sticks the landing, and can continue to move/jump/run without damage or delay. Drops from greater heights are not possible without potentially life-threatening damage: 2D6x10 M.D. to the power armor, 6D6 S.D.C./Hit Point damage to the wearer inside the armor, and the operator is stunned for 1D4 melee rounds before he recovers from the fall and is able to take action again.

Flying: Not possible. However, after leaping upward, the power armor can hover to hold its position in the air for 1D4 melee rounds (15 to 60 seconds) before it becomes wobbly and quickly drifts back down to the ground, deck or surface of the water. Hovering at an elevated position is great for getting a quick bird’s-eye view or jumping from water onto the deck of a ship or onto dry land.

Water: The heavy-duty hydro-jet propulsion pack enables the power armor to travel at 50 mph (80 km or 43 knots) on the surface of the water either in a prone position or on its knees or feet, or on water skis or a surfboard; 30 mph (48 km or 26 knots) when submerged. In the alternative, the Sea Demon can swim at 8 mph (13 km or 7 knots). The armored suit can also walk along the bottom of the sea floor at a speed of 5 mph (8 km or 4.3 knots).

Maximum Depth: 3,000 feet (914 m).

Maximum Range: Unlimited if nuclear powered.

Statistical Data:

Height: 6.6-7.6 feet (2 to 2.3 m).

Width: 4 feet (1.2 m) from fin to fin.

Length: 4 feet (1.2 m) with hydro-jet pack; 3 feet, 4 inches (1 m) without. The Sea Demon Cannon is, itself, 6 feet (1.8 m) long.

Weight: 582 pounds (262 kg) total. The Sea Demon Cannon weighs an additional 198 lbs (89 kg).

Physical Strength: Robot P.S. of 28.

Cargo: None.

Power System: Nuclear; average energy life is 10 years.

Cost: 1.3 million credits nuclear or 985,000 Solid Oxide. Not available with an electric battery.

Weapon Systems:

1. CDNX114 Sea Demon Cannon: This is a huge, handheld weapon with two, long, oversized barrels. The weapon is so large, thick and heavy that even the Sea Demon operator finds it awkward to hold, aim and fire. Balance is helped by the fact that the torpedo payload is in the back section and the harpoon cable in the middle on the underbelly. The eyepiece for the telescopic gunsight is built into the weapon near the back, so its user need only to look down into it. The actual sight and laser targeting system is toward the front. A pair of straps, one around the shoulder and the other looped around the waist, are used to hold and secure the cannon.

The cannon is a dual weapon system capable of firing mini-torpedoes from one barrel and a harpoon and towline from the other. Both barrels may look identical, especially from afar, but they are quite different on the inside. The canister in the middle of the cannon holds 800 feet (244 m) of cable that is mechanically attached inside the gun, every time a new harpoon is cycled into the chamber or a new one added. When the harpoon is fired, the shooter controls how much line plays out. As a general rule, it's 50-200 feet (15.2 to 61 m). Until the operator cuts the line, the harpoon line stays connected to the cannon. This means whales, sea monsters and other large, aquatic creatures are likely to swim away once harpooned, pulling the cannon and the Sea Demon power armor with it and into the depths below. That's okay, as Sea Demon pilots don't mind being towed back to schools of the creatures or to nests or hunting areas. When numerous Sea Demons attack, they may actually have enough strength in numbers to hold the beast in place with multiple lines, but even one or two men inside this power armor may be able to finish their prey off with energy blasts or torpedoes. The harpoon is also a way to hitch a ride on an aquatic giant animal or passing ship, and there are two convenient handles on both sides of the cannon to hang onto. When the character is tired of fighting with the beast or being towed, he can cut the line with the press of a button. As soon as one line is released, another harpoon is cycled into the barrel and the line automatically attached inside the cannon. Wait 15 seconds and the next harpoon is ready.

The other barrel has a different firing mechanism that launches mini-torpedoes. Torpedoes can be used against ships, submersibles and large, slow-moving sea monsters, as well as docks and shorelines. Unless they are slowly walking along the bottom of the body of water, most power armor are too fast and maneuverable to hit with a mini-torpedo. That's where the forearm lasers come into play.

A large Vibro-Bayonet can be extended from the housing between both barrels. It can be used for fighting or skinning and gutting prey.

Primary Purpose: Hunting/Whaling, Anti-Sea Monster and Anti-Ship.

Secondary Purpose: Assault and Defense.

Weight: 198 lbs (89 kg).

Range: *Mini-Torpedoes:* One mile (1.6 km). *Harpoon:* 200 feet (61 m) and closer is the most effective range; -1 to strike for every additional 100 feet (30.5 m) with a maximum range of 600 feet (183 m). *Vibro-Bayonet:* Two feet beyond the nose of the cannon; roughly a 5 foot (1.5 m) overall reach for most power armor pilots.

Mega-Damage: *Mini-Torpedoes:* Varies with type. High explosive (1D4x10 M.D.) and plasma (1D6x10 M.D.) are most common, and have a 3 foot (0.9 m) blast radius.

Harpoon: 2D4 M.D. each. The use of the harpoon is not usually to immediately kill, but to spear and hold a target in place. This is done by tying the other end of the line to a large watercraft and letting the creature thrash about and even pull the fishing boat or ship until it wears itself out, loses too much blood and dies, or is otherwise slain. Once it dies, those under 10 feet (3 m) long are likely to be pulled aboard and placed in storage. Whales and other giant aquatic prey are likely to be butchered right there on the water and the meat hauled aboard to be refrigerated for transport; or the massive carcass may be tethered to the side of the ship and hauled to port for butchering.

Vibro-Bayonet: 3D6 M.D. It can be silver-plated for an additional 6,000 credits for battling the supernatural.

Rate of Fire: Each torpedo or harpoon launch counts as one melee attack.

Payload: 21 Mini-Torpedoes and 12 harpoons (800 feet/244 m of line). **Note:** This weapon is sold exclusively with the Sea Demon armor; not sold separately.

2. CD-214 Blue-Green Forearm Lasers (2): Concealed in each forearm is a light blue-green laser for underwater and surface combat. To fire, the lid of the concealed housing pops open, above the wrist, to reveal a short barrel. Point and fire.

Primary Purpose: Anti-Personnel and Anti-Vehicle.

Secondary Purpose: Hunting and Defense.

Range: 1,600 feet (488 m).

Mega-Damage: 2D6 per single blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

3. CD-314 Vibro-Blade: Built into the left forearm is a retractable, short Vibro-Blade for gutting large fish and close combat. It can be silver-plated for an additional 2,000 credits for battling supernatural enemies.

Primary Purpose: Cutting and Anti-Monster.

Secondary Purpose: Defense.

Range: Melee combat; arm's reach.

Mega-Damage: 1D6 M.D.

Rate of Fire: Each attack counts as one melee action.

4. Handheld Weapons: The power armor pilot can use any additional weapons and side arms such as an energy pistol, Vibro-Knife, Neural Mace, shotgun, grenades, flares, anti-monster weaponry, and other equipment. Extra gear may be carried in pouches and holsters on one or two belts around the waist, or in a carrying bag. The large thrusters make the use of backpacks not possible.

UEL – Universal Energy Link (2, one in each forearm): The Universal Energy Link is concealed under a layer of forearm plating. When needed, the plate opens and extends enough for the E-Clip connector of the UEL and cable to be removed and plugged into the weapon. The plate armor snaps back into place and a thin cable runs from the back of the forearm, near the wrist, from the armor and to the weapon in hand. This provides unlimited payload when plugged into any energy weapon that takes an E-Clip. The Sea Demon has one UEL in each forearm.

5. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Ground-Based Power Armor Training* on page 352 of **Rifts® Ultimate Edition**. Damage is based on the Robotic P.S. of 28.

Restrained Punch – 1D4 M.D.

Full Strength Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Head Butt – 1D4 M.D.

Head Butt with Horns – 1D6 M.D.

Gore with Horns – 2D4 M.D. (most effective against much larger opponents).

Kick – 2D4 M.D.

Leap Kick – 2D8 M.D., but counts as two melee attacks.

6. Sensor Systems and Features of Note: All the features common to power armor, plus the following.

a) Helmet Cameras: Two simple dashboard-style digital cameras are built into the helmet. They see and record whatever the wearer sees. The cameras have no special features beyond the ability to tape 96 hours of video and take 4,000 still photos.

b) Helmet Voice Modulation: The mouthpiece of the helmet includes a built-in loudspeaker to serve as a bullhorn, language translator and voice modulator (changes/disguises the wearer's voice; 20 different variations).

c) Nightvision Optics: Passive light amplification that allows the pilot to see in the dark as long as there is at least some ambient light. 1,600 foot (488 m) range, and ultraviolet vision (can see the ultraviolet light used by some security systems).

NG-UELX49

Silent Shadow

Gliding Stealth Power Armor

The Silent Shadow was developed by the Filling Team headed by **Michael Reagin, Lorne Wheeler, Carl Gleba** and **Michael Wilson** in concert with the developers of the *Night Reaper*. The two teams envision the two power armors working together in diverse and complementary roles of surveillance, espionage and sabotage. Whereas the *Night Reaper* is a light stealth power armor, the Silent Shadow is a heavier unit intended for special forces raids, surprise attacks, rescue missions and sabotage, though it too can engage in spying and theft. The Silent Shadow is excellent for ground and air border patrols, scouting missions, silent coastal patrols and sweeping across lake waters from one ship and onto an unsuspecting vessel to board and attack it, as well as any type of night raid. The Silent Shadow also excels at creating diversions. A favorite ploy is to send in 1-4 Silent Shadows to attack or drop grenades and Molotov cocktails on one part of an enemy compound or ship, while the *Night Reaper* or other forces can be quietly taking subtler action elsewhere during the confusion. The Silent Shadow is excellent for surprise attacks because it is, indeed, silent and can swoop in low to the ground or waves on the water and under most radar systems and the noses of most posted guards.

Of course there are degrees of stealth, and Northern Gun is decades away from being able to develop the camouflage armor produced by alien competitor *Naruni Enterprises*. Northern Gun has come up with an alternative that relies more on computer trickery than actual stealth applications: Its patented stealth RADAR package. This experimental, advanced sensor-deflection package intercepts and interprets incoming RADAR signals. Instead of jamming them, which still gives away one's position, the unit absorbs the radar signals and relays them back to the source with false information. The receiving enemy unit interprets the signal as a flock of birds, large bird or some other clutter that most radar systems are programmed to filter out and ignore. This often tricks radar operators and guards until it is too late and the Silent Shadow is already in a kill position, taking aim and firing.

For additional cover and stealth, the Silent Shadow is painted black, has a reduced heat signature, and a silent hover-glide system rather than a jet propulsion system. Of course, the Silent Shadow has to sacrifice heavy weaponry and must rely on its first strike ability to take out most enemies. A few light weapon systems are built into the skin of the power armor and handheld weapons, powered by the new UEL system, are the majority of its firepower. A special housing behind the right or left shoulder stows an energy rifle, and the addition of a shoulder bag, belts and pouches can hold hand grenades that can



be dropped with a fair amount of accuracy from the air as the power armor glides low and silently over its target, such as the bow of a ship, communications tower, weapon turret, guard tower, etc.

During night ops, the black power armor is difficult to spot and target against the night sky, tree line or dark waters. The large bat-like wings are designed to catch and ride wind currents much like a bird of prey. A set of vents in the center plus small, concealed hover jets provide extra lift, speed and maneuverability as needed. While there are small jets in the back, they are nothing like the big thrusters of flight systems or jump jets. Again, they are designed to provide a soft blast of air to make a sharp turn, swoop upward or downward, stop or accelerate, but not rocket away high or far. The Silent Shadow is a low-altitude flyer that relies upon wind and air currents more like a kite than an aircraft. It can be dropped from an aircraft or dive from a rooftop to swoop down and through city streets and back alleys, but again, it is not built for incredible speed. It is a silent glider with some limited hover boosters so that it can keep going and swoop back upward to escape.

Though the Silent Shadow can handle itself in combat, its wings are vulnerable when in flight/gliding, and if destroyed, the power armor will crash to the ground and remain earthbound like a bird with a broken wing. For this reason, it is best if the Silent Shadow is

used for air reconnaissance, scouting, leading surprise attacks using hit and run tactics, or to create a diversion and glide away rather than stand and fight. When the unit must land or fight, the wings fold up tight behind the back and make a difficult target to see or strike.

Purchasers must keep in mind that the Silent Shadow is *not* a high-speed flying power armor. Up against fast, heavily armed opponents like a Coalition SAMAS, Triax Predator or NG Red Hawk, it is in serious peril. The faster power armors can fly rings around it and shoot it out of the sky in one or two melee rounds. That said, it and the Night Reaper are becoming known as the “ninjas” of power armors, putting both in high demand.

Silent Shadow Power Armor

Model Type: NG-UELX49

Class: Strategic Flying Espionage Assault Suit with UEL system.

Crew: One.

M.D.C. by Location:

* Head – 80

Arms (2) – 60 each

* UEL Cables – 6 each

Legs (2) – 80 each

* Wings (2) – 32 each

** Hover Booster Jets (16; 4 each wing, 4 back, 2 per leg) – 10 each

*** Main Body – 190

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike. This includes the wings when folded or while flying. Destroying one wing causes the power armor to spiral out of control and plummet to the ground. Further gliding and flight is impossible until the tattered or destroyed wing is replaced.

Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

** Hover Booster Jets are tiny, black and concealed, making them nearly impossible to see even when the Silent Shadow is stationary and close. They can only be struck when the attacker makes a “Called Shot” and even then the shooter is -7 to strike.

*** Depleting the M.D.C. of the Main Body shuts the power armor down completely, rendering it useless.

Speed:

Running (with wings folded): 70 mph (112 km) maximum. The Silent Shadow can go from zero to maximum speed in one melee round (15 seconds). The act of running tires out its operator, but at 10% of the usual fatigue rate.

Leaping: The powerful robot legs can leap 15 feet (4.6 m) high and 20 feet (6.1 m) across unassisted by the thrusters or its glide wings. Double the height and distance using booster jets.

A wing-assisted gliding leap can propel the armor up to 130 feet (39.6 m) high and 300 feet (91.4 m) across without actually attaining full flight. Dropping from a height or gliding in a good wind or updraft, the power armor can glide for thousands of yards (meters), even miles; see Flying.

Flying: Limited. The wings and armor are designed for silent gliding given a boost via the various small hover jets. It is not built for speed nor can the Silent Shadow hover stationary. It functions very much like a hawk riding air currents and must circle an area to stay aloft.

Flying speed is typically 40 mph (64 km) or slower; increase to as much as triple that (120 mph/192 km) in a strong wind or when diving down from a height of 100 feet (30.5 m) or greater. Increase that to 240 mph (384 km) when diving in from an aircraft at an altitude greater than 10,000 feet (3,048 m).

Flying Range: Designed for short flights seldom lasting more than 30-60 minutes. However, if pushed, the Silent Shadow can stay aloft for three hours, but needs a steady wind and air currents to do so.

Maximum Sustainable Altitude: 2,000 (610 m) feet is the best the power armor can maintain. The Silent Shadow is a low-altitude glider with booster hover jets to help keep it aloft and to regain height after swooping in low. It can ride as close to the ground or waves as two feet (0.6 m) but a more comfortable and common altitude is 20-500 feet (6.1 to 152 m).

Bird-Like Landings from Great Heights: When dropped from a great height, even from an aircraft, the Silent Shadow can glide down to Earth and land safely and quietly. There is no practical limit to the height from which it can glide and land safely.

Water: The Silent Shadow is not designed for use in the water, but can swim in water or walk along the bottom at 10 mph (16 km or 8.6 knots). Maximum depth is 1,000 feet (305 m). The act of swimming tires the wearer of the suit, but at 20% of the usual fatigue rate.

Statistical Data:

Height: Man-size: 6-7.6 (1.8 to 2.3 m) depending on the size of the purchaser.

Width: Wings down: 3-4 feet (0.9 to 1.2 m) depending on the size of the purchaser. Wings at full extension: 15 feet (4.6 m).

Length: 2-3 feet (0.6-0.9 m) depending on the size of the purchaser.

Weight: 279 lbs (126 kg).

Physical Strength: Robot P.S. of 26.

Cargo: None.

Power System: Nuclear; average energy life is 10 years.

Cost: 1.4 million credits nuclear or 1 million credits for Solid Oxide. Not available as an electric battery model because the UEL draws too much power.

Weapon Systems:

1. Concealed Laser (1): Concealed in the forearm of the wearer's shooting arm (right or left) is a light laser. This is meant as a ranged weapon and can double as an infrared rangefinder out to two miles (3.2 km) for the purposes of determining distance.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 2D6 M.D. per shot.

Rate of Fire: Each blast counts as one melee attack.

Payload: Unlimited, tied into the power supply.

2. Concealed Spike and Climb Cord (1, forearm): Since the Silent Shadow may have to climb, a spike and 30 foot (9.1 m) cable is concealed in the other forearm. The spike or grappling hook is fired and the cable spools out behind it. The spike can be recovered and the cable rewound back into the power armor's arm for future use. The spike and cable may also be used to hitch a ride to a boat, ship or aircraft, pulling the power armor along like a kite/glider.

Primary Purpose: Climbing.

Secondary Purpose: Towline.

Range: 30 feet (9.1 m).

Mega-Damage: One M.D. as a weapon.

Rate of Fire: One; then the spike needs to be recovered or cut loose.

Payload: One, but reusable.

3. Concealed Vibro-Swords (2): A concealed, extendible Vibro-Short Sword is located in each forearm.

Primary Purpose: Assault.

Secondary Purpose: Defense and Utility Tool.

Range: Close combat/arm's reach.

Mega-Damage: 1D6 M.D. (+4 from a flying slash or stab attack).

4. Handheld Weapons: The Silent Shadow can use any handheld weapon, and there is a mounting on the back for a rifle. Energy weapons are the usual choice because they can be powered by the UEL systems. An additional side arm, Vibro-Blade and/or satchel of 6-10 hand grenades (more if several satchels or pouches contain them) may be carried on a belt around the waist. As a glider, the Silent Shadow moves fast enough and low enough to drop hand grenades, like bombs from an aircraft, and move out of the way before they go off. When flying low above the target (50 feet/15.2 m or less), accuracy is very good.

UEL – Universal Energy Link (2, one in each forearm): The Universal Energy Link is concealed under a layer of forearm plating. When needed, the plate opens and extends enough for the E-Clip connector of the UEL and cable to be removed and plugged into the weapon. The plate armor snaps back into place and a thin cable runs from the back of the forearm, near the wrist to the weapon in hand. This provides unlimited payload when plugged into any energy weapon that takes an E-Clip and does 1D6x10 M.D. or less per attack. The Silent Shadow has one UEL in each forearm. **Note:** An extra or emergency UEL can be built into the thigh of one leg, but costs an additional 160,000 credits.

5. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in M.D. hand to hand combat. See *Basic* and *Flying Power Armor* Combat in the **Rifts® Ultimate Edition**, pages 351 and 352. Damage is based on the Robotic P.S. of 26.

Restrained Punch – 1D4 M.D.

Full Strength Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Kick – 2D4 M.D.

Leap Kick – 2D8 M.D., but counts as two melee attacks.

Flying Power Punch – 3D6 M.D., but counts as three melee attacks. No additional damage for a two-fisted punch.

Flying Leap Kick – 3D8 M.D., but counts as 3 melee attacks.

Flying Body Block/Slam – 3D8 M.D., plus there is a 01-68% likelihood that opponents under 11 feet (3.4 m) tall and one ton are knocked off their feet and lose initiative and one melee attack. Counts as two attacks.

6. Sensor Systems and Features of Note: All the features common to power armor, plus the following.

a) Helmet Cameras: Two simple dashboard-style digital cameras are built into the helmet. They see and record whatever the wearer sees. The cameras have no special features beyond the ability to tape 96 hours of video and take 4,000 still pictures.

b) Helmet Multi-Optics System: The Silent Shadow's helmet contains a wide range of optical enhancements: *Passive nightvision* (light amplification; range 1,600 feet/488 m), *infrared optics* (can see in total darkness and through smoke, however, an infrared light beam is emitted which can be seen by others with the ability to see the infrared; range 1,600 feet/488 m), *ultraviolet vision* (can see the ultraviolet light used by some security systems; 400 foot/122 m range), *binocular telescopic sight* (2 miles/3.2 km range), and *macro-magnification* (x12 for close work).

c) Helmet Voice Modulation: The mouthpiece of the helmet includes a built-in loudspeaker to serve as a bullhorn, language translator and voice modulator (changes/disguises the wearer's voice; 20 different variations).

d) Stealth RADAR System: An Advanced electronic warfare package that intercepts incoming RADAR signals and relays them back to their source with false information. This disguises the true nature of the Silent Shadow, making the sensory opera-

tor misread the signal as something benign and other than power armor. In game terms, it inflicts a -60% penalty to the Sensory Equipment skills of the RADAR operators trying to detect the Silent Shadow and other hostile flyers. If the character fails his Sensory Equipment skill, the Silent Shadow is disguised and ignored. If the skill is successful, even with the penalty, the operator recognizes it as one of the following (roll percentile dice: **01-35%** No doubt about it, incoming enemy power armor and an immediate threat! May even I.D. it as a Silent Shadow. ("Scramble a team to intercept or blow it out of the sky!") **36-70%** An unidentified bogie and a potential threat. ("Yellow alert. Send someone to investigate and get a visual on this UFO.") **71-00%** Something suspicious. It might be an enemy or it might be nothing at all – ground-clutter messing with the signal. Investigate?

NG-X40 Storm Hammer

The Storm Hammer is another artillery troop support power armor suit designed to pack a punch against other power armor, Combat Cyborgs, armored vehicles, giant robots and giant monsters. To give it the ranged punch and heavy firepower it needs to be a one-man, mobile artillery unit (or at least an Anti-Armor specialist hidden amongst the infantry troops or other power armor), the designers, lead by **Douglas Rood, Joshua Hill, Lawrence Scarlet** and **Chas Werltonal**, had to sacrifice speed and versatility. It is a sacrifice many a soldier in a tight spot has welcomed.

Mounted on the back of the Storm Hammer is its weapon cowl, which makes it top-heavy and unable to leap great distances. The weapon cowl contains the heavy particle beam cannon turret and the ammo drum that feeds the rail gun that completely encloses the right forearm and hand. Mini-missile launchers on each shoulder provide more ranged attacks. The Storm Hammer is very much a heavy combat unit for taking out bunkers, light fortifications and enemy armored units.

Storm Hammer Power Armor

Model Type: NG-X40

Class: Heavy Assault and Troop Support Power Armor.

Crew: One.

M.D.C. by Location:

* Head – 90 (protected from behind by the Weapon Cowl)

** Weapon Cowl – 150

Particle Beam Turret (1, behind right shoulder) – 75

Shoulder Mini-Missile Launchers (2) – 40 each

Arms (2) – 80 each

* Forearm Heavy Rail Gun (1, right arm) – 75

* Forearm Cutter Platform (1, left arm) – 30

Legs (2) – 115 each

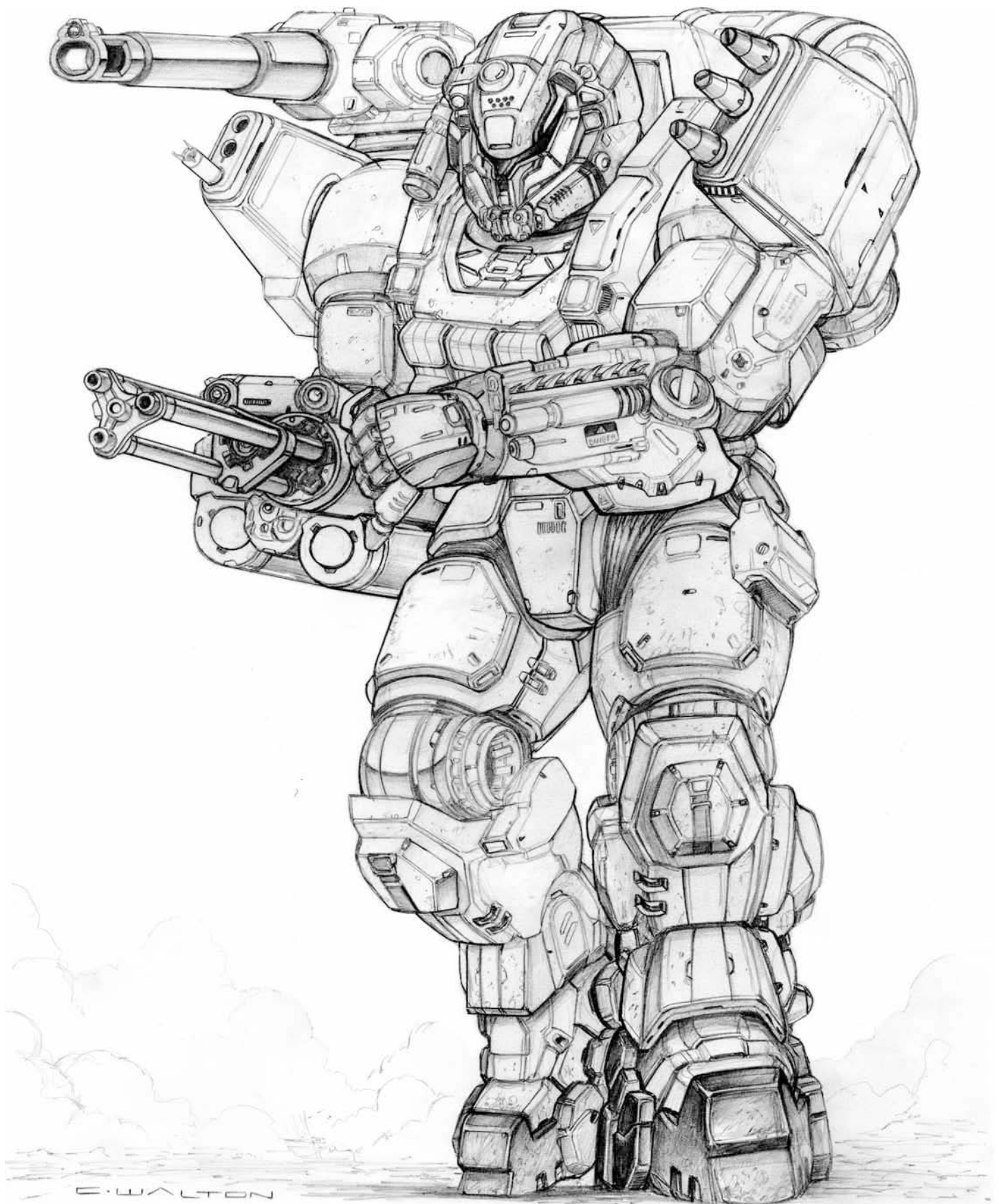
*** Main Body – 200

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike.

Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

** Destroying the Weapon Cowl knocks out the particle beam turret and the rail gun (ammo drum destroyed).

*** Depleting the M.D.C. of the main body will shut the armor down completely, making it useless.



Speed:

Running: 40 mph (64 km) maximum. The act of running tires out its operator, but at 20% of the usual fatigue rate. It has no thrusters for assisted leaps.

Leaping: The heavy armor can leap 10 feet (3 m) high or across. Increase by 30% with a running start.

Cat-Like Landings from Heights: The Storm Hammer can drop or leap *down*, to land without risk of damage, from heights as great as 60 feet (18.3 m).

Drops from heights greater than 60 feet (18.3 m) up to 120 feet (36.6 m) are dangerous and not advised. The power armor is likely to take serious damage from such leaps or drops. **Roll 1D20** to

determine the success of the landing. **On a roll of 1-10** the suit hits the ground hard and takes life-threatening damage: 2D4x10 M.D. to the power armor, 6D6 S.D.C./Hit Point damage to the wearer inside the armor, and the operator is stunned for 1D4 melee rounds before he recovers from the fall and is able to take action again. **On a roll of 11-20** the pilot takes minimal damage from the drop: 5D6 M.D. to the power armor and 2D6 S.D.C. to the pilot inside, and he loses only two melee actions before he is able to continue to move and take action without further delay. Drops from greater heights inflict double the damage just described under “On a roll of 1-10” and may not be survivable.

Flying: None.

Water: The armor cannot swim but can walk along the bottom of a body of water at 4 mph (6.4 km or 3.4 knots). Maximum depth is 500 feet (152 m).

Statistical Data:

Height: Man-sized, 6-8 feet (1.8 to 2.4 m), depending on the size of the purchaser.

Width: 4-5 feet (1.2 to 1.5 m), depending on the size of the purchaser.

Length: 3.5-4 feet (1 to 1.2 m), depending on the size of the purchaser.

Weight: 875 pounds (394 kg).

Physical Strength: Robot P.S. of 30.

Cargo: None.

Power System: Nuclear with a 10 year power supply or Solid Oxide.

Cost: 1.8 million credits for nuclear and 1.4 million for Solid Oxide. Electric model is not available; not enough power to support the weapon systems.

Weapon Systems:

1. NG-P40 Onslaught Particle Beam Cannon: This big gun is mounted on the weapon cowl attached to the back of the Storm Hammer suit. Even at this size and scope of power, range is limited, but it packs a big punch. Built into a turret housing, the Onslaught can rotate 360 degrees to fire backward and to the sides, and has a 30 degree up and down arc of fire.

Primary Purpose: Anti-Armor and Anti-Robot.

Secondary Purpose: Assault and Anti-Monster.

Range: 1,800 feet (549 m).

Mega-Damage: 1D6x10 M.D. per single blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

Penalty: After 30 blasts, the weapon overheats and must shut down to cool for 1D4+1 melee rounds.

2. NG-M18 Shoulder Mounted Missile Launchers (2): A complement of mini-missiles for extra punch.

Primary Purpose: Anti-Armor, Anti-Aircraft and Assault.

Secondary Purpose: Anti-Missiles and Defense.

Range: One mile (1.6 km).

Mega-Damage: Varies with missile type used. Usually Plasma (1D6x10 M.D.) or A.P./Heat Rounds (1D4x10 M.D.), but any type can be used.

Rate of Fire: One at a time or in volleys of 2, 3, 4 or 6.

Payload: 18 total, nine per shoulder launcher. Can be reloaded by hand if extra mini-missiles are brought along. It takes another person three melee rounds (45 seconds) to reload nine missiles into one launcher. This must be done from the back and side of the Storm Hammer armored suit, which is why another person must do the loading.

3. NG-MH140 Rail Gun: This large weapon completely engulfs the right hand and forearm, leaving only a big, heavy long-range weapon. The hand of the power armor pilot is inside the housing and controls the firing. Point and shoot. If the rail gun is de-

stroyed, the hand and forearm can be removed from the wreckage with the basic M.D.C. protection of 35 points.

A light laser is also part of this contraption, and though it is primarily used for measuring distance and targeting, it can also fire to inflict light damage (1D6 M.D.).

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Range: 5,000 feet (1,524 m) for both the rail gun and laser.

Mega-Damage: Rail Gun: 1D6 M.D. for a single shot or 1D6x10 M.D. for a 20 round burst. Laser: 1D6 M.D.

Rate of Fire: Each shot or burst counts as one melee attack.

Payload: Rail Gun: 1,200 round ammo drum on the back equals 60 bursts. The two canisters under the barrel contain an additional 80 rounds each (160 total) for eight “last chance” bursts. Laser: Effectively unlimited.

4. Multi-Tool Forearm (left): Mounted on the left forearm is a multi-tool gauntlet with a handful of different tools and features.

Primary Purpose: Repair tool for power armors and robots, but could be used for just about anything.

Range: Arm’s reach/melee weapon, except as noted below.

Mega-Damage/Effect:

Forearm Camera: A digital camera with a macro lens is located on the left forearm next to the Laser Cutter. 20x magnification is possible.

Forearm Compartment: Located near the elbow of the left forearm is a small compartment that usually contains 1-4 flares and two smoke grenades.

Forearm Light: Two small lights on the left forearm are a pair of LED lights used like a flashlight (200 foot/61 m range), and can be focused and dimmed for close work as necessary.

Laser Cutter: Range: 100 feet (30.5 m). Three damage settings: 1D4x10 S.D.C., 1D4 M.D. or 2D6 M.D. Point and shoot.

Vibro-Chainsaw: A small, M.D. chainsaw for cutting through barbed wire, locks and walls. Arm’s reach. 1D8 M.D. per slash/cut; 2D8 M.D. when held in place against a stationary target, but counts as two melee attacks.

5. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. See *Basic* or *Elite Ground-Based Power Armor Training* on page 351 or 352 of **Rifts® Ultimate Edition**. Damage is based on the Robotic P.S. of 30.

Restrained Punch – 1D4 M.D.

Full Strength Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Kick – 2D4 M.D.

Leap Kick – 2D8 M.D., but counts as two melee attacks.

6. Sensor Systems and Features of Note: All the standard power armor features plus the following.

a) Helmet Cameras: Two simple dashboard-style digital cameras are built into the helmet. They see and record whatever the wearer sees. The cameras have no special features beyond the ability to tape 96 hours of video and take 4,000 still photos.

b) Helmet Language Translator: Built into the helmet is a standard language translator.

c) Nightvision Optics: Passive light amplification that allows the pilot to see in the dark as long as there is at least some ambient light. 1,600 foot (488 m) range, plus infrared optics (can see in total darkness and through smoke, however, an infrared light beam is emitted which can be seen by others with the ability to see the infrared; range 1,600 feet/488 m), and ultraviolet vision (can see the ultraviolet light used by some security systems).

d) Binocular Telescopic Sight: 2 miles (3.2 km) range.

NG-DX-001

Thunder Hound

Dog Boy Power Armor Suit

The Thunder Hound is unique in that this power armor was not created for human beings, but for Dog Boys – the genetically engineered animal-men created by the tens of thousands by the Coalition States. The idea actually came from the CS, who has been toying with the idea of upgrading the *Psi-Hounds* (their official name) with better body armor and even a power armor suit. The CS considers the so-called “Dog Boys” as less than human and therefore unfit to use heavy weapons, armor and power armor. However, after decades of deployment as CS defenders, protectors and law enforcement officers, Dog Boys have proven themselves to be more loyal and committed to protecting humanity than many humans themselves. Dog Boys are to always remain grunts operating on the streets and in the trenches, subservient to humans, and never trained in skills such as piloting, computers, medicine, science or engineering, but they are being considered for getting an expanded range of weapons, gear and armor to better serve and protect humanity in their roles as police, soldiers and monster hunters. This suits Dog Boys perfectly as they are still dominated by instincts, and those instincts are to befriend, protect and serve humanity.

Dog Boys are, by nature, hunters and enemies of the supernatural and the monstrous. Dog Boys enjoy working with humans, upholding the “law of the pack” (i.e. human society) and tracking down and destroying their enemies. Even ordinary canines instinctively recognize evil supernatural beings as dangerous predators and natural enemies to themselves and humanity. As such, Dog Boys stand against evil supernatural beings and try to protect others from their wickedness and predatory ways. Though some supernatural monsters like *vampires* can control canines and other animals, the beasts do not serve them willingly and run away at the first opportunity. Dog Boys are intelligent and strong-willed enough that supernatural creatures that can control animals cannot summon or control them. If anything, Dog Boys feel and loathe the presence of such supernatural fiends more than any other demonic being.

The Coalition States has not decided whether it wants to give “non-humans” – even loyal ones like the Dog Boys – the level of power that a suit of power armor represents. As a result, they have shelved the project, putting it on indefinite hold. However, the design team led by **Cassandra Burke, Lee Carroll, Derek Japser** and **William Bailey** liked the idea so much, they have continued to develop Northern Gun’s own power armor for canine humanoids. They were able to change the armor enough to look different from the CS proposed Dog Boy power armor project, and have sold it as the “little brother” to the **NG-V61 Gunwolf** robot monster slayer. Indeed, the Thunder Hound suit comes in a few variations: one suitable for completely human pilots (it has a similar but different helmet and neck area), one specifically for Dog Boys, and another customizable for canine humanoids and D-Bees (unofficial). Because the Thunder Hound power armor was originally designed for the Coalition States, there are still some traces of the Coalition’s signature “Dead Boy” skeleton motif, but not so much so that it is confused with CS troops or provokes the CS in any way.

The Dog Boy Basic Model of DX-001 Thunder Hound Power Armor. Since Dog Boys are not allowed to learn a skill like *Pilot Robots & Power Armor*, the suit is designed to be simple and intuitive. There are not a lot of bells and whistles, making it just a notch or two above full environmental body armor. In short, the Dog Boy puts

the suit on as if it were any other plate body armor, and pretty much goes about his business as usual. The canine soldiers immediately notice that they don’t feel the weight of the armor (it’s supported by the robot exoskeleton) and recognize that they are able to run faster and leap farther than they can without the armor, due to the exoskeleton and Robot P.S. augmentation built into the suit.

Since Dog Boys have natural advanced senses as well as the ability to detect supernatural evil and magic, the helmet of suits going to Dog Boys is designed to open and flip up at the jaw line, clam-shell style, so they can look out, free of the helmet to use their natural senses as normal (most notably, advanced sense of smell, hearing and psionics). Many walk around like this most of the time so observers encounter a fur-covered canine face inside the wide open jaws of a mechanical canine head/helmet. It actually looks impressive and intimidating. Most Dog Boys close the helmet only when they know they are about to enter into combat. The helmet can also be removed completely, and some carry it around in hand or in a backpack or bag until they need it.

Dog Boys remain creatures of instinct and nature, and possess enhanced senses in the first place, so they have little interest in wearing a helmet even if it offers telescopic vision, nightvision, Heads-Up Display, and many of the other features humans rely upon. At least a third don’t even like walking around inside a “tin can” and prefer to wear partial or full suits of *non-environmental body armor*, rather than a fully enclosed EBA or power armor. As a result, other than a retractable Vibro-Blade and UEL (Universal Energy Link) in each forearm, the DX-001 Thunder Hound has no built-in weapons nor much in the way of enhanced optics or sensors.

Freeborn and Rogue Dog Boys from all over North America have heard about the DX-001 power armor designed for them, but only a small percentage have come forward to purchase one. Cost is part of the problem. Since Dog Boys not in the service of the CS are considered dangerous renegades and feral beasts, most free and independent Psi-Hounds must operate under the radar. Unless one has acquired a considerable amount of money or is part of a larger mercenary company or group of adventurers willing to purchase a suit for him, most independent Dog Boys simply don’t have the money for one. The HX-002 human model outsells the Dog Boy model six to one. Over time, this may change, and many a Dog Boy has expressed gratitude for NG making the suit available on the open market. While some Dog Boys hate wearing confining armor, others see the tenacious looking DX-001 Thunder Hound power armor as a better way to fight the supernatural and assist their comrades in the field.

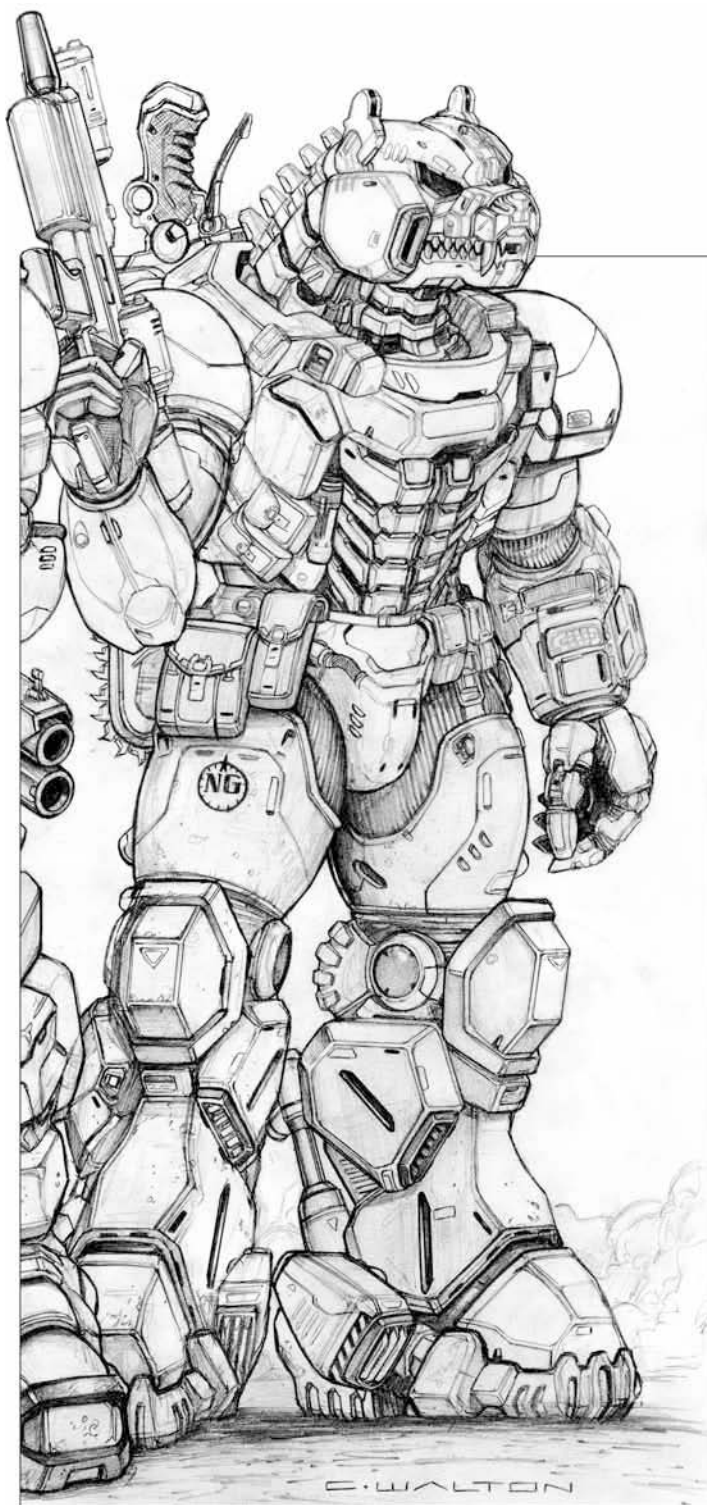
Word on the street has it that there are also modified versions available from NG to accommodate feline humanoids and D-Bee morphology (i.e. Grackle-Tooths, etc.) for the right price and behind closed doors. Northern Gun publicly denies this and accuses the Black Market (specifically labeling uncooperative agents within the organization) of stealing and modifying their power armors for D-Bees. That is a flat-out lie. NG is making D-Bee customized DBX-003 armor. The “official” denial is to appease any rising Coalition concerns and preserve their relationship with the nation of human supremacists.

Thunder Hound Power Armor

Model Type: NG DX-001 (Dog Boy). **Note:** The HX-02 (human) is exactly the same but has a forearm weapon (20 M.D.C. each) per each arm and extra optics and sensors. The DB-003 (D-Bees) is the same as the DX-001 but costs an additional 250,000 credits for customization.

Class: Armored Infantry Assault Suit.

Crew: One.



M.D.C. by Location:

- * Head – 90
- Arms (2) – 60 each
- Legs (2) – 100 each
- Jump Jets (4 per lower leg) – 10 each
- Hard-Shell EBA Backpack – 35
- * UEL Cables (2) – 6 each
- * Vibro-Blades (2, one each forearm) – 30 each
- ** Main Body – 185

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

Destroying the head/helmet eliminates all forms of optical and sensory enhancement, leaving the pilot to rely on his own human (or other) senses without any of the bonuses granted to him by the Robot Combat skill. If the helmet is destroyed underwater, the wearer suffers from exposure to deep sea pressure at depths greater than 220 feet (67 m), and takes 2D6 S.D.C./Hit Point damage per melee round and all bonuses are reduced by half.

** Depleting the M.D.C. of the main body will shut the armor down completely, making it useless.

Speed:

Running: 90 mph (144 km) maximum. Note that the act of running does tire out its operator, but at 10% of the usual fatigue rate for Dog Boys even at maximum speed. (That’s 20% for human at high speeds, but fatigue is reduced to 10% when maintaining a speed of 50 mph/80 km or less.)

Leaping: The powerful robot legs can leap up to 20 feet (6.1 m) high or across unassisted by the jet boosters, increase by 50% with a running start (30% for humans). A jet booster assisted leap can propel the Thunder Hound suit up to 60 feet (18.3 m) high or across; increase by 50% with a running start (30% for humans).

VTOL Leaps Upward: The Thunder Hound has a limited jet jump system built into the lower legs to provide additional lift and distance when running. They are designed to enable the armor to leap straight up and down or at an angle to reach floors and rooftops above street level and to pounce upon giant monsters and opponents.

Power Jumping Travel: Not possible.

Flying: None. Even momentary hovering above the ground is not possible.

Cat-Like Landings from Heights: The Thunder Hound can drop or leap down, using its back and leg thrusters to land without risk of damage, from heights as great as 200 feet (61 m), using its thrusters to slow its descent, land softly on its feet and be ready for action.

Drops from heights greater than 200 feet (61 m) up to 400 feet (122 m) are trickier. The power armor is likely to survive the landing but may take damage. **Roll 1D20** to determine the success of the landing. **On a roll of 1-10** the suit hits the ground hard, takes 4D6 M.D. and the operator loses 1D4 melee actions/attacks before he’s back up on his feet. **On a roll of 11-20** the pilot sticks the landing, and can continue to move/jump/run without damage or delay. Drops from greater heights are not possible without potentially life-threatening damage: 2D6x10 M.D. to the power armor, 1D4x10 S.D.C./Hit Point damage to the wearer inside the armor, and the operator is stunned for 1D4 melee rounds before he recovers from the fall and is able to take action again.

Water: The power armor is not designed for use in the water, but can swim at 12 mph (19 km or 10.3 knots) or walk along the bottom of a body of water at 10 mph (16 km or 8.6 knots). Maximum depth is 500 feet (152 m). The act of swimming or walking underwater does tire out its operator, but at 10% of the usual fatigue rate for Dog Boys, 20% for humans.

Statistical Data:

Height: Man-sized, 5.6 to 8 feet (1.7 to 2.4 m) depending on the size of the wearer.

Width: 3-4 feet (0.9 to 1.2 m) depending on the size of the wearer.

Length: 2-4 feet (0.6 to 1.2 m) depending on the size of the wearer.

Weight: 440 lbs (198 kg).

Physical Strength: Robot P.S. of 28.

Cargo: None.

Power System: Nuclear; average energy life is 12 years. Solid Oxide and electric battery versions are also available.

Cost: 975,000 credits for nuclear, 650,000 Solid Oxide and 340,000 electric battery. Add 200,000 credits for the HX-002 model with forearm weapons and additional optics and sensors. Add 250,000-

500,000 credits to the DBX-003 for nonhuman customization to make the armor fit and function to the requirements of the D-Bee's body.

Weapon Systems:

1. Forearm Vibro-Blades: Each forearm has a retractable Vibro-Blade concealed in the forearm for hand to hand combat.

Primary Purpose: Close Combat.

Secondary Purpose: Defense.

Range: Arm's reach/melee combat.

Mega-Damage: 1D6 M.D. per strike in hand to hand combat

Silver-Plated: Since the wearer is likely to be engaging in combat against the supernatural and creatures of magic, the blades are silver-plated and inflict double damage to creatures vulnerable to silver.

2. NG DX-011 Vibro-Chainsaw Sword: The Thunder Hound's signature weapon is a three foot (0.9 m) long, handheld, M.D.C. chainsaw sword with silver-plated teeth. It is used for fighting Xitixix and other monsters, as well as slicing open M.D.C. locks, hatches, hive walls and the hulls of vehicles. It is usually worn on the back or hung from the hip.

Primary Purpose: Assault and Anti-Monster.

Secondary Purpose: Anti-Armor and Defense.

Range: Melee combat, three feet (0.9 m) beyond arm's reach.

Mega-Damage: Slash: 4D6 M.D. Power Strike (pressing it hard against the target): 1D4x10 M.D., but counts as two melee attacks.

Rate of Fire: Each attack counts as one melee action.

Payload: Effectively unlimited when connected to the UEL system. One hour of use with one standard E-Clip.

3. Handheld Weapons: A handheld NG side arm (energy pistol) and NG laser or ion rifle are a standard part of the Thunder Hound's gear. Additional or alternative weapons and side arms such as a Vibro-Sword, Neural Mace, shotgun, grenades, flares, anti-monster weaponry, wooden stakes and mallet (actually the power armor is strong enough to pound in a wooden stake with its own hand), magic items (not officially encouraged by NG) and other weapons and equipment may be carried on one or two belts around the waist, or in a carrying bag or backpack. Rifles with a strap can be slung over the shoulder.

UEL – Universal Energy Link (2, one in each forearm): The Universal Energy Link is concealed under a layer of forearm plating. When needed, the plate opens and extends enough for the E-Clip connector of the UEL and cable to be removed and plugged into the weapon. The plate armor snaps back into place and a thin cable runs from the back of the forearm, near the wrist, to the weapon in hand. This provides unlimited payload when plugged into any energy weapon that takes an E-Clip and does 1D6x10 or less per attack. The Thunder Hound has one UEL in each forearm.

4. Hand to Hand Combat: Rather than use a weapon, the wearer can engage in Mega-Damage hand to hand combat. All the Dog Boy's usual bonuses apply, plus he gets the following bonuses from this power armor: +1 attack per melee round, +1 on initiative, +1 to strike, parry, dodge and disarm, and +1 to roll with impact. **Note:** The usual bonuses of *Basic* or *Elite Ground-Based Power Armor Training* on page 351 or 352 of **Rifts® Ultimate Edition** do not apply to MOST Dog Boys because the mutants are NOT given such training. In the rare case that a freeborn Dog Boy is able to learn this skill, ignore the bonuses listed above and use those from the power armor skill. Damage is based on the Robotic P.S. of 28.

Restrained Punch – 1D4 M.D.

Full Strength Punch – 1D6 M.D.

Power Punch – 2D6 M.D., but counts as two melee attacks.

Kick – 2D4 M.D.

Leap Kick – 2D8 M.D., but counts as two melee attacks.

5. Sensor Systems and Features of Note: All the features common to power armor.

HX002 Human Model of Thunder Hound Power Armor

The HX002 (and DBX003 for D-Bees) is fundamentally the same power with all the weapons and features noted above for the DX-001, plus an energy forearm weapon on each arm and a few other "extras." It too is designed an infantry assault armored suit for fighting monsters and is pitched by NG sales staff as the "little brother" of the **NG-V61 Gunwolf** robot. That analogy only goes as far as the power armor's wolf-like helmet and overall appearance, because this basic power armor has very few Anti-Monster combat systems. Still, the dynamic styling of the "hound's" or "wolf's" head/helmet (a bit smaller, different configuration inside, and mounted lower on the shoulder for human customers) appeals to many purchasers.

With the increasing tension with the Xitixix, and a disturbing increase in the number of supernatural monsters, NG designers wanted another suit of power armor that helps assist its wearer in tracking and slaying Xitixix and other monsters.

HX002 Weapon Systems:

1-4. The same as above.

5. HX022 Forearm Laser: A laser is mounted on the right forearm.

Primary Purpose: Anti-Aircraft and Anti-Missile.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 2D6 M.D.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited for nuclear and Solid Oxide models. 80 blasts per charge for electric battery version.

6. NG-HX122 Forearm Ion Blaster (1): The right arm has a short-range ion blaster built into the forearm. Point and shoot.

Primary Purpose: Assault and Anti-Personnel.

Secondary Purpose: Defense.

Range: 1,000 feet (305 m).

Mega-Damage: 3D6 M.D. per blast.

Rate of Fire: Each single blast counts as one melee attack.

Payload: Effectively unlimited for nuclear and Solid Oxide models.

7. ALTERNATE Magic/Techno-Wizard (TW) Weapon Systems: Though not officially endorsed by Northern Gun, as with purchasers of the Demon Slayer power armor, TW and other magic weapons can be wielded by this power armor, especially as handheld weapons or as replacements for the forearm weapon systems. Such magic weapons are strictly *aftermarket* enhancements built into the power armor after it is sold by Northern Gun.

8. Sensor Systems and Features of Note: All the features common to power armor, plus the following.

a) Helmet Cameras: Two simple dashboard-style digital cameras are built into the helmet. They see and record whatever the wearer sees. The cameras have no special features beyond the ability to tape 96 hours of video and take 4,000 still photos.

b) Helmet Language Translator: Built into the helmet is a standard language translator.

c) Nightvision Optics: Passive light amplification that allows the pilot to see in the dark as long as there is at least some ambient light. 1,600 foot (488 m) range, plus infrared optics (can see in total darkness and through smoke, however, an infrared light beam is emitted which can be seen by others with the ability to see the infrared; range 1,600 feet/488 m), and ultraviolet vision (can see the ultraviolet light used by some security systems).

d) Binocular Telescopic Sight: 2 mile (3.2 km) range.

NG Hovercycles

The Popularity of Hovercycles

NG Hovercycles, the ‘Burbs, Adventurers, Mercs and Criminals

The lifestyle and needs of adventurers, mercenaries and criminals are such that they require living in the fast-lane, living loose and free, and operating by the seat of your pants. To survive and prosper, the adventurer needs a good suit of body armor, an M.D. rifle, a favorite M.D. side arm, a good Vibro-Blade, a knife, a backpack with basic supplies, some key “tools of the trade” and a fast ride.

For many, the “ride” of choice, be it in the wilderness or on city streets, is an **NG hovercycle**. More versatile than a motorcycle or wheeled vehicle, a hovercycle is capable of fast speeds and able to traverse all types of terrain, and make daring leaps off the side of cliffs and survive the descent most of the time. Hovercycles can negotiate city streets and alleys to dirt roads, forest trails, mountain passes, and the buttes and canyons of the New West that a giant robot or gargantuan war machine cannot. Nor can a big ‘Bot arrive under the radar of anybody’s notice. Everybody is going to see and hear a giant robot, tank or war machine coming from a mile away. A hovercycle, on the other hand, can sneak in quietly at low speeds and zoom out like lightning before most people can react.

Like motorcycle gangs and cowboys of old, the hovercycle has become the preferred, one-man vehicle on and off the road. Sure they kick up a cloud of dust and have the telltale whirl and whine of air jets and the roar of a rocket engine when kicked into high gear, but compared to conventional motorcycles, trucks, and combat vehicles, they purr like a kitten at slow speeds and pounce like a cougar when needed. A team of adventurers, mercenaries or raiders, each riding their own hovercycle, can handle themselves like the cowboys of old (and new) or a cavalry force. If each member has his own bike, it gives the group a wide range of strategies and tactics. They can stay in tight formation, spread out, or split up. They can circle an area and attack, divide the enemy, charge and ride down ground troops, intercept slower targets, escort and scout, patrol borders and streets, make fast runs and deliver messages, zoom out of traps and ambushes, make hasty retreats and respond to threats quickly, and even herd livestock, among many other things. Basically, a 6-12 man team on hovercycles can function like a cavalry, only the hovercycle gives them even greater versatility, speed and range. Those mounted on hovercycles can stop on a dime, make fast turns, perform jet propelled leaps and out-speed most ground vehicles and power armor. While it is nice to have a walking bunker or high-tech tank at one’s disposal, for most adventurer groups, explorers, mercs, and raiders, a hovercycle is the vehicle of choice. The same holds true for City Rats, urban gangbangers and the police.

The speedy machines give people mobility and a sense of security when riding across the expansive and hostile wilderness as well as on the mean streets of cities and ‘Burbs. There are few monsters, giant robots, and power armor that can keep up with a fast, zigzagging hovercycle. Bandits and raiders can zoom in to launch hit and run attacks with little warning and chase down cargo haulers to hijack. Heroes on hovercycles can give fast pursuit and respond in kind. Hovercycles are especially popular in the prairie lands of the New West, Southwest and Mexico, as well as the Canadian tundra – anywhere there are wide open spaces and few trees and obstacles to get in the way. There the hovercycle can be kicked into high gear to

reach maximum speeds and cover long stretches of land between towns and watering holes. Meanwhile, their versatile range of speed enables a hovercycle pilot going at low speeds to herd cattle and haul a wagon of supplies.

The versatility of the hovercycle has spawned several different cultures around it.

Cowboys and Yahoos. In the wilderness and New West, there is the tough, self-reliant Cowboy who herds cattle and wrangles dinosaurs riding hovercycles. Gunfighters, Cyber-Knights and lawmen ride in to clean up a town, not on a white horse, but on a gleaming hovercycle. The bikes are also great for giving fast pursuit and ride circles around small bands of Simvan Monster Riders, bandits and hostile forces. For many Cowboys and Gunslingers of the New West, the hovercycle has replaced the traditional horse, and lets them be Cowboys in a strange new era of machines and monsters. The hovercycle is, not surprisingly, the favored vehicle of Highwaymen, raiders and bandits as well. What better way to hit a hover train, merchant caravan or ranch, and make a quick getaway than on a hovercycle?

Nowhere is the Cowboy/Gunfighter/rustler culture more evident than in the **Pecos Empire**. There everyone seems to wear a Cowboy hat and ride a hovercycle, horse or exotic animal. While many of the desperadoes of the Southwest are cutthroats, many others are more rebels and affable scoundrels who defy authority and namely target the Coalition States, Simvan, vampires and other enemies and rivals. Small groups of 4D4 Pecos Bandits tend to behave more like tribal and nomadic hunting parties who deploy hit and run tactics, rustling and ambushes. Again, their culture and behavior is very much like the bandits of the Old West. Larger groups of Pecos Bandits may gather in thronging multitudes and send out a small army of 2D6x10 nomadic road warriors in search of enemies to plunder. These tend to operate more like the marauding soldiers of a feudal lord. Most large nomadic groups function very much as one would expect from a tribe. The warrior caste protects the rest of the gang (women, children, the elders) and does the hunting/raiding while those who remain at camp take care of other tribal needs. The tribe travels light and never stays at any one location or hunting ground for more than 2-4 weeks.

Cyber-Knights and like-minded errant heroes, Wilderness Scouts and explorers often rely heavily upon hovercycles and have worked them into their culture of traveling heroes and crusades. These individuals consider their bikes to be an essential part of their equipment, and in some cases, an extension of their own image. Their bike is a part of their very existence and ability to fulfil their duties. Many name their hovercycles, as do some Cowboys. Traditional knights were, after all, cavalry horsemen of their day, so it makes sense that the new knights of Rifts Earth find hovercycles to be worthy mechanical steeds.

Mercenaries and adventurers tend to look at the hovercycle as a vital piece of hardware, a tool with little or no sentimental attachment. For them, hovercycles are excellent for patrols, raids, running messages, setting up communications relays over a distance, and hit and run fights. For small groups and startup companies, their hovercycles are probably one of their most expensive pieces of equipment.

Amongst City Rats, street gangs and cultures built around speed and life on the street, their hovercycles are probably their most valuable and prized possession, and their riding acumen a point of pride and respect. Many *City Rats*, *Cowboys*, *Saddle Tramps*, and *Highwaymen* are as skilled and wildly daring on these bikes. They are usually skilled at high speed driving, tailing, trick riding and a feat that is commonly known as **dead drops**. The dead drop originates out west, but its practice has found its way back to the cities. In the West, a dead drop is the practiced skill of riding off the top of a

cliff. In urban settings, it is riding off the roof of a 2-20 story building, the deck of a ship, an upper level or roof of a parking structure, bridge or overpass. The hovercycle drops 20-200 feet (6.1 to 61 m) and manages to land on a cushion of air without crashing or being thrown off, and then rides away – usually with much whooping and hollering.

Another type of “dead drop” is riding down or down and across a steep incline at a high rate of speed. In the New West, this is done along the walls of canyons, gullies, ravines and the sides of mountains. In an urban setting it may be down a steep embankment, stairs, ramp, the curved wall of a water reservoir, hill, or other steep, downward slope.

City Rats and other urban biker gangs are often skilled at the art of **leapfrogging**, in which they go over their bikes to shoot over vehicles parked, stalled or waiting at a traffic light; again, this is done at high speeds and often involves riding up and over another vehicle like a ramp. Leapfrogging can also be done to boost oneself over low walls, fences and other short barriers. **Note:** -5% for leapfrogging barriers greater than 10 feet (3 m) tall. In all cases, roll on the piloting skill to make the jump and to stick the landing. A failed piloting roll means a crash and 4D6 M.D. to the hovercycle, plus there is a 01-66% likelihood the rider and any passenger are thrown. He/they are bruised up (2D6 S.D.C. damage even if clad in armor), but are otherwise okay if wearing body armor and a helmet. If not, triple the damage. In any case, the thrown driver and any passenger each lose 1D6 melee actions to recover from the crash and get back on their hovercycle. Dead drops and leapfrogging are unique capabilities of hovercycles and rocket bikes. Other hover vehicles are -40% and -25% respectively to perform the same feats. Double the penalty for heavy, combat hover vehicles attempting such crazy feats.

Urban gangs are sometimes referred to as “speed tribes,” especially if they are nomadic and travel from ‘Burb to ‘Burb or city to city. It is a term that originated in pre-Rifts Japan and referred to motorcycle gangs that roamed and raced the city streets. Urban hovercycle gangs are very much biker gangs. Some get together for recreational riding in and outside the city, races (usually outside the city or at night), and any number of family clan-like events (playing cards, road trips, birthdays and holidays, etc.). Others are criminals or thugs who engage in crime, gambling, violence and terrorism. Thug and criminal motorcycle and hovercycle gangs see themselves as the kings of the road, and everyone needs to get out of their way, or else.

Black Marketeers show no special favor for hovercycles though they find them useful for messengers and runners, as well as navigating crowded city and ‘Burb streets for quick getaways.

Optional Modular Hovercycle Weapons and Sensor Systems

Each of the following weapon systems is available on any hovercycle, turning a street bike into a “combat” hovercycle. Only ONE weapon can be installed in the front/nose of the vehicle. A second weapon system such as a mini-missile launcher or a sensor or communications system can be built into the back of the vehicle. A third can be built into the side of the bike, but compromises speed and aerodynamics (reduce speed by 10% and impose a -5% piloting skill penalty when a third weapon is added). **Note:** The “cost” is for the weapon system and installation with a standard E-Clip as a power source. Add a micro-nuclear battery at an additional cost of 460,000 credits.

Some of the new 109 P.A. Combat Hovercycles such as the Joustier and Windfire have the addition of fins and wings for en-

hanced aerodynamics, speed and stability. Wings can also serve as an additional weapon platform; one light weapon per wing. However, the addition of such “wing mounted” weapons reduces speed by 20% and imposes a -10% piloting skill penalty. **Note:** Some weapon systems of the new bikes are exclusive to that particular hovercycle, at least for the moment.

No rail guns: The lightweight nature and precision ride of hovercycles precludes the use of rail guns, medium or heavy machine-guns and any weapon with a serious “kick” or which requires rounds of heavy ammunition.

Power Supply for All Weapons: Range, damage and payload are generally low to average due to the limited energy from the available power source of most inexpensive hovercycles: an E-Clip. One or two E-Clips are the power supply for most hovercycle energy weapons. Each E-Clip housing is usually concealed and takes a standard E-Clip. **Note:** Yes, riders in power armor with the new UEL cable system can use the UEL to power one weapon with each arm. HOWEVER, this severely limits the movement of each arm linked to the hovercycle.

Any hovercycle with a nuclear power supply provides any weapon tied to it with an unlimited payload, but that is uncommon on these light M.D.C. vehicles.

Cost: 5,000 credits for one E-Clip housing and port, 10,000 credits for two.

Cost Note: All prices listed are for a “fixed forward” weapon housing. A better housing or turret is necessary for a greater arc of fire and weapon mobility.

Available Modular Hovercycle Weapons

NG-HM10 Light Machine-Gun

Usually built in the nose. Though still available, few people purchase the machine-gun feature due to its small M.D. payload, kick-back when firing (imposes a -10% piloting penalty for the melee round it is fired) and the weight of the ammo. The exception is riders who have a need for silver ammunition to fight vampires, werebeasts and other creatures vulnerable to silver.

Range: 2,000 feet (610 m).

Damage: 1D6x10 S.D.C. for a 15 round burst, 2D6x10 S.D.C. damage for a 30 round burst and 1D4 M.D. (or 3D6x10 S.D.C./Hit Point damage) from a 50 round burst.

Rate of Fire: Burst firing only. Each burst regardless of size counts as one melee attack.

Payload: 600 rounds maximum for 12 M.D. bursts, but 40 short S.D.C. bursts for fighting the undead and similar monsters.

Weapon Cost: 5,000 credits for the machine-gun. Conventional ammo is 2 credits per round so 1,200 credits for 600 rounds. Silver-coated rounds cost 100 and more depending on the current market price of silver and availability in that region.

NG-HL12 Short-Range Ion Blaster

Range: 600 feet (183 m).

Mega-Damage: 3D6 M.D.

Rate of Fire: Single shot only. Each shot counts as one melee attack.

Payload: 12 shots per E-Clip.

Weapon Cost: 24,000 credits.

NG-HI16 Medium-Range Ion Blaster

Range: 1,200 feet (366 m).

Mega-Damage: 3D6 M.D.

Rate of Fire: Single shot only. Each shot counts as one melee attack.

Payload: 12 shots per E-Clip.

Weapon Cost: 32,000 credits.

NG-HI18 Heavy Ion Blaster

Range: 1,200 feet (366 m).

Mega-Damage: 4D6 M.D.

Rate of Fire: Single shot only. Each shot counts as one melee attack.

Payload: 6 shots per E-Clip.

Weapon Cost: 45,000 credits.

NG-HL40 Short-Range Light Laser

Range: 1,200 feet (366 m).

Mega-Damage: 1D6 M.D.

Rate of Fire: Single shot only. Each shot counts as one melee attack.

Payload: 40 shots per E-Clip.

Weapon Cost: 14,000 credits.

NG-HL20 Long-Range Medium Laser

Range: 2,000 feet (610 m).

Mega-Damage: 2D6 M.D.

Rate of Fire: Single shot only. Each shot counts as one melee attack.

Payload: 20 shots per E-Clip.

Weapon Cost: 25,000 credits.

NG-HL10 Long-Range Heavy Laser

Range: 2,000 feet (610 m).

Mega-Damage: 3D6 M.D.

Rate of Fire: Single shot only. Each shot counts as one melee attack.

Payload: 10 shots per E-Clip.

Weapon Cost: 35,000 credits.

NG-HP6 Medium Plasma Ejector

Range: 1,600 feet (488 m).

Mega-Damage: 4D6 M.D.

Rate of Fire: Single shot only. Each shot counts as one melee attack.

Payload: 6 shots per E-Clip.

Weapon Cost: 80,000 credits.

NG-HPART Particle Beam

Range: 1,200 feet (366 m).

Mega-Damage: 6D6 M.D.

Rate of Fire: Single shot only.

Payload: 4 shots per E-Clip.

Weapon Cost: 150,000 credits.

Modular Weapon Housings

NG-OUE2 Dual Weapon System

Over and Under Combined Energy Weapons

One heavy and one light energy weapon (plasma and particle beam weapons can NOT be used) can be combined into a dual weapon system built into the nose. Each has its own one or two E-Clips to provide it with the necessary firepower. Available as a fixed forward weapon or built into a Simple, Basic or Ball-style turret. The weapons fire independent of each other and the driver can switch from one to the other as he desires. *Linked fire* to shoot at the same target simultaneously with both weapons is available for an extra cost.

Range: As per the type of each energy weapon purchased.

Mega-Damage: As per the energy weapons purchased. In all cases, one weapon does more damage than the other. Identical weapon systems are not available.

Rate of Fire: Each single or dual linked fire double blast counts as one melee attack.

Payload: As per each of the two energy weapons; typically 10-20 blasts each per E-Clip.

Cost: The total cost includes the price for each of the two weapon systems (see above), plus an additional cost of 15,000 credits to combine them into one mechanism. Add the cost of a "turret" for additional range of mobility and targeting (see below) and 4,500 credits to install a *linked fire* system so that both weapons can fire simultaneously at the same target.

NG-DH2 Dual Weapon System Housing

Same as above, except both weapons are identical and are either mounted fixed forward or in one of the turrets below. Cost: The total cost includes the price for each of the two weapons (see above), plus an additional cost of 15,000 credits to combine them into one mechanism. Add the cost of a "turret" for additional range of mobility and targeting (see below) and 4,500 credits to install a *linked fire* system so that both weapons can fire simultaneously at the same target.

HT-01 Fixed Forward Weapon Housing

One or two weapons placed in a fixed position in the nose, on the side or on a wing. This weapon can only fire forward; it has no movement at all. Cost: 2,000 credits.

HT-03 Forward Facing Arcing Weapon Housing

One or two weapons placed in a forward facing housing in the nose or on the side or on a wing. This weapon can fire forward but has a 45 degree *up and down arc of fire*. Cost: 4,000 credits.

HT-05 Weapon Turret Housing, Simple

One or two weapon systems are built into a simple turret that can rotate 90 degrees right and left and has a 20 degree up and down arc of fire; shoots wherever it is pointed. Cost: 6,500 credits.

HT-07 Weapon Turret Housing, Basic

One or two weapon systems are built into a basic turret that can rotate 180 degrees (cannot turn completely backwards) and has a 20-45 degree up and down arc of fire. Cost: 8,500 credits.

HT-09 Ball Turret Housing, Nose Gun

One or two weapon systems are built into a ball turret that can rotate in all directions 45 to 180 degrees depending on the specific turret, its placement and the design of the hovercycle. Cost: 12,500 credits for a small ball turret, 20,000 credits for a medium-sized ball turret and 26,500 credits for a large one. **Note:** The medium and large ball turrets are likely to have 1-3 mini-spotlights and/or a nose camera or targeting laser (or all of the above). In most cases they all look very similar.

Available Missile Weapon Systems

NG-MM62 Dual Mini-Missile Tube Launchers

This is a small launcher that resembles two large shotgun barrels that each contain one mini-missile (two total, one per tube). An M66 Dual Tube Launcher can be mounted on the following locations on most hovercycles: Nose (one pair), undercarriage (one pair), side (one or two), rear (one). If the vehicle has wings, one or two pair can be mounted on the wings for a total of 2 or 4 mini-missiles on each wing.

Range: One mile (1.6 km).

Mega-Damage: Varies with type of mini-missile used. Fragmentation (5D6 M.D.), armor piercing (1D4x10 M.D.), and plasma (1D6x10 M.D.) are most common. Smoke and tear gas may also be available.

Rate of Fire: One missile at a time or a maximum of two.

Payload: Two missiles per dual launcher (one in each launch tube).
Weapon Cost: 20,000 credits for the launcher, plus the cost of the missiles.

NG-MM64 Mini-Missile Box or Cylinder Launcher (Multi-Shot)

This launcher comes in a box or cylindrical launcher; the latter resembling a truster jet. It can be mounted in a fixed forward position on the front as a nose weapon, or on the sides (one per side). If the vehicle has wings, one MM64 Box Launcher can be mounted on each wing.

Range: One mile (1.6 km).

Mega-Damage: Varies with type of mini-missile used.

Rate of Fire: One missile at a time or a maximum of two can be launched. When the first two mini-missiles clear, the remaining missiles drop in place and are ready for launch.

Payload: Four or six total. The missiles are staggered one on top of each other within the dual launcher.

Penalty: Drag caused by one MM64 reduces speed by 5% and inflicts a -2% skill penalty; double penalties for a missile launcher on each side of the bike.

Weapon Cost: 50,000 credits with a payload of four mini-missiles, 70,000 credits with a payload of six. Plus the cost of the missiles.

NG-MM68 Mini-Missile Pod Launcher (Multi-Shot)

This is a mounted mini-missile system that is too large to mount on wings or in the nose; it can only be attached to the side of a hovercycle. The missile pod sticks out from the body and rather resembles a suitcase held on by a clamp capable of rotating 360 degrees up and down and around to be able to fire forward, upward, down and behind. However, these pods cause considerable drag. Two will reduce speed by 30% and add a -20% piloting penalty. **Note:** Can NOT be mounted on the wings, nose or back. This is a side-mounted weapon only. See the **Hornet** for an illustration of this weapon system.

Range: One mile (1.6 km).

Mega-Damage: Varies with type of mini-missile used.

Rate of Fire: One at a time or in volleys of 2, 4 or 6.

Payload: Eight mini-missiles per launcher (so 16 total if there is one mounted on each side of the hovercycle).

Penalty: Drag caused by one pod reduces speed by 15% and inflicts a skill penalty of -10%; double penalties for a missile pod on each side of the bike.

Cost: 110,000 credits. Plus the cost of the missiles.

NG-WS604 Wing Sponson Missile Cluster (Multi-Shot)

For some of the new model hovercycles that have wings, there is the sponson mini-missile cluster which can hold two or four mini-missiles. Only one mini-missile cluster can be mounted on each wing (2-4 missiles per wing). These are cheap, but the missiles are completely exposed and if struck by another missile or grenade the 2-4 missiles will explode, doing full damage to the hovercycle and its rider, probably killing him.

Range: One mile (1.6 km).

Mega-Damage: Varies with type of mini-missile used.

Rate of Fire: 1, 2, or 4 mini-missile.

Payload: Four missiles total are possible per wing.

Penalty: Drag caused by one WS604 is minimal but reduces speed 2%; double the penalty for a missile launcher on each side of the bike.

The missiles are completely exposed and if struck by another missile or grenade that does more than 15 M.D.C., the 2-4 missiles on the wing explode, doing full damage to the hovercycle and its rider, probably killing him.

Cost: 14,500 credits for the sponson attachment and missile launch system. Plus the cost of the missiles.

Radar Comms Unit

A radar dish and simple communications array is built into the hovercycle. Radar can track 48 airborne targets flying above the tree-line, including incoming missiles, aircraft, power armor, Xiticix and other flyers up to 40 miles (64 km) away. The communications array can pick up commercial radio signals and police band transmissions, as well as function as a short-range (5 mile/8 km) two-way radio. All can be linked to helmets with radio and HUD systems (Heads-Up Displays). Cost: 20,000 credits.

Some Notes about Hovercycles

Street Legal Hovercycles Have No Weapons. Combat hovercycles may be allowed in the 'Burb and many frontier towns, but they are not usually allowed in civilized communities unless the weapon systems are disabled or, better yet, completely removed. Note that any *Combat Hovercycle* can be purchased *without* its usual weapon systems, making them street legal everywhere. Moreover, without the weight and wind drag of the weapon systems, increase maximum speed by 5% and ignore any piloting penalties that may apply due to the weapon system(s).

Expert Riders. Reduce the piloting penalties listed for some hovercycles and weapon systems by half for the following expert hovercycle riders: *Bush Pilot*, *City Rat*, *Cowboy*, *Cyber-Knight*, *Headhunter*, *Highwayman* and *Police/Lawman O.C.C.s*.

Hovercycle Dead Drops and Trick Riding. Unless stated otherwise, the typical hovercycle and typical rider can handle a dead drop of 200 feet (61 m) without much concern and no penalty for "trick maneuver" being applicable. However, many hovercycles can sustain drops from much greater heights. This is dangerous, and just because the hovercycle can sustain a drop from a much greater height, does not mean the rider can handle it. Only characters who have the Pilot Hovercycle skill can handle dead drops from great heights, leapfrogging, other leaps, sharp turns and quick stops at NO additional penalty for evasive or trick maneuver. The *City Rat*, *Bush Pilot*, *Cowboy*, *Law Enforcement Officer/Police (any)*, *Saddle Tramp*, and *Highwayman O.C.C.s* all usually have additional bonuses for piloting that make them even more daring and capable.

Hover Walk Mode. Also known as trail mode. Rather than park and completely turn the hovercycle off, a rider can put the hovercycle in "hover walk" mode and leave the engine running so he can just jump back on and ride off in an instant. During walk mode, most riders simply pull their hovercycle along behind them on a cord. Most customers have compared this to pulling a balloon along or walking an obedient horse. Of course, the hovercycle weighs more than a balloon, but giving the cord a tug or pulling it tight brings the hovering cycle along with little physical effort. This is a much more handy feature than it might sound like at first blush. The hover walk mode is very quiet, so a biker can walk in or out of an area without being heard. That can be extremely important when trying to sneak through a dangerous area like Xiticix or gang territory, or by a CS patrol or pack of wild animals. Walking a hovercycle in this quiet hover mode can avoid startling animals and causing a stampede, or get through snow-covered mountains without causing an avalanche.

Sometimes the rider may just want to stretch his legs a while without leaving his vehicle behind. In the wilderness and hostile environments, a person never wants to leave his ride (and the gear strapped to it) far behind – a fast getaway on the street or in the forest can be the difference between life and death. Likewise, it is nice for exploration, enabling the rider to get down from his bike and walk around, pulling his vehicle behind him as he examines the flora and fauna around him, or collects samples. Likewise, Wilderness Scouts,

trackers and hunters love the feature, because they can hop off the hovercycle and quietly pull it along while getting low to the ground to follow tracks and trails. Being able to easily pull and push a hovercycle by hand is also helpful in nestling into an inconspicuous place for concealment and camouflage, as well as for loading it onto larger vehicles, boats, aircraft or into a storage bay. As usual, Northern Gun designers try to think of everything.

Nuclear Battery. Hovercycles are among the few vehicles that are commonly available with liquid fuel and electric powered engines, which keeps the cost way down compared to other vehicles. In fact, most come that way. A nuclear battery with a 10 year life typically costs 800,000-900,000 credits from Northern Gun dealers, installed. **Note:** When a hovercycle is nuclear powered, its energy-based weapon systems can be tied into the power supply for an effectively unlimited payload.

Prices 109 P.A. The hovercycle market has skyrocketed since their debut, causing the cost of hovercycles to come down a surprising amount. The prices listed in **Northern Gun™ 2** are the current 109 P.A. prices. Furthermore, the older models are *sometimes* offered in special sales for 10-20% below list price. New models cost more, but are still reasonably priced.

“Used” hovercycles with 1D4x10% less M.D.C. or 1D4x10% slower speed due to engine, hover jet and/or other problems, sell for 50% to 60% of the list price. Completely refurbished used hovercycles in “like new” condition or with only slightly diminished M.D.C. or speed (10% less) sell for 75-90% of the list price for a new one, as they hold their value very well and are always in demand.

Ride Armor. NG has developed a new line of light, non-environmental body armor specifically for hovercyclists. They are called Ride Armors and have become an instant sensation, especially among adventurers and City Rats. The jackets and clothing of the Huntsman’s Choice and Streetwolf lines are also popular, especially among urban riders.

Saddlebags and Travel Containers. Like a motorcycle, there is no trunk nor many places to stow gear. Many adventurers and explorers purchase saddlebags made for hovercycles. There are also hard-shelled containers that can hook or snap onto most hovercycles. Just as many just strap and tie down backpacks, rolled sleeping bags, canteens and other bags, sacks and containers to the vehicle as best they can, often in a bundle. This is easier on the bigger, longer hovercycles and those with wings, though a lot of gear strapped onto any hovercycle is likely to reduce its speed, leaps and drop capabilities by 1D4+4%. Then again, they are so fast, losing 5-8% of maximum speed or leaping and dead drop distance seldom makes much difference.

Alphabetical List of Hovercycles

NG-488 Cobra Turbo Combat Hovercycle (new)
 NG-424 Hornet Combat Hovercycle (new)
 NG-277 Jousting Combat Hovercycle (new)
 NG-357 Magnum-Turbo Hovercycle
 NG-230 Prowler Combat Hovercycle
 NG-320 Rampage Combat Hovercycle (new)
 NG-220 Rocket Combat Hovercycle
 NG-300 Speedster Hovercycle
 NG-400 Stinger Combat Hovercycle
 NG-150 Streetrunner Hovercycle
 NG-480 Turbo Combat Hovercycle
 NG-500 Windfire Combat Hovercycle (new)
 NG-SU600-EX Wave Cutter Submersible Hovercycle (Water; new)
 NG-SU640-EX Windshark Amphibious Hovercycle (Water; new)

NG-488 Cobra Turbo (new)

Combat Hovercycle

The Cobra Turbo is *not* your typical street hovercycle. In fact, it is banned from most civilized communities, including the Coalition States. It is a big, powerful-looking machine with an obvious nose gun that says, “don’t mess with me,” and a long, sleek body that ends in jet thrusters built for speed and power. The Cobra Turbo is heavily armored for a hovercycle and has excellent speed and good handling, making it perfect for adventuring and combat. It, like its cousin, the Magnum-Turbo, is a well armored beast – loud, showy and arrogant in its design. It is also extremely reliable and is able to take a pounding and requires very little maintenance to keep it working at peak efficiency. The Cobra Turbo has Vertical Take-Off and Landing (VTOL) capabilities, can hover in mid-air and handle dead drops and leapfrogging like a dream. Its size, M.D.C. and dynamic design have made it attractive to Combat Cyborgs, Crazies, Juicers, Headhunters, Robot Pilots, Mercenary Soldiers and anybody looking for a true combat hovercycle that can handle some heat.

Vehicle Type: Hovercycle.

Crew: One rider; one passenger can sit behind the driver, but will not be comfortable on long trips.

M.D.C. by Location:

Nose Gun Turret – 65

* Jet Thrusters (2, rear) – 35 each

* Rear Pivoting Thruster (1 in tail, large) – 140

* Undercarriage Hover Jets (5) – 25 each

* Concealed Directional Jets (8) – 6 each

* Landing Skis (2) – 15 each

* Forward Headlights (2) – 5 each

* Radar Dish (rear, right side) – 15

* Optional Weapons – 2D6+20 M.D.C. each (a side laser is shown in the art).

Windshield – 18

** Main Body – 150

* A single asterisk indicates a small and/or difficult target to hit and requires the attacker to make a *Called Shot*, and even then the attacker is -5 to strike. The rider(s), hunched down, low to the body of the hovercycle, is equally difficult to hit.

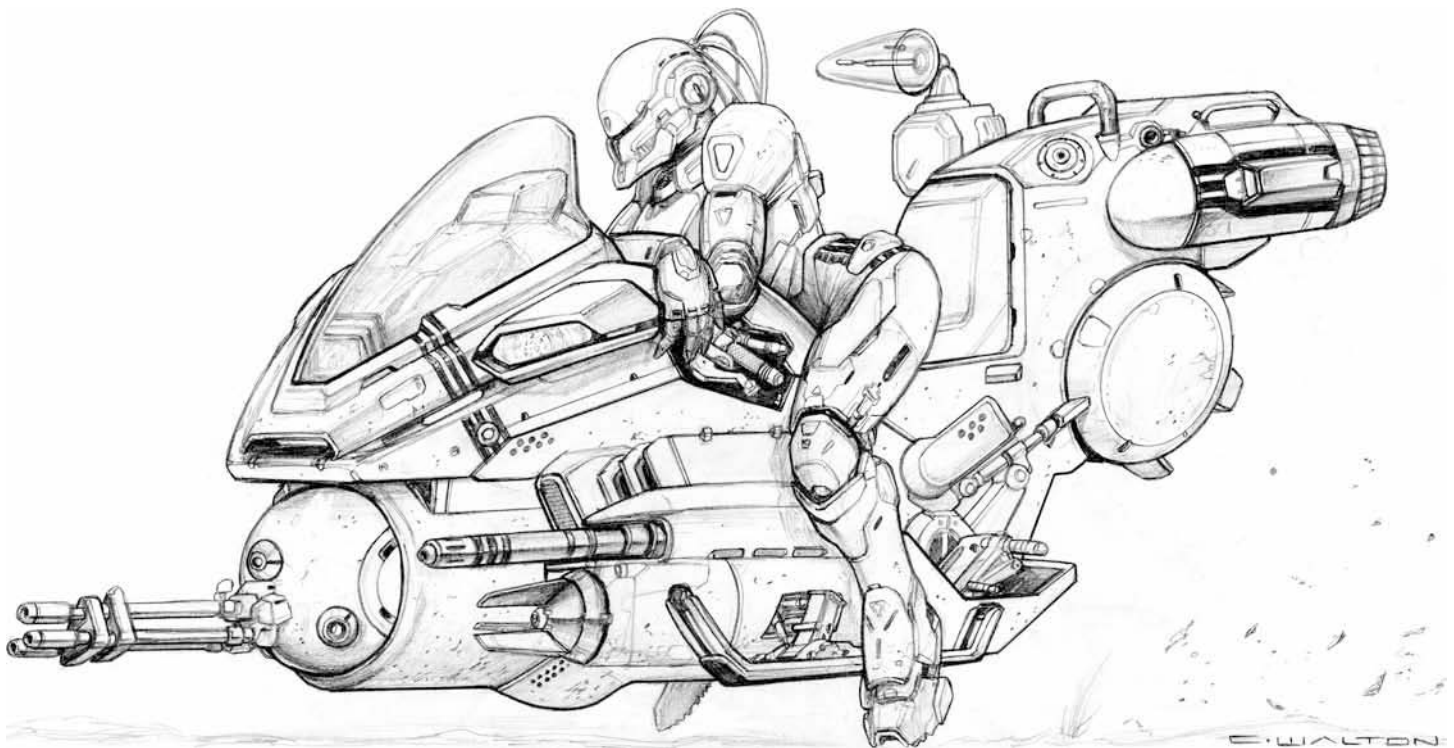
** Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless. **Note:** No additional M.D.C. can be added.

Special Bonuses: Its unique feature is a large rear thruster jet that can be angled up and down to perform better jumps, leapfrogging, wheelies (drive forward with the nose pointing up at a 45 degree angle), sudden bursts of speed that City Rats call “rocket launch,” and VTOL up to 200 feet (61 m) in the air. It can also do a “tornado donut spin” by positioning the thruster straight down while keeping the brakes on. This enables the pilot to spin the vehicle 360 degrees while stationary to change direction or turn around in two seconds at any speed! +1 on initiative, +1 to dodge, and reduce penalties for sudden stops, jumps, leapfrogging, and dead drops by half.

Penalties: -10% on piloting skill under the best of conditions due to its nose gun, weight, size and power. Apply an additional -10% penalty when taking evasive action or performing tricks and elaborate stunts. Reduce the speed and altitude of the Cobra Turbo by 5% for EACH additional optional weapon that may be added to it.

Maximum Speed: 235 mph (376 km).

Maximum Altitude: 100 feet (30.5 m) and can handle drops from heights up to 800 feet (244 m).



Maximum Range: 850 miles (1,360 km) with a fuel engine or electric battery. Unlimited with nuclear.

Engine: Typically a combustion or electric engine, but nuclear is also available.

Height: 4 feet (1.2 m).

Length: 12 feet (3.6 m).

Width: 3 feet (0.9 m).

Weight: 1,350 pounds (607.5 kg).

Cost of Hovercycle: Gasoline Engine: 255,000 credits. Electric: 375,000. Nuclear with a 10 year life: 1.3 million credits. Additional weapons cost extra. **Note:** This vehicle is never purchased or used by the CS.

Weapon System Exclusive to the Cobra Turbo:

The latest wave of NG Combat Hovercycles includes models that have weapon systems exclusive to them.

1. NG-424 Stinger, Triple Barrel Nose Gun; Medium Laser (Exclusive to the Cobra Turbo): New with the release of the Cobra Turbo hovercycle. The nose is replaced with a somewhat experimental three-barrel laser built into a ball turret that can rotate 45 degrees forward, up, down and to the sides. This is a big departure from the standard “fixed” forward weapons of most hovercycles.

Range: 2,000 feet (610 m).

Mega-Damage: 2D6 M.D. per single shot, 4D6 M.D. per double blast and 6D6 M.D. per simultaneous triple blast at the same target.

Rate of Fire: Single, double or triple blast counts as one melee attack.

Payload: 40 triple beam blasts. Each laser has its own E-Clip. Unlimited if tied to a nuclear power supply.

2. Additional Weapon Systems: Optional. Any. As many as one in the back and one on each side can be added to the Cobra Turbo. Each additional weapon reduces speed by -5%. Additional weapons are *never* part of any special discount offers, the full price applies even during sales.

3. Radar Tracker: A radar dish and simple communications array is built into the Cobra Turbo. Radar can track 42 airborne targets such as incoming missiles, aircraft, power armor, Xiticix and other flyers up to 40 miles (64 km) away. The communications array can pick up commercial radio signals and police band transmissions, as well as function as a short-range (5 mile/8 km) two-way radio. All can be linked to helmets with radio and HUD systems (Heads-Up Displays).

4. Optional Ride Armor. Sales people always try to sell purchasers of the Cobra Turbo the *Viper ride armor* (as shown in the illustration).

NG-424 Hornet (new)

The NG-424 Hornet hovercycle is a not so distant cousin to the Stinger. It has a similar appearance and shares a number of design elements but it uses new, lighter M.D.C. materials, is faster and has a bit more “sting.” The recommended weapons combination is a dual weapon system built into the nose (one heavy energy weapon and one light), and a pair of missile pods (eight mini-missiles each). This combination is so common that many believe it is the standard loadout for this combat bike, but the Hornet can be purchased with any hovercycle weapon systems. One of the reasons this combo is so common is because of wisecracking RoboDome gladiator, **Todd “The Hornet” Spencley**. Spencley rode a souped-up Hornet with

those exact weapons to victory in numerous hovercycle and gladiatorial contests. The gladiator’s well known wit and popularity was exploited in advertisements and commercials to promote the Hornet hovercycle. A campaign that has made the Hornet one of NG’s best sellers and Todd “The Hornet” Spencley something of a mythic figure.

Part of that myth is the fact that Spencley mysteriously disappeared one night after defeating a hot-shot from the Federation of Magic in an illegal street race. When the losing mage refused to pay up, rumor has it that the Hornet kicked the snot out of him and three of his goons, and then taunted and belittled him in front of a couple

hundred spectators. When Spencley was done embarrassing the men in public, he took what was owed to him and walked away laughing. The sore loser vowed vengeance and three nights later, Todd "The Hornet" Spencley vanished. His favorite NG-424 Hornet was found on the street a short distance from one of his favorite sports bars. The bike was tipped over, battered and the word "Loser" spray painted across one side. Plenty of rumors abound about what might have happened, and there is a large list of possible suspects – people who might have a reason to do him harm – but Spencley's fate and who might be responsible remains a mystery. For NG it is a mystery that continues to keep interest in the Hornet hovercycle alive and as popular as ever; maybe even more so than before.

Note: The Ishpeming Police have a souped-up version of the Hornet that is a high-speed interceptor capable of actual flight and a speed of 300 mph (480 km), but it is NOT available on the open market. It is exclusive to the police force in Northern Gun.

NG-424 Hornet

Vehicle Type: Combat Hovercycle.

Crew: One rider; no space for a passenger.

M.D.C. by Location:

- * Rear Hover Jets (2) – 30 each
- * Concealed Directional Jets (6) – 6 each
- * Undercarriage Hover Jets (4) – 15 each
- * Forward Headlights (2) – 5 each
- * Mini-Missile Box Launcher (2; sides) – 25 each
- Tail Fin (1) – 35
- Windshield (1) – 15
- ** Main Body – 122

* A single asterisk indicates small and/or difficult targets to hit and requires the attacker to make a "Called Shot," and even then the attacker is -5 to strike. The rider, hunched down, low to the body of the hovercycle, is equally difficult to hit.

** Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless.

Special Bonuses: Low profile makes it a bit more difficult to hit: +1 to dodge.

Penalties: -5% on piloting skill rolls when making sudden stops or elaborate stunts. Speed penalties from two of the mini-missile pods -20% piloting skill penalty and maximum speed is reduced by 20%. The hovercycle is not designed to be a flyer and suffers a -10% piloting penalty for every 50 feet (15.2 m) above the ground; the higher it goes the wobblier it gets.

Maximum Speed: 200 mph (320 km).

Maximum Altitude: 60 feet (18.3 m) and can handle drops of up to 800 feet (244 m).

Maximum Range: 1,000 miles (1,600 km).

Engine: Typically a combustion or electric engine; nuclear is available.

Height: 3.9 feet (1.19 m).

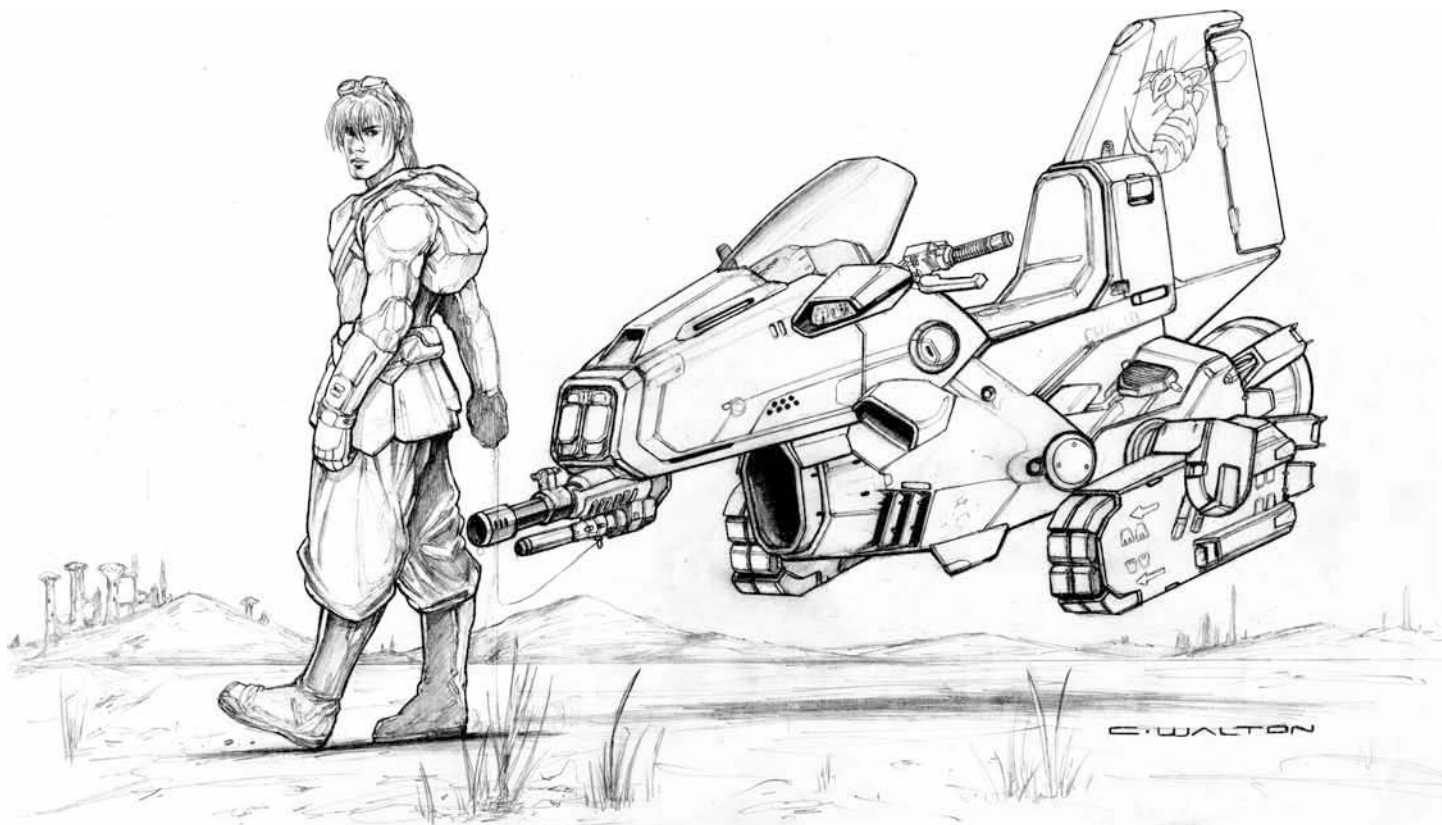
Length: 12 feet (3.7 m).

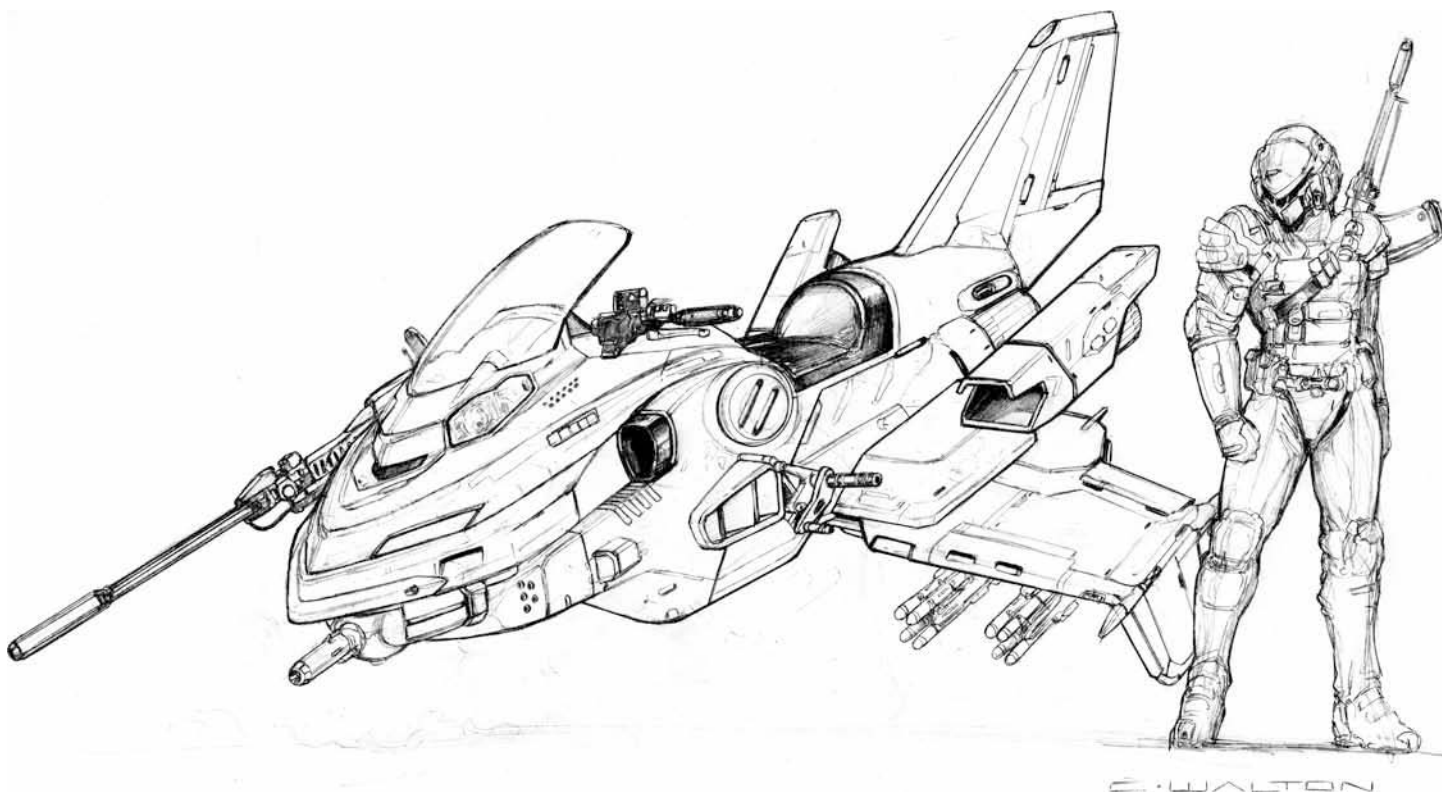
Width: 3.3 feet (1 m) without weapons. 5.7 feet (1.7 m) with the commonly suggested eight shot mini-missile pods.

Weight: 942 pounds (424 kg).

Cost: 195,000 credits gasoline engine, 255,000 credits for electric, 735,000 credits for Solid Oxide, or 995,500 for nuclear with a 10 year life. **Note:** This vehicle has been purchased for use by the CS military and ISS police.

Common Weapon Systems for the Hornet. Weapons are an additional cost. The standard combination is an **NG-HI16 Medium Ion Blaster** (1,200 feet/366 m range, 3D6 M.D. per blast) and the **NG-HL20 Medium Laser** (2,000 feet/610 m range and 2D6 M.D. per blast) in a basic turret mounted to the nose section, and a pair of **NG-MM68 Mini-Missile Pods** on each side of the hovercycle (one mile/1.6 km range, damage varies by type, and 8 mini-missiles per each of the two launchers for a total of 16). Each diminishes the aerodynamics and reduces speed by 5% per extra weapon. Weapons are *never* part of any special discount offers, and the full price applies even during sales.





NG-277 Jousting (new)

Combat Hovercycle

The Jousting is one of three new NG hovercycles that combine elements from aircraft with hovercycles. **Andy “Fly Boy” McElvany** was the lead designer behind all three winged vehicles, though the Jousting was helped along by **Benjamin Bonds** and **Leigh O’Neil**.

The addition of short wings, larger tail fin(s) and additional thrusters on or above the wings provides some additional speed, but more importantly, makes the winged hovercycles more aerodynamic and easier to control at high speeds and during stunt driving. With the exception of the Jousting, however, altitude is *not* increased as these remain *hovercycles*, not rocket bikes nor one-man aircraft.

The Jousting has the largest wings of the new, winged hovercycles and its aerodynamic shape enables it to ride on strong wind currents at great speed. It can also reach and sustain a height of 1,000 feet (305 m); some have pushed it even higher, but it quickly becomes too wobbly to maintain good control. The Jousting can also handle dead drops at heights up to 2,000 feet (610 m)! Wings also provide additional placements for weapons and for tying down extra supplies and cargo, though both create drag and will reduce speed by 10-25% depending on what, where and how much.

The Jousting hovercycle is fairly quiet and can come gliding in from above with only a slight engine hum and the rush of wind. It is surprisingly reliable and can take a beating and keep on going. Like most hovercycles, it requires very little maintenance, and is capable of Vertical Take-Offs and Landings (VTOL), can hover in mid-air, can perform the highest and longest jumps of any hovercycle, and can hover at tree level and beyond, making it something of a low altitude, one-man flyer (1,000 feet/305 m maximum). It is a bit nose heavy and the pilot must think about keeping the nose elevated or it may droop down and hit something. Likewise, when making dead drops and leapfrogging (triple the height and distance of other hovercycles), the pilot must keep the nose up higher to prevent it from smacking the ground when it comes back to street level at the end of the leap. If the nose hits the ground (3D6 M.D. to main body), there

is a 01-50% chance the vehicle either bounces back up and travels 1D4x10 yards/meters before dropping back down, or bounces and spins out of control (-15% to piloting skill if the nose smacks the ground or an obstacle). The width of the wings also adds a new dimension for a hovercycle and limits where it can travel without turning sideways as a trick maneuver (see Penalties, below). That might sound bad, but in the case of the Jousting, City Rats, Crazies, Juicers and others like proving their skill by driving down narrow streets and alleys *sideways*. Wilderness Scouts and explorers like it for its quietness and versatility.

The Jousting and the others in the new line of “winged” combat hovercycles are also designed with one or more built-in weapons *exclusive* (for now) to that particular hovercycle.

NG-277 Jousting

Vehicle Type: Winged Combat Hovercycle.

Crew: One rider; no space for a passenger.

M.D.C. by Location:

- * Rear Hover Jet (1, tail, large) – 75 each
- * Rear Wing Thrusters (2, above wings; can be rotated for VTOL) – 35 each
- * Concealed Directional Jets (12) – 6 each
- * Undercarriage Hover Jets (7) – 15 each
- * Forward Headlights (2) – 5 each
- * Jousting Lance (1) – 100
- * Ion Nose Gun (1) – 20
- ** Wing Missiles (1 set of 4 on each sponson) – 15 per cluster
- Wings (2, toward the back) – 65 each
- Tail Fin (1) – 35
- Windshield (1) – 18
- *** Main Body – 128

* A single asterisk indicates small and/or difficult targets to hit and requires the attacker to make a “Called Shot,” and even then the attacker is -5 to strike. The rider, hunched down, low to the body of the hovercycle, is equally difficult to hit.

** Requires a “Called Shot” to hit (-5 to strike), but when 15 or more M.D. is inflicted to the missile cluster, they all explode, doing full damage to the wing and hovercycle and half damage to the pilot. A crash is likely (-40% piloting penalty to maintain control).

Losing one wing reduces speed by 10% and inflicts a -12% piloting penalty. Losing both wing reduces speed by 20% and inflicts a -24% piloting penalty.

Losing one wing thruster, as long as the wing remains intact, reduces speed by 10% and imposes a -5% piloting penalty.

*** Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless. **Note:** No additional M.D.C. can be added.

Special Bonuses: Low profile and better control makes it a bit more difficult to hit: +1 to dodge at speeds below 100 mph (160 km), +2 to dodge at speeds between 101-200 mph (161.6 to 320 km), and +3 to dodge at greater speeds.

Penalties: -5% on piloting skill roll when making sudden stops, trick moves and elaborate stunts or evasive action. Though it can attain an altitude of 1,000 feet (305 m), the Joustier is not really designed to be a flyer. Impose a -5% piloting penalty for every 200 feet (61 m) above the ground; the higher it goes the wobblier it gets.

With the addition of *wings*, width becomes a factor not normally a concern for most, narrow hovercycles, and limits where the Joustier can go. No narrow alleys unless the pilot is willing to turn the Joustier sideways with one wing pointing up and the other pointing down at the ground, reducing its 14 foot (4.3 m) wingspan to 6 feet (1.8 m); considered trick driving and imposes a -10% skill penalty. Likewise, Joustiers are not well suited to forests for the same reason and must travel above the tree line to avoid smashing into trees and getting tangled in vines and branches. On the other hand, they are fantastic on the prairie, in deserts and the wide open spaces of the New West, Southwest and Northern Mexico.

Weapon Penalties: No penalties for the built-in weapon systems, the usual apply for add-on weapons.

Maximum Speed: 290 mph (464 km).

Maximum Altitude: 1,000 feet (305 m), but typically hovers at 3-12 feet (0.9 to 3.6 m) above the ground and can handle drops of up to 2,000 feet (610 m).

Maximum Range: 1,200 miles (1,920 km).

Engine: Typically a combustion or electric engine; nuclear is available.

Height: 6 feet (1.8 m).

Length: 17 feet overall. 14 feet (4.3 m) from nose to thruster, plus 3 feet (0.9 m) for the additional length of the Joustier Lance.

Width: 14 foot (4.3 m) wingspan; see width considerations and penalties above.

Weight: 980 pounds (432 kg).

Cost: 369,000 credits gasoline engine, 445,000 credits for electric, 825,000 for Solid Oxide, and 1.4 million for nuclear with a 10 year life. **Note:** This vehicle has not ever been purchased and used by the CS military. Hugely popular amongst urban dwellers, racers and customers living in wide open spaces.

Weapon Systems:

1. NG-JL277 Joust Lance (1): This weapon is truly different. It is designed to be both a long-range, precision laser and an actual jousting stick. As the latter, the long barrel of the laser is made especially thick and strong – strong enough to be used like a lance to strike and unhorse other riders from hovercycles, rocket bikes or the backs of exotic riding animals. Simvan, watch out. While this may sound like an unlikely use, City Rats, Juicers, Crazies, Cowboys and hovercyclists of all kinds have taken to “jousting

duels” and playful competitions using this bike and other hovercycles with homemade lances of their own. The Joust Lance has 100 M.D.C. and though attached to the Joustier hovercycle, it is on a swivel mounting that can turn from a forward pointing position to 45 degrees to the left and right, and spin around clockwise 360 degrees when necessary. That means it can be fired forward and backwards. Cowboys use the lance to nudge and goose cattle into compliance and to get strays back into the herd.

As a laser weapon, that range of movement means it can fire upon ground and airborne targets. Experienced bikers (second level and has the Hovercycle skill) can even twirl the lance to face behind them at full throttle and fire at enemies in pursuit (considered *Shooting Wild*). When stopped, hovering or driving at speeds less than 30 mph (48 km), the pilot can make a Called Shot with the gun; can NOT make a Called Shot at greater speeds. The Joustier hovercycle is designed in such a way that the pilot sits in a crouched forward position much of the time, making the Joust Lance, which is affixed just above the handlebars, within his line of vision. Still, it’s a bit more like shooting from the hip and can take a bit of time to get used to.

Range: 3,000 feet (914 m).

Mega-Damage: Two settings: 1D6 M.D. or 2D6 M.D.

Rate of Fire: Each single shot counts as one melee attack.

Payload: 20 shots per E-Clip at full 2D6 M.D. level (comes standard with ports for two E-Clips providing 40 total blasts). Unlimited payload if linked to a nuclear power supply.

Weapon Cost: Standard to the Joustier combat hovercycle, but would sell for 75,000 credits if it is ever made available as a modular weapon option.

2. NG-HI18 Heavy Ion Blaster Nose Gun (1): Mounted in a small ball turret in the nose, with 90 degree rotation.

Range: 1,200 feet (366 m).

Mega-Damage: 4D6 M.D.

Rate of Fire: Single shot only. Each shot counts as one melee attack.

Payload: 6 shots per E-Clip. Unlimited if linked to a nuclear power supply.

Weapon Cost: Standard to the Joustier combat hovercycle, but normally sells for 60,000 credits in a ball turret.

3. Wing Sponsons (1 per wing): Can hold four mini-missiles per wing; eight total.

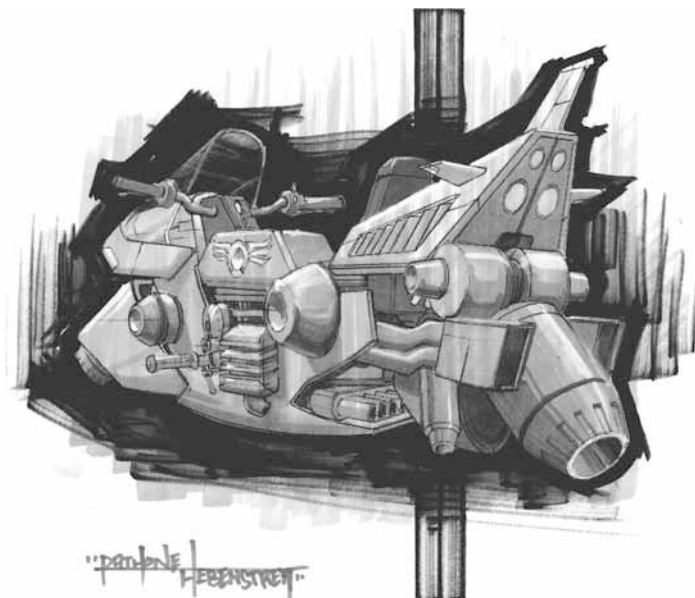
4. Additional Weapon Systems: Optional. Any. One additional weapon can be added on the front sides of the Joustier, each at an additional cost. However, this is not recommended as it diminishes the aerodynamics and reduces speed by 5% per each extra weapon. Additional weapons are *never* part of any special discount offers, and the full price applies even during sales.

NG-357 Magnum-Turbo

The Magnum-Turbo Hovercycle is a tricked out “hog” with heavy armor, VTOL, excellent speed and good handling for something this big and heavy. It is simply a beast – loud, showy and arrogant in its design. It is also extremely reliable, can take a beating and keep on going, requires very little maintenance, is capable of Vertical Take-Off and Landing (VTOL), can hover in mid-air and handle big drops. Its size, M.D.C. and dynamic design have made it attractive to Combat Cyborgs, Crazies, Juicers, Headhunters, Robot Pilots, Merc Soldiers and anybody looking for a hovercycle that says “power and toughness.”

Vehicle Type: Hovercycle.

Crew: One rider; one passenger can sit behind the driver, but will not be comfortable on long trips.



M.D.C. by Location:

- * Jet Thruster – 60
- * Rear Hover Jets (4; small) – 12 each
- * Front Hover Jet – 45
- * Forward Headlights (2) – 5 each
- * Fins (3; rear) – 10 each
- Windshield – 18
- * Optional Weapons – 2D6+20 M.D.C. each.
- ** Main Body – 175

Note: No additional M.D.C. can be added.

* A single asterisk indicates a small and/or difficult target to hit and requires the attacker to make a “Called Shot,” and even then the attacker is -3 to strike. The rider(s), hunched down, low to the body of the hovercycle, is equally difficult to hit.

** Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless.

Special Bonuses: Its unique feature is a rear thruster jet that can be angled to perform better jumps, wheelies (drive forward with the nose pointing up at a 45 degree angle), sudden bursts of speed that City Rats call “rocket launch,” and VTOL up to 200 feet (61 m) in the air. It can also do a “tornado donut spin” by positioning the thruster straight down while keeping the brakes on. This enables the pilot to spin the vehicle 360 degrees while stationary to change direction or turn around in two seconds at any speed! +1 on initiative, +1 to dodge, and reduce penalties for sudden stops, jumps, leapfrogging, and dead drops by half.

Penalties: -10% on piloting skill under the best of conditions due to its weight, size and power. An additional -15% penalty when taking evasive action or performing tricks and elaborate stunts.

Reduce the speed of the Magnum-Turbo by 5% for EACH weapon added to it. As many as two in the front (one on the nose above the front hover jet, one on top of the nose below the windshield), plus one in the back and one on each side.

The hovercycle is not designed to be a flyer and suffers a -10% piloting penalty for every 30 feet (9.1 m) above the ground; the higher it goes the wobblier it gets.

Maximum Speed: 205 mph (328 km).

Maximum Altitude: 100 feet (30.5 m) and can handle drops from as high as 400 feet (122 m).

Maximum Range: 500 miles (800 km) with a fuel engine or electric battery. Unlimited with nuclear.

Engine: Typically a combustion or electric engine; Solid Oxide and nuclear are also available.

Height: 4 feet (1.2 m).

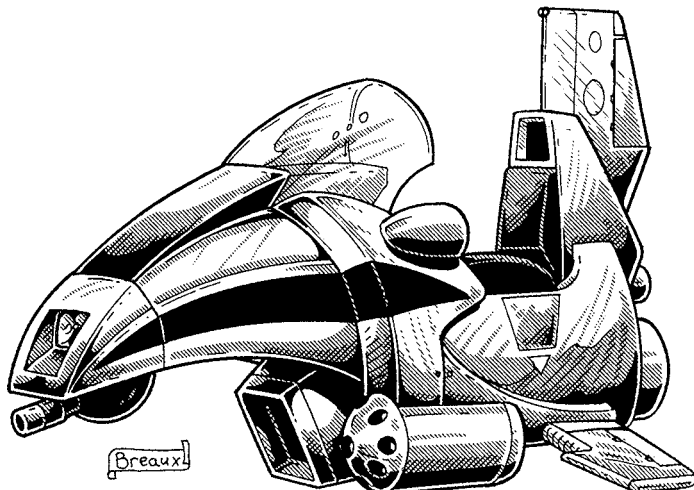
Length: 9 feet (2.7 m).

Width: 3.5 feet (1.07 m).

Weight: 1,300 lbs (585 kg).

Weapon Systems: Optional. Any. As many as one in the nose, one in the back and one on each side can be added to the Magnum Turbo. However, it diminishes the aerodynamics and reduces speed by 5% per each extra weapon. Additional weapons are *never* part of any special discount offers, and the full price applies even during sales.

Cost: Gasoline Engine: 166,000 credits. Electric: 245,000. Solid Oxide: 798,000. Nuclear with a 10 year life: 1.3 million credits. Weapons cost extra. **Note:** This vehicle is never purchased or used by the CS.



NG-230 Prowler Hovercycle

The Prowler is another old, reliable, Northern Gun favorite, especially among adventurers and explorers. It is a bit slower than some other models but handles extremely well, can stop on a dime and is designed to fly silently. Its small size makes it easy to conceal. The “whisper” feature makes the vehicle completely silent except for a barely perceptible hissing when traveling at speeds below 36 miles per hour (57.6 km). This enables those with the Prowl skill to effectively move the hovercycle silently, the same as their Prowl skill! Of course, no amount of muffling or prowling ability will hide the pilot when out in the open – ideal for urban and woodland settings.

NG-230 Prowler

Vehicle Type: Combat Hovercycle.

Crew: One rider; no space for a passenger.

M.D.C. by Location:

- * Large Hover Jet (1; rear) – 38
- * Small Hover Jet (1; rear) – 15
- Side Hover Jets (2) – 30 each
- * Undercarriage Directional Jets (4) – 5 each
- * Side Stabilizing Wings (2) – 18 each
- * Tail Fin (1; large) – 28
- * Forward Headlights (1) – 4
- * Forward Laser Turret (1) – 6
- Windshield (1) – 18
- ** Main Body – 80 (104 with deluxe armor)

* A single asterisk indicates small and/or difficult targets to hit and requires the attacker to make a “Called Shot,” and even then

the attacker is -4 to strike. The rider, hunched down, low to the body of the hovercycle, is equally difficult to hit.

** Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless.

Special Bonuses: +5% to piloting skill. Prowl ability: The driver can apply his own Prowl skill (if he has one) to the driving of the NG-230 Prowler whenever he's trying to be quiet and drive unnoticed close to the ground, along ground cover, in shadow, etc., and at a slow rate of speed. If the pilot doesn't have a Prowl skill, the base ability of the vehicle is 20%.

In all cases, to Prowl, the speed of the vehicle cannot exceed 35 mph (56 km). Note that the side mounted booster jets and stabilizers with the whisper feature are often mistaken for mini-missile launchers. Two shot mini-missile launchers are sometimes mounted on the front sides or sides of the seat near the tail. Comes standard with a nose laser turret that can rotate 180 degrees side to side and has a 40 degree up and down arc of fire.

Penalties: Multi-shot missile pods or more than three weapon systems reduces speed by 5% per each, reduces the Prowl ability -20% and negates the +5% piloting bonus. The hovercycle is not designed to be a flyer and suffers a -10% piloting penalty for every 30 feet (9.1 m) above the ground; the higher it goes the wobblier it gets.

Maximum Speed: 190 mph (304 km).

Maximum Altitude: 700 feet (213 m) and handle drops of up to 900 feet (274 m).

Maximum Range: 900 miles (1,440 km).

Engine: Typically a combustion or electric engine; nuclear is available.

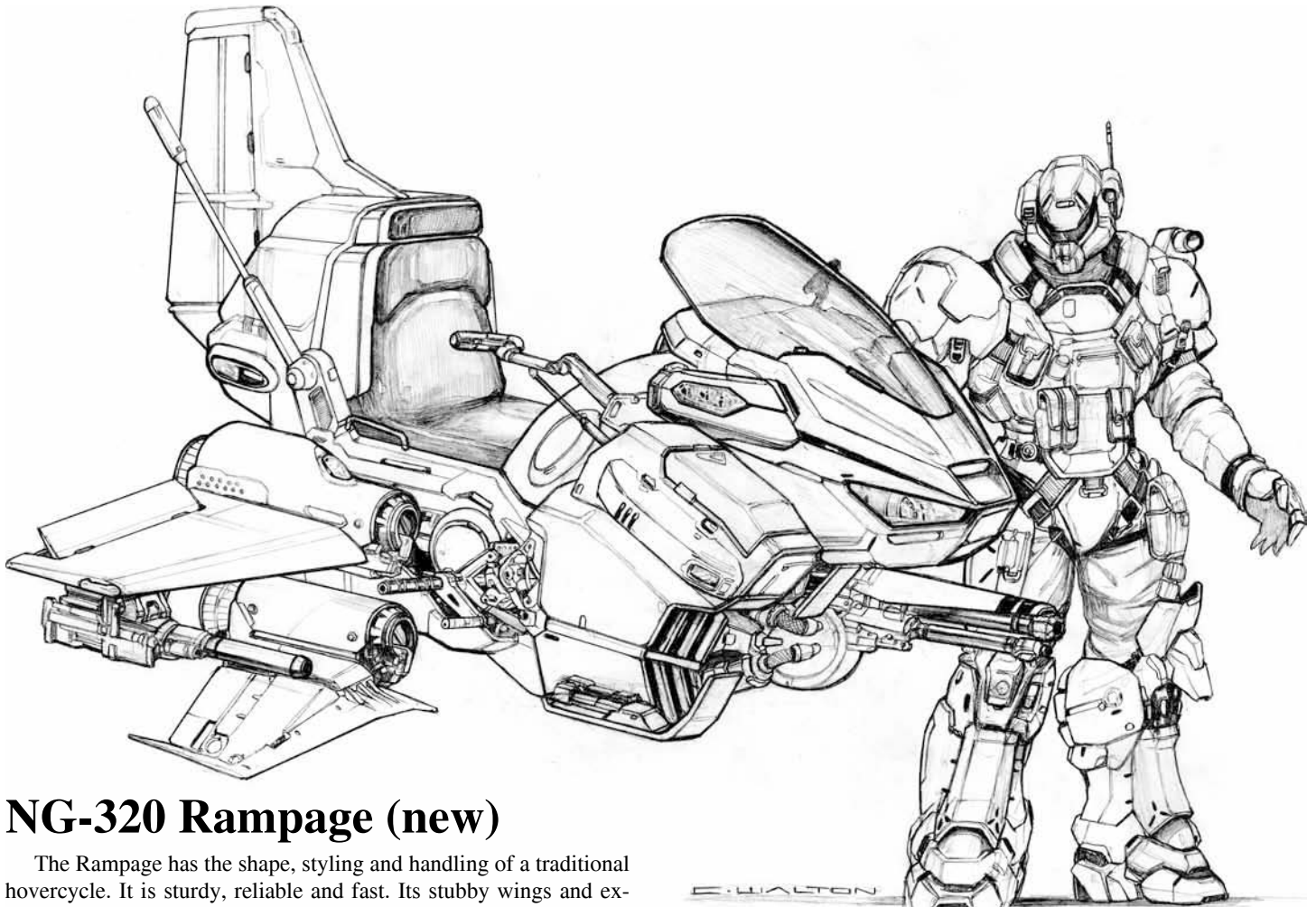
Height: 3.7 feet (1.13 m).

Length: 7 feet, 3 inches (2.2 m).

Weight: 700 lbs (315 kg).

Additional Weapon Systems: Optional. Any. One additional weapon can be added to each side at an additional cost. However, this diminishes the aerodynamics and reduces speed by 5% per each extra weapon. Additional weapons are *never* part of any special discount offers, and the full price applies even during sales. One nose gun on a simple turret is standard (customer's choice) as part of the hovercycle's cost.

Cost: 142,000 credits gasoline engine, 198,000 credits electric, 780,000 for Solid Oxide and 995,000 for nuclear with a 10 year life. Add 30% to M.D.C. of the main body for the deluxe, armored model, but also add 30% to the cost and reduce speed by 10%. **Note:** This vehicle is only occasionally purchased and used by the CS military.



NG-320 Rampage (new)

The Rampage has the shape, styling and handling of a traditional hovercycle. It is sturdy, reliable and fast. Its stubby wings and extra thrusters provide better control for high-speed races and stunt driving, and its heavy armor makes it ideal for adventuring and exploration. As a result, it has become an instant hit amongst explorers, mercenaries, bandits, raiders, pirates, Headhunters, Juicers, and men-at-arms of all kinds. The wings and combat capabilities make it unappealing to City Rats and urban criminals, but it would make an excellent interceptor for police forces and lawmen.

Design team leaders **Andy "Fly Boy" McElvary**, **Michael Barakofsky** and **Daniel Garza** are the madmen behind this fast, deadly combat hovercycle and gave it enough M.D.C. armor, speed and fire-power to make it a true combat hovercycle. Even with these features, the Rampage remains maneuverable, can stop on a dime, make dead drops from 1,500 feet (457 m), and can take a beating in the field. As

with all weapons on these new, “winged” combat hovercycles, the Rampage’s dual nose gun and two wing guns come *standard* with every bike. Getting a Rampage without weapons is a custom order and saves the buyer 100,000 credits, but he’ll have to wait 2D6+10 days to get it.

NG-320 Rampage

Vehicle Type: Winged Combat Hovercycle.

Crew: One rider; no space for a passenger.

M.D.C. by Location:

- * Rear Hover Jet (1, tail, large) – 75
- * Concealed Directional Jets (10) – 6 each
- * Undercarriage Hover Jets (6) – 15 each
- * Wings (4, toward the back) – 45 each
- ** Wing Thrusters (4, toward the back) – 40 each
- ** Wing Guns (2, one on each side) – 30 each
- Tail Fin (1) – 32
- * Dual Nose Gun (1, shielded) – 45
- * Forward Headlights (2) – 6 each
- * Running Lights (8; small) – 3 each
- Windshield (1) – 20
- *** Main Body – 155

* A single asterisk indicates small and/or difficult targets to hit and requires the attacker to make a “Called Shot,” and even then the attacker is -5 to strike. The rider, hunched down, low to the body of the hovercycle, is equally difficult to hit.

** Requires a “Called Shot” to hit (-5 to strike). Depleting the M.D.C. of a wing thruster shuts it down and leaves it damaged beyond repair; it must be completely replaced. There are four wing thrusters. Each time one is lost, reduce *maximum speed* and *maximum possible altitude by 15%*, and inflict a -3% *piloting skill penalty*. The loss of wing thrusters also reduces the *dead drop by 15%* for each thruster lost. Losing two thrusters on one side doubles the piloting penalty. **Note:** Even if all four wing thrusters are destroyed, the Rampage can still hover, just at a vastly reduced speed (72 mph/115 km) and height (maximum elevation above the ground is 48 feet/14.6 m).

Losing one wing, but not a thruster, reduces speed by 10% and inflicts a -12% piloting penalty. Losing both wings reduces speed by 30% and inflicts a -24% piloting penalty.

Losing one wing thruster, as long as the wing remains intact, reduces speed by 10% and imposes a -5% piloting penalty.

*** Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless. **Note:** No additional M.D.C. can be added.

Special Bonuses: Low profile and better control makes it a bit more difficult to hit: +1 to dodge at speeds below 100 mph (160 km), +2 to dodge at greater speeds. It also has considerable M.D.C. compared to most hovercycles.

Penalties: -5% on piloting skill roll when making sudden stops, trick moves and elaborate stunts or evasive action. The hovercycle is not designed to be a flyer and suffers a -5% piloting penalty for every 30 feet (9.1 m) above the ground; the higher it goes the wobblier it gets.

With the addition of *wings*, width becomes a factor not normally a concern for hovercycles which are, by tradition, narrow one-man vehicles along the lines of motorcycles. This limits where the Rampage can go. At ten and a half feet wide (3.2 m), narrow alleys are impassable and the hovercycle is not well suited to forests for the same reason. In even modest forests the vehicle must travel above the tree line to avoid smashing into trees and getting tangled in vines and branches. On the other hand, it is fantastic on the prairie, in deserts

and the wide open spaces of the New West, Southwest and Northern Mexico.

Weapon Penalties: No penalties for the built-in weapon systems, the usual apply for add-on weapons.

Maximum Speed: 180 mph (288 km).

Maximum Altitude: 90 feet (27.4 m), but typically hovers at 3-12 feet (0.9 to 3.7 m) above the ground; can handle drops of up to 1,500 feet (457 m).

Maximum Range: 1,000 miles (1,600 km).

Engine: Typically a combustion or electric engine; nuclear is available.

Height: 5.9 feet (1.8 m).

Length: 8.5 feet (2.6 m).

Width: 10.6 feet (3.23 m); see width considerations and penalties above.

Weight: 1,126 lbs (507 kg).

Cost: 379,000 credits gasoline engine or 455,000 credits for electric, 845,000 for Solid Oxide, or 1.4 million for nuclear with a 10 year life. **Note:** This vehicle has not ever been purchased and used by the CS military. Hugely popular amongst men-at-arms and customers living in wide open spaces.

Weapon Systems:

1. Over and Under Nose Gun (1): This fire-linked, dual weapon system typically combines a plasma ejector (top barrel) and a laser (smaller second barrel underneath). It is forward facing but has a 45 degree up and down arc of fire.

Primary Purpose: Assault and Anti-Vehicle.

Secondary Purpose: Defense.

Range: Plasma: 1,600 feet (488 m). Laser: 2,000 feet (610 m).

Mega-Damage: Plasma (over): 4D6 M.D. Laser (under): 2D6 M.D.; 6D6 M.D. combined.

Rate of Fire: Each single or simultaneous dual shot counts as one melee attack.

Payload: Plasma: 12 (has two E-Clips). Laser: 40 shots (has two E-Clips). Both are unlimited if linked to a nuclear power supply.

Weapon Cost: 135,000 credits including turret and all features.

2. Wing Guns (1): Mounted under each wing is a basic turret containing an energy weapon. Comes standard issue with the **NG-HL40 Short-Range Light Laser** because of its superior payload per E-Clip, but can be replaced by ANY of the modular energy weapons for hovercycles. Fire-linked, the driver can shoot one or both simultaneously at the same target.

Primary Purpose: Assault and Anti-Vehicle.

Secondary Purpose: Defense.

Range: 1,200 feet (366 m).

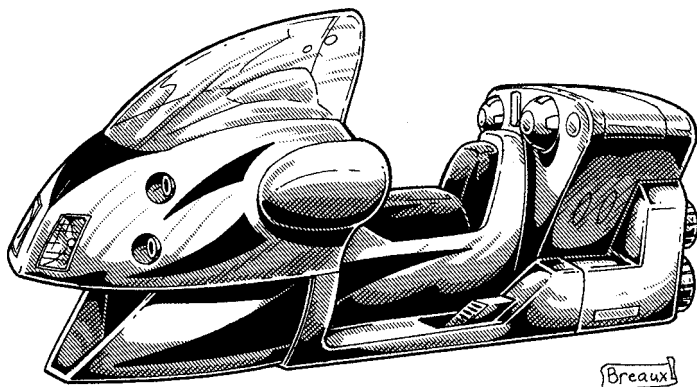
Mega-Damage: 1D6 M.D. per single shot or 2D6 M.D. per double blast when both wing guns shoot at the same time at the same target.

Rate of Fire: Single shot only. Each shot counts as one melee attack.

Payload: 160 single blasts (80 shots per laser as each has two E-Clips). Unlimited if linked to a nuclear power supply.

3. Additional Weapon Systems: Optional: Any. One additional weapon can be added to each side in the front, each at an additional cost. However, this is not recommended as it diminishes the aerodynamics and reduces speed by 5% per each extra weapon. Additional weapons are *never* part of any special discount offers, and the full price applies even during sales.

4. Long-Range Communications System: Can link to helmet radio and boosts any short-range system to 50 miles (80 km). That’s what the antenna on the right side is for.



NG-220 Rocket Hovercycle

The Rocket is a hovercycle with six small rocket engines in the rear section. It is designed more for speed than for mobility and is best for straightaways, racing, prairies, deserts and flatlands. A pair of short-range ion blasters are disguised as ports for directional jets – two are real air intake ports, two are guns (one on each side). Additional weapons may be added. This older style bike is being overshadowed by the newer and the old, reliable Prowler. Consequently, the current price is about 40% of what the hovercycle used to cost and it may be phased out of production in the next 4-6 years. The new low price and exceptional speed (versus handling) have made the NG Rocket a favorite among the Pecos Bandits, racers and Robodome gladiators.

Vehicle Type: Rocket Propelled Combat Hovercycle.

Crew: One rider, and one passenger can sit behind the driver, but will not be comfortable on long trips.

M.D.C. by Location:

- * Rear Hover Rocket Jets (6) – 25 each
- * Front Directional Jets (2) – 5 each
- * Undercarriage Directional Jets (6) – 5 each
- * Forward Headlights (2) – 5 each
- * Forward Ion Blasters (2; disguised as mini-jets) – 6 each
- Windshield (1) – 18
- ** Main Body – 84 (109 with deluxe armor)

* A single asterisk indicates small and/or difficult targets to hit and requires the attacker to make a “Called Shot,” and even then the attacker is -3 to strike. The rider(s), hunched down, low to the body of the hovercycle, is equally difficult to hit.

** Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless.

Penalties: The NG-220 handles so poorly that the driver suffers a penalty of -15% to his piloting skill and -30% when making sudden stops, sharp turns or stunts. Reduce the piloting skill by another 10% when flying at 300 mph (480 km) or faster. The rocket bike does not handle flying high above the ground well and suffers a -10% piloting penalty for every 250 feet (76 m) above the ground; the higher it goes the wobblier it gets.

Maximum Speed: 340 mph (544 km).

Maximum Altitude: 1,000 feet (305 m) and can handle drops up to 1,000 feet (305 m).

Maximum Range: 600 miles (960 km) with gas or electric, indefinite with nuclear engine.

Engine: Typically a combustion or electric engine; nuclear is available.

Height: 3.6 feet (1.1 m).

Length: 12 feet (3.7 m).

Weight: 850 lbs (382.5 kg).

Cost: 100,000 credits gasoline engine or 127,000 credits for electric, 670,000 credits for Solid Oxide or 995,000 credits for nuclear with a 10 year life. Add 30% to the M.D.C. of the main body for the deluxe, armored model, but also add 30% to the cost and reduce speed by 10%. **Note:** This vehicle is never purchased or used by the CS.

Weapon Systems:

1. NG-HL12 Short-Range Ion Blasters: The short-range ion blasters come standard. They are disguised as a pair of small air intake ports, and can pass for streetlegal in most towns and cities.

Range: 600 feet (183 m).

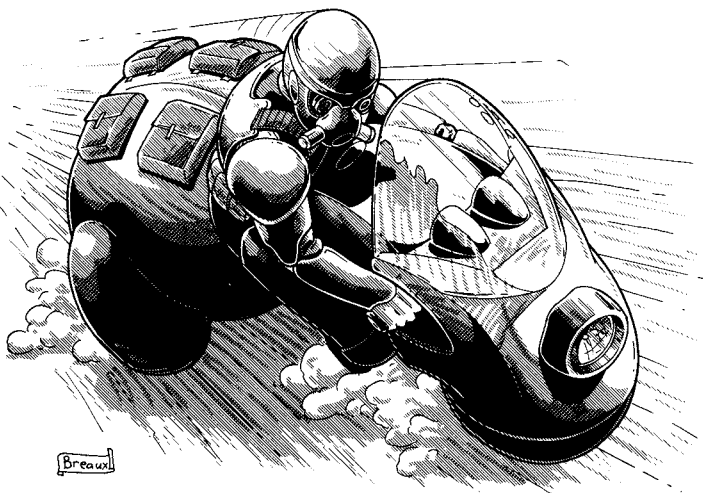
Mega-Damage: 3D6 M.D.

Rate of Fire: Single shot only. Each shot counts as one melee attack.

Payload: 12 shots per E-Clip.

Weapon Cost: 24,000 credits.

2. Additional Weapon Systems: Optional. Any. One additional weapon can be added in the nose and to each side in the back and on top in the back, each at an additional cost. However, each diminishes the aerodynamics and reduces speed by 5% per each extra weapon. Additional weapons are *never* part of any special discount offers, and the full price applies even during sales.



NG-300 Speedster Hovercycle

The Speedster, produced by Northern Gun, is one of the fastest, most maneuverable and affordable hovercycles on the market. It is fairly quiet, extremely reliable (can take a beating and keep on going), requires very little maintenance, and is capable of Vertical Take-Offs and Landings (VTOL), hovers in mid-air, and handles like a dream. Northern Gun's masterful sales campaign, the vehicle's unique styling, excellent handling and frequent special promotions (typically 2-4 times a year) offering the vehicle at a 10-20% discount (for a limited time only!) and/or with an easy payment plan, have made it common throughout the North American continent, outselling the nearest competitor 4 to 1.

Vehicle Type: Hovercycle.

Crew: One rider, and one passenger can sit behind the driver, but will not be comfortable on long trips.

M.D.C. by Location:

- * Rear Hover Jets (2) – 35 each
- * Front Hover Jet (1) – 40
- * Forward Headlight (1) – 5
- Windshield (1) – 15
- ** Main Body – 75 (97 with deluxe armor)

* A single asterisk indicates small and/or difficult targets to hit and requires the attacker to make a “Called Shot,” and even then

the attacker is -3 to strike. The rider(s), hunched down, low to the body of the hovercycle, is equally difficult to hit.

** Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless.

Special Bonuses: The NG-300 handles so well that it gives the driver a +10% bonus to his piloting skill, +1 on initiative (to take evasive action) and +1 to dodge.

Penalties: -5% on piloting skill roll when making sudden stops, trick moves and elaborate stunts or evasive action. The hovercycle is not designed to be a flyer and suffers a -5% piloting penalty for every 30 feet (9.1 m) above the ground; the higher it goes the wobblier it gets.

Maximum Speed: 220 mph (352 km).

Maximum Altitude: 120 feet (36.6 m) and can handle drops of up to 600 feet (183 m).

Maximum Range: 800 miles (1,280 km).

Engine: Typically a combustion or electric engine; nuclear is available.

Height: 4 feet (1.2 m).

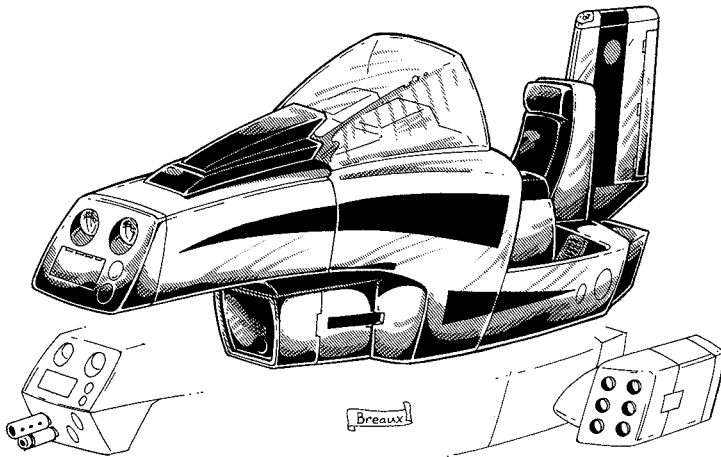
Width: 3.9 feet (1.19 m).

Length: 9 feet (2.7 m).

Weight: 700 lbs (315 kg).

Weapon Systems (optional): Any. One additional weapon can be added to each side in the front and on the back of the Speedster, each at an additional cost. However, this diminishes the aerodynamics and reduces the speed by 5% per each extra weapon. Additional weapons are *never* part of any special discount offers, and the full price applies even during sales.

Cost: 80,000 credits gasoline engine or 98,000 credits for electric, 600,000 credits for Solid Oxide, or 950,000 credits for nuclear with a 10 year life. Weapons cost extra. Add 30% to the M.D.C. of the main body for the deluxe, armored model (97 M.D.C.), but also add 30% to the cost; speed is unchanged.



NG-400 Stinger Hovercycle

The NG-400 is a sleek, low profile hovercycle with good handling and speed. The illustration shows the two most popular weapon combinations, a double-barreled laser (or machine-gun and laser combo) and a pair of multi-shot mini-missile pods. Two additional small weapons, like a pair of dual mini-missiles or a pair of side mounted lasers, could be mounted on the sides of the forward section, but would reduce speed by 10%.

Vehicle Type: Combat Hovercycle.

Crew: One rider; no space for a passenger.

M.D.C. by Location:

* Rear Hover Jets (2) – 25 each

* Concealed Directional Jets (6) – 5 each

* Undercarriage Directional Jets (4) – 5 each

* Forward Headlights (2) – 5 each

Tail Fin (1) – 28

Windshield (1) – 18

** Main Body – 90 (117 with extra M.D.C. armor)

* A single asterisk indicates small and/or difficult targets to hit and requires the attacker to make a “Called Shot,” and even then the attacker is -5 to strike. The rider, hunched down, low to the body of the hovercycle, is equally difficult to hit.

** Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless.

Special Bonuses: Low profile makes it a bit more difficult to hit: +1 to dodge.

Penalties: -5% on piloting skill roll when making sudden stops, trick moves and elaborate stunts or evasive action. Apply a -5% piloting skill penalty and reduction of speed for every weapon mounted to the hovercycle; -10% for multi-shot missile pods and another -10% for any weapon systems beyond three. The hovercycle is not designed to be a flyer and suffers a -5% piloting penalty for every 30 feet (9.1 m) above the ground; the higher it goes the wobblier it gets.

Maximum Speed: 250 mph (400 km).

Maximum Altitude: 200 feet (61 m) and can handle drops of up to 600 feet (183 m).

Maximum Range: 800 miles (1,280 km).

Engine: Typically a combustion or electric engine; nuclear is available.

Height: 3 feet (0.9 m).

Length: 12 feet (3.7 m).

Width: 2.5 feet (0.76 m).

Weight: 850 lbs (382.5 kg).

Additional Weapon Systems: Optional. Any. One additional weapon can be added in the nose, on the back and to each side, each at an additional cost. However, this diminishes the aerodynamics and reduces speed by 5% per each extra weapon. Additional weapons are *never* part of any special discount offers, and the full price applies even during sales. **Cost:** 145,000 credits gasoline engine or 190,000 credits for electric, 650,000 credits for Solid Oxide or 965,000 credits for nuclear with a 10 year life. Add 30% to the M.D.C. of the main body for the deluxe, armored model, but also add 30% to the cost. **Note:** This vehicle is never purchased or used by the CS.

NG-150

Streetworker Hovercycle

The Streetworker is a fast, lightweight and comparatively inexpensive, one-person hovercycle designed specifically for use in the city. That means it is capable of making sudden stops, quick turns and zipping down narrow back alleys, through sewer tunnels and around the ruins of dilapidated buildings. It has become the instant favorite of City Rats, Operators, ‘Burb based Cyber-Snatchers, Quick Flex Aliens, messengers, drug runners, crooks and teenagers of every stripe.

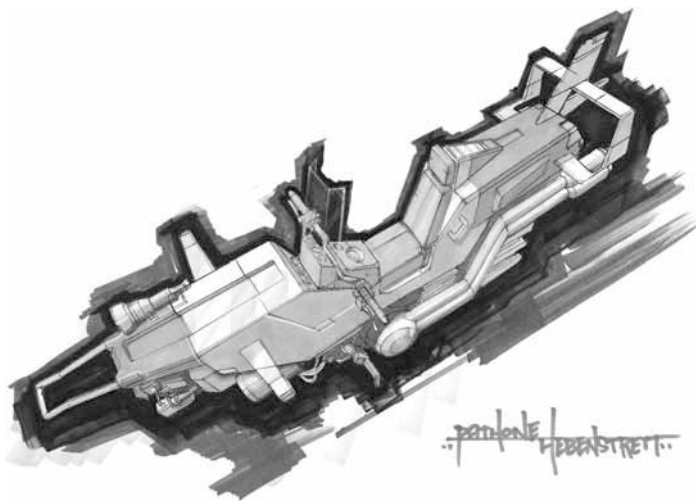
Hovercycles, in general, remain one of the most popular and least expensive modes of transportation on Rifts Earth. They are fancied by people in all walks of life, from adventurers, soldiers and cyborgs to vagabonds, D-Bees and ordinary people at cities, border towns and the wilderness.

Vehicle Type: Hovercycle.

Crew: One rider, no passenger.

M.D.C. by Location:

* Rear Hover Jet – 30



- * Forward Directional Jets (4) – 12 each
- * Undercarriage Directional Jets (4) – 4 each
- * Forward Headlights (2; front, one top, one bottom) – 2 each
- * Forward Light Laser (optional) – 20
- * Reinforced Windshield – 10
- ** Main Body – 60 (90 M.D.C. for the deluxe version)

* A single asterisk indicates small and/or difficult targets to hit and requires the attacker to make a “Called Shot,” and even then the attacker is -5 to strike. The rider, hunched down, low to the body of the hovercycle, is equally difficult to hit.

** Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless.

Special Bonuses: The NG-150 handles so well that the driver gets a +10% bonus to the piloting skill, +1 on initiative (to take evasive action), +2 to dodge and penalties for evasive maneuvers and trick riding are half. **Note:** Add 30% to the M.D.C. of the main body for the deluxe, armored model, but also add 30% to the cost and reduce speed by 10%.

Penalties: -5% on piloting skill rolls when making sudden stops, trick moves and elaborate stunts or evasive action. Apply a -5% piloting skill penalty and reduction of speed for every weapon mounted to the hovercycle; -10% for multi-shot missile pods and another -10% for any weapon systems beyond three.

Maximum Speed: 150 mph (240 km).

Maximum Altitude: 20 feet (6.1 m) and can handle drops from as high up as 220 feet (67 m).

Maximum Range: 600 miles (960 km).

Engine: Combustion or electric engine.

Height: 2.8 feet (0.85 m).

Width: 2.6 feet (0.79 m).

Length: 6 feet, 9 inches (2 m), but a foot (0.3 m) of that is the nose bar.

Weight: 110 lbs (49.5 kg); double the weight with deluxe armor.

Weapon Systems (optional): Any. One additional weapon can be added in the nose and to each side, at an additional cost. This diminishes the aerodynamics and reduces speed by 5% per each extra weapon. Additional weapons are *never* part of any special discount offers, and the full price applies even during sales.

Cost: 61,000 credits for gasoline combustion engine or 91,000 credits for electric. 153,000 credits for solar-powered with electric backup batteries. Solid Oxide and nuclear power supplies are not available to the Streeterunner. **Note:** This vehicle is never purchased or used by the CS.

NG-480 Turbo Hovercycle

The 480 Turbo sacrifices speed for handling and maneuverability nearly the equal of the NG-300 Speedster. Although it does not offer the Prowl ability, the Turbo runs quietly, and performs Vertical Take-Offs and Landings (VTOL), hovers in mid-air, and handles like a dream. It comes standard with a double-barrel ball laser turret that can turn side to side 180 degrees and up and down in a 45 degree arc of fire. Like the MI-3000 Firefly, the Turbo features a pair of ball-action hoverjets in the rear. The two ball-action hoverjets provide excellent handling and mobility, while the two jets above it can be kicked in at any time to provide maximum speed. If there is a design flaw, it's that the Turbo tends to be nose heavy, making stunts and jumps a bit tricky (add an additional -5% penalty on top of the usual).

NG-480 Turbo

Vehicle Type: Hovercycle.

Crew: One rider, and one passenger can sit behind the driver, but it makes for a cramped ride and is not comfortable even on short trips and imposes a -5% piloting skill penalty.

M.D.C. by Location:

- * Rear Hover Ball Jet Housings (2) – 40 each
- * Rear Jet Boosters (2) – 35 each
- * Undercarriage Directional Jets (8) – 4 each
- * Forward Headlight (1) – 5
- * Forward Laser Turret (1) – 32
- Reinforced Windshield (1) – 20
- ** Main Body – 92 (110 with deluxe armor)

* A single asterisk indicates small and/or difficult targets to hit and requires the attacker to make a “Called Shot,” and even then the attacker is -4 to strike. The rider, hunched down, low to the body of the hovercycle, is equally difficult to hit.

** Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless.

Special Bonuses & Penalties: The Turbo handles well and the driver gets a +1 to dodge at speeds under 100 mph (160 km) and +2 to dodge at greater speeds. It also gets a +5% bonus to the piloting skill for basic driving and maneuvers, but -10% when executing jumps and special stunts.

Maximum Speed: 220 mph (352 km).

Maximum Altitude: 400 feet (122 m) and can handle drops of up to 400 feet (122 m).

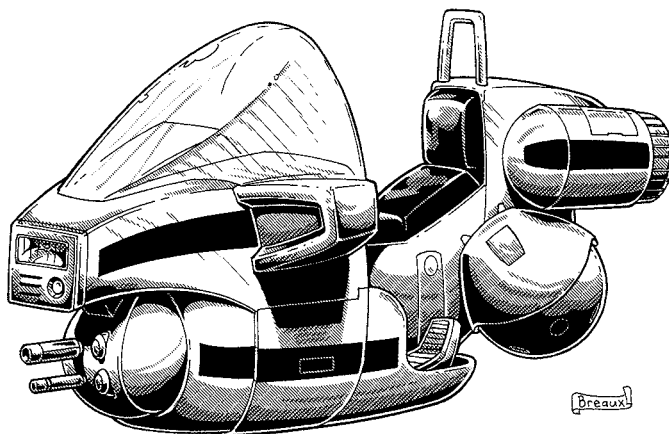
Maximum Range: 800 miles (1,280 km).

Engine: Combustion or electric engine.

Height: 3.6 feet (1.1 m).

Width: 3.5 feet (1.07 m).

Length: 11 feet (3.4 m).



Weight: 1,000 lbs (450 kg).

Cost: 199,000 credits for gasoline combustion engine or 230,000 for electric, or 850,000 credits for nuclear with a 10 year life. Add 30% to the M.D.C. of the main body for the deluxe, armored model, but also add 30% to the cost and reduce speed by 10%. **Note:** This vehicle is frequently purchased and used by the CS military, with a few hundred thousand in service.

Weapon Systems:

- 1. Double-Barrel HL20 Long-Range Medium Laser in a Ball Turret:** Automatically comes equipped with the nose-gun and fire-link capabilities. The turret has two small spotlights that can be turned on as desired to better see what you are shooting at.

Primary Purpose: Assault, Anti-Personnel.

Secondary Purpose: Defense.

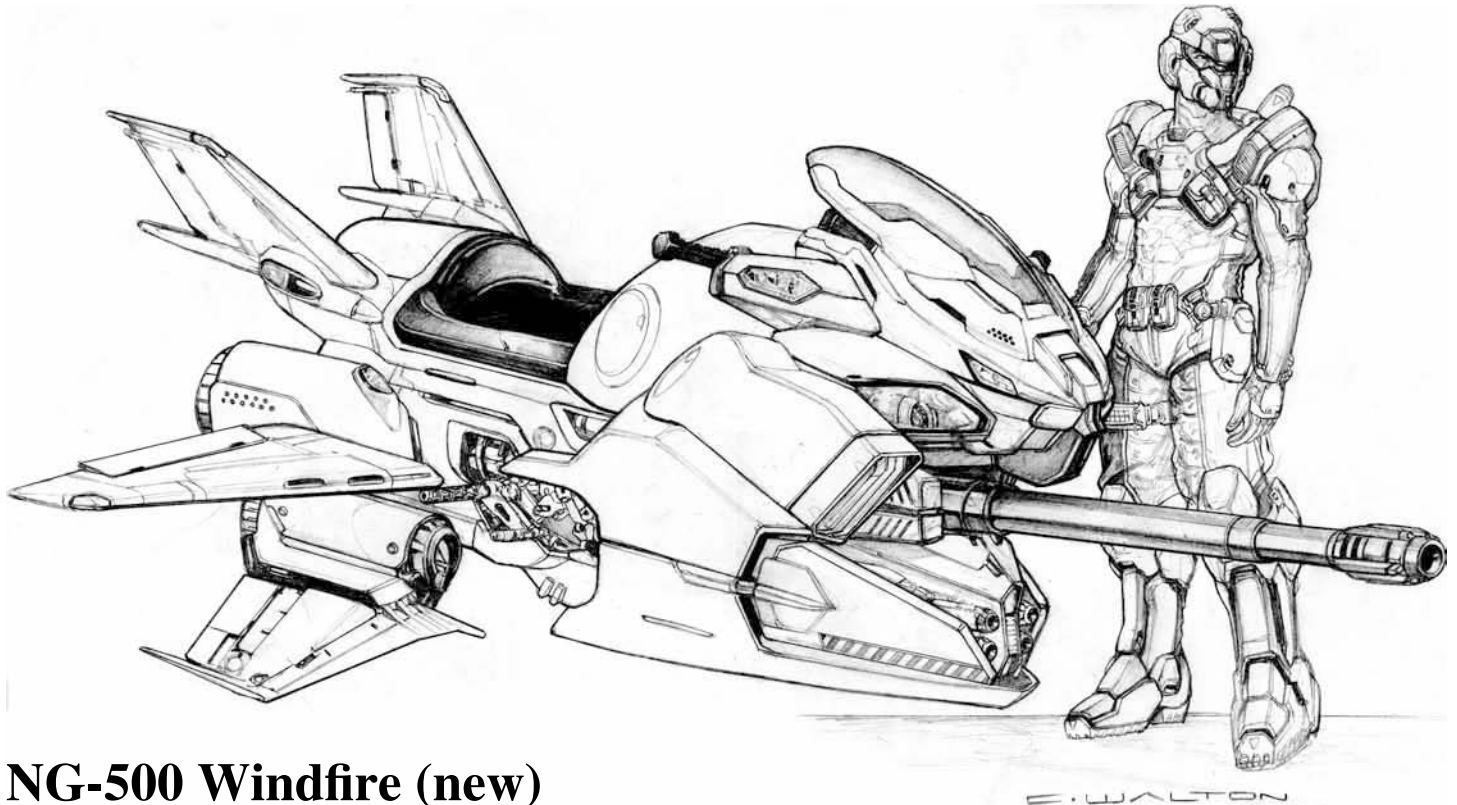
Range: 2,000 feet (610 m).

Mega-Damage: 2D6 M.D. per single blast or 4D6 per simultaneous dual blast.

Rate of Fire: Each single or double blast counts as one melee attack.

Payload: 40 dual blasts (each is powered by two E-Clips).

- 2. Additional Weapon Systems: Optional.** Any. One additional weapon can be added to each side for an additional cost. However, this diminishes the aerodynamics and reduces speed by 5% per each extra weapon. Additional weapons are *never* part of any special discount offers, and the full price applies even during sales.



NG-500 Windfire (new)

Heavy Combat Hovercycle

The Windfire is something of an experiment as it only comes with a nuclear power supply and heavy weapons. The idea of the design team headed by **Andy McElvay**, **Peter Michalaenka** and **Thomas Andary** was to create an expensive, high end, heavy combat hovercycle with real firepower. That firepower comes by way of low profile Quad Lasers and a big gun plasma cannon nestled between four mini-missile launchers all in the nose. No additional weapons are possible or needed. This makes the Windfire quite nose heavy and slower than most hovercycles, but it retains good speed and has considerable punch. Its stubby wings provide better control for high-speed races and stunt driving, and its heavy armor makes it ideal for combat and exploration into extremely hostile territories. The high cost has kept enthusiasm cool, but there is increasing buzz about its combat capabilities. In fact, the Coalition States has expressed concern over this newest “innovation” and has suggested it remain an isolated item kept in low production. Ideal for mercenaries, bandits, raiders, pirates, Headhunters, Combat Cyborgs, Gunfighters, lawmen, and other men-at-arms. Its high cost and heavy weapons has it banned from the CS and most civilized communities. The Windfire is most definitely NOT street legal.

NG-500 Windfire

Vehicle Type: Winged Heavy Combat Hovercycle.

Crew: One rider with room for one passenger under cramped conditions (-5% to piloting skill).

M.D.C. by Location:

- * Rear Thrusters (2) – 45 each
- * Concealed Directional Jets (10) – 5 each
- * Undercarriage Hover Jets (4) – 25 each
- * Wings (4, toward the back) – 45 each
- ** Wing Thrusters (2, lower wings) – 40 each
- Tail Fins (2) – 25 each
- * Ion Cannon Nose Gun (1, large) – 100
- * Capped Tube Mini-Missile Launchers (4, nose) – 15 each
- * Quad Laser Armored Housing (contains 4 lasers) – 90
- * Forward Headlights (2, large) – 6 each
- * Forward Secondary Headlights (2, small) – 3 each
- Windshield (1) – 20
- *** Main Body – 165

* A single asterisk indicates small and/or difficult targets to hit and requires the attacker to make a “Called Shot,” and even then

the attacker is -5 to strike. The rider(s), hunched down, low to the body of the hovercycle, is equally difficult to hit.

Destroy the armored housing for the lasers and you knock them all out of commission.

****** Requires a "Called Shot" to hit (-5 to strike). Depleting the M.D.C. of a wing thruster shuts it down and leaves it damaged beyond repair; it must be completely replaced. There are two, lower wing thrusters. Each time one is lost reduce *maximum speed* and *maximum possible altitude* by 15%, and inflicts a -3% piloting skill penalty. The loss of wing thrusters also reduces the dead drop by 15% for each thruster lost.

Losing one of the larger thrusters on the sides reduces speed by 30%, and losing both as well as the wing thrusters leaves the hovercycle moving at a crawl, relying entirely on the undercarriage hover system; -30% piloting skill penalty; trick and evasive maneuvers are NOT possible. **Note:** Even if all thrusters are destroyed, the Windfire can still hover, just at a vastly reduced speed (15 mph/24 km) and height (maximum elevation above the ground is 4 feet/1.2 m).

Each time a wing is lost, but not a thruster, reduce speed by 2% and inflict a -5% piloting penalty.

******* Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless. **Note:** No additional M.D.C. can be added. Most heavily armored in the front/nose.

Special Bonuses: Low profile and better control make it a bit more difficult to hit: +1 to dodge at speeds below 100 mph (160 km), +2 to dodge at greater speeds. It also has considerable M.D.C. compared to most hovercycles.

Penalties: -5% on piloting skill rolls when making sudden stops, trick moves and elaborate stunts or evasive action. The hovercycle is not designed to be a flyer and suffers a -5% piloting penalty for every 30 feet (9.1 m) above the ground; the higher it goes the wobblier it gets.

With the addition of *wings*, width becomes a factor not normally a concern for hovercycles which are, by tradition, narrow one-man vehicles along the lines of motorcycles. This limits where the Windfire can go. At 11 feet wide (3.3 m), narrow alleys are impassable and the hovercycle is not well suited to forests for the same reason. In even modest forests the vehicle must travel above the tree line to avoid smashing into trees and getting tangled in vines and branches. On the other hand, it performs beautifully in the prairie, in deserts and wide open spaces.

No additional weapons are possible other than those built-in.

Land Speed: 130 mph (256 km).

Maximum Altitude: 60 feet (18.3 m), but typically hovers at 3-12 feet (0.9 to 3.6 m) above the ground; can handle drops of up to 500 feet (152 m).

Maximum Range: Unlimited with nuclear power supply.

Engine: Only nuclear is available.

Height: 5.4 feet (1.65 m).

Width: 9.4 feet (2.87 m) wingspan.

Length: 14 feet (4.6 m) overall.

Weight: 1,456 lbs (655 kg).

Additional Weapon Systems: None other than those built into it.

Cost: 1.9 million credits; nuclear with a 10 year life and includes the exclusive weapons as part of the standard package. **Note:** This vehicle has never been purchased or used by the CS and it has been banned from the Coalition State. It is slowly growing in popularity amongst men-at-arms, especially RPA Pilots, Headhunters, Combat Cyborgs, and large or combat oriented D-Bees

Weapon Systems:

1. NG-550W Ion Nose Gun (1): It is forward facing and can only fire straight ahead. Comes standard.

Primary Purpose: Assault and Anti-Vehicle.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 6D6 M.D.

Rate of Fire: Each single blast counts as one melee attack. Cannot be fire-linked with the other weapon systems.

Payload: Effectively unlimited.

2. NG-540W Quad Laser Array: Four fire-linked, forward facing lasers are built into a special armored containment, shovel-style shield housing. The lasers can be fired one at a time in pairs, threes or all four at one time. The Lasers have a 30 degree upward arc of fire.

Primary Purpose: Assault, Anti-Personnel.

Secondary Purpose: Defense and Anti-Vehicle.

Range: 2,000 feet (610 m).

Mega-Damage: 2D6 M.D. per single blast, 4D6 M.D. per dual blast, 6D6 M.D. per triple blast and 1D4x10+4 M.D. per quadruple blast.

Rate of Fire: Each blast, be it one or four simultaneous blasts at the same target, counts as one melee attack.

Payload: Effectively unlimited.

3. NG-54W Mini-Missile Tube Launchers (4): Four mini-missiles can be fired from the nose. The cover flips open and missiles are launched.

Primary Purpose: Anti-Aircraft/Anti-Missile.

Secondary Purpose: Anti-Armor/Anti-Robot.

Range: One mile (1.6 km).

Mega-Damage: Varies with missile type. Any mini-missile can be used, but it comes standard with armor piercing (1D4x10 M.D.) or plasma (1D6x10 M.D.). Fragmentation (5D6 M.D.) may be used for anti-personnel operations.

Rate of Fire: One at a time or in volleys of 2 or 4.

Payload: Four mini-missiles total. Can be substituted with mini-torpedoes.

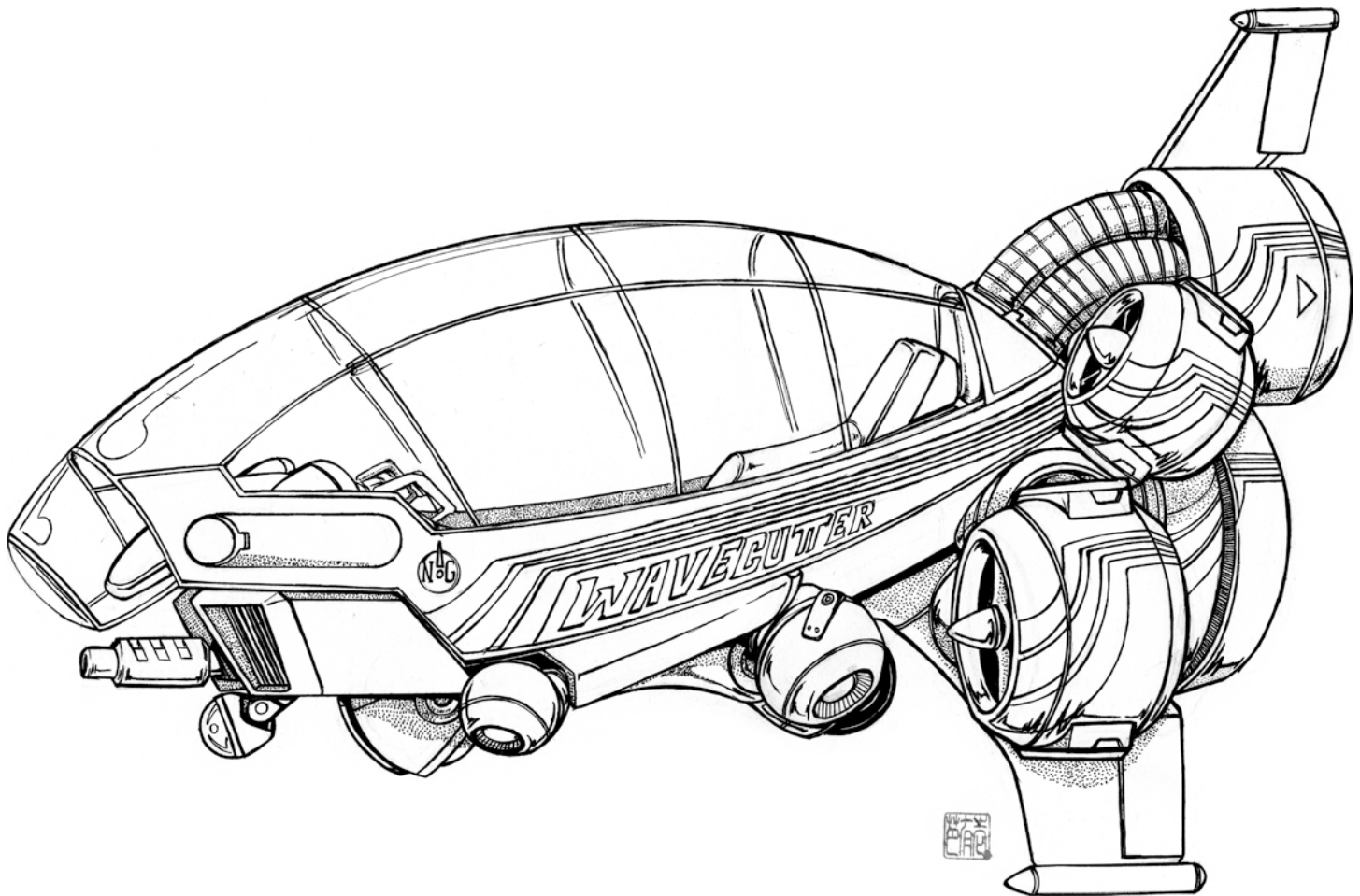
4. Additional Weapon Systems: None.

NG-SU600 Wave Cutter (new)

Submersible Hovercycle

The innovative Wave Cutter is a small, fast, single-pilot vehicle inspired by the NG Aquapod. It brings the Aquapod's submarine and hover-lift system together into one package, combining land and water surface capabilities with a fully submersible vehicle body.

As the Sky Cycle is to the air, the Wave Cutter is to the sea. Wave Cutter pilots can race down the beach and across land, as well as travel on the surface of water, like a boat, then cut out the hover system and *dive under* the surface of the waves. The vehicle's versatility as a land vehicle, boat and submersible makes the Wave Cutter another one of Northern Gun's hot, new amphibious vehicles. The lead members of the design team, **Frederick Meyer**, **Nathan Bingham** and **Benjamin Rodriguez**, have created another NG vehicle that navies, sailors, pirates, and privateers are clamoring for. Pirates, privateers and raiders are especially hungry for the submersible hovercycle as it enables them to ride above and below the waves. The ability to strike from underwater without warning means they can cripple and scuttle ships by destroying the propeller prop or rudder. Even aircraft are helpless to follow as the Wave Cutter dives beneath the waves, requiring other submersibles and power armor to give chase or stand in the vessel's defense.



The vehicle is totally enclosed, protecting its pilot from temperature, water, cold and pressure. Though the Wave Cutter is a true, one-man submersible, it has a limited depth tolerance and air supply. Care and attention are required in its operation underwater.

Model Type: NG-SU600-EX

Class: Hover-Capable Light Submersible.

Crew: One pilot with room for a single passenger.

M.D.C. by Location:

- * Light Ion Cannon – 25
- * Hover Jets (4, undercarriage) – 25 each
- ** Rear Jet Thrusters (2, rear) – 50 each
- * Directional Jets (4; small) – 5 each
- * Headlights (2, nose) – 2 each
- * Spotlight (1, undercarriage toward the nose) – 6
- * Mini-Missile/Mini-Torpedo Launch Tubes (2, one on each side) – 10 each
- * Reinforced Glass Pilot Canopy (clear all around, pilot inside) – 30
- *** Main Body – 140

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

** Depleting the M.D.C. of the rear jet thrusters reduces speed by 80%.

*** Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless.

Special Bonuses: Low profile and better control make it a bit more difficult to hit: +1 to dodge at speeds below 100 mph (160 km), +2 to dodge at greater speeds. It also has considerable M.D.C. compared to most hovercycles.

Penalties: -5% when making sudden stops, fast dives, trick moves and elaborate stunts or evasive action. The hovercycle is not designed to be a deep water submarine and cannot survive nor protect its crew at depths greater than 1D4x100 feet (30.5 to 122 m) below 1,000 feet (305 m); starts to split open at the seams and fill with water. Moreover, its pilot is likely to suffer from the bends (roll 15 or higher to save vs death) and die a painful death.

Land Speed: 100 mph (160 km) maximum and can handle drops of up to 300 feet (91.5 m).

Water Speed: The Wave Cutter can travel along the surface of the water at 70 mph (112 km) maximum.

Underwater Speed: 40 mph (64 km or 34.7 knots).

Maximum Depth Tolerance: 1,000 feet (305 m), plus 1D4x100 feet (30.5 to 122 m). Going deeper than 1000 feet is not recommended.

Flying: Not possible, but the Wave Cutter can hover up to 20 feet (6.1 m) above the ground and ride the waves.

Height: 5 feet (1.5 m).

Width: 3 feet (0.9 m).

Length: 9 feet (2.7 m).

Weight: 1,400 lbs (630 kg).

Cargo: There is a small area inside to store a couple backpacks of basic gear, a survival kit and a rifle.

Power System: Nuclear; average energy life is 10 years. Solid Oxide and electric battery versions are also available.

Cost of Hovercycle: 585,000 electric battery or gasoline powered, 680,000 Solid Oxide and 1.6 million credits for nuclear.

Weapon Systems:

1. **Light Ion Cannon:** The Wave Cutter’s main armament is a single barrel ion cannon built into the nose and designed to work above

or below the waves. It is a short-range weapon, perfect for the surprise attacks launched by the Wave Cutter.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Sea Monster.

Range: 1,000 feet (305 m) on the surface, 700 feet (213 m) underwater.

Mega-Damage: 4D6 M.D. on the surface; 3D6 M.D. underwater as the beam loses intensity as it cuts through the water and is somewhat diffused.

Rate of Fire: Each blast counts as one melee attack/action.

Payload: Effectively unlimited for nuclear or Solid Oxide versions. 40 blasts per charge for electric battery versions, but has an internal port for using normal E-Clips (6 shots per E-Clip, 12 for a long E-Clip).

2. Mini-Torpedo/Mini-Missile Tubes (2): Each side of the Wave Cutter sports a launch tube that can be loaded with either mini-missiles or mini-torpedoes, depending on the nature of operations and the target. Many pilots load one tube with missiles and one with torpedoes for greater versatility.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Aircraft.

Range: About one mile (1.6 km).

Mega-Damage: Varies with missile or torpedo type.

Rate of Fire: One at a time or in volleys of two.

Payload: Four total, two per tube; one tube on each side.

3. Sensor and Features of Note: All fundamental environmental features of power armor, minus radar and targeting, plus the following.

a) Depth and water pressure gauge. An alarm sounds at 900 feet (274 m).

b) Nine hour air purification, purge and recycling life support system with heating.

c) Short-range radio (5 miles/8 km range).

d) Distress beacon, lasts for 96 hours.

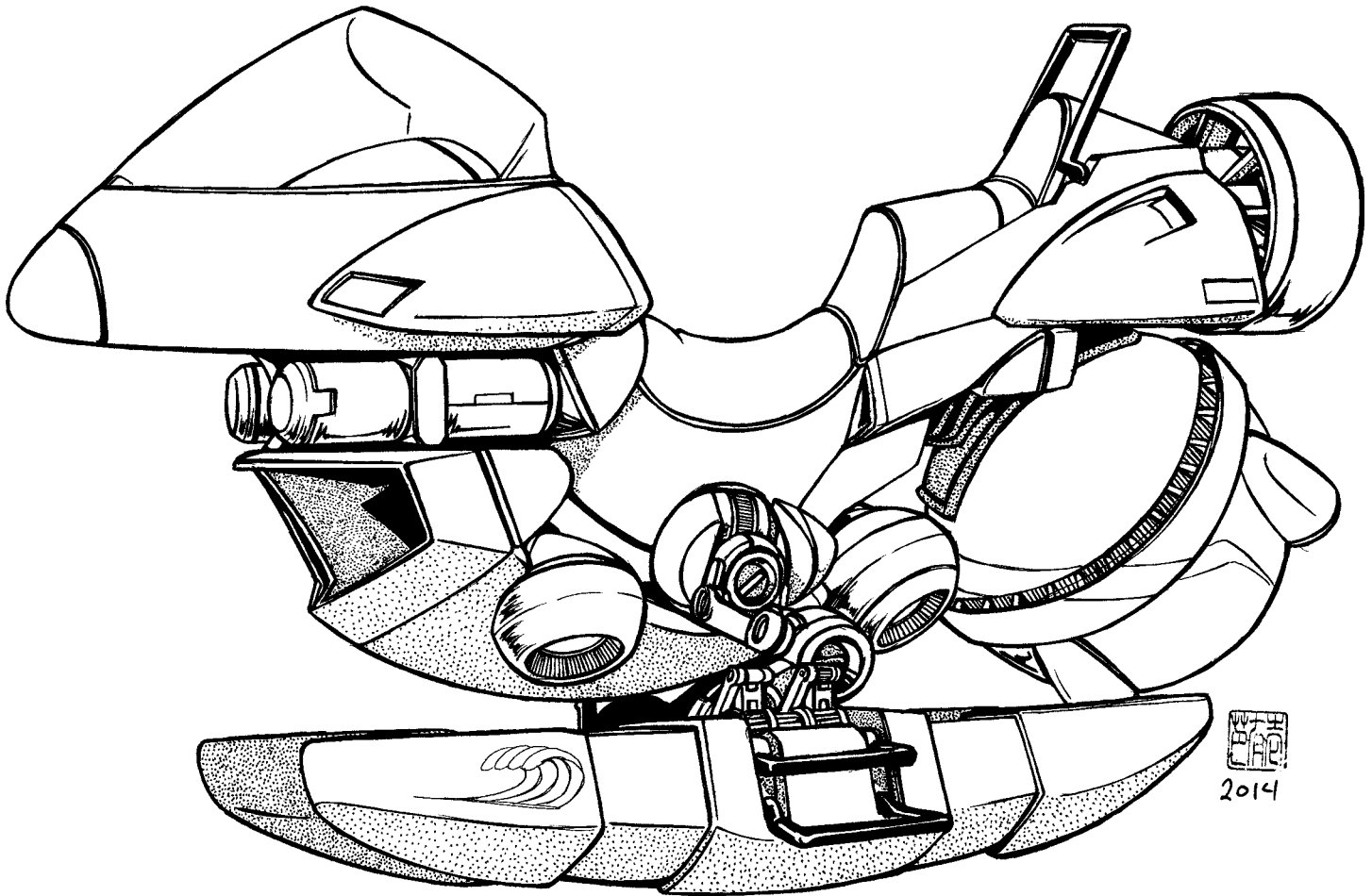
e) Searchlight in the nose can pivot 30 degrees in all directions or point straight ahead (600 foot/183 m distance underwater).

f) Identification lights: A pair of rear lights and two in the undercarriage.

g) Tow line, rear, for hitching rides to large ships and pulling up valuables from the lake floor.

h) Sonar: Can identify and simultaneously track up to 64 different targets for underwater operations. Range: 50 miles (80 km).

Note: No additional weapons can be added to this amphibious vehicle.



NG-640 Windshark

Amphibious Water-Capable Hovercycle

The Windshark is something new, exciting and an instant hit among dockworkers, naval personnel, sailors, privateers and pirates on the Great Lakes, the Mississippi and coastal waters along oceans and seas. Meanwhile, Wilderness Scouts, explorers, trappers and ad-

venturers who explore or operate in regions covered in bodies of water and/or marshlands such as Dinosaur Swamp, now have a reliable means of transportation suitable for land and water. The brain-child of **Demetrius Karanikolos**, **Brandon Pack** and **Matthew Clements**, the Windshark is just one of several amphibious vehicles released by Northern Gun.

The smallest and fastest of them all is the **Windshark**, a high-speed hovercycle engineered to be able to ride on the waves as well as over land. It is NOT a submersible, but rather a true amphibious hovercycle that can travel across land and water regardless of the depths below. Unlike sea sleds and hydrofoils that actually ride *on the surface* of the water, the Windshark rides over the waves on a cushion of air. In case the Windshark needs to “land” or stop above water, it either hovers stationary above the waves or lands on the water’s surface via its two rather large, pontoon-style landing skis. When not needed, the two pontoons fold up closer to the body, making the Windshark more aerodynamic.

Combining elements of both hovercycles and rocket bikes, the Windshark incorporates a pair of booster jets that provide lift when the hoverdrive cuts out over water. The jets also have special housings that lock into place if the hovercycle is momentarily submerged, preventing water from swamping the propulsion system and allowing the jets to direct their output into the water, providing enough lift to get the vehicle back into the air without losing power. Likewise, the hover jets in the undercarriage are more powerful to enable the aquatic hovercycle to ride on a cushion of air above the waves and through them in rough weather. Of course, shutting the hovercycle off above the waves without extending the pontoons, or plunging into the watery depths will cause it to sink.

NG-640 Windshark

Model Type: NG-640

Class: Amphibious Hovercycle.

Crew: One pilot. One passenger can be accommodated, but will not be comfortable on long trips.

M.D.C. by Location:

- * Rear Top Thruster – 30
- * Main Lower Thruster – 75
- * Lower Hover Jets (4) – 20 each
- * Undercarriage Hover Jets (4, small) – 10 each
- * Directional Jets (4; small) – 5 each
- * Headlights (2, nose) – 2 each
- * Mini-Missile/Mini-Torpedo Launch Tubes (2, front) – 15 each
- * Concealed Laser (1; nose cap opens) – 20
- * Retractable/Extendible Pontoon Landing Gear (2) – 20 each
- * Reinforced Windshield (front) – 10
- ** Pontoon Skis (2) – 80 each
- *** Main Body – 122

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot”, and even then the attacker is -4 to strike.

** Destroying one or both pontoons means the hovercycle cannot land on water and stop, but it can continue to hover and ride above the water’s surface on a cushion of air. It just needs to find dry land, a boat or something floating on the water to land on the vehicle’s belly, a which point it will fall on its side.

*** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Special Bonuses: Small, low profile and better control make the Windshark a bit more difficult to hit: +1 to dodge at speeds below 100 mph (160 km), +2 to dodge at greater speeds. It also has good speed on the water.

Penalties: -5% on piloting skill rolls when making sudden stops, trick moves and elaborate stunts or evasive action. The hovercycle is not designed to be a flyer and suffers a -5% piloting penalty for every 30 feet (9.1 m) above the ground; the higher it goes the wobblier it gets.

Land Speed: 150 mph (240 km).

Maximum Altitude: 60 feet (18.3 m), but typically hovers at 3-12 feet (0.9 to 3.6 m) above the ground; can handle drops of up to 500 feet (152 m).

Water Speed: 80 mph (128 km) riding above the surface of the water. Does not have underwater capabilities. If it goes underwater, it sinks.

Maximum Range: 860 miles (1,376 km) with a fuel engine or electric battery. Unlimited with nuclear.

Engine: Typically a combustion or electric engine, but nuclear is also available.

Height: 4 feet (1.2 m).

Width: 4 feet (1.2 m) with the pontoons deployed.

Length: 6.7 feet (2 m).

Weight: 635 lbs (285.7 kg).

Cargo: There are two waterproof saddlebags, each one large enough to accommodate a rifle, survival kit or other item.

Cost: Gasoline Engine: 269,000 credits. Electric: 345,000. Nuclear with a 10 year life: 1.3 million credits. All prices include the standard set of weapons listed below. **Note:** This vehicle is never purchased or used by the CS.

Weapon Systems:

1. Mini-Missile/Mini-Torpedo Tubes (2): At the front of the hovercycle are a pair of launch tubes. Dual launch tubes, they can be loaded with either mini-missiles or mini-torpedoes that are fired into the water.

Primary Purpose: Anti-Ship and Anti-Sea Monster.

Secondary Purpose: Defense.

Range: One mile (1.6 km).

Mega-Damage: Varies by mini-missile/torpedo type. High explosive (1D4x10 M.D.) and plasma (1D6x10 M.D.) are standard.

Rate of Fire: One at a time or in volleys of two or four.

Payload: Four total, two mini-missiles or mini-torpedoes per launcher.

2. Concealed NG-HL20 Long-Range Medium Nose Laser: The nose cap opens to reveal a medium laser; fixed forward.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 2D6 M.D.

Rate of Fire: Single shot only. Each shot counts as one melee attack.

Payload: 20 shots per each E-Clip; has ports for two E-Clips.

3. Special Features of Note:

a) Short-range radio (5 miles/8 km range).

b) Distress beacon, lasts for 96 hours.

Additional Weapon Systems: No additional weapons can be added to this light amphibious vehicle, other than two pairs of mini-missile/torpedo tube launchers on both sides of the nose (maximum of four launch tubes, total).

NG Aquatic Vehicles

NG Amphibious Vehicles & Boats

Alligator Amphibious APC
Aquapod
AquaWalker Tires
Beachcomber Amphibious ATV
Bluestorm Submarine
Crayfish Amphibious Submersible
Crocodile Amphibious Tank
Harbormaster Missile Boat
Sandfish Cargo Landing Craft
Wave Cutter Submersible Hovercycle (See Hovercycles)
Windshark Amphibious Hovercycle (See Hovercycles)

Hover Vehicles and Water Dangers

Most hovercraft are not capable of traveling over water. Extremely advanced hover vehicles, mainly military models from the Coalition, Triax and the Naruni, are specially built for liquid surfaces and are capable of traveling over them. HOWEVER, unless a vehicle is specifically noted as having water capabilities, assume that it is a normal hover vehicle and can NOT be used in or over water deeper than *five or six feet (1.5-1.8 m)*. In most cases, a pilot who tries to hover over waters that are deeper will find his hover vehicle rapidly beginning to sink. Unless immediate action is taken, the hovercraft slides into the water and below the waves. As soon as the vehicle's hover-jets and air intakes have been submerged, the vehicle is swamped, the engine dies and the vehicle *sinks* like a rock. It must be found, removed from the water and left to dry for 3D6+6 hours before the engine and thrusters are able to work again.

Even military grade hover vehicles that are able to hover over deep water remain very vulnerable to sinking. Travel over water for long distances or any length of time greater than 20 minutes is not recommended. While such high-powered hovercraft are capable of traveling over the surface of water, heavy waves and rapids interrupt the supportive air cushion that holds them aloft, causing the vehicle to drop in height and skim dangerously close to the water's surface. *Maximum altitude* is cut in half over turbulent water (rapids and tall or violent waves) and speed may be reduced in storms due to poor visibility, heavy rain and thrashing waves. (**Note:** As a general rule, waves 6 feet (1.8 m) in height or greater, will make the lake surface or sea too unstable for the use of *any* hovercraft, no matter what its listed capabilities may be.)

If the waves are high enough to drench the hovercraft pilot, then they may also be high enough to flood the air intakes. In a storm, high waves are likely to pummel the vehicle and fill the air intake, sending man and machine sinking into the watery depths. Likewise, those riding hovercycles or any 'open' cockpit vehicle may risk being swept right off their vehicle by a large wave (50% chance per each wave).

Sky Cycles, Rocket Cycles, flying power armors and other small, light, *flight capable vehicles* should be safe, provided they stay at least 60 feet (18.3 m) above the thrashing waves. However, they are still buffeted and thrown about by high winds which can pitch them up and down, or side to side 1D4x10 feet (3 to 12.2 m) and which force speed to be reduced by half and inflict a -25% piloting skill penalty. Visibility is likely to be less than 200 feet (61 m), which can be bad news when traveling fast, and torrential rainfall – common at sea and on the Great Lakes – may still swamp the air intakes, stall the engine and drop the small flyer into the water below (01-15% chance every 20 minutes in a storm).

AMP-007 Alligator

Amphibious Armored Personnel Carrier

The Alligator is an enclosed, environmental troop transport and support vehicle designed to function as a *boat* for getting troops across water for beach landings, raids and surgical strikes. The difference is that once the Alligator has reached shore, it can drive right up onto the land and continue fighting as a light armored, wheeled combat vehicle. As a water-to-land APC, the Alligator can transport one or two squads of infantrymen (10-16 men in body armor or 6-8 troops clad in power armor, or 20 men under cramped conditions) over the surface of water onto the beach and function as an APC (Armored Personnel Carrier) to drop them off on shore or miles inland at a strategic location.

The lead members of the design team, **Allan Fierro**, **Michael Ong** and **Jeff Reade**, wanted the Alligator APC to be useful for much more than beach landings and coastal raids, and it is. The APC can handle most harbor and coastal operations. It can be used to transport personnel from ship-to-land and from land-to-ship, or ship-to-ship; patrol the coast by water or land, and pursue trespassers from one into the other. The Alligator is often used to insert and extract troops from hot zones or missions of sabotage along coastlines, as well as engage in rescue missions and supply drops, transport cargo, and participate directly in combat on the battlefield and at sea. It can also operate in the role of troop support.

In combat, the Alligator has sufficient weaponry to cover its disembarking troops and to defend itself under fire. It often operates with other beach assault vehicles such as the *Crocodile tank* and *Beachmaster robot* or *Beach-Stormer* power armor, and others. The Alligator's main weapons may only be mini-missiles, a laser hatch gun and the troops it carries, but they get the job done more often than not. The Alligator performs well on land and possesses surprising speed (75 mph/120 km), enabling it to easily catch up and keep up with armored vehicles and ground forces.

The *Alligator APC* and the *Crocodile amphibious tank* are especially appealing as complementary combat vehicles. Both are often used in concert by naval forces, pirates, privateers and coastal communities for water-to-land raids and coastal defense. They also make tough, reliable wilderness exploration vehicles and have been designed to require minimal maintenance in the field. The vehicles are resistant to corrosion from water, swamps and mud. In places where there are many rivers, lakes, and marshlands, adventurers and mercs are finding the NG Alligator and Crocodile to be excellent as both exploration and combat vehicles. (Also see the unique **Aquapod** hover transport with its deep sea capabilities, later in this section for similar land and sea operations.)

Alligator APC

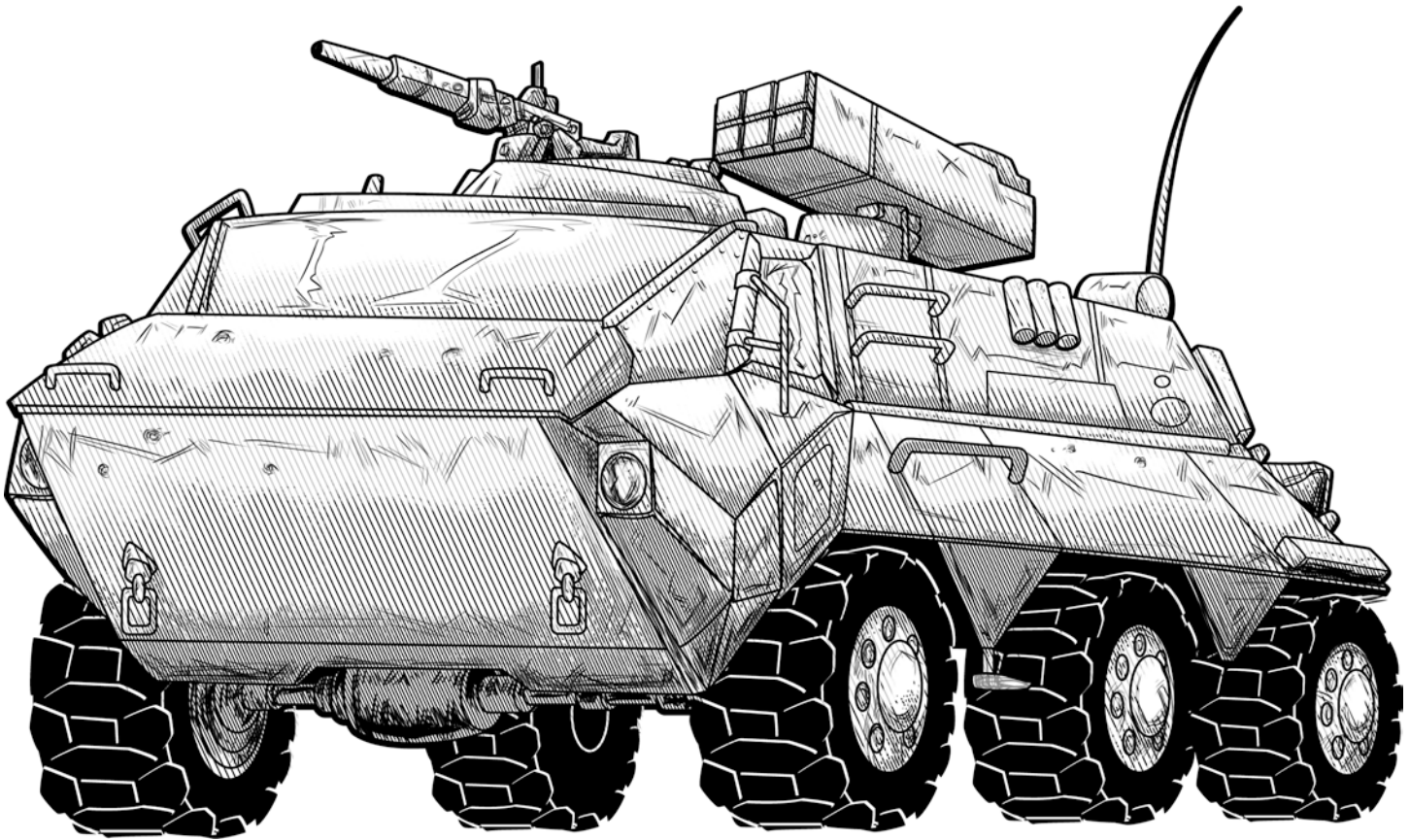
Model Type: NG-AMP-007

Class: Amphibious Armored Personnel Carrier.

Crew: 2; one driver and one gunner, and can carry/transport 10-16 troops, or 6-8 in power armor.

M.D.C. by Location:

- * Laser Hatch Gun (1, top) – 50
- * Mini-Missile Launcher (1, top, large) – 100
- * Smoke Grenade Dispensers (2, small) – 5 each
- * Sensory Cluster & Antenna (rear) – 30



Disembarkment Hatch (rear, large) – 130

Disembarkment Ramp (rear) – 50

** Mega-Damage Tires (6) – 60 each

*** Main Body – 345

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

** Destroying one of the six Mega-Damage Tires does nothing to impede the APC’s speed or mobility. Destroy two on the same side and there is a -20% piloting skill penalty when performing evasive or trick maneuvers, and when driving faster than 40 mph (64 km). There is a 01-55% chance of tipping the APC over on its side when a failed piloting roll occurs.

*** Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless. If in the water, the vessel sinks within 4D6 minutes.

Speed:

Land: 75 mph (120 km) maximum; cruising speed in wilderness terrain is usually a modest 30-40 mph (48 to 64 km).

Water: 40 mph (64 km/34.7 knots) maximum. This vehicle rides on the surface of water. It is not a submersible.

Flying: Not possible.

Statistical Data:

Height: 9 feet (2.7 m).

Width: 10 feet (3 m).

Length: 32 feet (9.7 m).

Weight: 20 tons.

Cargo: There are four internal cargo lockers with enough space for two rifles, four pistols, two extra E-Clips for each weapon, two Vibro-Knives, six canteens of water and one survival kit. The Alligator is a fully-functional APC with room for up to 16 soldiers (20 crammed tight) or 8 in power armor.

Power System: Nuclear; average energy life is 12 years. Solid Oxide and electric battery versions are also available.

Cost: 3.2 million credits nuclear, 2.4 million Solid Oxide and 1.8 million electric battery.

Weapon Systems:

1. AM-7 Mini-Missile Launcher: The Alligator’s primary weapon is a rapid-fire mini-missile box launcher mounted on the top of the vehicle. The weapon can be loaded with different types of ammo for different engagements, such as fragmentary mini-missiles for infantry, or armor piercing and plasma for enemy tanks, robots and emplacements. When deemed suitable, mini-missiles can be replaced with torpedos, however, the AM-7 Launcher is generally reserved for attacks on land and at vessels on the water’s surface, so the use of mini-torpedoes is uncommon. The mini-missile launcher was chosen because it has more versatility than a traditional tank gun and can be used against a wider range of targets. The missile turret can rotate 360 degrees and has a 45 degree, up and down, arc of fire. It can be fired by the pilot, the gunner or an assigned passenger.

Primary Purpose: Anti-Armor, Anti-Aircraft and Anti-Missile.

Secondary Purpose: Anti-Fortifications and Anti-Personnel.

Range: One mile (1.6 km).

Mega-Damage: Varies by missile type; any type of mini-missile can be used. Fragmentation (5D6 M.D.), high explosive (1D4x10 M.D.) and plasma (1D6x10 M.D.) are the most common.

Rate of Fire: One at a time or in volleys of 2, 3, 4 or 6. Firing a single mini-missile or a volley counts as one melee attack.

Payload: 36 total. If extra missiles are carried on board (there is a container inside that perfectly holds 36 mini-missiles), they have to be loaded one at a time, by hand, from the outside into the launcher. An experienced two-man team needs 2-3 minutes to reload, 8-10 minutes for an inexperienced or frightened reload team.

2. Hatch Laser (1, top): A heavy laser is mounted in front of the hatch in the roof of the APC. It is used in much the same way as a manned machine-gun position on a traditional tank or doorgunner of a helicopter. The laser can rotate 360 degrees and has a 90 degree up and down arc of fire. A laser was selected because it has effectively unlimited firepower linked to the power supply of the vehicle. **Note:** The laser can be replaced by an NG-202 rail gun to fire hard ammo, including anti-vampire/monster rounds, but has a finite ammo capacity.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Assault.

Range: Laser: 3,000 feet (914 m). Rail Gun: 4,000 feet (1,219 m).

Mega-Damage: 4D6 M.D. for the laser hatch gun.

1D4x10 M.D. per 40 round burst when the alternative NG-202 rail gun replaces the laser.

Rate of Fire: Each blast counts as one melee attack.

Payload: The laser is effectively unlimited with nuclear and Solid Oxide models. The electric battery unit has 60 shots per charge. The alternative rail gun is capable of 100 bursts from a 4,000 round ammo drum.

3. Smoke Grenade Dispensers (2): A pair of grenade dispensers are mounted on top of the vehicle toward the rear. They are used to fire smoke grenades to generate a huge cloud of persistent smoke that can veil entire amphibious landings, provide cover for the disembarking troops and give the Alligator APC time to make its escape.

Primary Purpose: Smoke Screen Deployment.

Secondary Purpose: Defense.

Range: The grenades land about 100 feet (30.5 m) in front of the vehicle.

Mega-Damage: Smoke grenades create a 50x50 foot (15x15 m) smoke screen for 2 grenades or a 100x100 foot (30.5 x 30.5 m) smoke screen for all four grenades. Attackers shooting into the cloud are firing blind; -10 to strike man-sized targets concealed in smoke (even -6 to strike the APC and other large vehicles). The same penalties apply for those inside the cloud shooting out, so troops and other vehicles use the cover to move out away and into positions from which they can attack.

Loading the weapon with fragmentary grenades does 3D6 M.D. to a 12 foot (3.6 m) blast radius, two grenades do 5D6 M.D. to a 24 foot (7.3 m) blast radius and four grenades do 1D6x10 M.D. to a 40 foot (12.2 m) blast radius.

Rate of Fire: Dispersal patterns of two or four grenades.

Payload: 8 grenades total; four per dispenser (two dispensers).

4. Sensors and Features of Note: Standard; same as robot vehicles.

NG AQUA-212 Aquapod

When **Scott Goric**, **Jeff Peterson**, and **Aaron Nelson** first came up with the idea, they had to fight to get the Aquapod made. However, it has since proven to be a good seller with consistent demand, especially amongst salvage operators, treasure hunters, privateers and explorers.

The Aquapod is intended to serve as the ultimate all-terrain vehicle, able to function as a *boat* and *hover truck* that also carries a mini-sub on its back for underwater exploration, prospecting and salvage. Such a vehicle is ideal for use in the Great Lakes and at sea. When the small submarine is docked with the Aquapod 'mothership,' the entire vessel can float and zoom along on the water's surface at very good speeds of up to 55 mph (88 km). On dry land, the Aquapod has a series of powerful hover jets built into its underbelly and heavy jet thrusters in the back to roll up onto shore and travel across land like

a hover truck. Its low, flat profile makes it quite aerodynamic, and the vessel is lighter than one might expect. After all, the rear half of the Aquapod is little more than the docking bay for the mini-sub and thrusters for propulsion. That makes it look bigger than it is, but when the sub is in the water, the Aquapod is basically a big flatbed truck. Crew members usually sit in the front of the hovercraft. They go inside the mini-sub only when they are ready for a dive. Access to the small submarine can be made through a side hatch from inside of the Aquapod while the larger vehicle is moving, or from the exterior via the top hatch when stopped. For defense, there is a laser turret in front of the Aquapod, and concealed mini-missile pop-up launchers in the stubby wings.

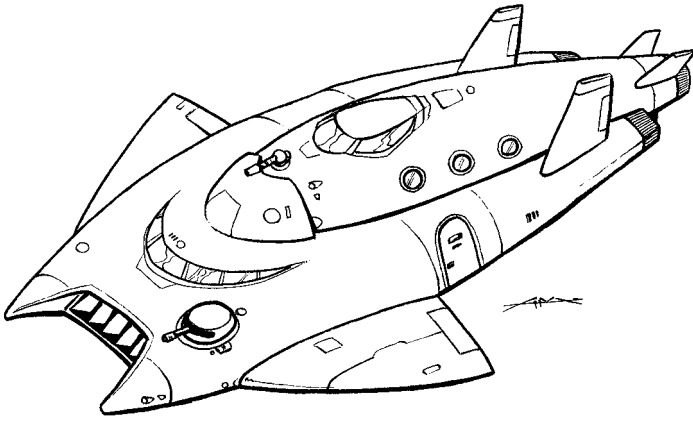
The Aquapod that carries the mini-sub can travel on *the surface* of water like a boat and float overland via a land hover system between bodies of water, or across land for as long as necessary like a truck or APC. The Aquapod mini-sub carrier is not, itself, a submersible. It is a surface craft, but one capable of water and land travel. The small submersible stored on its back is used for underwater exploration, salvage operations and to search for shipwrecks, lost cargo, oil beds and mineral fields. Its light weapons are very much for defense, not combat.

The configuration of the land/water transport and an underwater vessel piggybacking on it means that the combination of vehicles can go almost anywhere on land, on the surface of water and below the waves. Moreover, when the mini-sub is detached and in the water, the docking bay of the Aquapod can be used to transport cargo or personnel. Obviously, the Aquapod must return to pick up the submarine, otherwise the sub and its passengers are stranded in a lake, at sea or off shore. On the other hand, a well stocked mini-sub can hold enough fresh water and food rations to satisfy its crew and passengers for 6-10 days. The mini-sub is a submersible and it can NOT go into water unless the Aquapod is on the water's surface, nor can it travel on land unless carried by its parent vehicle.

The large hover vehicle that is the Aquapod has a forward pilot's and crew section. Crew is a pilot, co-pilot/communications officer and gunner. It can seat six passengers (plus crew) in the front of the vessel and there are four bunk bed sleeping quarters, similar to the bed in the cab of some semi-trucks; the rest have to sleep in reclining chairs or on the floor. There is also a lavatory and a water supply good for 10-14 days for up to 9 people. A bank of windows made of M.D.C. plexiglass offer a good view for the crew and passengers. The crew of the main hovercraft may also be the crew of the mini-sub, but often they are two separate crews so that the Aquapod and sub can function independently; both manned and capable of their own actions. A cargo area able to hold up to eight tons each, is located on either side of the Aquapod at the mid-section; both are about the size of a small bedroom or shed. As noted previously, more cargo can be placed in the sub's docking bay when the sub is in the water, which means it is really only effective for short runs. Nothing more than a day or two.

If there is a limitation, it's that the Aquapod is not the fastest land vehicle around and its size and shape cannot be confused with any other type of vehicle or vessel, so there is no disguising it. On the water, however, the Aquapod is faster than most ships and boats, and has a submarine it can launch to provide two-pronged attacks as well as scouting missions, searches and rescues.

The Aquapod has become extremely popular in Mexico due to its versatility. All the capabilities that enable it to function as a geological survey craft and research vessel are useful to vampire hunters and adventurers following the coasts and rivers for protection. Having a vehicle that can go into the water to escape vampires, and another riding piggyback that can submerge underwater, can be a true lifesaver from legions of undead. The Aquapod is able to power down as



a boat to conserve energy and move with relative silence when on the waves, as well as anchor away from shore where most vampires are afraid to tread. Meanwhile, its speed enables it to make quick attacks and faster escapes. Though it has limited range and use on dry land, the mini-sub has an underwater excavator – a sort of *water cannon* that draws in water to blast away silt and debris to expose underwater wreckage and salvage. When docked with the Aquapod on dry land, this same “water cannon” can hold up to 200 gallons (757 liters) of water and is able to fire at vampires who come too close.

The merchants at Northern Gun have noticed the sudden up-tick in sales in the Southwest and have increased production as well as dispatched a new sales force to trumpet the value of such a vehicle to adventurers and vampire hunters of Mexico. That said, the Aquapod has many useful applications for exploration, cargo hauling and travel everywhere – along the Mississippi River, Dinosaur Swamp, South America, and even the Demon Sea and coastal waters of Atlantis. In short, it is ideal for wilderness environments that have many bodies of water or marshlands.

Aquapod with Exploration Mini-Sub Geological Survey Craft

Nicknames: Leap Frog and Flying Flounder. The latter due to its wide, rather flat shape, the former because it can travel from one body of water to the next under its own power.

Model Type: NG-AQUA-212

Class: Multi-Terrain Boat and Land Hover Vehicle with Deep Water Exploration Capabilities (mini-sub).

Crew: Aquapod: Three crew: Pilot, co-pilot/communications and gunner. Can accommodate as many as six passengers. Theoretically, 6-12 people could stand or sit on the top, outside of the vessel above the crew compartment, but that’s possible only when the Aquapod is anchored on a calm sea or moving (on water or hovering on dry land) at a slow rate of speed; less than 15 mph (24 km). Of course, anyone above deck outside is exposed to the elements and incoming fire, and since there are no railings and few handholds, any sudden lurch of the Aquapod, increase in speed or tall wave is likely to send people falling off.

Mini-Submarine Crew: 2: one pilot and one copilot, with room for up to six human-sized passengers; eight under cramped and claustrophobic conditions.

Aquapod (main hover vehicle) Stats

M.D.C. by Location:

Forward Fins/Wings (2; contain concealed launchers) – 115 each
Tail Fins (2, rear) – 28 each

* Forward Laser Turret – 80

** Main Jet Thrusters (2; rear sides) – 150 each

Hover Jets (10, undercarriage) – 25 each

* M.D.C. Plexiglass Windows (6) – 20 per panel

* Side Door Hatches (2) – 100 each

Reinforced Crew Compartment – 120

Landing Gear (5 retractable struts) – 30 each

*** Main Body – 330

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike. **Note:** All windows and portholes have an interior “Window Shielding,” a plate cover that slides into place when the glass has been compromised (damaged and has lost half or more of its M.D.C.) or broken out completely; airtight seal. Plate window shields have 50 M.D.C. each.

** Destroying one of the side, rear main thruster units reduces speed and maximum height by half and imposes a -15% piloting skill penalty.

*** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless. If in the water, the vessel sinks within 6D6 minutes.

Aquapod Speed:

Driving on the Ground: Not possible, no wheels. Landing gear is five short, four foot (1.2 m) struts that extend to park the vehicle.

Hovering Over Ground: Hover stationary, VTOL or hover at a maximum speed of 55 mph (88 km). Increase to 75 mph (120 km) with the mini-sub at sea and the docking bay empty. Cruising speed is considered to be 40 mph (64 km).

Maximum Altitude: The Aquapod can ride as low as four feet (1.2 m) above the ground to a maximum height of 25 feet (7.6 m) above the surface of the ground and is able to handle drops of up to 200 feet (61 m).

Surface Water Speed: 55 mph (88 km or 47.8 knots).

Underwater: Not possible; the Aquapod, itself, is a *boat* and *ground hover vehicle*, it cannot submerge.

Range: The nuclear power supply provides effectively unlimited range, but the hover jets require a 30 minute cooling period after eight hours of continuous use.

Aquapod Statistical Data:

Height: 14 feet (4.3 m) including the tail fins.

Width: 30 feet (9.1 m) from wing tip to wing tip. 16 feet (7.3 m) wide for the body of the Aquapod alone plus an additional 14 feet (4.9 m) for the wings toward the front. **Note:** Wings contain additional thrusters, directional thrusters and a concealed mini-missile launcher in each.

Length: 40 feet (12.2 m) long without the mini-sub. Extend the length to 45 feet (13.7 m) when the sub is docked.

Weight: 7 tons empty without mini-sub or cargo.

Cargo: Two interior 4x4x7 foot (1.2 x 1.2 x 2.1 m) cargo bays that can hold six tons each. The mini-sub docking bay can hold an additional 10 tons of cargo when the sub is not present. The Aquapod also has six 2x2x4 foot (0.6 x 0.6 x 1.2 m) storage lockers shared by the crew.

Power System: Nuclear, average life is 12 years. The Aquapod submarine is battery powered.

Cost: The complete package, Aquapod and mini-sub, is 4.8 million credits.

2.1 million credits for just the Aquapod, itself; includes the mini-sub docking mechanism, but no submersible. Without the mini-sub the Aquapod can be used as a medium-sized land and water cargo vehicle, transport, or ferry (it can easily hold four cars or 12-14 hovercycles, or 10 pallets of cargo, and double the number of pallets if they can be stacked two layers high) in the mini-sub docking bay.

The mini-sub costs 2.7 million credits.

Note: The Geo-Explorer Mini-Submarine description follows after the Aquapod.

Aquapod Weapon Systems:

1. NG-0212 Blue-Green Heavy Laser Turret: One turret mounted off to the side on the nose is standard, but a second can be added on the other side of the hover vehicle for an additional cost of 500,000 credits. If a second turret is added, they can fire independently or in synchronous fire. This blue-green laser is built into a turret that is usually operated by a dedicated gunner or the copilot. It can rotate 360 degrees and has a 45 degree up and down arc of fire. Can be fired on the surface and underwater.

Primary Purpose: Anti-Personnel and Anti-Vehicle.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 5D6 M.D. per blast. 1D6x10 M.D. if there are two turrets firing simultaneously at the same target (requires a second laser turret).

Rate of Fire: Each single or dual blast counts as one melee attack.

Payload: Effectively unlimited.

2. Mini-Missiles (2): Built into each of the forward wings is a pop-up mini-missile launcher. The launcher can rotate 360 degrees and has a 90 degree upward arc of fire. Fires only mini-missiles, not torpedoes.

Primary Purpose: Anti-Aircraft and Anti-Missile.

Secondary Purpose: Anti-Ship and Defense.

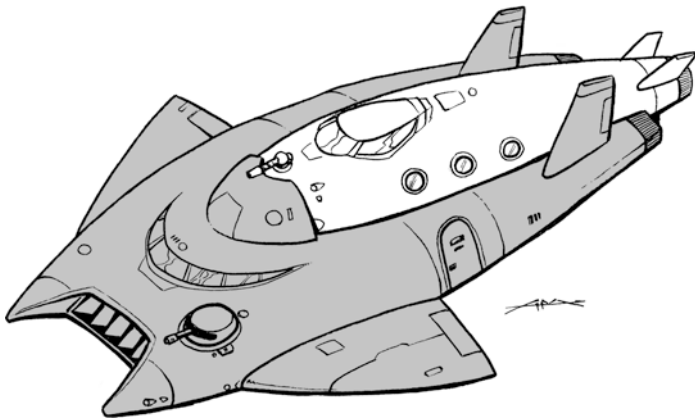
Range: One mile (1.6 km).

Mega-Damage: Varies by missile type, but standard issue is a mix of 45% High Explosive (1D4x10 M.D.), 45% plasma (1D6x10 M.D.) and 10% smoke.

Rate of Fire: One at a time or in volleys of two, four or six.

Payload: 36 total, eighteen mini-missiles in each wing.

3. Sensors and Features of Note: Standard; same as robot vehicles.



AQUA-212MS – Geo-Explorer Mini-Submarine Stats

The mini-submarine slides in between the two Main Jet Thruster arms of the Aquapod and locks into place when “docked” and riding piggyback on the Aquapod.

M.D.C. by Location (Mini-Sub):

- * Forward Laser Mini-Turret (1) – 20
- ** Mini-Torpedo Launch Tubes (2, one per each side of the nose) – 15 each
- * Underwater Excavation Tool/Water Cannon (1, undercarriage) – 20
- * Extendible Concealed Robot Arms (2) – 25 each
- ** Sonar/Sensor Package (1; nose, underside) – 60
- * M.D.C. Plexiglass Windows (3) – 20 per panel
- ***M.D.C. Portholes (6; three per side) – 15 each

- *** M.D.C. Window Shielding – 50 each
- * Tail Fins (2, rear) – 15 each
- * Top Hatch (1, behind crew compartment) – 35
- * Side Door Hatches (2) – 50 each
- **** Drive Screw/Propeller – 100
- Reinforced Crew Compartment – 100
- ***** Main Body – 210

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

** Destroying the sensor package will eliminate the Aquapod’s sonar system, optics, infrared and nightvision, leaving the pilots with only their own human vision and senses. The sensor package is a small and difficult target to hit, especially while moving. An attacker must make a “Called Shot” to hit and even then is -5 to strike. **Note:** The side torpedo launch tubes, portholes and robot arms when folded in a stowed position are also -5 to strike on a “Call Shot” by attackers.

*** All windows and portholes have an interior “Window Shielding,” a plate cover that slides into place when the glass has been compromised (damaged) or broken out. Windows plates have 50 M.D.C., portal plates have 30 M.D.C.

**** Destroying the drive screw/propeller will render the submarine immobile, forcing it to surface and either set adrift or be towed along.

***** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Mini-Sub Speed:

Driving on the Ground: Not possible.

Hovering Above Ground: Not possible.

Surface Water Speed: 25 mph (40 km/21.7 knots).

Underwater Speed: 20 mph (32 km/17.3 knots).

Underwater Range: At least 200 miles (320 km), but varies with available power and exactly how the sub is used. See Power System, below.

Maximum Depth: 2 miles (3.2 km).

Mini-Sub Statistical Data:

Height: 11 feet (3.3 m) at its tallest point.

Width: 8 feet (2.4 m) at its widest point.

Length: 24 feet (7.3 m).

Weight: 4 tons fully loaded.

Robot Arms P.S.: 25

Mini-Submarine Crew: Two: one pilot and one copilot, with room for up to six human-sized passengers; eight under cramped and claustrophobic conditions.

Cargo: None other than a four small storage lockers containing SCU-BA gear, air tanks and wet suits.

Power System: The Geo-Explorer mini-submarine is powered by a heavy-duty battery that charges off the Aquapod’s nuclear power supply. A fully charged sub has a range of approximately 200 miles (320 km); about 24 hours of power (requires 8 hours to recharge). However, when power is running low, the submarine can rise to the surface and set itself adrift indefinitely. Similarly, if the sub crew knows they are on their own for days to a week, it can surface and drift the majority of the time, submerging or moving only to avoid detection or trouble, or even rest on the floor of the lake or sea. This reduced use of energy enables the mini-sub to maintain power for as long as seven days. Minimal power is necessary to keep the lights, radio and air circulation system going when the sub is adrift or at rest. There is also a backup battery that can keep the lights and life support running, but only them (no weapon systems, no propulsion), for an additional 72 hours.

Cost: 2.7 million for the Geo-Explorer Mini-Sub alone. Will need some sort of charging station to power the submersible.

Mini-Sub Weapons and Features of Note:

1. **Blue-Green Light Laser Mini-Turret:** This blue-green laser is mounted on mini-turret that is little more than a barrel and turret housing. It can rotate 360 degrees and has a 20 degree up and down arc of fire. Can be fired on the surface and underwater.

Primary Purpose: Defense.

Secondary Purpose: Anti-Submarine/Anti-Sea Monster.

Range: 1,600 feet (488 m).

Mega-Damage: 3D6 per blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

2. **Mini-Torpedo Launchers (2, side nose):** The mini-sub has a standard mini-torpedo launch tube on each side of the nose. To fire at a target, the sub must be facing it. Once launched, the mini-torpedoes head for the intended target. It provides some measure of defense, but was originally intended to assist in underwater excavation.

Primary Purpose: Underwater Excavation.

Secondary Purpose: Defense.

Range: One mile (1.6 km).

Mega-Damage: 2D4x10 M.D. for high explosive or 1D6x10 M.D. for plasma.

Rate of Fire: One torpedo at a time or in volleys of 2 or 4.

Payload: 16 mini-torpedoes; 8 per launch tube.

3. **Underwater Excavator/Water Cannon (1):** Underwater, this heavy-duty water jet-sprayer can blast away sand and debris, clearing out shipwrecks and areas of interest, and creating a kind of smoke screen if pointed directly at a silt-laden sea bottom with the intent to kick up a cloud of silt and muck. The water cannon is built into the undercarriage of the mini-sub toward the nose. It can rotate 360 degrees and has a 90 degree arc of fire.

When docked onto the Aquapod, the water cannon can fire from the midsection of the undercarriage, but can only hit targets that are underneath the hover vehicle. On dry land, with the Aquapod hovering 6-25 feet (1.8 to 7.6 m) in the air, it can be used as a water cannon to attack vampires. However, it has only a 200 gallon water (757 liter) supply unless a hose connects the water cannon to a larger water supply. Which means the vessel probably has to stay stationary or hover along the larger water supply.

Primary Purpose: Underwater Excavation.

Secondary Purpose: Anti-Vampire.

Range: 200 feet (61 m).

Damage: Inflicts 5D6 Hit Point damage per blast to vampires and other beings vulnerable to water. The water blast is not powerful enough to knock down a person.

Rate of Fire: Each blast counts as one melee attack.

Payload: 20 blasts on dry land with a 200 gallon (757 liter) water supply, effectively unlimited underwater as it draws upon the water all around it.

4. **Extendible Robot Arms (2):** A pair of robot arms are folded up in the undercarriage of the sub's nose. They unfold to be manipulated and used to move rocks and debris, to pick up valuables and to carry salvage back up to the surface. Each robot arm has 25 M.D.C. and can rotate to face any direction, including backward. The robot three-fingered hands are precise enough to pick up and handle glass and other delicate materials. Each pair of arms has two small searchlights and a camera that can be turned on as needed.

Primary Purpose: Exploration.

Secondary Purpose: Retrieve and Carry Salvage.

Range: 12 feet (3.6 m) maximum reach.

Damage: Robot P.S. of 25, but the arms are not designed for combat and cannot punch. A swat or a poke does 1D4 M.D.

Attack per Melee: Each attack with the robot arms counts as an attack from the person manipulating them; usually the pilot or co-pilot.

Payload: Not applicable.

5. **Sensors and Features of Note:** Standard for environmentally sealed vehicles and very similar to those of robot vehicle features plus the following.

a) Thermal-Imager: A special optical heat sensor that allows the infrared radiation of warm objects to be converted into a visible image. Enables the pilot to see in the dark, in shadows, and through smoke and murky water. **Range:** 2,000 feet (610 m).

b) Infrared and Ultraviolet Optics: This optical system projects a beam of infrared light that is invisible to the normal eye. The infrared beam enables the pilot to see in the dark and to see other infrared beams. The ultraviolet system enables the pilot to see into the ultraviolet spectrum of light and is mostly used to detect the light beams of ultraviolet detection systems. **Note:** The infrared light beam can be seen by anybody who also has infrared optics, and the beam can be traced back to its source. Smoke impairs the infrared beam, making it impossible to see.

c) Searchlights: Built into the nose of the sub are three headlights that double as searchlights. Each has a 45 degree up and down arc. **Range:** 500 feet (152 m). These lights are in addition to the two infrared lights and the lights built into the robot arms.

d) Infrared Searchlights: There are also two infrared searchlights for use in dark and murky depths. The lights can be used to scan an area darker than night using the invisible light to avoid frightening aquatic wildlife at great depths. Only somebody who can also see infrared light will see the beam. **Range:** 500 feet (152 m).

e) Multi-Camera System (3): A camera is built into the nose and each of the two robot arms. Each of them have telescopic lenses as well as macro-lenses for close examination. **Range:** 2,000 feet (610 m).

f) Sonar: Can identify and simultaneously track up to 64 different targets for underwater operations. **Range:** 50 miles (80 km).

g) Built-in Language Translator: Programmed with the nine known languages of the Americas and can hold 12 additional languages. It can recognize and monitor up to three different voices and two different languages or dialects. Level of accuracy is 98.7% with a three second delay when directed at one individual, but drops to 78% with a six second delay when translating three speakers simultaneously.

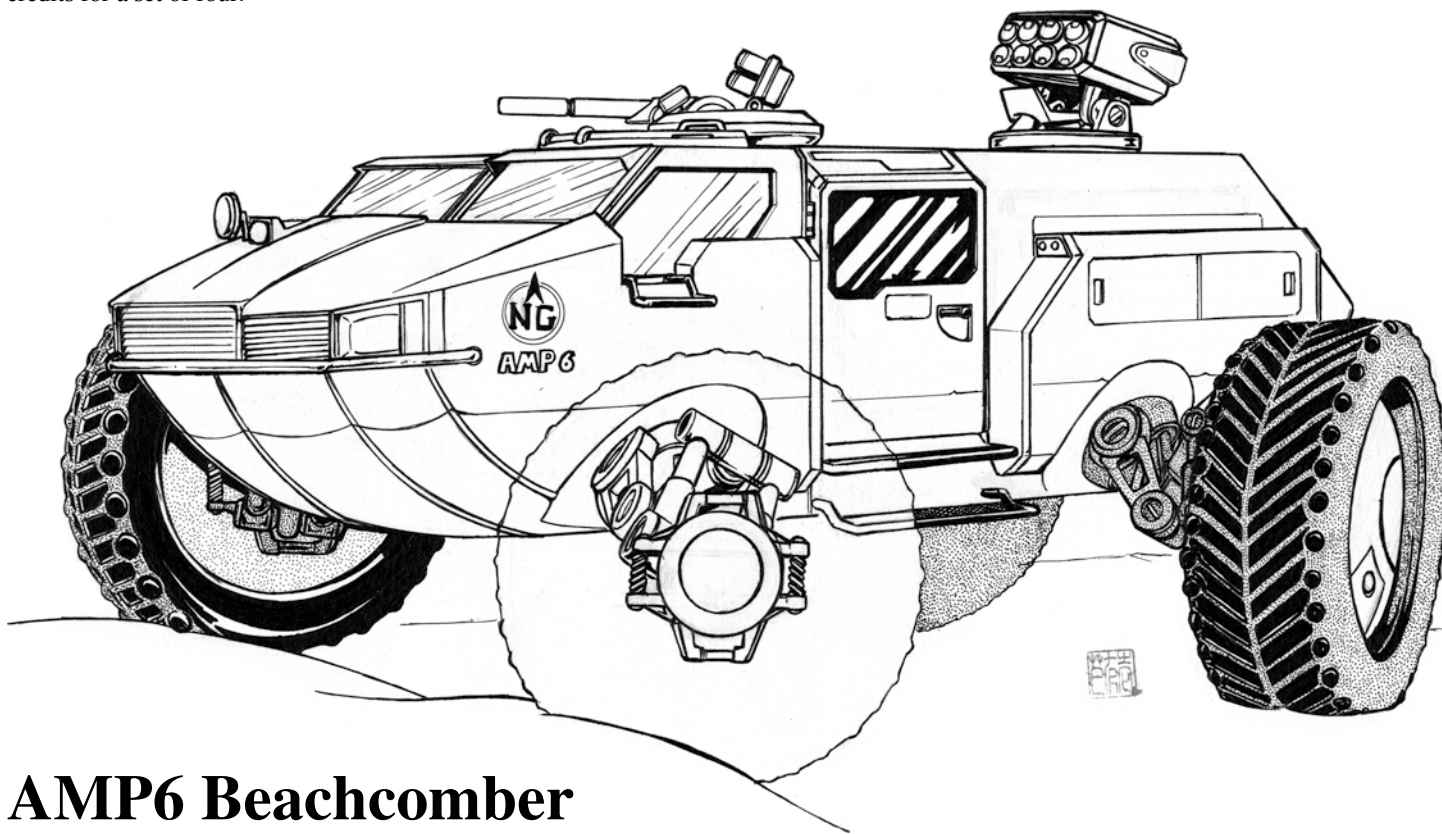
AquaWalker Tires

Northern Gun has developed an ingenious vehicle accessory to enable wheeled-ground vehicles to "ride the waves:" AquaWalker tires. Designed in various sizes for use with almost any *wheeled vehicle*, they let everyday, ordinary cars and ATVs drive right over water! AquaWalker tires have a unique tread, and a series of gripping flaps that paddle through the water with such intensity that they keep the vehicle afloat. The effects of AW tires seem almost magical, but in reality, they are simply hard rubber arranged in a clever fashion.

There are a few drawbacks, however. First, high speeds *must* be maintained while using the tires. Slowing down to less than 35 mph (56 km) causes the vehicle to sink into the water. Once this starts to happen it is too late, no amount of gunning the engine will make the car, ATV or motorcycle climb back up out of the water. Second, the driver cannot stop on the water. As noted above, to slow down means

to sink. Third, the highly specialized tires are not designed for road use. Reduce ground speed by 20%. Worse, using AquaWalker tires on dry land quickly wears down the swimming flaps that make the tires work. After 1D4 hours of use under these conditions, the tires become ineffective in the water and lose ALL ability to travel over the water's surface. For use on lakes, rivers, swamps, bogs, and mud flats, however, they are absolutely perfect, and can easily transition from water to mud and even to solid surfaces for short distances.

Cost: Motorcycle AquaWalker Tires: 2,000 credits per pair. Light ATV/Car: 7,500 credits for set of four. Heavy ATV/Truck: 10,000 credits for a set of four.



AMP6 Beachcomber

Amphibious All-Terrain Vehicle (ATV)

A perfect vehicle for explorers and wanderers, the Beachcomber is part ATV and part boat, with full amphibious capabilities. It is the creation of lead designers **Jeffrey Martin**, **Magnar Laksa** and **Brian Lindholm**. Rivers, flooded roads, swamps, lakes, and even the open ocean are no obstacles for the Beachcomber. Similar to the amphibious tractors used by militaries in amphibious assaults, the Beachcomber is a boat with wheels, or at least a truck with a hull. It is large enough to carry a full team of 8-10 adventurers or marines, and has a few mounted weapons for defense.

The Beachcomber is made for durability and high performance. Its all-terrain drive system is one of the best in the world, featuring oversized tires with adjustable pressure for different types of terrain. The ATV comes with a winch as standard equipment and a hydraulic suspension that can raise and lower the main body of the vehicle depending on the road conditions. Its ability to travel on water and land, and to handle mud, snow and ice, has made it very popular amongst communities in Michigan, the Midwest and Canada.

Beachcomber ATV

Model Type: NG-AMP6

Class: Amphibious All-Terrain Vehicle.

Crew: 1 pilot/driver and gunner, with room for up to 8 passengers.

M.D.C. by Location:

- * Sensor Cluster with Radio Antennas – 20
- * Top Mounted, Low-Profile Laser Turret – 60
- * Reinforced Windshields (2, front) – 20 each
- * Reinforced Windows (4, sides) – 20 each
- Mega-Damage Tires (4) – 50 each
- ** Main Body – 190

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless. If in the water, the vehicle sinks within 3D6 minutes.

Speed:

Land: 80 mph (128 km) maximum, reduce by only 10% when driving through mud or snow, and even handles well on ice at speeds below 40 mph (64 km).

Water: 40 mph (64 km) maximum.

Flying: Not applicable.

Statistical Data:

Height: 8 feet (2.4 m).

Width: 9 feet (2.7 m).

Length: 28 feet (8.5 m).

Weight: 8 tons.

Cargo: There is a 4x6x2 foot (1.2 x 1.8 x 0.6 m) cargo compartment located in the back of the vehicle. Maximum cargo capacity is about 2 tons, in addition to passengers.

Power System: Nuclear; average energy life is 12 years. Solid Oxide, electric battery and combustion/fuel versions are also available.

Cost: 975,000 credits nuclear, 700,000 Solid Oxide and 350,000 credits electric battery or liquid fuel engine. 500 mile (800 km) range for electric before needing a recharge, 400 mile (640) range for fuel models.

Weapon Systems:

1. Top-Mounted Pulse Laser Turret (1): This low-profile turret is mounted on the top of the vehicle, can rotate 360 degrees and has a 30 degree up and down arc of fire. Liquid fuel and electric battery models mount an NG-202 rail gun instead.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 3D6 M.D. per single blast or 1D4x10 M.D. per rapid-fire, three pulse burst.

Rate of Fire: Each single shot or burst counts as one melee attack.

Payload: Effectively unlimited for laser (3,200 rounds for rail gun).

2. Grenade Dispenser: Not a traditional grenade launcher, the grenade dispenser is designed to be loaded with 2-4 smoke grenades. When activated, all of the grenades are launched at once, creating an instant smoke screen to hide the vehicle. Normal grenades can be loaded into the weapon, but cannot be fired with any real accuracy and are mainly a defensive weapon at that point, useful for driving away melee attackers. The dispenser must be reloaded from outside the vehicle, preferably while it is stopped or at least moving slowly.

Primary Purpose: Smoke Screen Deployment.

Secondary Purpose: Defense.

Range: The grenades land about 100 feet (30.5 m) in front of the vehicle.

Mega-Damage: Varies with type. Smoke grenades create a 50x50 foot (15x15 m) smoke screen for 2 grenades or a 100x100 foot (30.5 x 30.5 m) smoke screen for all 4 grenades. Attackers shooting into the cloud are firing blind; -10 to strike man-sized targets concealed in smoke (even -6 to strike the APC and other large vehicles). The same penalties apply for those inside the cloud shooting out, so troops and other vehicles use the cover to move out away and into positions from which they can attack.

Rate of Fire: Dispersal patterns of two or four grenades.

Payload: 4 smoke grenades total.

3. OPTIONAL: NG-VM8 Mini-Missile/Mini-Torpedo Launcher: One mini-missile launcher can be installed on the Beachcomber for the additional cost of 97,500 credits. This is a simple box launcher built into a turret usually placed at the back of the vessel. The launcher can rotate 360 degrees and has a 70 degree up and down arc of fire. Mini-missiles are the standard payload to use against surface vessels and land vehicles, but mini-torpedoes can also be used, if so desired.

Primary Purpose: Anti-Armor and Anti-Ship.

Secondary Purpose: Anti-Personnel and Defense.

Range: One mile (1.6 km).

Mega-Damage: Varies by mini-missile/mini-torpedo type. 2D4x10 M.D. for high explosive or 1D6x10 M.D. for plasma mini-torpedoes.

Rate of Fire: One at a time or in volleys of two.

Payload: 8 mini-missiles or mini-torpedoes total. A second load is often carried by the vehicle but must be hand-loaded is an additional cost.

Cost of the VM8 Launcher: 97,500 credits.

4. Sensors and Features of Note: Standard; same as robot vehicles.

NG-SU2

Bluestorm Submarine

To protect their coastal waters and watch over river entrances and shipping lanes, Northern Gun has developed its first military-grade submarine. While it does manufacture several knock-offs of generic submersibles (see **Rifts® Underseas™** for details), the *Bluestorm* has been designed from the start as a quiet, unobtrusive ambush predator and a platform from which to deploy special forces.

The relatively small submarine carries medium torpedoes for knocking out large vessels and sea monsters. It has lasers for deck guns, can carry a squad of soldiers, and has a large enough cargo hold to store supplies for long-range missions or supply drops.

The nastiest surprise in the *Bluestorm's* arsenal, however, is a unique floating anti-aircraft pod. Tethered to the submarine, the pod is released when needed and let out on the end of a two mile (3.2 km) long, lightweight polymer line. The line contains wires that send information back and forth, and allow a gunner from within the sub to fire mini-missiles at pursuing helicopters, flying monsters, power armor or anti-sub aircraft. The sudden appearance of the AA pod and its distance from the actual sub can greatly confuse attackers, and the mini-missiles it fires can be directed against ships and surface targets as well as fliers.

Pirates and privateers would love to get their hands on the *Bluestorm* sub, but it is reserved exclusively for the Ishpeming Military and NG's allies, Manistique Imperium and the Coalition States.

Bluestorm Submarine

Model Type: NG-SU2.

Class: Special Operations Submersible.

Crew: Five; one pilot, one copilot/sonar operator, two gunners and one torpedo operator, with room for two additional crew members and up to ten passengers. A crew member must be present at the torpedo tube in order to load and fire torpedoes. Standard complement for Ishpeming Navy *Bluestorms* are five crewmen and 10 naval commandos or special forces operatives (half that number if the troops are clad in power armor).

Internal Dive Hatch: The dive hatch built into the rear of the *Bluestorm* can accommodate two divers or one power armor trooper at a time and deploy one pair of divers every four melee rounds/one minute.

M.D.C. by Location:

- * Fore/Aft Lasers (2) – 65 each
- Medium Torpedo Tubes (2) – 100 each
- * Tethered Anti-Aircraft Pod – 80
- ** Dive Planes (4) – 100 each
- * Sensor Periscope – 80
- *** Main Body – 300

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike.

** Destroying more than one dive plane makes it difficult for the sub to change elevation underwater. Any torpedoes fired at it are +1 to strike and the time it takes to submerge doubles from the normal speed of about 30 seconds (2 melee rounds) to one minute (4 melee rounds).

*** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless. If in the water, the vessel sinks within 4D6 minutes.



Speed:

Ground and Air: None.

Water Surface: 32 mph (51 km).

Underwater: 40 mph (64 km) with a maximum depth of 3 miles (4.8 km).

Endurance: Bluestorms have enough space for 6 months worth of food and supplies if their cargo holds are empty. Typical military missions last less than half that duration.

Statistical Data:

Height: 20 feet (6 m).

Width: 24 feet (7 m).

Length: 54 feet (16.5 m).

Weight: 62 tons.

Cargo: Can carry up to 8 tons in its cargo bay. In addition, the sub has a flat deck that can be loaded with an additional 20 tons of cargo.

Note: Using the top deck for storage cuts the sub's speed by 50% and any cargo not prepared for submersion in water and subsequent water pressure will be destroyed or break free and float loose.

Power System: Nuclear; average energy life is 15 years. Solid Oxide versions are also available.

Cost: Not sold on the open market. 42 million credits nuclear and 38 million Solid Oxide to its allied nations.

Weapon Systems:

1. Medium Torpedo Tubes (2): The Bluestorm carries medium torpedoes as its heavy anti-ship weapons. While they may be more

limited than long-range versions, the Bluestorm's stealth and deployment within the Great Lakes mean this is rarely a problem.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Sea Monster.

Range: About 10 miles (16 km).

Mega-Damage: 3D4x10 M.D. for high explosive or 2D6x10 M.D. for plasma.

Rate of Fire: One torpedo every four melee rounds (60 seconds), half that time if *two crewmen* are manning the torpedo tubes.

Payload: 16 total, eight per tube.

2. Fore and Aft Blue-Green Laser Turret (2): A low-profile laser turret is located on deck in the front (fore) and back (aft) of the vessel. Each can rotate side to side 180 degrees and has a 30 degree up and down arc of fire. They are used against sea monsters when the ship is submerged and as deck guns when on the surface, where they can fire at pursuers, incoming torpedoes or anything in between.

Primary Purpose: Defenses and Anti-Torpedo (-1 to strike an incoming torpedo).

Secondary Purpose: Anti-Ship and Anti-Sea Monster.

Range: 4,000 feet (1,219 m).

Mega-Damage: 5D6 M.D. per blast, per gun. The two lasers cannot engage in linked fire, each requires a dedicated gunner.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

3. Towed Anti-Aircraft Pod: The towed AA pod is the Bluestorm's ace-in-the-hole. It can be deployed directly above or up to two

miles (3.2 km) away from the sub, keeping return-fire held at a safe distance. When the pod bobs up to the surface it activates a small radar and begins searching for targets. A camera array lets the gunners on the sub use their own eyes as well, firing the missiles at pursuers and then retracting the pod to be reloaded and used again. In desperate times, the pod can be cut loose from the sub and allowed to drift, programmed to fire off its entire missile complement at the next target it detects and then going silent.

Primary Purpose: Anti-Aircraft.

Secondary Purpose: Defense.

Range: Varies with missile type; 1-5 miles (1.6 to 8 km).

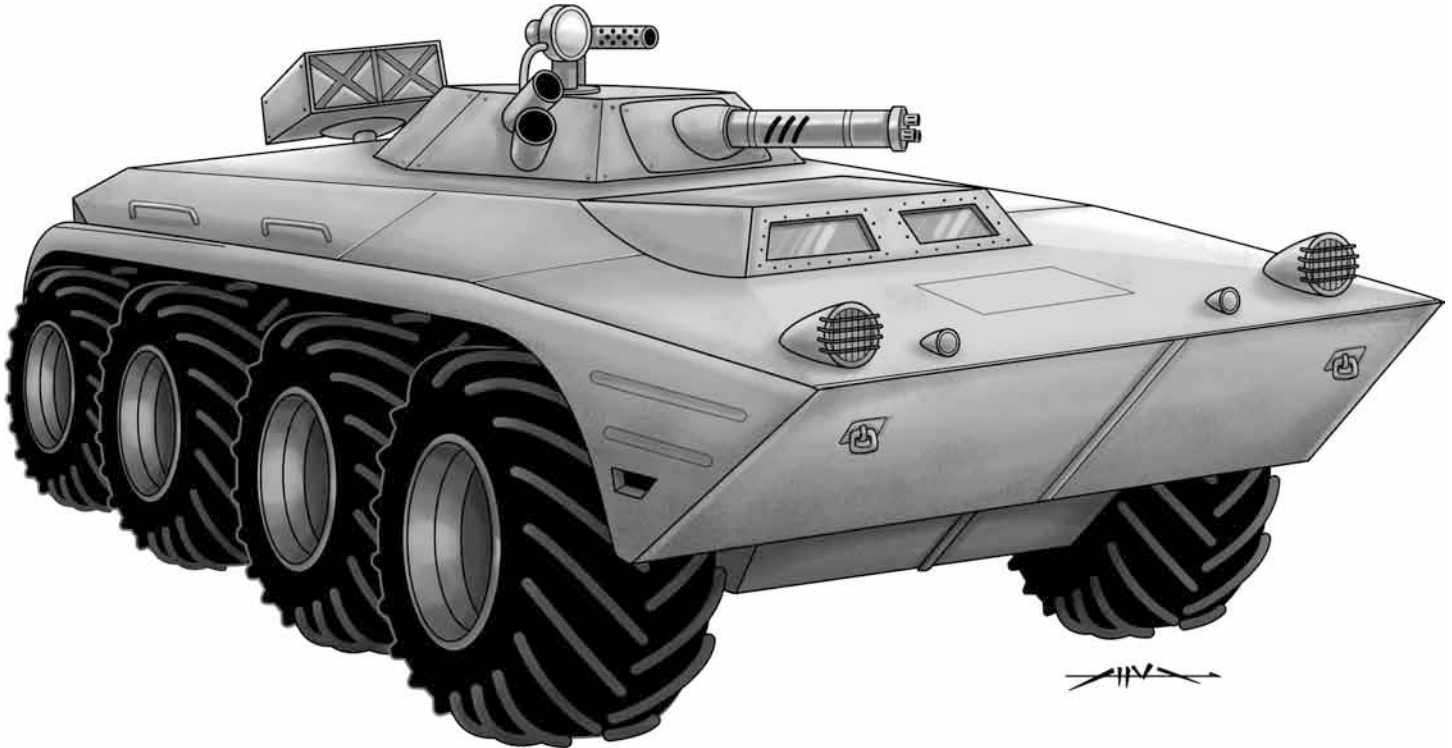
Mega-Damage: Varies by missile type.

M.D.C. of the Towed Missile Pod: 80.

Rate of Fire: One at a time or in volleys of two.

Payload: 40 mini-missiles or 8 short-range missiles.

4. Sensor System Note: In addition to the standard sensor systems common to most robot vehicles, the Bluestorm also has a sophisticated sonar system. Passive sonar has a range of 10 miles (16 km) and can track up to 30 different targets without revealing the presence of the sub. Active sonar has a 50 mile (80 km) range and can track the same number of targets, but reveals the position of the Bluestorm to anyone watching on their own sonar unit.



NG-AMP8 Crocodile

Amphibious Tank

The Crocodile comes from the design team led by **Magnar Laksa, Brian Lindholm** and **Sean Jenkins**. It is a low profile, light tank with full aquatic capabilities, meaning it can travel on land, on the water's surface, and partially submerged. Like the predatory reptile it is named after, the Crocodile can lurk in waters with only its top turret and front crew compartment showing; the rest of its body and tires hidden under the waves. With two-thirds of its body under the surface, the Crocodile amphibious tank is difficult to spot and identify as a threat. It doesn't look like a boat, nor a submarine; it looks more like a hunk of floating debris. This enables the vehicle to engage in stealth patrols on the water and to launch surprise amphibious assaults, suddenly rising to the surface and rolling onto the beach. All three of the tank's weapon systems can be fired while partially submerged, as well as when it is in "boat" mode, floating across the surface, and on dry land. The crocodile brings good armor protection, a laser cannon, an ion blaster and a handful of short-range missiles to every fight, be it on land or in the water. Around the Great Lakes, the NG AMP Crocodile can be extremely handy to even land-bound mercenary companies and city defenders. It functions well on dry land but is also capable of travelling through any body of water in its path to cross lakes and small seas, or to travel down winding

ivers. In shallow waters, the Crocodile tank rides on tires until the water becomes deep enough for it to float on the surface like a boat or half submerged like its namesake.

The Crocodile is mounted on wheels instead of tracks, and the water-propelling tread on its tires lets them help push the vehicle in addition to the water jets in the rear and undercarriage that provide most of the propulsion. The Crocodile is relatively lightly armed, forgoing a traditional tank gun in return for saved weight and making up for the firepower difference with a handful of short-range missiles, which are also handy for bombarding beach emplacements or patrol boats as the tank attacks enemy shorelines. The missiles are located in the back of the tank.

Crocodile Amphibious Tank

Model Type: NG-AMP8

Class: Amphibious Armored Vehicle.

Crew: Two; one driver and one gunner, with room for two passengers.

M.D.C. by Location:

Turret (1; top) – 120

* Laser Cannon (main gun) – 100

* Ion Blaster – 40

* Smoke Dispensers (2, side of turret) – 15 each

* Spotlight – 8

Box Missile Launcher (1, rear) – 80

- * Headlights (2, front) – 12 each
- * Large Mega-Damage Tires (8) – 80 each
- * Reinforced Crew Compartment – 100
- ** Main Body – 340

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

Deplete the M.D.C. of the turret and you knock out the laser cannon and smoke grenades, but the spotlight and ion gun still work.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless. If in the water, the vessel sinks within 4D6 minutes.

Speed:

Land: 70 mph (112 km) maximum on a flat surface such as a road, grassy plain, or desert. Cannot travel through moderate or dense forests, but can travel through brush and sparse forests at 25-35 mph (40 to 56 km).

Water: 25 mph (40 km) maximum on the surface of water.

Partially Submerged: 15 mph (24 km or 13 knots).

Flying: None.

Statistical Data:

Height: 9 feet (2.7 m).

Width: 11 feet (3.3 m).

Length: 30 feet (9.1 m).

Weight: 28 tons with full weapons load.

Cargo: Minimal; room for a pair of NG-S2 Survival Kits and the crew’s personal weapons.

Power System: Nuclear; average energy life is 12 years. Solid Oxide and electric battery versions are also available.

Cost: 5 million credits nuclear, 4 million Solid Oxide, 2.7 million electric battery.

Weapon Systems:

- 1. NG-L8 Laser Cannon (1, Main Weapon):** A long-range laser cannon gives the tank some range and bite to pound enemy armor, robots, ships, monsters or infantry. A rail gun was considered, but an energy weapon was chosen because it has an effectively unlimited payload. The cannon barrel has a 45 degree up and down arc of fire, but the entire turret must rotate to point at the target. The turret can rotate 360 degrees to fire in all directions as needed.

Primary Purpose: Anti-Armor.

Secondary Purpose: Anti-Personnel.

Range: 4,000 feet (1,219 m).

Mega-Damage: Three settings: 3D6 M.D., 5D6 M.D. and 6D6+6 M.D.

Rate of Fire: Each shot counts as one melee attack.

Payload: Effectively unlimited for nuclear and Solid Oxide, 40 full power blasts for electric battery per charge.

- 2. NG-I830 Ion Turret with Spotlight:** A small ion blaster and spotlight is mounted independent of the main gun and can be controlled by either gunner. It can rotate 360 degrees and has a 45 degree up and down arc of fire.

Primary Purpose: Anti-Personnel.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m) for the ion blaster and spotlight.

Mega-Damage: 4D6 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited for nuclear and Solid Oxide, 60 full power blasts for electric battery per charge.

- 3. Short-Range Missile Box Launcher:** Short-range missiles are fired from a box launcher located toward the back of the tank. It

can slide back, behind the tank or forward to rest behind the turret, but out of the way of the turret’s main gun. It can rotate 360 degrees and has a 45 degree up and down arc of fire. It is used to destroy other tanks and giant robots, as well as punch holes in fortifications, ships and buildings. Like any guided missiles, they are +3 to strike.

Primary Purpose: Anti-Armor.

Secondary Purpose: Anti-Aircraft.

Range: Varies, but generally five miles (8 km); three miles (4.8 km) for Fragmentation or Plasma/Napalm.

Mega-Damage: Varies by missile type. High-Explosive (2D6x10 M.D., 15 foot/4.6 m radius) and Armor Piercing (2D6x10 M.D., 5 foot/1.5 m radius) are standard.

Rate of Fire: One at a time or in volleys of two.

Payload: Four missiles total.

- 4. Grenade Dispensers (2):** In order to limit the effectiveness of enemy attackers long-range weapons and assist in retreats, the Crocodile mounts grenade dispensers for projecting smoke screens.

Primary Purpose: Smoke Screen Deployment.

Secondary Purpose: Defense.

Range: The grenades land about 100 feet (30.5 m) in front of the vehicle.

Mega-Damage: Smoke grenades create a 50x50 foot (15x15 m) smoke screen for 2 grenades or a 100x100 foot (30.5 x 30.5 m) smoke screen for all 4 grenades. Explosive grenades are never used. Smoke grenades create a 50x50 foot (15x15 m) smoke screen for 2 grenades or a 100x100 foot (30.5 x 30.5 m) smoke screen for all four grenades. Attackers shooting into the cloud are firing blind; -10 to strike man-sized targets concealed in smoke (even -6 to strike the APC and other large vehicles). The same penalties apply for those inside the cloud shooting out, so troops and other vehicles use the cover to move out away and into positions from which they can attack.

Rate of Fire: Dispersal patterns of two or four grenades.

Payload: 8 grenades total; 4 per dispenser (two dispensers).

5. Sensor System Note: Standard; same as robot vehicles.

NG-SU7 Crayfish Amphibious Sub

The Crayfish is an extremely capable adventure craft that comes from the design team of **Michael Macolley, Jeff Jensen and Mike Creelman**. It is popular amongst harbor patrols, underwater salvage crews, pirates, privateers and some mercenaries and adventurers. The vehicle is a fully functional submarine with enough room to comfortably fit six passengers. Its small size allows it to slip past most naval patrols and navigate shallow waters and obstacles that would deter larger ships and subs. This means it can also travel through, and hide itself in, shallow rivers, lakes, coastal pools and marshlands. When it is done exploring the floor of a body of water, it drives up onto dry land. That’s right, the Crayfish is an amphibious vehicle that can travel underwater like a sub, ride along the river or sea floor on treads, ride on the surface like a boat, and climb onto dry land to roll along on its treads like a ground vehicle.

Good to its name, the Crayfish has a pair of large, folding robot arms located at the front of the vehicle. The hands are clamp-like to grasp salvage and move debris, but they are not quite pincers and are not designed for combat, but for grasping and carrying. The robot arms are used to collect underwater salvage, and grab hold of passing ships to hitch a ride. The Crayfish’s arms, though not designed for fighting, should be able to deliver a few jabs or swats to chase away or defend itself from curious marine mammals and large fish.



Though most at home in and under the water as a small, exploration submersible, a pair of tank treads on the side of the vehicle drop down and lock into place for rolling along on the ground above or below the waves. When not needed, the treads pull up and lock in place on the side of the submarine. This enables the Crayfish to exit one body of water, travel across land and deposit itself into another body of water without difficulty. Underwater, the Crayfish is a tough, if odd looking, blocky little submersible that can float through the water like a sub, on the water's surface like a boat, or crawl along the sea floor like a mechanical crab. The tank treads are convenient if the rudder or propeller is damaged, because the Crayfish can just drop to the sea or lake floor and drive itself into dry dock.

For espionage agents, pirates, mercs and privateers, the Crayfish can function as an amphibious spy vessel or assault vehicle. A formation of Crayfish amphibious subs can lurk underwater, just off the coast, wait for the right moment (or target) to strike, and then make a run for a channel that is too shallow for pursuing ships. Once they've shaken pursuers on the water, the tenacious little vehicles can roll up onto the shore to hide on dry land where those foolishly searching the waters will never find them. The Crayfish is also excellent for two-pronged attacks and raids on ships. Pirates on the surface can attack and dump crates of cargo from the ship under siege overboard. As they sink to the bottom, the Crayfish quietly recovers them and carries them away while the vessel under attack fights to defend itself and the rest of its cargo. As soon as enough cargo has been recovered (placed on its back and scooped up and carried in its arms), the Crayfish can travel underwater or sneak up onto dry land, and deliver the

goods to trucks waiting at a predetermined location or to boats waiting someplace away from the siege, ready to haul the cargo away. The Black Market is notorious for having trucks and a purchasing agent waiting to take delivery of "hot" goods; no questions asked. Of course, the Crayfish excels at retrieving and hauling away cargo from sunken ships and aircraft. In fact, explorers and salvage teams love the fact that the Crayfish can slowly float or crawl along the lake floor and use its robot hands and arms to move away debris and recover cargo, salvage and artifacts lost at sea.

The Crayfish is reasonably well equipped for dealing with threats like sea monsters with mini-torpedoes and blue-green lasers that all work in water and above the waves, but most wild animals and sea monsters don't usually go after or attack the body of a "submarine."

Crayfish Amphibious Submersible

Model Type: NG-SU7

Class: Amphibious Exploration and Salvage Submersible.

Crew: Three: one pilot, one gunner and one communications engineer, plus room for six passengers in man-sized power armor or heavy diving gear.

M.D.C. by Location:

- * Laser Turrets (2, small, one top, one bottom) – 50
- * Mini-Torpedo Launchers (2, one on each side of sub's nose) – 30 each
- * Large Forward Lights (1 per front of each tread housing) – 10 each

- * Small Forward Lights (3 per front of each tread housing) – 5 each
- * Small Underbelly Lights (8) – 4 each
- * Forward Windows (2, large) – 35 each
- * Plate Armor for Windows (2) – 70 each
- * Hatch (3, two on top, one in underbelly) – 75 each
- * Robot Arms (one on each side) – 100 each
- ** Tread Housings (2 on each side of sub) – 120 each
- *** Propeller Housing – 120
- **** Main Body – 280

* A single asterisk indicates a small and/or difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

** Destroying one set of the drive tracks reduces crawling speed on land or the sea floor by 80% and imposes a -20% piloting skill penalty. It also means the side without its tank treads drags across the ground, leaving a large, clear trail for enemies to follow. Underwater it kicks up a thick cloud of silt and sand. Destroying both sets of treads leaves the vehicle unable to move on land or the lake floor.

M.D.C. plexiglass windows in the front of the submersible have 35 M.D.C. each, but a metal alloy plate covering slides into place in combat situations with the press of a button or voice command, and when the window’s integrity is dangerously weakened. The metal plating provides each window with an additional 70 M.D.C. The windows are not use for piloting, but rather for observation, so sealing the windows has no impact on piloting. It is all done by instrumentation. When the windows are visible from a straight ahead position, an attacker needs to make a *Called Shot* to target a specific window with the penalty noted above. Destroying the M.D.C. of the window plexiglass and M.D.C. shielding causes water to flood into the sub and it is in danger of sinking.

*** Destroying the propeller housing damages the propeller and, with a normal sub, would leave the vessel dead in the water. A normal sub has no choice but to either remain underwater adrift in the current, or rise to the surface to be carried adrift on the waves. The Crayfish has a third choice, it can drop to the sea floor and crawl along it via its treads at a speed of 5 mph (8 km). Note that the propeller housing is below the waterline and can only be fired upon from below the surface of the water.

**** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless. If in the water, the vessel sinks within 5D6 minutes.

Speed:

Ground: On dry land, maximum speed is 35 mph (56 km). On a lake or sea floor, maximum speed is 5 mph (8 km).

Flying: Not possible.

Water: 20 mph (32 km) on the water’s surface and 25 mph (40 km) underwater. However, when searching for salvage or exploring the sea floor, speed is likely to be a slow 2-8 mph (3.2 to 13 km); 5 mph (8 km) riding along the floor on the treads.

Maximum Depth Tolerance: 2.5 miles (4 km).

Statistical Data:

Height: 12 feet (3.6 m).

Width: 16 feet (4.9 m).

Length: 28 feet (8.5 m).

Weight: 26 tons.

Physical Strength: Robot P.S. of 34.

Cargo: Internal storage space for roughly 4 tons of cargo. An additional 4 tons of cargo can be placed on the top of the vessel and tied down, but reduces speed by 20% and imposes a -10% piloting skill penalty (fail the skill roll and the cargo pulls away and sinks back to

the bottom). Each robot arm can carry/hold two tons or pull an additional six tons of weight, again reducing speed by 10% and imposing a -5% piloting skill penalty.

Power System: Nuclear; average energy life is 12 years. Solid Oxide and electric battery versions are also available.

Cost: 10 million credits nuclear, 8 million Solid Oxide, 6.5 million electric battery.

Weapon Systems:

1. Mini-Missile/Mini-Torpedo Launchers (2): A pair of mini-missile tubes are located in the nose of the Crayfish between the two tread housings. They can fire either mini-missiles or mini-torpedoes, but torpedoes make the most sense for underwater operations.

Primary Purpose: Anti-Submarine and Anti-Sea Monster.

Secondary Purpose: Defense.

Range: One mile (1.6 km).

Mega-Damage: Varies by missile/torpedo type. 2D4x10 M.D. for high explosive or 1D6x10 M.D. for plasma mini-torpedoes.

Rate of Fire: One at a time or in volleys of two.

Payload: 16 mini-torpedoes or mini-missiles total; eight per launcher.

2. Blue-Green Laser Turrets (2): A low-profile, blue-green laser is mounted on the top and underbelly of the submersible toward the nose. Each can rotate 360 degrees and has a 45 degree up and down arc of fire. In addition to being part of the Crayfish’s defenses, the lasers are used to cut away salvage and debris, and to make an entrance in the hull of sunken vessels.

Primary Purpose: Defense and Cutting.

Secondary Purpose: Anti-Submarine and Anti-Sea Monster.

Range: 2,000 feet (610 m).

Mega-Damage: 46 M.D. per single blast. The two laser turrets cannot engage in linked fire.

Rate of Fire: Each blast counts as one melee attack for its gunner.

Payload: Effectively unlimited for nuclear and Solid Oxide powered vessels; 90 shots for an electric battery per each charge.

3. Robot Arms (2): The Crayfish has two robot arms it uses for underwater excavation and retrieving salvage. When not in use, the arms fold up. When extended, they can reach 12 feet (3.6 m) beyond the nose of the sub.

Primary Purpose: Underwater Excavation and Salvage.

Secondary Purpose: Assault and defense.

Range: 12 foot (3.6 m) reach beyond the nose of the sub.

Mega-Damage: As per its Robotic P.S. of 34.

Restrained Punch or Swat – 1D4 M.D.

Full Strength Punch or Swat – 2D6 M.D.

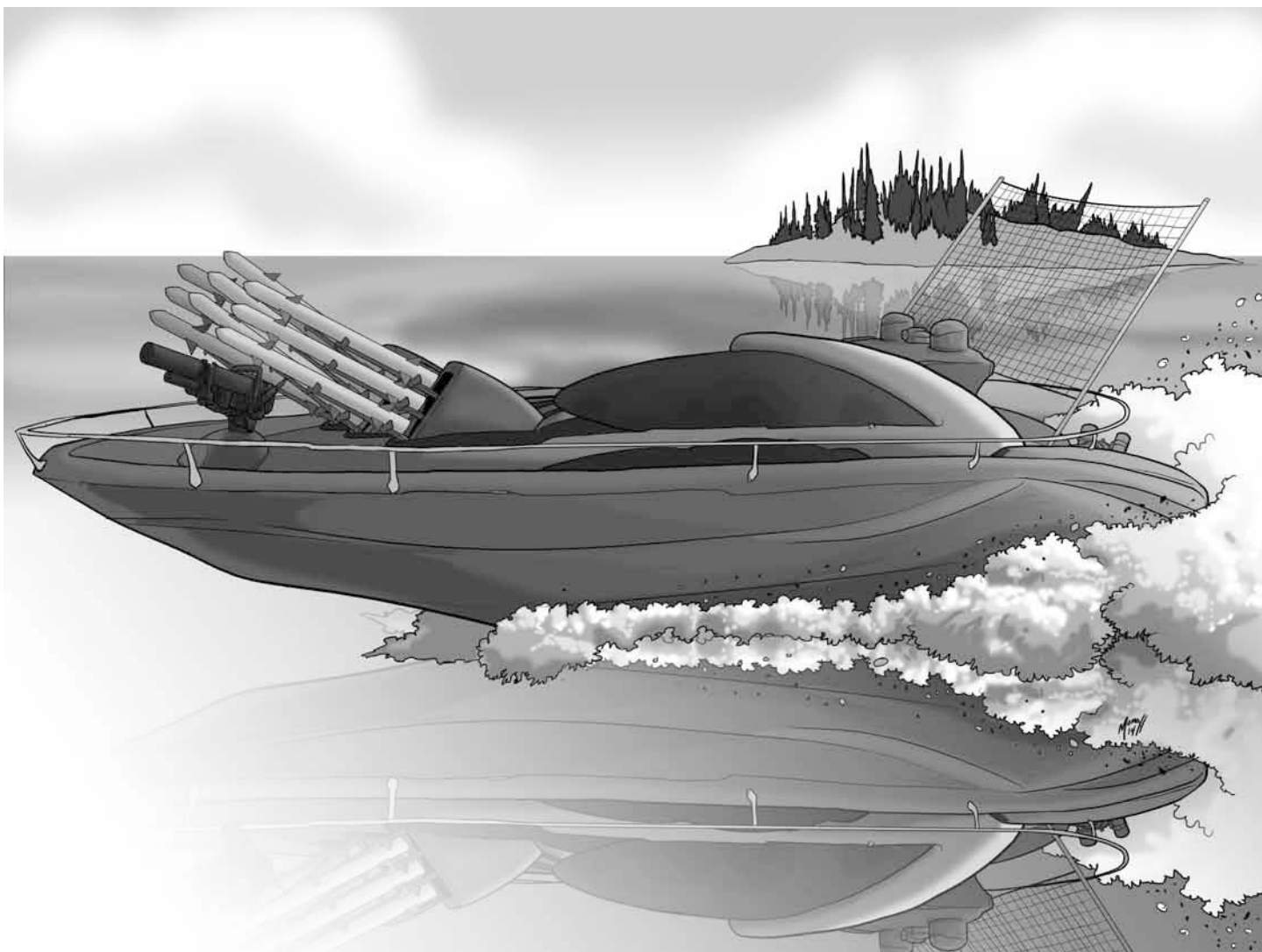
Power Punch and Kicks – Not possible.

4. Sensors and Features of Note: Standard; same as robot vehicles, plus the following.

a) Built-in Dual Sonar System: Passive sonar has a range of 5 miles (8 km) and can track up to 20 different targets without revealing the presence of the sub. Active sonar has a 25 mile (40 km) range and can track the same number of targets, but reveals the position of the Crayfish to anyone watching on their own sonar unit.

b) Forward Lights: The forward lights are located in the nose of the tread housings. Each can turn inside its housing to direct the beams of light in any forward direction by 25 degrees. Range: 600 feet (183 m).

Belly lights can also illuminate the water below the sub for divers to see better. Range: 600 feet (183 m). **Note:** Of course, in deep, dark waters, lights may attract predators and sea monsters, and since many aquatic predators can see the infrared spectrum of light, it is pointless to use infrared light.



NG-S3 Harbormaster Missile Boat

The Harbormaster is Northern Gun's primary small attack craft. While it is much smaller than a full-sized patrol boat, it is fast and well-armed, and carries missiles as its main weapon system instead of torpedoes, letting the boat fire at aircraft and targets inland as well as ships on the Great Lakes or out at sea.

The Harbormaster has several other features that one would expect to find on a much larger ship. The first is its blue-green laser turret, mounted on a rail that runs the length of the ship's keel. The laser can fire at targets toward the front of the ship, then slide backward to engage enemies or torpedoes approaching from the bow. The gun is even capable of sliding up out of the water, becoming a secondary surface gun. As the ship's only underwater weapon, it can also be kept safely out of range under the surface.

The second feature is the ship's flyer recovery net. The net is deployed at the rear of the ship and assists jet pack and flying power armor troopers in landing on the small vessel. It is designed to slow the flyer's approach, absorb some of the impact of landing and actually tangle and catch the trooper so he doesn't roll overboard.

The third is the Harbormaster's troops complement of marines clad in EBA with jet packs or flying power armor. These troops are deployed in a similar way to how 20th Century aircraft carriers use helicopters and jet aircraft for scouting, fast-response, interception

and anti-submarine missions (the Blue Hawk power armor is standard for this use). The combination of the fast ship with its eyes in the sky makes the Harbormaster excellent for harbor security, patrols, escorting larger vessels, hit and run raids, search and rescue, and guarding large stretches of lake, as well as most other combat roles, including boarding ships, air-to-water and water-to-land raids.

Harbormaster Missile Boat

Model Type: NG-S3

Class: Light Missile Boat.

Crew: Three: pilot/captain, navigator/sensor operator and gunner. There is also space for two passengers and six EBA troops with jet packs or four in power armor – typically the Blue Hawk, Red Hawk, or other “flying” power armor, but it could be the Beach-Stormer or any power armor suited for the mission at hand.

M.D.C. by Location:

- * Netting (rear) – 15
- * Laser Cannon Deck Gun – 100
- * Missile Launchers (3, midsection) – 90 each
- * Blue-Green Laser Turret (underwater) – 60
- ** Propeller Housing – 120
- * Bridge/Reinforced Crew Compartment – 95
- *** Main Body – 275

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

** Destroying the propeller housing makes movement impossible and leaves the vessel dead in the water, adrift on the waves. Note that the propeller housing is below the waterline and can only be fired upon from below the surface of the water.

*** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless, and the boat sinks within 5D6 minutes.

Speed:

Ground: None; this is strictly a boat.

Water: 55 mph (88 km) maximum on the surface of water; no underwater capabilities.

Flying: Not possible, except for troops equipped with jet packs or flying power armor.

Statistical Data:

Height: 14 feet (4.3 m), including netting.

Width: 16 feet (4.9 m).

Length: 32 feet (9.8 m).

Weight: 10 tons fully loaded.

Cargo: There is a 5x5 foot (1.5 x 1.5 m) cargo locker for personal weapons and equipment or storing power armor when not in use, as well as a pair of inflatable lifeboats. Inside the ship are four small, foldout bunks as well.

Power System: Nuclear; average energy life is 12 years. Solid Oxide, electric battery, and liquid fuel versions are also available.

Cost: 2.2 million credits nuclear, 1.6 million for Solid Oxide, one million for electric battery, and 870,000 for liquid fuel. Comes with a full payload of short-range missiles and two inflatable lifeboats.

Weapon Systems:

- 1. NG-SRM309 Short-Range Missile Launchers (3):** Short-range missiles are the Harbormaster's primary weapon. They have more reach than naval guns and can be used to blow aircraft out of the sky, and different warheads can be used for different targets. There are three launchers, each containing three short-range missiles.

Primary Purpose: Anti-Ship.

Secondary Purpose: Anti-Aircraft.

Range: About 5 miles (8 km). 3 miles (4.8 km) for Fragmentation or Plasma/Napalm.

Mega-Damage: Varies by missile type. High explosive (2D6x10 M.D., 15 foot/4.5 m radius) and armor piercing (2D6x10 M.D., 5 foot/1.5 m radius) are standard.

Rate of Fire: One at a time or in volleys of two or three.

Payload: 9 missiles total, three per launcher.

- 2. NG-LS09 Laser Cannon Deck Gun (1):** The Harbormaster's deck gun is a laser cannon that can rotate 180 degrees and has a 90 degree up and down arc of fire. It can be remotely controlled from within the bridge or manually operated by a gunner in a fold-out seat or standing on deck. It is used against small targets just below the surface of the water, other watercraft, sea monsters and low flying aircraft, power armor and missiles.

Primary Purpose: Anti-Ship and Anti-Missiles and Flyers.

Secondary Purpose: Anti-Sea Monster and Defense.

Range: 4,000 feet (1,219 m).

Mega-Damage: 5D6 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack of the gunner.

Payload: Effectively unlimited for nuclear and Solid Oxide powered vessels, 70 shots for electric and fuel powered.

- 3. NG-BGL03 Blue-Green Underwater Laser Turret:** The ship mounts a highly mobile laser turret on a track beneath the waterline. The turret is linked to a camera system and controlled from within the ship and usually has a dedicated gunner. The turret

can rotate 360 degrees and has a 90 degree downward arc of fire. The laser defends the Harbormaster against torpedo attacks, sea monsters, aquatic troops and other submersibles.

Primary Purpose: Defense.

Secondary Purpose: Anti-Sea Monster and Underwater Forces.

Range: 2,000 feet (610 m).

Mega-Damage: 4D6 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited for nuclear and Solid Oxide powered vessels, 90 shots for electric and fuel powered.

- 4. Sensors and Features of Note:** Standard; same as robot vehicles, plus sonar.

a) **Built-in Dual Sonar System:** Passive sonar has a range of 5 miles (8 km) and can track up to 48 different targets without revealing the presence of the boat. Active sonar has a 25 mile (40 km) range and can track the same number of targets, but reveals the position of the boat to anyone watching on their own sonar unit.

b) **Bullhorn:** The vessel has a built-in loudspeaker that works as a bullhorn.

NG-S1 Sandfish

Cargo Landing Craft

For customers who can arrange to meet their deliveries right on the beach, the *NG Sandfish* is the cargo ship they are looking for. Sandfish are inspired by amphibious landing craft and designed to pull up to the shoreline to deliver their contents using a large bow-ramp. The idea for developing it came from the design team led by **Craig Hammer, Benjamin Bonds** and **Melissa Powell**. These types of small ships became famous in World War II as the landing craft used in the D-Day invasion and numerous amphibious landings in the Pacific. The Sandfish has many uses depending on the customers, location and circumstances. It can be used as a ferry boat to transport people and/or vehicles, or cargo, ore and raw materials of all kinds, to giant robots, vehicles, combat troops and battlefield supplies.

Unlike normal ships that need ports or at least docks to land and disembark, the Sandfish is capable of dropping off its payload of troops, vehicles or cargo on almost any flat beach. Reefs, sandbars and shallow stretches are no obstacle, as the Sandfish has a tank-like drive track/treads below the water level that allows it to actually climb up and over sand and rocks. While the ship is too large and ungainly for even limited land travel, it can inch along over the dry ground in between water, and sometimes the vessel can even make the awkward transfer from one of the Great Lakes into a river or isolated smaller lake.

In combat, the Sandfish is a support vehicle, without the speed, armor or firepower of a real combat craft. Like any Northern Gun product, however, it is tough and sturdy, and won't give up due to things like bad weather or difficult terrain. This hardiness and versatility make Sandfish excellent ships for merchants, exporters, cargo haulers, explorers and adventurers.

Sandfish Cargo Landing Craft

Model Type: NG-S1

Class: Landing Craft Cargo Hauler and Troop Transport.

Crew: 4; one pilot, one navigator/sensor operator and two gunners. Supply shipments will typically also carry 8-12 normal workers to help unload or 1-2 workers in exoskeletons or power armor.

M.D.C. by Location:

* NG-202 Rail Guns (2) – 80 each

* Grenade Dispensers (2) – 10 each



Bridge/Reinforced Crew Compartment – 75

Bow Cargo Ramp – 150

* Drive Track (underwater) – 100

** Main Body – 400

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless, and the boat sinks within 5D6 minutes.

Speed:

Land: 2 mph (3.2 km) and can only cross relatively level, clear, smooth surfaces.

Water: 40 mph (64 km) maximum.

Flying: None.

Statistical Data:

Height: 19 feet (5.8 m).

Width: 22 feet (6.7 m).

Length: 70 feet (21 m).

Weight: 26 tons empty.

Cargo: The Sandfish can carry up to 96 tons of cargo. It has a single small cabin with a bed and four fold-out bunks for the crew.

Power System: Nuclear; average energy life is 12 years. Solid Oxide, electric battery and liquid fuel versions are also available.

Cost: 1.5 million credits for nuclear, 1.2 million for Solid Oxide and 750,000 credits for electric battery or liquid fuel.

Weapon Systems:

1. NG-202 Rail Guns (2): A pair of rail guns are mounted on the bow of the Sandfish. They are used primarily to keep pesky sea monsters away from the ship and to provide cover fire as the Sandfish departs the beach.

Primary Purpose: Anti-Sea Monster.

Secondary Purpose: Defense.

Range: 4,000 feet (1,219 m).

Mega-Damage: A burst is 40 rounds and inflicts 1D4x10 M.D. One round does 1D4 M.D.

Rate of Fire: Each single shot or burst counts as one melee attack.

Payload: Each rail gun is connected to a 6,000 round drum, enough for 150 bursts.

2. Grenade Dispensers (2): Considering the similarity between amphibious assaults and dropping cargo off onto dangerous beaches, the Sandfish has been equipped with the same smoke screen deployment system as the Crocodile tank.

Primary Purpose: Smoke Screen Deployment.

Secondary Purpose: Defense.

Range: The grenades land 100 feet (30.5 m) in front of the vehicle.

Mega-Damage: Smoke grenades create a 50x50 foot (15x15 m) smoke screen for 2 grenades or a 100x100 foot (30.5 x 30.5 m) smoke screen for all 4 grenades. Explosive grenades are never used.

Rate of Fire: Dispersal patterns of two or four grenades.

Payload: 8 grenades total; 4 per dispenser.

3. Sensors and Features of Note: Standard; same as robot vehicles.

Note About NG Boats and Ships

While they do build freighters, barges, tug boats, cargo ships, tankers, patrol boats and other light military vessels, the Coalition State's intense suspicion regarding Iron Heart Armaments' Sea King-class missile cruiser has dissuaded the Northern Gun Trade Council from trying to develop full-scale naval combat ships.

Jet Packs

NG-AJ20 Attack Jet Pack

The Attack jet pack is NG's latest release, a heavy-duty unit that is a compromise between normal jet packs and flying power armor. It incorporates a pair of built-in weapon systems that give the user reliable firepower, but is still much cheaper than your average flying exoskeleton. With an Attack jet pack, a single soldier can dogfight with light power armor, rocket bikes, Sky Cycles and similar small, light aircraft. As a flyer himself, he can use the jet pack to attack towers, buildings and elevated positions or attack ground troops and vehicles from the air.

Maximum Speed: 90 mph (144 km).

Maximum Range: Combustion: 250 mile (400 km) range and electric: 600 miles (960 km). Solid Oxide and nuclear are unlimited, although any version of the pack may overheat if used continuously for more than five hours (01-40%). Overheating will burn out the internal systems, destroying the machine. The jet pack should be allowed to cool for an hour after every three or four hours of continuous use.

For power armors, the Attack jet pack can be wired to draw upon the power supply of the armor itself for unlimited flight capabilities and range. However, 65% of those who use a jet pack require it to be a separate removable, even disposable, piece of equipment to be used as necessary, not a permanent part of the armor.

Maximum Altitude: 1,200 feet (366 m).

Size: 3.5 feet (1.1 m), and weighs 91 lbs (41 kg).

M.D.C. Main Body of Jet Pack: 50

Cost: 950,000 credits for a nuclear power supply with a 10 year life span and unlimited range (rare). 590,000 for Solid Oxide, 280,000 credits for electric or combustion systems.

Weapons:

Shoulder Lasers: A pair of lasers are mounted to the top and side of the jet pack. Both extend over the shoulders. Each can rotate right and left, and up and down 25 degrees, but in most cases, the flyer needs to angle and position his entire body to aim and shoot. **Primary Purpose:** Assault and Dogfighting. **Range:** 2,000 feet (610 m). **Mega-Damage:** 2D6 M.D. per single blast, 4D6 M.D. per simultaneous blast at the same target. **Attacks per Melee:** Each blast counts as one melee attack. **Payload:** Effectively unlimited with nuclear and Solid Oxide powered jet packs. 60 shots each from electric systems per charge. Combustion jet packs require an E-Clip for each weapon; 20 shots per clip. **Weapon Penalties:** -1 to strike, an aimed or Called Shot is impossible unless hovering stationary, and -5% to piloting skill when engaged in combat in addition to other penalties likely in dogfights and evasive maneuvering.

NG-WJ10 Speedpack

This small, personal jet pack is a Wilk's "knock-off" that NG has been selling for years as the NG-WJ10 Speedpack. The jet pack has a backpack-like harness as well as modular connectors that hook up to most NG body armor and power armor. It also comes with a helmet, neck support, short-range radio (3 miles/4.8 km), and a compass.

Crew: One.

Maximum Speed: 120 mph (192 km).

Maximum Range: Combustion: 400 mile (640 km) range and electric: 800 miles (1,280 km). Solid Oxide and nuclear are unlimited, although any version of the pack may overheat if used continuously for more than four hours (01-40%). Overheating will burn out the internal systems, destroying the machine. The jet pack should be allowed to cool for two hours after every two or three hours of continuous use.

For power armors, the Speedpack can be wired to draw upon the power supply of the armor itself for unlimited flight capabilities and range. However, 96% of those who use a jet pack require it to be a separate removable, even disposable, piece of equipment to be used as necessary, not a permanent part of the armor.

Maximum Altitude: 1,400 feet (426 m).

Size: 3 feet (0.9 m), 45 lbs (20 kg).

M.D.C. by Location: Main Body: 30.

Black Market Cost: 38,000 credits gasoline engine or 60,000 credits for electric, 350,000 for Solid Oxide or 875,000 credits for nuclear with a 10 year life.

Weapons: None built into the pack, but normal handguns and rifles can be used in flight.

NG-J32 Wild Coyote Jet Pack

A small, personal jet pack capable of sustained flight, the Wild Coyote is the newest in a line of NG personal flying devices. This one is the most compact and designed for short flights, boarding ships, and commando-style raids. It comes as a backpack that connects to mountings in non-environmental body armor, EBA and light power armor suits. It is not suitable for anyone not wearing armor. The control unit is linked to the communication system of the body armor or helmet and responds to verbal commands or spoken codes. It can also be programmed to respond to codes typed in on a mini-wrist computer.

Crew: One armored rider.

Maximum Speed: 80 mph (128 km).

Maximum Range: Combustion: 200 mile (320 km) range and electric: 600 miles (960 km). Solid Oxide and nuclear are unlimited, although any version of the pack may overheat if used continuously for more than four hours (01-40%). Overheating will burn out the internal systems, destroying the machine. The jet pack should be allowed to cool for two hours after every two or three hours of continuous use.

For power armors, the Wild Coyote can be wired to draw upon the power supply of the armor itself for unlimited flight capabilities and range. However, 96% of those who use a jet pack require it to be a separate removable, even disposable, piece of equipment to be used as necessary, not a permanent part of the armor.

Maximum Altitude: 900 feet (274 m).

Size: 2.4 feet (0.73 m), 40 lbs (18 kg).

M.D.C. Main Body of Jet Pack: 35.

Cost: 52,000 credits for combustion system, 85,000 for electric and 375,000 for Solid Oxide. 890,000 credits for nuclear. **Note:** The Wild Coyote and most jet packs can be tied directly to the power supply of the power armor, but this is not an easy job and costs 385,000

credits. Add another 100,000 credits to make the jet pack able to be removable from the armor.

Weapons: None are built into the jet pack, but the flyer can wield normal handguns and rifles in flight.

NG-J45 Wolf-Runner Jet Pack

A large, heavy, personal jet pack, the Wolf-Runner is designed for *heavy power armor* and those looking for reliable sustained flight and speed. It comes as a backpack that connects to mountings in non-environmental, EBA and light power armor suits. It is not suitable for anyone not wearing armor. The control unit is linked to the communication system of the body armor or helmet and responds to verbal commands or spoken codes. It can also be programmed to respond to codes typed in on a mini-wrist computer.

Crew: One armored flyer.

Maximum Speed: 90 mph (144 km).

Maximum Range: Combustion: 250 mile (400 km) range and electric: 500 miles (800 km). Solid Oxide and nuclear are unlimited, al-

though any version of the pack may overheat if used continuously for more than four hours (01-40%). Overheating will burn out the internal systems, destroying the machine. The jet pack should be allowed to cool for two hours after every two or three hours of continuous use.

For power armors, the Wild Coyote can be wired to draw upon the power supply of the armor itself for unlimited flight capabilities and range. However, 90% of those who use a jet pack require it to be a separate removable, even disposable, piece of equipment to be used as necessary, not a permanent part of the armor.

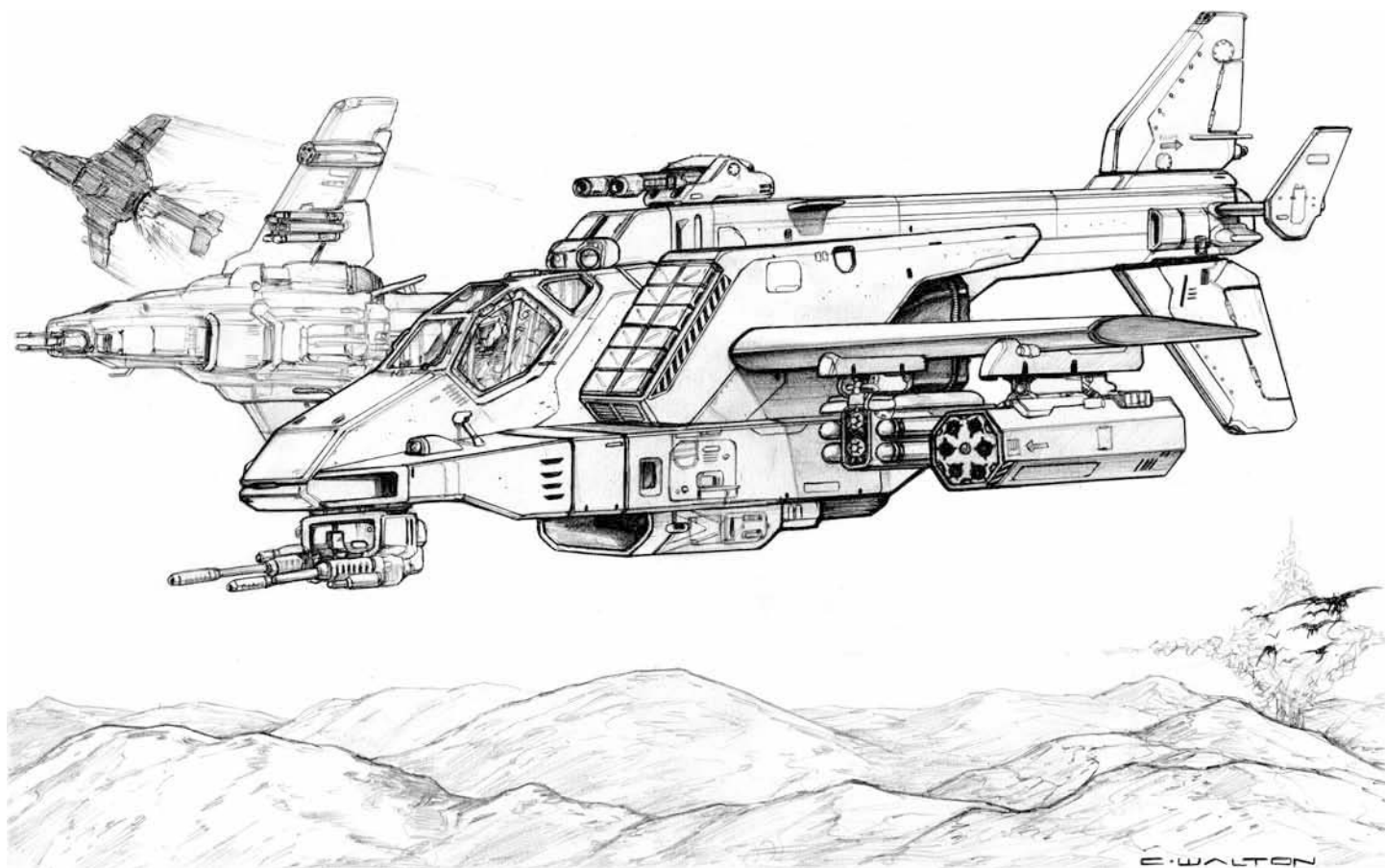
Maximum Altitude: 1,200 feet (366 m).

Size: 3.5 feet (1.1 m), 78 lbs (35 kg).

M.D.C. Main Body of Jet Pack: 50.

Cost: 76,000 credits for combustion systems, 125,000 for electric, 390,000 for Solid Oxide or 920,000 credits for nuclear (or 385,000 to 485,000 to tie it to the power supply of the power armor).

Weapons: None are built into the jet pack, but the flyer can wield normal handguns and rifles in flight.



Aircraft

NG-HC1000 Dragonfly

Tank and Robot Killer Hover-Chopper

With power armor, Sky Cycles and jet packs, the need for conventional 21st Century combat aircraft is much less important and manageable in the Rifts Earth environment. Still, there is a need for some. Besides, there is nothing conventional about the recently re-

vealed NG Dragonfly. The leaders of the design team, **Joshua Hill**, **Douglas Rood** and **David Dunham**, have created an aircraft that is a hybrid combination of a rocket cycle and an olden-day helicopter gunship. The Dragonfly utilizes a hover propulsion system which provides flight capabilities similar to a helicopter – VTOL (Vertical Takeoffs & Landings), hover and low altitude flying at low to moderate speeds. It has excellent maneuverability and functions equally well in an urban or wilderness setting.

The Dragonfly is no reconnaissance or medical evacuation vehicle, but a flying weapons platform designed as a tank, monster and giant robot (or dragon) killer. In an urban setting and field conditions with a good deal of ground cover, and wherever low altitude flying

and surgical strikes are desired (coming over a rise, or from around a building to strike enemy tanks and robots is one of its specialties), the Dragonfly performs admirably with capabilities that rival the *Coalition's Black Lightning combat helicopter*. However, in an open field of combat, the slow-moving and somewhat awkwardly balanced Dragonfly is a sitting duck for smaller, fast-moving power armor, larger, faster aircraft, and even entrenched ground positions. That having been said, it is one of the best combat vehicles of its kind on the market, and is especially popular in the north and northeast, around the Great Lakes and Saint Lawrence Seaway. Even the Tundra Rangers and Free Quebec have purchased some for their combat forces in the last four years.

Amongst military forces, including the Army of Ishpeming, the Dragonfly enjoys widespread use as a tank and robot buster as well as for heavy troop support. Several naval forces also use the Dragonfly for coastal patrols, anti-submarine warfare, and blasting pirates and sea serpents out of the water. Some of the largest warships have a wing of Dragonflies stowed on deck. The Dragonfly has been a part of Ishpeming's defenses for the last seven years, and has been quietly sold to other kingdoms and reputable defense forces for the last three years.

Model Type: NG-HC1000 Dragonfly.

Class: Hover Combat Gunship.

Crew: Two; a pilot and a gunner. A third, human-sized passenger (or equipment) can be squeezed into the cockpit, but the fit is tight, there is no seat for the third person and the cramped conditions inflict a -10% penalty to the piloting skill.

M.D.C. by Location:

Main Jet Thrusters (2, rear) – 80 each

* Hover Jets (3, undercarriage) – 20 each

* Spotlight (2, top of cockpit) – 5 each

* Ion Pulse Turret (1, top turret) – 35

* Dual Rail Gun (1, nose) – 50

* Mini-Missile Box Launchers (24, side) – 15 each

* Wing Mini-Missile Launchers (2, per wing) – 50 each

* Wing Launch Racks (2, each holds 4 missiles) – 20 each

** Wings (2) – 70 each

* Tail Section – 120

* Reinforced Pilot Compartment – 50

*** Main Body – 195

* All areas that are marked with a single asterisk are small and difficult targets to hit, requiring an attacker to make a "Called Shot," and even then he is -4 to strike.

** Destroying one or both of the wings reduces the flight performance of the vehicle, however as long as the hover system is functional, the Dragonfly can continue to hover and fly. Reduce speed and altitude by 30% and impose a -20% penalty to the piloting skill when one wing is lost. Reduce speed and altitude by an additional 30% (60% total) and impose an additional -20% penalty to the piloting skill when both wings (or the tail and a wing) are lost. **Note:** When a wing is depleted of M.D.C., any remaining weapon systems and missiles still mounted to the wing fall away and are likely (01-80%) to detonate before they hit the ground. Similarly, destroying the tail section imposes a -20% penalty to the piloting skill and reduces speed and altitude by 30%. All penalties are cumulative.

*** Depleting the M.D.C. of the main body knocks the bird out of the sky! Roll under piloting skill -20% for the pilot to manage a crash-landing from which he, the gunner and any passenger don't take damage (the aircraft is scrap metal, but they survive inside a shattered reinforced pilot compartment).

Speed:

Driving on the Ground: Not possible.

Flying: The hover jet propulsion system of the Dragonfly allows the vehicle to hover stationary, VTOL, and fly at a maximum speed of 200 mph (320 km).

Maximum Altitude: A max ceiling altitude of 8,000 feet (2,438 m) and a combat altitude (the height in which air to ground attacks are possible) is limited to 4,000 feet (1,219 m).

Flying Range: A nuclear power supply gives the Dragonfly years of life, however the hover jets require two hours of cooling off after 12 hours of continuous use.

Statistical Data:

Height: 9 feet (2.7 m); low profile.

Width: 28 foot (8.5 m) wingspan.

Length: 36 feet (11 m).

Weight: 4 tons, five when fully loaded with full missile complement and rail gun ammo.

Cargo: A small weapons storage locker is located in the pilot compartment that holds up to two rifles, three pistols, a portable radio, food rations for a week, two gallons (7.6 liters) of water, and an NG-S2 survival kit.

Power System: Nuclear (average energy life is 15 years) or Solid Oxide.

Cost: 2.8 million credits for nuclear; 2.3 million for Solid Oxide. Does NOT include the cost of any missile ordnance; missiles are an additional expense. Fair to poor availability to select kingdoms and armies. **Note:** The Dragonfly is NOT sold by NG on the open market. When a stolen or captured bird does become available via the Black Market or pirates, the vehicle sells for double and triple the list price.

Weapon Systems:

1. NG-D1000 Dual Rail Gun Nose Turret: Mounted under the nose of the Dragonfly gunship is a double-barreled NG-404 heavy rail-gun turret. These weapons are large bore barrels that are capable of turning side to side at a 90 degree angle and can tilt up and down 40 degrees without having to angle the nose and tilt the entire aircraft.

Primary Purpose: Assault, Strafing Runs and Anti-Personnel.

Secondary Purpose: Defense.

Range: 4,000 feet (1,219 m).

Mega-Damage: 6D6 M.D. for a single burst or 1D6x10 M.D. for a simultaneous double burst from both barrels. A single burst is 30 rounds, a dual burst is 60 rounds.

Rate of Fire: Each single or double burst counts as one melee attack.

Payload: 3,000 round internal drum fed magazine for 100 single bursts or 50 double barrel bursts (60 rounds). Reloading the drum is a complicated process that requires special equipment, a trained ground crew and 15-20 minutes time.

2. Double-Barrel Ion Turret: A low-profile, double barrel, ion turret is mounted on the top of the aircraft just behind and above the cockpit and may be controlled by the gunner or the pilot. This is a defensive weapon system usually operated to engage enemy aircraft, power armor and other flyers attempting to dogfight the Dragonfly or drop down from above. The ion pulse turret is capable of 200 degree rotation and has a 90 degree arc of fire up and down.

Primary Purpose: Defense.

Secondary Purpose: Anti-Aircraft/Flyers.

Range: 1,400 feet (426.7 m).

Mega-Damage: 6D6 M.D. per dual blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

3. NG-D100 Mini-Missile Box Launchers (12 per each sides):

Mounted on the body of the gunship, off to the side and behind the pilot's cockpit, are two sets of 12 mini-missile box launchers (24 total) capable of rapid fire and large volleys of missiles.

Primary Purpose: Anti-Armor and Anti-Aircraft.

Secondary Purpose: Anti-Fortification, Assault and Defense.

Range: About one mile (1.6 km).

Mega-Damage: Varies with mini-missile type. Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10 M.D.). Never substituted with mini-torpedoes.

Rate of Fire: One at a time or volleys of 2, 4, 6, 8, 12 or 24! Each volley, regardless of the number of missiles fired, counts as one melee attack.

Payload: 48 total missiles; two in each of the 24 box launchers, two sets of 12 box launchers on each side of the aircraft.

4. Wing Missile Racks (2):

A missile rack hooks onto each wing to hold a cluster of four short-range missiles or two medium-range missiles per rack (that's a total of eight short-range missiles or four medium).

Primary Purpose: Anti-Armor and Anti-Monster.

Secondary Purpose: Anti-Aircraft and Anti-Fortification.

Range: 5 miles (8 km) for short-range missiles; 40 miles (64 km) for medium-range.

Mega-Damage: Varies with missile type. Any short-range missile can be used, but standard issue is armor piercing (2D6x10 M.D.) or plasma (2D6x10 M.D.).

Any medium-range missile can also be used, but standard issue is armor piercing (3D6x10 M.D. to a 20 foot/6.1 m blast radius) or medium high explosive (2D6x10 M.D. to a 30 foot/9.1 m blast radius).

Rate of Fire: One at a time or volleys of 2 or 4. Each missile or volley fired counts as one melee attack. Controlled by the pilot or gunner.

Payload: 8 total short-range missiles; four per wing, or 4 total medium-range missiles; two per wing.

Missile Rack Payload Penalty: The weight and bulkiness of the missiles cause air drag and some imbalance to the aircraft. Reduce speed by 10% and impose a -10% piloting penalty for dogfighting, evasive and trick maneuvers as long as even one weapon rack remains even partially loaded. Increase the speed and eliminate the piloting penalty when ALL missiles are fired and the wing racks are empty.

5. NG-D1212 Mini-Missile Wing Launchers (2):

Mounted on each wing of the Dragonfly is an additional 12 mini-missile box launcher (24 total) capable of rapid fire and large volleys of mini-missiles or torpedoes.

Primary Purpose: Anti-Armor and Anti-Aircraft.

Secondary Purpose: Anti-Fortification, Assault and Defense.

Range: One mile (1.6 km).

Mega-Damage: Varies with missile type. Any mini-missile can be used, including smoke, Hex, and explosive ordnance. Standard issue is a mix of 6 smoke, 4 Hex or tear gas, 8 armor piercing (1D4x10 M.D.) and 8 plasma (1D6x10 M.D.). May be substituted with mini-torpedoes when appropriate.

Rate of Fire: One at a time or volleys of 2, 4 or 6. Each volley, regardless of the number of missiles fired, counts as one melee attack.

Payload: 24 total missiles (12 in each wing launcher).

Missile Payload Penalty: The weight and bulkiness of the wing mini-missile launchers cause air drag and some imbalance to the aircraft. Reduce speed by 10% and impose a -10% piloting penalty for dogfighting, evasive and trick maneuvers as long as even one launcher remains even partially loaded. Increase the speed and eliminate the piloting penalty when ALL missiles are fired and the wing launchers are empty.

6. Sensors and Features of Note:

Basically the same as robot vehicles.

NG-HC2000 Skybunker Hover Carrier

The Northern Gun Skybunker is a flying armored personnel carrier (APC) that is inspired by the Coalition's *Death Bringer* and *SkyLifter* APCs. Like the Coalition's flying APCs, the Skybunker is far more agile, maneuverable and mobile than conventional ground vehicle designs. The hover carrier is capable of flying over the most rugged terrain features, including forests, hills, water and even man-made obstacles. In many ways, the design is a mating of the best features of both a helicopter and an Infantry Fighting Vehicle (IFV). It has the heavy armor plating of a tank coupled with the mobility of an aircraft. Northern Gun's Skybunker uses a large, powerful hover propulsion system that provides good lift and speed.

Although it has been a part of the Ishpeming military for several years, the Skybunker is being offered to the mass market for the first time due to high demand, with numerous kingdoms and large mercenary companies snatching them up. The vehicle is ideal for troop transport, cargo hauling, vehicle transport and deployment of rapid reaction forces and can be modified to serve as a mobile field base or mobile hospital.

Model Type: NG-HC2000 Skybunker.

Class: Armored Hover Personnel Carrier.

Crew: Four; pilot, co-pilot, communications/sensor operator and gunner.

Troop Transport: The troop compartment can hold 30 fully equipped human-sized troops dressed in regular M.D.C. body armor, plus 18 paratroopers or nine troops in flight capable power armor like the Blue Hawk, Red Hawk, Ironwing, Samson, and others. In the alternative, the Skybunker can transport supplies or building materials, or 12-18 troops plus 4-8 small vehicles depending on their size, such as hovercycles, rocket bikes, jeeps, and so on.

M.D.C. by Location:

Main Jet Thrusters (4; rear) – 90 each

* Hover Jets (10; undercarriage) – 15 each

* Laser Turrets (3) – 65 each

Main Cargo Door (1; rear) – 110

Extendable Cargo Ramp (1; rear) – 80

Side Cabin Doors (2) – 80 each

* Searchlight (1; mounted on top; optional) – 30

* Headlights (4) – 10 each

* Other Lights (4; top and bottom) – 5 each

* Window Slit (1; forward) – 22

Reinforced Crew Compartment – 120

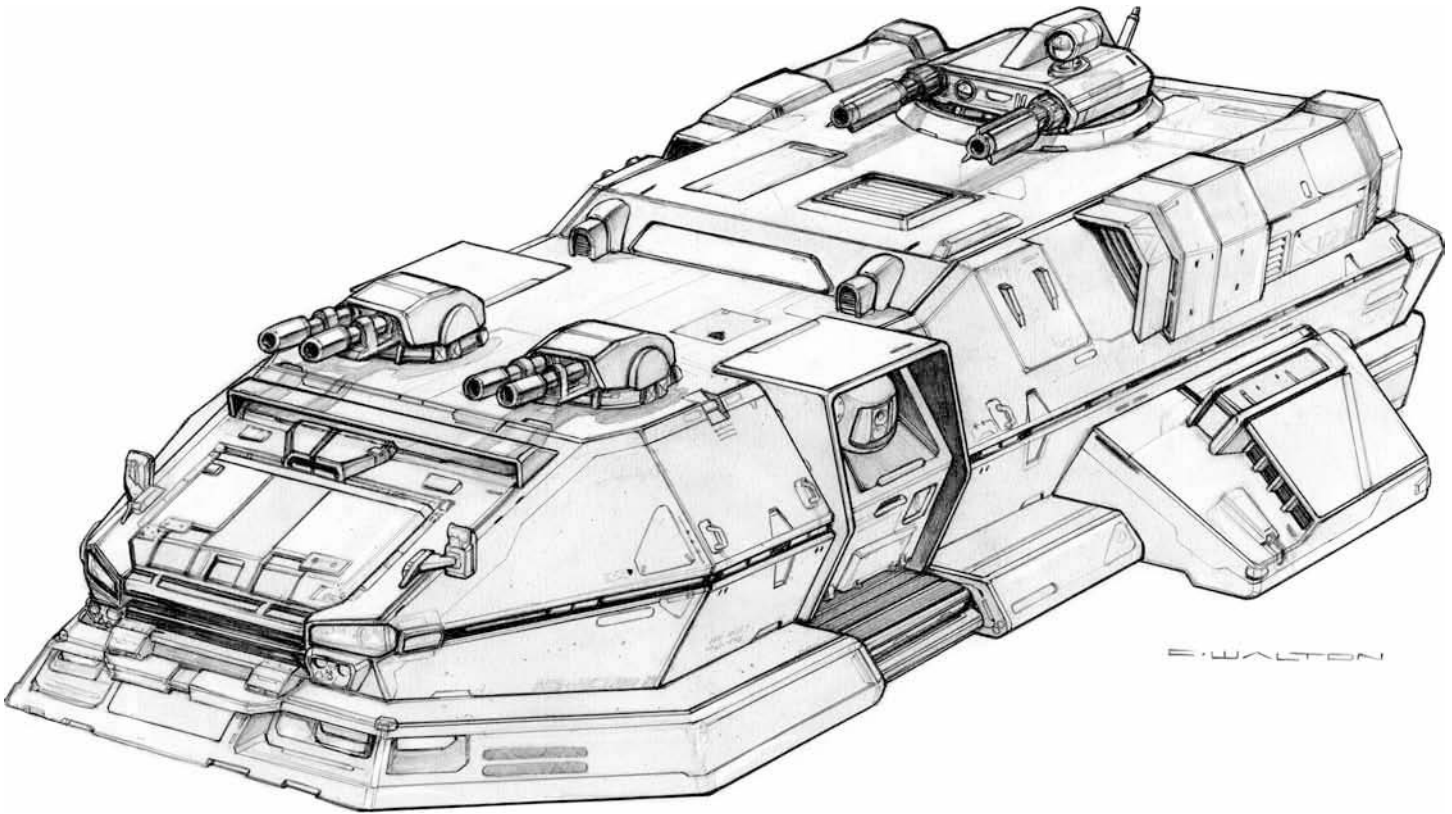
** Main Body – 410

* All items marked with a single asterisk are small and difficult targets to hit, and even a character making a "Called Shot" is -4 to strike.

** Depleting the M.D.C. of the main body will knock the bird out of the sky! Roll under piloting skill at -45% for the pilot to manage a crash-landing from which he and the crew don't take any damage (the aircraft is scrap, but they survive inside the shattered reinforced crew compartment). Likewise, a successful crash-landing means troops or cargo inside suffer only 1D4x10 M.D. each (otherwise they each take 3D4x10+30 M.D. from a crash).

Speed:

Driving on the Ground: Not possible, but can hug the ground at maximum flying speed.



Flying: Hover stationary, VTOL or fly at a maximum speed of 280 mph (448 km). Cruising speed is considered to be 50-80 mph (80 to 128 km).

Maximum Altitude: Limited to about 4,000 feet (1,219 m).

Flying Range: Its nuclear (12 year service life) or Solid Oxide power supply provided unlimited range, however the hover jets require cooling after 6-8 hours of continuous use.

Statistical Data:

Height: 17 feet (5.2 m).

Width: 23 feet (7 m) wingspan.

Length: 44 feet (13.4 m).

Weight: 34 tons.

Cargo: Up to 10 tons. Designed as a troop transport, cargo is usually soldiers; troops and their basic gear: pack, weapons and equipment, or crates of supplies. Additional cargo, weighing as much as an extra 6 tons, may be strapped to the outside of the APC and troops may also ride on top of it, but maximum speed is 40 mph (64 km). Going any faster will knock soldiers off the roof and has a 01-30% chance of tearing away cargo strapped to the vehicle (roll for every 15 minutes).

Power System: Nuclear, average energy life is 12 years. Also available with a Solid Oxide power supply. Not available for the electric battery.

Cost: 28.5 million credits nuclear. 24 million credits Solid Oxide.

Weapon Systems:

- 1. Laser Turrets (3):** Three double-barreled laser turrets are mounted on the top of the vehicle. There are two in the forward section, behind the cockpit, and one at the rear. These are defensive weapon systems operated by the gunner and/or co-pilot (or, in a pinch, a passenger) to engage enemy aircraft. Each turret is capable of rotating 360 degrees and has a 45 degree arc of fire up and down.

Primary Purpose: Defense.

Secondary Purpose: Anti-Aircraft/Flyers.

Range: 2,000 feet (610 m).

Mega-Damage: 4D6 M.D. per simultaneous dual blast.

Rate of Fire: Each blast counts as one of the gunner's melee attacks.

Payload: Effectively unlimited.

- 2. Door Gunner:** There is a strap and harness at the two side doors (one on each side of the vessel) and three at the rear cargo door in which a soldier in M.D.C. body armor or power armor can "strap-in," open the door and fire at enemy targets in the air or on the ground using any type of handheld weapon (laser rifle, rail gun, grenade launcher, etc.).

- 3. Troops:** As a troop transport, one of the vehicle's potential, optional weapons is the very troops it carries. Infantry troops can be "dropped" at a landing zone while those on rocket bikes, hovercycles, or clad in flying power armor can disembark in midair while the vehicle is in full flight.

- 4. Sensors and Features of Note:** Basically the same as robot vehicles.

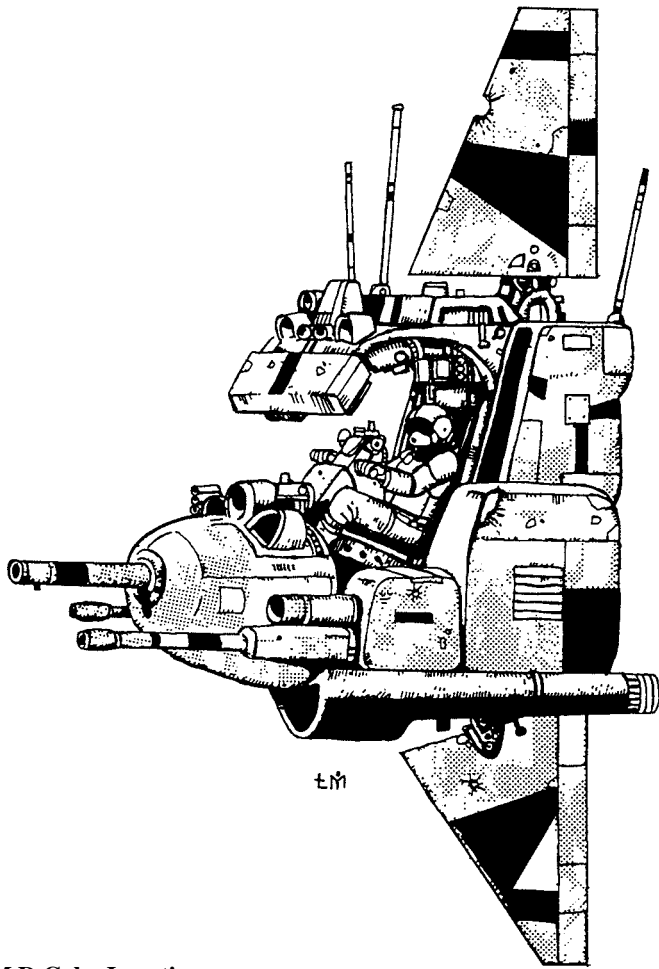
NG-A70 Mk II Sky King

One of NG's first and most famous combat aircraft is the heavy assault Sky Cycle marketed as the Sky King. The vehicle is fast, tough, reliable and well-armed with weapons. Like so many NG vehicles, the Sky King can fill many roles: fast attack, reconnaissance, border patrols, escort, message and small package delivery, and straight up attacks. As a Sky Cycle, it can hover stationary, ride low to the ground if so desired, and has excellent altitude at nearly two miles (3.2 km). It remains extremely popular amongst flyers, men-at-arms, mercs, militias, law enforcement, adventurers, pirates, explorers and adventurers. The Mk II has 20% more M.D.C. than the original.

Model Type: NG-A70 Mk II.

Class: All-Purpose Sky Cycle Air Combat Vehicle.

Crew: One.



M.D.C. by Location:

- * Forward Mounted Nose Laser – 40
- * Rail Gun and Mini-Missile Launchers (2) – 50 each
- * Landing Struts (3) – 20 each
- * Rear Jets (2) – 50 each
- * Top Fin – 90
- Bottom Fin – 70
- ** Main Body – 155

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

Destroying the top fin reduces speed and altitude by 30% and imposes a -15% piloting skill penalty. Destroying the bottom fin reduces speed by 20% and imposes a -10% piloting skill penalty. Penalties are cumulative.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, knocking it out of the sky.

Speed:

Ground: Not possible.

Flying: The rocket propulsion system enables the Sky King to hover stationary up to 1,000 feet (305 m) or fly. Maximum flying speed is 570 mph (912 km), but cruising speed is considered to range between 100 and 200 mph (160 and 320 km). Maximum altitude is 10,000 feet (3,048 m). VTOL capable. To land, a tripod-style trio of struts unfold from the undercarriage (20 M.D.C. per strut).

Flying Range: The nuclear power supply gives the Sky King 12 years of life, but the jet rockets get hot and need to cool after 24 hours of continuous flight at top speed; 48 hours at cruising speed.

Water: None.

Statistical Data:

Height: 17 feet (5.2 m).

Width: 5 feet, 6 inches (1.7 m).

Length: 11 feet, 5 inches (3.5 m).

Weight: 2,600 pounds (1,170 kg) fully loaded.

Cargo: Minimal storage space; about four feet (1.2 m) behind the seat for extra clothing, weapons, and personal items.

Power System: Nuclear; average energy life is 12 years.

Cost: 1.5 million credits, and up, for a new, undamaged, fully powered Sky King complete with laser, mini-missiles, and rail guns. About a half million for a rebuilt cycle without weapon systems. Fair availability.

Special Bonuses: +2 to dodge when flying at cruising speeds and +5 to dodge when flying over 350 mph (560 km).

Weapon Systems:

1. NG-SK101 Dual Rail Gun and Mini-Missile Launcher(2): A rail gun and mini-missile launcher is mounted on either side of the Sky King, near the midsection.

Primary Purpose: Assault, Dogfights and Anti-Aircraft.

Secondary Purpose: Anti-Personnel, Anti-Monster and Anti-Armor.

Range: Missiles: One mile (1.6 km). Rail Guns: 4,000 feet (1,219 m).

Mega-Damage: Mini-Missiles: Varies with mini-missile type. When appropriate, air missiles can be replaced with mini-torpedoes (2D4x10 M.D. for high explosive or 1D6x10 M.D. for plasma).

Rail Guns: 1D4x10 M.D. per 30 round burst from one rail gun, or 2D4x10 M.D. per dual burst from both at the same target simultaneously.

Rate of Fire: Missiles: One at a time or in volleys of two. Each rail gun burst counts as one melee attack.

Payload: Mini-Missiles: 12 total, 6 in each side launcher. Rail Guns have 810 rounds each, enough for 27 bursts each.

2. Forward Mounted Heavy Laser (1): A heavy laser is mounted in the nose of the jet hover vehicle. It is fixed forward and can only shoot straight ahead.

Primary Purpose: Assault and Dogfights.

Secondary Purpose: Anti-Personnel and Defense.

Range: 4,000 feet (1,219 m).

Mega-Damage: 4D6 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

3. Sensor System Note: Has all the standard robot sensors and communications capabilities, including radar.

NG-H500 Sky Wolf

Combat Helicopter

The Sky Wolf comes from the design team led by **Michael Johnson, D.R. Boudreaux** and **Christopher Murray**. It is a conventional helicopter gunship designed with troop support, troop insertion and extraction, rescue operations and military and law enforcement patrols in mind. It has a nose gun and 12 mini-missiles for combat and defense. The crew is a pilot and gunner. The cab of the helicopter can hold four man-sized power armor troops or six soldiers in EBA, or eight civilians without armor. Power armors with jump jet systems like the Aurora Blaze, Cougar, Lynx and Mantis can leap out of the Sky Wolf one hundred to a few hundred feet above the ground when it is hovering stationary. Likewise, troops equipped with jet packs can exit the vehicle in mid-air at any altitude when the Sky Wolf is hovering stationary or traveling slower than 30 mph (48 km).

The Sky Wolf has proven to be especially popular amongst mercenaries, military forces, law enforcement, explorers, messenger services, Black Market merchants and border patrols. Several naval forces also use the Sky Wolf as the ‘copter can land and take off from

the decks of medium and large ships. However, the aircraft is best suited to urban environments and operations where there is troop support, otherwise the light combat vehicle is vulnerable out in the wild by itself.

Model Type: NG-H500 Sky Wolf.

Class: Combat and Reconnaissance Helicopter.

Crew: Two; a pilot and a gunner. Can carry 4-8 passengers depending on their size, bulk and armor.

M.D.C. by Location:

- * Helicopter Main Rotor (1, top) – 100
- Tail Section – 100
- * Nose Gun – 50
- * Mini-Missile Box Launchers (2, one per side) – 20 each
- * Landing Struts (2) – 40 each
- * Reinforced Pilot Compartment – 50
- ** Main Body – 145

* All areas that are marked with a single asterisk are small and difficult targets to hit, requiring an attacker to make a Called Shot, and even then he is -4 to strike.

Destroying the main rotor system that keeps the helicopter aloft, or its tail section, knocks the bird out of the sky. Roll under piloting skill at -25% for the pilot to manage a crash-landing from which he, the gunner and any passengers don't take damage (the aircraft is scrap metal, but they survive the crash).

** Depleting the M.D.C. of the main body knocks the bird out of the sky! Roll under piloting skill at -20% for the pilot to manage a crash-landing from which he, the gunner and any passengers don't take damage (the aircraft is scrap metal, but they survive the crash).

Speed:

Driving on the Ground: Not possible.

Flying: The vehicle can hover stationary, VTOL, and fly at a maximum speed of 150 mph (240 km), but cruising speed is considered to be 100 mph (160 km).

Maximum Altitude: A max ceiling altitude of 10,000 feet (3,048 m) and a combat altitude (the height from which air to ground attacks are possible) is limited to 4,000 feet (1,219 m).

Flying Range: A nuclear power supply gives the Sky Wolf years of life, however the rotor system requires a two hour rest and cooling off period after 36 hours of continuous use to avoid undue stress to the aircraft.

Statistical Data:

Height: 9 feet (2.7 m); low profile.

Width: 12 feet (3.7 m) for the body, but an overall diameter of 40 feet (12.2 m) when the rotor system is taken into consideration.

Length: 48 feet (14.6 m).

Weight: 2 tons.

Cargo: A small weapons storage locker is located in the pilot's compartment that holds up to two rifles, three pistols, a portable radio, food rations for a week, two gallons (7.6 liters) of water, and an NG-S2 survival kit.

Power System: Nuclear (with an average energy life of 15 years) and Solid Oxide both offer unlimited range. Electric battery has a 600 mile (960 km) range per charge.

Cost: 1.4 million credits for nuclear; 790,000 credits for Solid Oxide and 425,000 credits for electric battery. Does NOT include the cost of any missile ordnance; missiles are an additional expense. Fair to good availability, especially at Ishpeming and MercTown.

Weapon Systems:

1. **NG-SW500 Dual Rail Gun Nose Turret:** Mounted under the nose of the Sky Wolf is a gatling-style rail gun. The "gun arm" can turn side to side at a 90 degree angle and can tilt up and down



45 degrees without having to angle the nose and tilt the entire helicopter.

Primary Purpose: Assault, Strafing Runs and Anti-Personnel.

Secondary Purpose: Anti-Flyers and Defense.

Range: 4,000 feet (1,219 m).

Mega-Damage: 4D6 M.D. for a short burst or 1D4x10 M.D. for a long burst. A single burst is 20 rounds, a long burst is 40 rounds.

Rate of Fire: Each single or double burst counts as one melee attack.

Payload: 3,200 round internal drum fed magazine for 160 single bursts or 80 long bursts (40 rounds). Reloading the drum is a complicated process that requires special equipment, a trained ground crew and 10-15 minutes time.

Alternative Weapon System: Laser. A heavy, long-range laser can replace the rail gun, above. It has all the same arc and range of fire, and may be controlled by the gunner or the pilot.

Primary Purpose: Assault, Strafing Runs and Anti-Personnel.

Secondary Purpose: Anti-Flyers and Defense.

Range: 4,000 feet (1,219 m).

Mega-Damage: 4D6 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

2. NG-SW66 Mini-Missile Wing Launchers (2; side): Mounted on each side of the Sky Wolf, behind the cockpit, is a box launcher that fires mini-missiles (24 total) capable of rapid fire and large volleys of mini-missiles or torpedoes.

Primary Purpose: Anti-Armor and Anti-Aircraft.

Secondary Purpose: Anti-Fortification, Assault and Defense.

Range: One mile (1.6 km).

Mega-Damage: Varies with missile type. Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) and/or plasma (1D6x10 M.D.). May be substituted with mini-torpedoes when appropriate.

Rate of Fire: One at a time or volleys of 2, 4 or 6. Each volley, regardless of the number of missiles fired, counts as one melee attack.

Payload: 24 total missiles (12 in each launcher).

3. Troops: As a combat gunship and troop transport, the Sky Wolf may carry 4-6 combat troops who can join a ground or air assault depending on the gear they are carrying. The Sky Wolf is often used to insert and extract infantry troops and special ops teams.

4. Sensors and Features of Note: Basically the same as robot vehicles.

NG Land Vehicles

Wheeled Vehicles

Motorcycles

Alphabetical List

Alley Cat
Black Talon
Electric CityCycle
Highwayman
Road Hog
Streetwolf
Wastelander
Wild Boar

Alley Cat Motorcycle

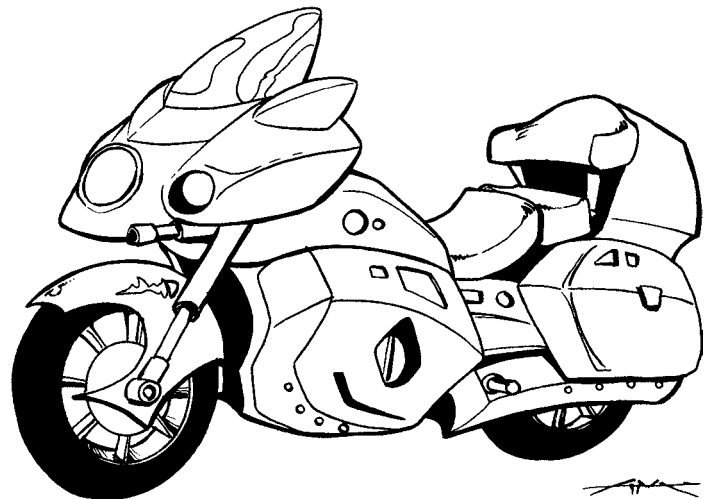
The Alley Cat comes from the R&D team led by **Arnoldo Lefebre, Timothy Letts** and **C.M. Thomas**. It is designed to handle the dirt roads and back alleys common to most small towns, 'Burbs, and wilderness communities, as well as the stony deserts of the American Southwest and northern Mexico. It does best on the paved streets of big cities. Like most NG vehicles, the Alley Cat is a tough, reliable motorcycle that can take a spill, get banged up and keep on riding.

The Alley Cat has two headlights and a larger center light for driving down dark alleys and unlit country roads. It also has three hard-shell storage compartments, one on each side and one behind the seat, which is appealing to City Rats, nomads, messengers, merchants, Black Marketeers and criminals who need a place to stow weapons, drugs, stolen goods or other gear.

Model Type: NG-CM14

Class: All-Terrain Motorcycle.

Crew: One pilot.



M.D.C. by Location:

- * Headlights (2, small) – 4 each
- * Nose Light (1, large) – 6
- * Storage Compartments (3, rear, small) – 20 each
- * Plexiglass Windshield – 10
- * Optional Front-Mounted Weapons (1 or 2) – 20 each
- * Tires (2) – 5 each
- ** Main Body – 60

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike. (-8 when shooting at the tires of a speeding vehicle).

Destroying one of the tires reduces the bike's speed by 90% and may damage the bike more by riding on the rim. Destroying both tires renders the bike immobile.

** Depleting the M.D.C. of the main body destroys the vehicle beyond repair.

Speed:

Land: 100 mph (160 km) maximum; half that speed on grass, gravel and rough terrain. Woodland environments and thick underbrush are

likely to be impassable by this bike (and most motorcycles) unless there is a well-traveled path to take; maximum speed is likely to be less than 10 mph (16 km).

Maximum Range: On gasoline, 400 miles (640 km), or electric, 600 miles (960 km) per charge. Completely recharges in less than one hour.

Penalties: None on pavement, dirt roads or smooth surfaces. -5% to piloting skill on short grass and in stony deserts, -10% on gravel and snow deeper than three inches (7.6 cm), and -25% on shattered roads and tall grass. Forest and any wilderness environments are likely to be absolutely impassable. Cannot ride across sand as the air intake and engine become clogged, stalling the engine within 1D6 melee rounds.

Statistical Data:

Height: 4 feet (1.2 m).

Width: 3 feet (0.9 m).

Length: 6 feet (1.8 m).

Weight: 240 lbs (108 kg).

Cargo: A small cargo container is built into the back of the bike. It holds the equivalent of one small suitcase, but a saddlebag, backpack and one or two other bags could be tied to it.

Power System: Gasoline or electric battery only.

Cost: 24,000 credits gasoline engine or 37,500 credits for the improved electric battery system.

Weapon Systems: None, but one light weapon can be added for an additional cost; same as Hovercycle weapon options. Most purchasers, as in 75%, do not spend money on a built-in weapon system for this bike.

Black Talon Motorcycle

The Black Talon is one of NG's newest motorcycles. Released in the summer of 108 P.A., it was dreamed up by lead designers **J.M. Volinsky, L.T. Stanley and Wilson Michaels**. It offers a sleek, aerodynamic and stylish profile that is built for high speed, range and mobility. It was an instant hit amongst Headhunters, Highwaymen, Juicers, Crazies, Gladiators, Robot Pilots, Quick-Flex Aliens and speed demons of every variety.

Though marketed as an all-terrain vehicle, it handles best on paved streets, dirt roads, back alleys, and the stony deserts of the American Southwest and northern Mexico. It does okay on gravel roads and short grass (less than a foot/0.3 m tall), but reduce speed and there is a skill penalty.

Black Talon Motorcycle

Model Type: MBT-300

Class: All-Terrain Combat Motorcycle.

Crew: One pilot, with room for one passenger.

M.D.C. by Location:

- * Headlight (1, small concealed under weapon) – 6
- * Storage Compartment (3, rear, small) – 20 each
- * Plexiglass Windshield – 25
- * Front-Mounted Weapon (1 or 2) – 25 each
- * Armored Tires (2) – 15 each
- ** Main Body – 125

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike. (-8 when shooting at the tires of a speeding vehicle).

Destroying one of the tires reduces the bike's speed 90% and may damage the bike more by riding on the rim. Destroying both tires render the bike immobile.

** Depleting the M.D.C. of the main body destroys the vehicle beyond repair.

Speed:

Land: 220 mph (352 km) maximum; 180 mph (288 km) on dirt roads and stony deserts, 72 mph (115 km) or less on grassy plains and rough, broken terrain. Woodland environments and thick underbrush are likely to be impassable by this bike (and most motorcycles) unless there is a well-traveled path to take; maximum speed is likely to be less than 8 mph (13 km).

Maximum Range: On gasoline, 400 miles (640 km). Electric battery, 2,000 miles (3,200 km) per charge, and it takes two hours to charge to full capacity. Unlimited with Solid Oxide and nuclear power supplies.

Penalties: None on paved streets, dirt roads, and in stony deserts, but -10% to piloting skill on gravel and grass, -15% on shattered roads, tall grass, and snow deeper than three inches (7.6 cm). Forest, thick underbrush and any dense vegetation are likely to be impassable. Cannot ride across sand as the air intake and engine become clogged, stalling the engine within 1D6 melee rounds.

Statistical Data:

Height: 3.5 feet (1.1 m).

Width: 3 feet (0.9 m).

Length: 7 feet (2.1 m).

Weight: 420 lbs (189 kg).

Cargo: Saddlebags with limited storage space. A rifle can be attached to the bike's side.

Power System: Nuclear with a 12 year life, Solid Oxide, and electric battery (completely recharges in two).

Cost: 945,000 credits for nuclear, 720,000 for Solid Oxide, and 340,000 for electric battery with a multi-battery system. Not available in a gasoline model.

Weapon Systems:

1. BT-50 Laser Blaster (1): Built into the bike is a forward facing laser. This is the standard weapon for the Black Talon.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

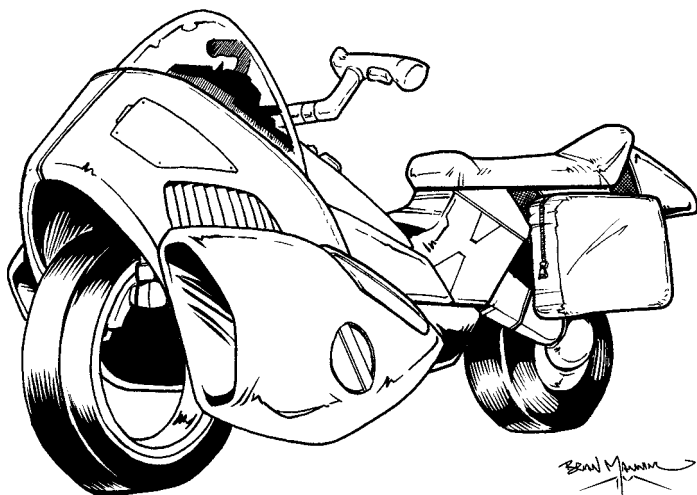
Mega-Damage: 3D6 M.D. per laser blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited for nuclear and Solid Oxide. 180 blasts for electric battery power supply (weapons that do more damage have half the payload for electric powered bikes).

Alternative and Additional Weapons: The laser can be replaced with a different nose gun, but for the cost of that weapon and a 25,000 credits fee for the work to change it out. As many as two additional weapon systems can be added to the Black Talon, but such extras are discouraged as each additional weapon system creates air-drag, adds weight and drains energy; reduce maximum speed 10% for each additional weapon. Any of the weapon systems available to hovercycles can be added to this bike.





Electric CityCycle

Virtually all of Rifts Earth is a wasteland or wilderness to some varying degree. Stretches of somewhat peaceful farmland like those found within the Coalition are very rare, and population centers are typically cities and city-states with relatively high population density and many citizens and refugees located in one place for defense and consolidation of resources. To service these kinds of cities, the Northern Gun design team led by **Donovan Pankratz**, **Albert Rosado** and **Doug Roy** have created the CityCycle.

First unveiled in the autumn of 105 P.A., CityCycles are simple electric motorcycles that incorporate internal gyros that allow them to stand up on their own. This makes them easy to ride and use (+16% to Motorcycle skill, and even those with no training can ride at the base skill of 46%), as the bikes are programmed to respond intuitively to the driver's commands. Since they stand upright by themselves they can be parked virtually anywhere and many can be crammed into small areas like storage depots and transportation vehicles.

Unlike NG's line of military and wilderness products, CityCycles are not designed for all-terrain use and their limited battery makes them impractical as traveling vehicles away from access to charging stations. They are, however, cheap and reliable, and tailor-made for urban populations. Their use has exploded throughout Ishpeming, the Manistique Imperium, Lazlo, the 'Burbs, and even the big cities of the Coalition States and Free Quebec where they are being bought both by private owners and people looking to set up rental services.

CityCycle

Model Type: NG-EM3

Class: Electric Motorcycle.

Crew: One pilot with room for one passenger.

M.D.C. by Location:

- * Headlight – 5
- * Tires (2) – 5 each
- ** Main Body – 60

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike (-8 when shooting at the tires of a speeding vehicle).

Destroying either one of the tires reduces the bike's speed by 90% and may damage the bike more by riding on the rim. Destroying both tires renders the bike immobile.

** Depleting the M.D.C. of the main body destroys the vehicle beyond repair.

Speed:

Land: 65 mph (104 km) maximum.

Maximum Range: 350 miles (560 km); electric only. Best suited for city streets and dirt roads. Woodland environments and thick underbrush are completely impassable by this bike unless there is a well-traveled path to take and even then the ride will be difficult; maximum speed is likely to be less than 8 mph (13 km).

Penalties: None on pavement or smooth surfaces. -10% to piloting skill on dirt roads and in stony deserts, -20% on gravel and snow deeper than two inches (5 cm), and -40% shattered roads, and tall grass. Forest and any wilderness environments are likely to be absolutely impassable. Cannot ride across sand as the motors become clogged, rendering the bike immobile within 1D6 melee rounds.

Statistical Data:

Height: 3 feet (0.9 m).

Width: 2 feet (0.6 m).

Length: 5 feet (1.5 m).

Weight: 110 lbs (50 kg).

Cargo: Two zip-up "saddlebags," each able to hold about 10 lbs (4.5 kg) of small items.

Power System: Electric battery only. Completely recharges in less than 15 minutes.

Cost: 19,500 credits. Electric only.

Special Features: The internal gyroscope keeps the bike upright under virtually all conditions. It is actually difficult to tip a CityCycle over even if one tries. Built-in proximity sensors will slow or stop the bike if they sense traffic or other objects, and at times the CityCycle seems to drive itself. As a result, no Piloting skill is necessary to use a CityCycle.



Highwayman Motorcycle

The Highwayman is a fast, rugged vehicle common to cities, 'Burbs and flatlands. It is an old NG favorite that has been on the market since 80 P.A. It offers excellent speed and reliability on city streets, but its off-road capabilities are limited. Best suited to paved and dirt roads, short grass and well-traveled paths; -5% to piloting skill on gravel, -15% in deserts, tall grass, wilderness environments and shattered roads.

Model Type: NG-CM10

Class: Motorcycle.

Crew: One pilot.

M.D.C. by Location:

- * Headlights (2, small) – 4 each
- * Storage Compartment (back, small) – 20

- * Plexiglass Windshield – 15
- * Optional Front-Mounted Weapon – 20
- * Tires (2) – 5 each
- ** Main Body – 75

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike. (-8 when shooting at the tires of a speeding vehicle).

Destroying one of the tires reduces the bike’s speed by 90% and may damage the bike more by riding on the rim. Destroying both tires render the bike immobile.

** Depleting the M.D.C. of the main body destroys the vehicle beyond repair.

Speed:

Land: 180 mph (288 km) maximum; half that speed or less on grassy plains, dirt roads, stony deserts, and broken, rough terrain.

Maximum Range: On gasoline, 400 miles (640 km). Electric battery, 1,800 miles (2,880 km) per charge. It takes two hours to charge to full capacity. Unlimited range with Solid Oxide and nuclear power supplies.

Penalties: -10% to piloting skill on dirt roads and in stony deserts, -20% on gravel, shattered roads, and short grass, and -30% in tall grass and snow deeper than two inches (5 cm). Forest and any wilderness environments are likely to be impassable. Cannot ride across sand as the motors become clogged, rendering the bike immobile within 1D6 melee rounds.

Statistical Data:

Height: 4 feet (1.2 m).

Width: 3 feet (0.9 m).

Length: 6 feet (1.8 m).

Weight: 240 lbs (108 kg).

Cargo: A small cargo container is built into the back of the bike. It holds the equivalent of one small suitcase, but a saddlebag, backpack and one or two other bags could be tied to it.

Power System: Available for gasoline, electric battery, Solid Oxide and nuclear.

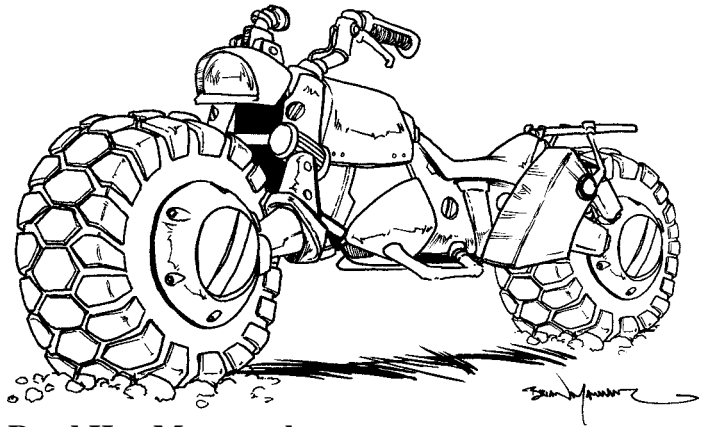
Cost: 24,000 credits gasoline engine or 39,500 credits for the improved electric battery system. 340,000 credits for Solid Oxide and 890,000 credits for nuclear (rare).

Weapon Systems: None, but one light weapon can be added for an additional cost; same as hovercycle weapon options. Most purchasers, as in 66%, do not spend money on a built-in weapon system for this bike.

Road Hog Motorcycle

The Road Hog is an all-terrain motorcycle that comes from the drawing board of team leaders **B. Whitcomb, B. Barton** and **L. Buck**. It has two large, oversized tires (two feet/0.6 m wide) made of light M.D.C. materials and covered in deep ridges, making it capable of handling most rough terrain. For those instances where the Road Hog needs a boost, it has Northern Guns patented turbo thrusters. These small nozzles provide up to 15 feet (4.6 m) of vertical lift and depending on the speed of the bike can propel it up to 50 feet (15.2 m) across. For these rough jumps, the Road Hog has a superior suspension, giving it a smooth ride every time.

As is the case with many Northern Gun vehicles, purchasers have the option of adding 1-3 light weapon systems (the same ones available to hovercycles). However, buyers who need speed and expect to be performing jumps and trick maneuvers are encouraged to only get a nose gun, if any, as a nose gun reduces speed and jumping distance by 3%, while any additional weapons reduce speed and jumping distance by 10% per each weapon system.



Road Hog Motorcycle

Vehicle Type: All-Terrain Motorcycle.

Crew: One pilot and a passenger is possible, but uncomfortable on long trips.

M.D.C. by Location:

- * Headlight – 6
- * Armored Tires (2) – 18 each
- ** Main Body – 115

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike (-8 when shooting at the tires of a speeding vehicle).

Destroying either one of the tires reduces the bike’s speed by 90% and may damage the bike more by riding on the rim. Destroying both tires render the bike immobile.

** Depleting the M.D.C. of the main body destroys the vehicle beyond repair.

Speed:

Land: 160 mph (256 km) maximum on paved streets, dirt, short grass, gravel roads, and stony deserts. 100 mph (160 km) or less on sand, in tall grass and on rough, broken terrain. Woodland and environments with thick underbrush are likely to be impassable by this bike (and most motorcycles) unless there is a well-traveled path to take; maximum speed is likely to be less than 15 mph (24 km). The Road Hog can ride across sand with fear of clogging its engine.

Jumps: The Road Hog is designed specifically for managing rough terrains and making thruster assisted jumps. It can jump 15 feet (4.6 m) high and 50 feet (15.2 m) across with good momentum; increase height and distance of jumps by 50% when the bike is racing at 90 mph (144 km) or faster. And because the wheels and suspension are engineered for leaps and hard landings, there is only a -8% skill penalty to stick even long leaps.

Maximum Range: On gasoline, 500 miles (800 km). Electric, 1,450 miles (2,320 km) per charge. Unlimited with nuclear battery (rare) and Solid Oxide.

Penalties: None on paved streets, dirt roads and stony deserts, -5% to piloting skill on gravel and short grass, -10% on shattered roads, sand, tall grass, and mud and snow as deep as one foot (0.3 m); -30% in underbrush and snow deeper than one foot (0.3 m). Deeper mud, forests and dense vegetation are likely to be impassable. This bike can ride across sand and sand dunes.

Statistical Data:

Height: 4 feet (1.2 m).

Width: 2.6 feet (0.79 m).

Length: 8 feet (2.4 m).

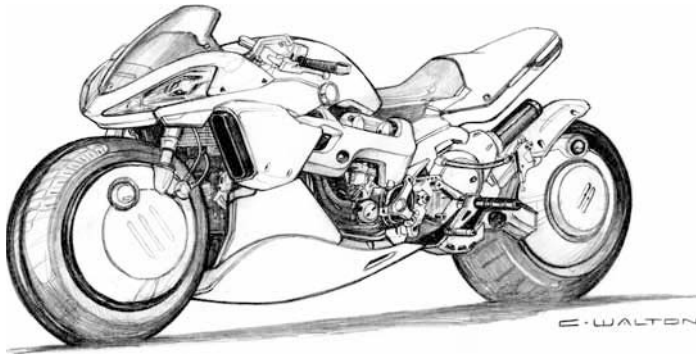
Weight: 850 pounds (382.5 kg).

Cargo: Limited to saddlebags. Each can hold 10 pounds (4.5 kg) worth of supplies.

Power System: Gasoline, electric, Solid Oxide or nuclear. The electric version can hook into a variety of power sources and also comes with a folding solar charging station. It takes six hours to completely charge the engine with the solar charger.

Cost: 40,000 credits for gasoline engine, 65,000 credits for electric, 350,000 credits for Solid Oxide and 875,000 for nuclear battery.

Weapon Systems: Optional. As many as two additional weapon systems can be added to the Road Hog, but such extras create air-drag, add weight and drain energy; reduce maximum speed 5% for each additional weapon. Any of the weapon systems available to hovercycles can be added to this bike.



Streetwolf Motorcycle

Created by the design team led by **G.G. Shore, Joseph Olewnicki** and **Kimihiro Hamaura**, the Streetwolf was an instant hit amongst customers with a need for speed. Released in 107 P.A., the Streetwolf is a fast, low-profile, crotch rocket. The rider sits leaned forward with his feet back, in a low, almost prone position, making him a difficult target to shoot. The vehicle has excellent speed and superior maneuverability and balance. City Rats love it for the speed, and the narrow and low profile which makes it suitable for rocketing through alleys, the space between vehicles in stalled traffic and any narrow space. Black Marketeers, Highwaymen, messengers and racers love it for all the same reasons. On city streets, there is nothing faster and, arguably, better than the Streetwolf.

Model Type: NG-CM12

Class: Motorcycle.

Crew: One pilot.

M.D.C. by Location:

- * Headlights (2, small) – 4 each
- * Storage Compartment (back, small) – 20
- * Plexiglass Windshield – 15
- * Tires (2) – 5 each
- ** Main Body – 80

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike. (-8 when shooting at the tires of a speeding vehicle).

Destroying one of the tires reduces the bike’s speed by 90% and may damage the bike more by riding on the rim. Destroying both tires renders the bike immobile.

** Depleting the M.D.C. of the main body destroys the vehicle beyond repair.

Speed:

Land: 240 mph (384 km) maximum; half that speed on dirt roads and stony deserts, one third that speed on grass, gravel, and rough terrain. Best suited to paved streets and other smooth, hard surfaces. Woodland environments and thick underbrush are likely to be impassable

by this bike (and most motorcycles) unless there is a well-traveled path to take; maximum speed is likely to be less than 10 mph (16 km) if passable at all.

Maximum Range: On gasoline, 400 miles (640 km). Electric battery, 1,800 miles (2,880 km) per charge. It takes two hours to charge to full capacity. Unlimited with Solid Oxide and nuclear power supplies.

Penalties: -5% to piloting skill on short grass, -15% on gravel, -20% on shattered roads, and mud or snow deeper than two inches (5 cm), and -30% in tall grass, deep snow or mud up to six inches (15 cm). Forest and any wilderness environments are likely to be impassable. Cannot ride across sand as the air intake and engine become clogged, stalling the engine within 1D4 melee rounds.

Bonuses: On paved streets, dirt roads, and other smooth surfaces, only: +5% to piloting skill even when taking evasive action and performing trick maneuvers and +1 to dodge.

Statistical Data:

Height: 3 feet (0.9 m).

Width: 2.6 feet (0.79 m).

Length: 7 feet (2.1 m).

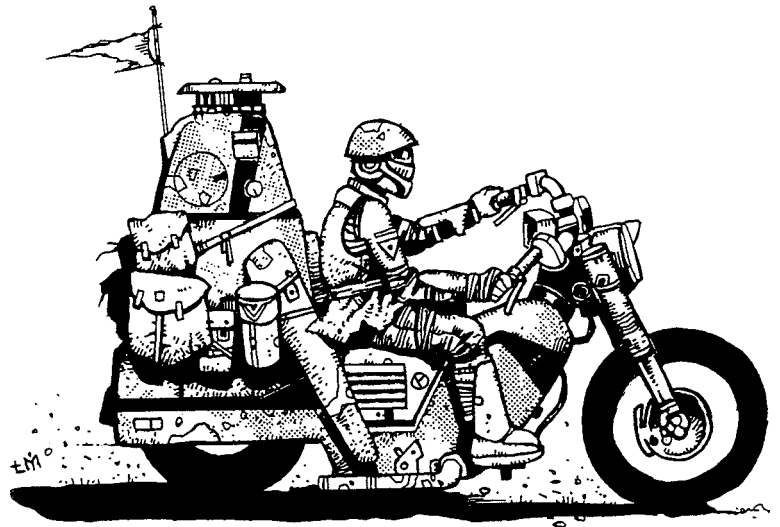
Weight: 240 lbs (108 kg).

Cargo: None.

Power System: Available as gasoline, electric battery, Solid Oxide and nuclear.

Cost: 34,000 credits gasoline engine or 45,300 credits for the improved electric battery system. 365,000 credits for Solid Oxide and 900,000 credits for nuclear (rare).

Weapon Systems: None. Period. To add even a nose gun will make the bike less balanced (reduce speed by 10% and it negates the piloting bonus, above).



Wastelander Motorcycle

The Wastelander is a heavy-duty, rough terrain vehicle with a large storage area built into the back end. It has been used by wilderness people, nomads, merchants, explorers, bandits and adventurers for decades; the earliest version was first released by NG in 79 P.A. It is designed to handle gravel and dirt roads, grasslands and prairies, deserts and desolate lands, and woodland paths. Most forests, unless on a road or well traveled path, are impassable.

One of the big selling points, besides its low price, easy maintenance, reliability and durability, is the tall, divided storage compartment built in the back of the bike. It is the rough equivalent of one medium-sized suitcase and one small suitcase/carry-on. Additional backpacks, saddlebags, pouches, containers and gear can also be tied to the outside of the tall travel compartment on the back of the bike.

Model Type: NG-WM4 Mk II.

Class: Motorcycle.

Crew: One pilot.

M.D.C. by Location:

* Headlight – 5

Storage Compartment (back, tall) – 40

* Tires (2) – 5 each

** Main Body – 66

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike. (-8 when shooting at the tires of a speeding vehicle).

Destroying one of the tires reduces the bike’s speed by 90% and may damage the bike more by riding on the rim. Destroying both tires renders the bike immobile.

** Depleting the M.D.C. of the main body destroys the vehicle beyond repair.

Speed:

Land: 120 mph (192 km) maximum; half that speed (or less depending on conditions) on grassy plains, sandy deserts and rough terrain. Woodland environments and thick underbrush are likely to be impassable by this bike (and most motorcycles) unless there is a well-traveled path to take; maximum speed is likely to be less than 10 mph (16 km) if passable at all.

Maximum Range: On gasoline, 400 miles (640 km). 3,000 miles (4,800 km) per charge with the special, upgraded and multi-battery electric system. Unlimited for Solid Oxide and nuclear.

Penalties: None on paved streets, short grass, dirt roads and stony deserts, -10% to piloting skill on gravel and tall grass, -15% on shattered roads, sand, and mud and snow as deep as five inches (12.7 cm). Deeper mud, snow and forests and dense vegetation are likely to be impassable. This bike can ride across sand dunes!

Statistical Data:

Height: 4 feet (1.2 m).

Width: 3 feet (0.9 m).

Length: 9 feet (2.7 m).

Weight: 800 lbs (360 kg).

Cargo: A large, somewhat pyramid-shaped storage compartment is built into the back of the bike. It holds the equivalent of one small and one medium-sized suitcase, plus additional gear can be strapped to it.

Power System: Gasoline, electric battery, Solid Oxide and nuclear systems are all available.

Cost: 18,000 credits gasoline engine or 28,500 credits for the improved electric battery system. **Note:** Special orders can be placed for Wastelanders with a Solid Oxide power supply for 385,000 credits or nuclear for 880,000 credits. Special orders take 1D4+1 weeks.

Weapons: None, but one light weapon could be added for an additional cost; same as hovercycle weapon options. Most purchasers, as in 95%, do not spend money on a built-in weapon system.

Wild Boar Motorcycle

The Wild Boar comes from the drawing table of team leaders, **Chad Trantham**, **Matt Wontroba** and **H. Werkheiser** and is a three-wheeled trike that is a low-profile, all-terrain vehicle. It has two wheels in the front and one in the rear, and superior suspension, reinforced construction and armor. It is a large vehicle, with oversized wheels, because it is designed for Headhunters, Combat Cyborgs, and large D-Bees, but it has proven to be popular amongst Vagabonds, nomads, explorers and adventurers who are looking for

a sturdy and reliable one-man bike suitable for wilderness travel. The Wild Boar can mount a variety of weapon systems on the front rack and sides, giving it versatility that consumers love, especially merc companies who purchase large quantities and tend to use them for short-range patrols.

Model Type: NG-WM330

Class: All-Terrain Motorcycle.

Crew: One for a cyborg or other big rider, but one and a passenger is possible for human-sized riders, though uncomfortable for long trips.

M.D.C. by Location:

* Headlight (1, large) – 8

* Storage Compartment (back, tall) – 30

* Optional Mounted Weapon Systems (3, max) – 20 each

* Armored Tires (3) – 18 each

** Main Body – 120

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike (-8 when shooting at the tires of a moving vehicle).

Destroying one of the tires reduces the bike’s speed by 90% and may damage the bike more by riding on the rim. Destroying two tires renders the bike immobile. Requires a Called Shot, same as above.

** Depleting the M.D.C. of the main body destroys the vehicle beyond repair.

Speed:

Land: 130 mph (208 km) maximum on paved streets, dirt roads and stony desert; 80 mph (128 km) or less depending on conditions, on grassy plains, sandy deserts, broken roads and rough terrain. Woodland environments and thick underbrush are likely to be impassable by this bike (and most motorcycles) unless there is a well-traveled path to take (and it must be wide enough); maximum speed is likely to be less than 10 mph (16 km) if passable at all.

Maximum Range: On gasoline, 400 miles (640 km). 2,000 miles (3,200 km) per charge with the standard multi-battery electric system. Unlimited for Solid Oxide and nuclear.

Penalties: None on paved streets, short grass, dirt roads and stony deserts, -10% to piloting skill on gravel and tall grass, -15% on shattered roads, sand, and mud and snow as deep as eight inches (20 cm). Deeper mud, snow, forests and dense vegetation are likely to be impassable. This bike can ride across sand dunes!

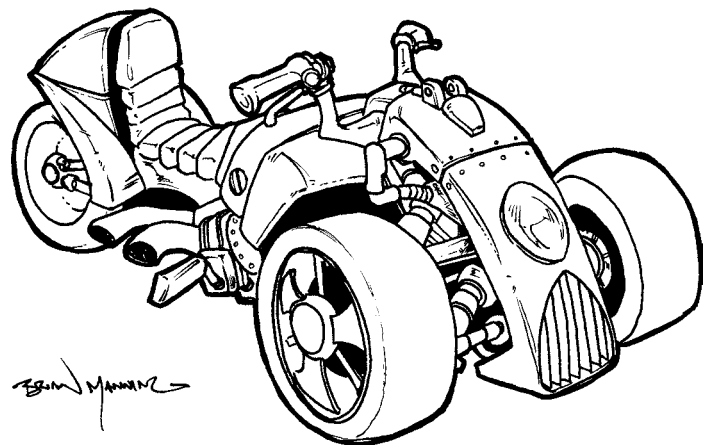
Statistical Data:

Height: 4 feet (1.2 m).

Width: 5 feet (1.5 m).

Length: 11 feet (3.4 m).

Weight: 970 lbs (437 kg).



Cargo: A small storage compartment is located behind the back seat. It holds the equivalent of a small backpack or duffel bag, plus additional gear can be strapped to it.

Power System: Gasoline, electric battery, Solid Oxide and nuclear systems are all available.

Cost: 45,000 credits gasoline engine or 72,500 credits for the electric battery system, 445,000 credits for Solid Oxide and 890,000 credits for nuclear.

Weapons: None, but one light nose weapon and two side weapons could be added for an additional cost; same as hovercycle weapon options. Roughly half of purchasers add at least one weapon.

Trucks and Cars

All-Purpose Trailers (APT)

Northern Gun offers a variety of trailers that can be attached to large, heavy ground vehicles, such as the **Big Bertha**, **Cargonaut**, **Mountaineer**, **Pathmaker**, **Salamander**, **Wolftrack**, trucks and heavy military vehicles, as well as hovertrains. These trailers can be customized with a variety of options. All APTs are designed in such a way that they can be hitched and pulled by a larger vehicle. **Note:** Each AP Trailer has the same *basic stats* regardless of how the interior may be designed.

Vehicle Type: Trailer, built with oversized wheels for varied terrain.

Crew: Varies per specific type.

M.D.C. by Location:

- * Tires (6) – 5 for standard tires – 18 for armored tires
- * Exterior Lights (4-8) – 5 each
- * Stability Pylons (4) – 20 each
- * Plexiglass Windows (4-8 small windows) – 15 each
- ** Main Body – 300 (unless noted otherwise).

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike (-6 when shooting at the tires of a moving trailer).

Destroying one or two tires has no impact on the speed, but inflicts a -5% piloting penalty. Destroying all three on one side reduces the overall speed by 40%, makes the load unbalanced even if the affected trailer is between two other trailers to support it, and inflicts a -20% skill penalty. If one side is dragging across the ground, it kicks up a cloud of dust. If the pilot continues to drive, there is a 01-40% chance (roll percentile die every 15 minutes) the trailer will break loose, crash, and break open, spilling 1D4x10% of the contents, plus the trailer and everything inside of it takes 1D4x10 M.D. **Note:** Standard M.D.C. tires cost 1,600 credits each and Armored M.D.C. tires cost 6,000 credits each.

** Depleting the M.D.C. of the main body destroys the trailer beyond repair.

Speed: None under its own power. Requires a large, heavy vehicle to pull the trailer.

Range: Generally reduces the speed of the towing vehicle by 20% and imposes a skill penalty of -10%; double penalties on sand and in snow up to two feet (0.6 m) deep. Cannot handle thick underbrush, woodlands or deep water, mud or snow.

Statistical Data:

Length: 25-30 feet (7.6 to 9.1 m) long.

Width: 12 feet (3.7 m) wide.

Height: 12 feet (3.7 m) tall; open and without walls if a simple flat-bed (costs 20,000 credits).

Weight: Varies; 2-8 tons.

Cargo: Varies; an empty cargo trailer can hold up to 40 tons of cargo.

Power System: Electric, Solid Oxide, or nuclear.

Weapon Systems: None, but as many as 6 can be added at an extra cost. An option seldom taken.

Sensor Systems of Note: Varies with type, but most have none.

Market Cost: Varies with model. See the various models below.

AP Trailer Types:

APT Adventurers' Trailer: The adventurers' trailer is meant to be a home away from home. It has two entrances, one side door and a large door at the rear. The interior has a small kitchen with stove, refrigerator, microwave, sink and oven. It has eight folding beds which can be converted into couches and chairs, a latrine and a tiny shower. There are two water tanks, hot water and drinking water, and a tank to store waste. The APT can hold enough supplies for a group of eight to live well for up to one month, but that can be extended to two months with harsh rationing. If the trailer lacks anything it is privacy.

The trailer has a few built-in power options. The more expensive models have a small nuclear power plant. The less expensive models come with electrical batteries and an auxiliary, foldout solar panel system on the roof to supplement and recharge the electrical batteries which power all of the *basic systems*. A full charge lasts 24 hours (it takes four hours of sunlight to recharge the batteries via the solar collectors). There is also an auxiliary electrical generator that can run on fuel (48 hours on a full tank of gas) or an E-Clip (48 hours per E-Clip). This is often used in wintertime to augment the heaters and keep the lights burning.

A few options that have started to become standard are a computer station, small armory (typically one of the storage areas is converted) and an E-Clip charging station tied into the trailer's Solid Oxide or nuclear power system. The charger can hold up to four E-Clips at a time and it takes an hour to charge all four clips.

Weapons are optional and an additional cost; they are usually mounted on the roof. This trailer is built as a habitat, not for fighting, and NG warns buyers to try and avoid a firefight.

Cost: 250,000 credits for a trailer powered by an electric battery with a backup solar recharging system. 540,000 for Solid Oxide and 850,000 credits for nuclear.

APT Cargo Trailer: Depending on the needs of the purchaser, the trailer can be refrigerated or not. It comes with a built-in internal railing system to lock and secure up to 40 tons of cargo. NG also provides a variety of built-in tie-downs to help secure additional cargo. Only the refrigerated trailer comes with a small power source, otherwise those without it have no power supply.

Cost: Non-refrigerated trailer (no power supply nor air-conditioning): 45,000 credits. Refrigerated 95,000 credits, and comes with a power source for an additional cost. Add 10,000-20,000 credits for an electrical generator, 300,000 credits for Solid Oxide and 800,000 for a nuclear power supply with a 12 year life (rare).

APT Command and Control Bunker Trailer: The command and control trailer is a must have for any mechanized military unit. Individual pilots have a hard time trying to focus on one enemy, and where there are numerous enemies and allies on the same battlefield, all hell can break loose if there is no one to coordinate and provide direction. Military commanders can sit in this small, mobile bunker trailer and direct their troops, keeping their units organized and providing direction and assistance.

These trailers have two levels. The lower level is the *command center* (400 M.D.C.) where commanders, military specialists and communications officers monitor and direct military field operations.

Data is fed to and from the trailer via robots, power armors or other battlefield vehicles. The command center has seating for 8 monitors. A commander sits in the front with a 52 inch monitor where he can see all small screens or have a tactical view of the battle displayed. The trailer also offers encrypted communications and has a superior range of 500 miles (800 km).

The smaller, second level is a communication tower and sensor array (120 M.D.C.), that contains advanced radar and other communications and sensor systems. It is manned by 2-4 communications or military specialists, but the data is also simultaneously shared with the command center below.

Bonuses from the Command and Control Trailer: All allied forces can concentrate on fighting the enemy and not having to worry too much about everything else around them, because the team in the trailer monitors enemy activity and will transmit warnings and new directives. This provides all allied forces under the coordination of the CC trailer +1 on Perception Rolls, +1 to strike with long-range weapons, +1 to dodge, and +1 to save vs Horror Factor and attacks against morale. This is because the CC trailer provides stability and confidence to its fighters. **Note:** The CC trailer requires a full staff of nine people for these bonuses to be in play, but it can actually hold 16 people, including 2-4 power armor or special forces defenders.

Additional M.D.C.: Double the Main Body M.D.C. for this trailer, any windows have a sliding M.D.C. plate should the trailer fall under attack (30 M.D.C. each) and the sensor/communications tower has 75 M.D.C.

Cost: 2.5 million credits as it is heavily armored, nuclear powered and filled with advanced sensors, radar, communications and computers.

APT Medical Trailer: In effect, a small mobile hospital that contains a bullpen style operating room with eight surgical tables, two sealed, state of the art operating rooms, a small lab, eight beds, supply rooms and equipment to perform x-rays, MRIs, cat scans, EKGs and numerous other scanners, as well as a supply of medical nanobot kits.

The Medical APT provides a state-of-the-art mobile, medical facility for the battlefield or disaster area where advanced medical treatment would not be available. If equipped with enough medical staff, treatment is the equivalent of any advanced hospital. The trailer has a variety of compartments for medical instruments and medicines. Some compartments are refrigerated while others are heated depending on the contents. The front of the trailer has ample storage for hundreds of small pieces of medical equipment, medicines, and/or cybernetics and bionics. Typically, the trailer is painted white with a red cross to indicate that it is only a medical unit.

When in a stationary position, the sides of the trailer expand and exterior awnings extend with drop-down tenting for additional locations to tend to, and even operate on, the injured. Expanded, the trailer can't move, but can hold 10 additional patients on cots. When the trailer is in motion it loses half of its beds, but can still remain operational while moving. Typically six beds are left for recovery while two are for triage, but it can be any combo needed by the Body Fixer in charge. For Cyber Docs, half of the beds can be replaced with a small workshop for cybernetics and bionics.

Cost: 2.3 million credits. This cost includes all of the advanced medical scanners, beds, lab, O.R.s, and surgical stations and equipment, as well as the initial load of medical nanobots. Additional medical supplies and medicines are a separate cost and are often custom stocked by the owners.

APT Repair Station & Garage Trailer: The Mobile Repair Station is exactly what it sounds like, a garage on wheels. When designed, it was built specifically to service robots and power armors in the field, but clever mechanics have found that just about

any vehicle can be serviced. The MRS is one of the few trailers that cannot be used in transit. The MRS folds up neatly and leaves very little room in the interior. When it arrives at its destination the trailer splits down the middle and opens up. Support pylons fold out and secure the trailer in place. The end of the trailer is a hardened ramp upon which power armors and robots can walk up. Along the sides are smaller scaffolds for vehicles, but they can be extended and expanded automatically to straddle a larger robot, which would be serviced standing next to the MRS. In the center of the trailer are large tool cabinets, a diagnostic computer, an oversized air compressor for the air tools and a small nuclear generator to power the MRS. The generator can be hooked up to other vehicles to recharge electrical batteries or serve as a temporary power source as needed. Included in the MRS is a heavy lifting crane that reaches up to 30 feet (9.1 m) in height and can lift up to 20 tons. The crane rests above the tool chests and computers when stored.

To service power armor, there are eight separate power armor bays. Each bay has a tool rack and shelves. To support most of the tools used, there is a large air compressor. Each station has a hook up to the air compressor, diagnostic computer and the generator. The MRS makes battlefield repairs easier and as a result, it would negate any penalties while working under battlefield conditions. The repair station can also work on normal body armor, weapons and gear.

The MRS uses one of Northern Guns most advanced diagnostic computers. All Northern Gun vehicles can be read by this computer and within 1D4 melee rounds (15-60 seconds), all battle damage is relayed to the computer screen in graphical detail as well as providing a parts list. Other robots made in North America can also be displayed, but it takes the computer three times as long to recognize and translate the operating system and there is a 2D4% margin of error. Vehicles from other dimensions and other continents cannot be read by the computer due to different languages and operating systems.

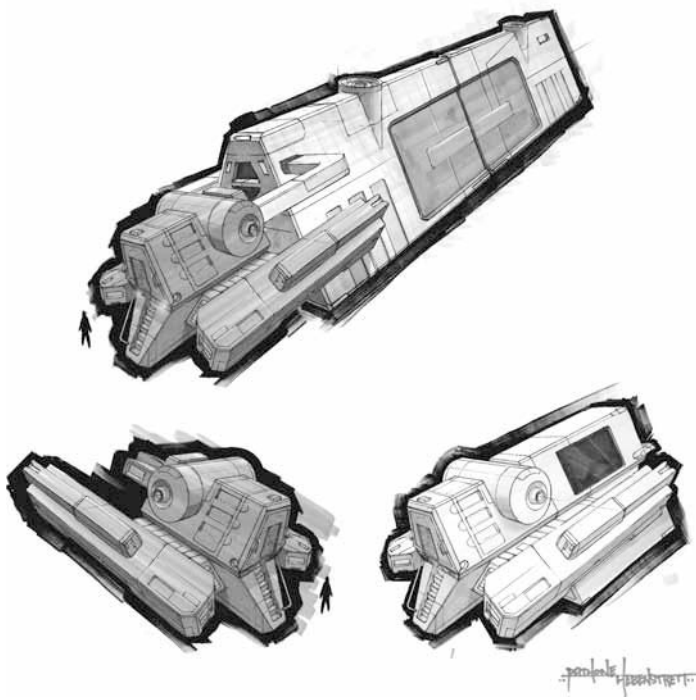
Cost: 3.5 million credits and comes equipped with all the tools needed to service up to 6 power armors. Additional repair materials, like replacement armor, power supplies, weapon systems and replacement limbs, must be purchased separately on an as needed basis. Its power system is always nuclear.

NG-HCH-2000

“Big Bertha”

Heavy Cargo Hauler

When it was released in 108 P.A., the Big Bertha was one of the first of what would be an increasingly diverse line of heavy cargo vehicles designed to transport crates of goods, big robots, tanks, trucks, tractors and massive loads of Mega-Damage construction materials. Yes, things are changing with the advent of the NG hover, trains. However, **hovertrains** are found in good numbers only in Upper Michigan and a handful of trade routes throughout Michigan, the Midwest and Canada. Outside of Upper Michigan's well protected borders, such massive transport vehicles are a rare sight. Even along established trade routes and “safe trails,” those living nearby may see 1-4 hovertrains a month. Hovertrains are alluring targets for bandits and raiders, and their size and noise attract monsters and other hostile forces. As a result, most hovertrain crews like to start from one major city or town and deliver an entire trainload (or a lot of it) to another one location, not drop off small loads to several places along the way, unless those places are near an established “safe trail.” Even someplace only 10 or 20 miles (16 or 32 km) off a known trade route may be considered too much of a risk, especially if the hovertrain



must travel through a woodland or wilderness known to be hostile to travelers. Even if the crew is willing to deliver to remote communities, it can be *outrageously expensive* to get a hovertrain to deliver just one or two giant robots or one boxcar of supplies someplace off the beaten path, especially if it is far from a major community.

That's where hefty cargo hauling vehicles like the *Big Bertha*, *Cargonaut*, *Pathmaker*, *Salamander*, *Wolftrack* and others come into play to truck goods and big items to locations off the beaten path or nestled in remote and dangerous regions like the *Pecos Empire*, *New West*, *Mexico*, *Canada*, the *Magic Zone* and so on. Northern Gun's Big Bertha is a powerful hover truck cab designed to pull 1-4 hover boxcars or 2-8 wheeled trailers. For speed and safety, these cabs and the trailers they pull have a *universal modular hitch unit* enabling them to hook up with cargo trailers of many various sizes.

Big Bertha is the engine, tractor and rig that pulls the cargo trailer/container/boxcar. Most of the power and locomotion is in the rig. Big Bertha is as heavily armored as a Coalition tank, twice as big, and driven by a powerful dual engine system and powerful hover and thruster jets. The entire lower half of the rig is the hover platform with 12 big hover jets visible only from underneath. In fact, when the vehicle parks, aircraft-like landing gear extends from the undercarriage to prop the cab up.

The pair of large, long appendages extending from the front of the truck and beyond where the cab ends are massive, side-mounted thruster units. These 70 foot (21.3 m) long rocket thrusters are what give the truck the power to pull incredibly heavy loads. The thruster arms are attached to a hydraulic system that enables them to extend from the sides to adjust and accommodate extra wide cargo trailers. Once hooked up, the undercarriage hover jets lift the rig, and the side thrusters engage to push it forward, cargo in tow. The noise they make sounds like the roar of jet engines, requiring the cab to be made soundproof.

The cargo containers may be mounted with hover systems themselves or have wheels or treads, it doesn't matter as long as they can hover, roll or be otherwise towed by Big Bertha. The rocket arms and rear assembly holds the first cargo container tight and secure. Cargo containers roughly the size of Big Bertha and up to 33% larger can be pulled along behind, though smaller loads of only one or two boxcars/cargo containers can be clamped securely and literally carried even if the container does not have a hover system or wheels to

be towed. The tail might dip a bit lower to the ground, but Big Bertha can carry the load. Up 140 tons can be "carried" by Big Bertha (-5% to piloting skill) and additional cargo containers with wheels or hover systems can be pulled behind her.

Big Bertha

Model Type: NG-HCH-2000 Tractor Hover Truck.

Class: Heavy Cargo Hauler Hover Tractor Truck.

Crew: Two, a pilot and a co-pilot or communications engineer.

Transport Capabilities: The cab includes the pilot's compartment and seats for two passengers, a sleeping area for four, a bathroom (similar in size, style and function to those you find on a train or airplane), a gun rack, and a storage locker the size of a medium-sized walk-in closet! Can pull many varieties of cargo containers, wheeled, treaded, and hover.

M.D.C. by Location:

- * Pop-Up Searchlight (1; top of cab) – 18
- * Winch & Crane (1; rear, bottom) – 90
- * Forward Headlights (8; front of cab, small) – 5 each
- * Thruster Headlights (2; front of each thruster, small) – 5 each
- * Railing (1; front stairs) – 12
- * Stairs to Main Hatch – 120
- Main Airlock-Style Hatch/Door (1) – 200
- * Small Hatch (1; top of cab) – 100
- ** Undercarriage Hover Jets (12; large) – 100 each
- *** Side Thrusters (2) – 320 each
- Reinforced Crew Compartment – 80
- **** Main Body – 540

* Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a *Called Shot* to hit and even then he is -3 to strike.

** To hit the undercarriage hover jets the attacker must be able to see them, which probably means lying under the vehicle as it passes, but the force of the air thrust, sound and dust inflict a penalty of -8 to strike on a Called Shot when low to the ground (2-5 feet/0.6 to 1.5 m), but are more vulnerable to attacks from below when in water (-3 to strike on a Called Shot).

*** Depleting the M.D.C. of one side thruster cuts speed in half and inflicts a -10% penalty to the piloting skill.

**** Depleting the M.D.C. of the main body shuts the vehicle down completely, rendering it useless.

Speed:

Ground & Air Hover Truck/Cab Only (no cargo): 375 mph (600 km) maximum for the truck and cab portion *without* any cargo container attached, but maximum altitude is 1,000 feet (305 m). Note: Speed is dramatically reduced by the weight of the cargo carried.

Ground Pulling or Carrying Cargo: Typically hovers 2-5 feet (0.6 to 1.5 m) above the ground, especially when hauling heavy cargo or wheeled cargo containers. Big Bertha cannot hover higher than what the cargo containers in tow allow.

Water: The powerful jets and hover system of the Big Bertha cab and empty cargo containers skim atop the surface of water up to 187 mph (299.2 km/162.4 knots). If all containers are sealed airtight, she can travel underwater at an impressive speed of 90 mph (144 km/78 knots). Maximum depth tolerance is 1.5 miles (2.4 km). Speed is much slower, but impressive when hauling cargo (see below). **Note:** Travel on the surface and underwater is only possible if Big Bertha is in good working order. Losing more than half its main body M.D.C. makes underwater travel dangerous; reduce maximum depth by half. Likewise, losing six of its undercarriage hover jets reduces speed by half.

Hauling Cargo Under 450 Tons: 125 mph (200 km) maximum. Half that speed (62.5 mph/100 km) on water, one third that speed (41.7 mph/67 km) underwater.

Hauling Cargo More Than 450 Tons up to 850 Tons Maximum: 60 mph (96 km) maximum. Half that speed on water (30 mph/48 km), one third that speed (20 mph/32 km) underwater.

Statistical Data:

Height: 44 feet, 5 inches (13.5 m).

Width: 52 feet (15.8 m), but can expand to 68 feet (20.7 m) wide to accommodate extra wide cargo containers.

Length: 90 feet, 8 inches (27.6 m) from the front of the cab to the tip of the two thruster rockets.

Weight: 53.7 tons, plus cargo.

Cargo Hauling Capacity: Up to 850 tons (Super-Cargo Carrier). The types of containers vary tremendously and can include semi-trailers, boxcars, hovertrain cargo containers (bigger than the traditional boxcar), APTs (described earlier) or the massive, armored, **SCC-90 Super-Cargo Carrier** designed (and pictured) as a heavy hover cargo container designed specifically for the Big Bertha. The SCC-90 is 188 feet (57.3 m) long, 50 feet (15.2 m) wide and 68 feet (20.7 m) tall, and it can hold 850 tons of cargo (that's 1.7 million pounds/765,000 kg).

Pilot Penalties: -10% to piloting skill right off the bat, -10% to make a quick stop, -20% hauling loads weighing more than 400 tons, and -30% to make an evasive maneuver/dodge or stunt driving. All penalties are cumulative.

Power System: Nuclear, average 12 years life.

Cost: 69 million credits for a new vehicle, 40-52 million for a used or rebuilt vehicle though it is likely to have 20% less M.D.C. and a 10% lower speed. Good availability at Northern Gun, fair at other places that sell their goods.

Weapon Systems: None. If the Big Bertha is hauling valuable cargo, it is common to have the rig and its load *escorted* by combat vehicles, power armor or giant robots. However, two weapons can be mounted to the top and sides of the cab, as well as the two rocket thrusters (never the cargo container). This is seldom done for the following reasons: **1)** Mounting weapons makes the cab and thrusters a greater target of attack. **2)** Many communities do not allow armored "combat vehicles" within their city limits. **3)** The driver cannot claim he is a "civilian" without any hostile intent. **4)** Cannot claim insurance on attacks from armed bandits, raiders and armies.

Sensors: Concealed video cameras at numerous locations on all sides so that the driver can see (no windows on the Big Bertha), and all the usual basic features of a robot vehicle.

Big Boss ATV

The Big Boss all-terrain vehicle has been popular amongst explorers, adventurers and wilderness people since its release in 92 P.A. It is known for its ruggedness, good speed and good fuel mileage. In recent years, the vehicle has been upgraded with better armor and the full range of energy systems. The vehicle has a roof mounted laser rifle (a passenger must stand up on the back seat to man and fire the gun), it can pull 4 tons and has wide running boards and mountings for attaching backpacks and gear. The big wheels and independent suspension enables the ATV to handle rugged terrain and puts the floor of the vehicle at 4-5 feet (1.2 to 1.5 m) above the ground.

Model Type: NG-ATV220 Mk III.

Class: All-Terrain Vehicle Dune Buggy.

Crew: One pilot, and can accommodate three passengers comfortably.

M.D.C. by Location:

* Headlight (1, large) – 8

* Headlights (4) – 5 each

* Roof Lights (5) – 5 each

* Plexiglass Windows (6) – 20 each

* Roof Laser (manned) – 30

* Doors (2) – 20 each

Optional Mounted Weapon Systems (2, max) – 20 each

** Armored Tires (3) – 18 each

*** Main Body – 100

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike.

** Destroying one of the tires reduces the vehicle's speed by 35%, imposes a driving penalty of -25% and may damage the ATV more by riding on the rim. Destroying two tires renders the vehicle immobile until the tires can be replaced. Requires a Called Shot.

*** Depleting the M.D.C. of the main body destroys the vehicle beyond repair.

Speed:

Land: 150 mph (240 km) maximum on paved streets, dirt roads and stony desert; 90 mph (144 km) or less depending on conditions, on grassy plains, sandy deserts, broken roads and rough terrain. Woodland environments and thick underbrush are likely to be impassable by this vehicle (and most vehicles) unless there is a wide, well-traveled path to take. Even then maximum speed is likely to be less than 20 mph (32 km) if passable at all.

Maximum Range: On gasoline, 300 miles (480 km). 1,000 miles (1,600 km) per charge with the advanced multi-battery electric system (half the range with the old battery). Unlimited for Solid Oxide and nuclear.

Penalties: None on paved streets, short grass, dirt roads and stony deserts, -5% to piloting skill on gravel and tall grass, -10% on shattered roads, and sand, or through water, mud or snow as deep as three feet (0.9 m). Deeper water, mud, snow, forests and dense vegetation are likely to be impassable. This vehicle can ride across sand dunes.

Statistical Data:

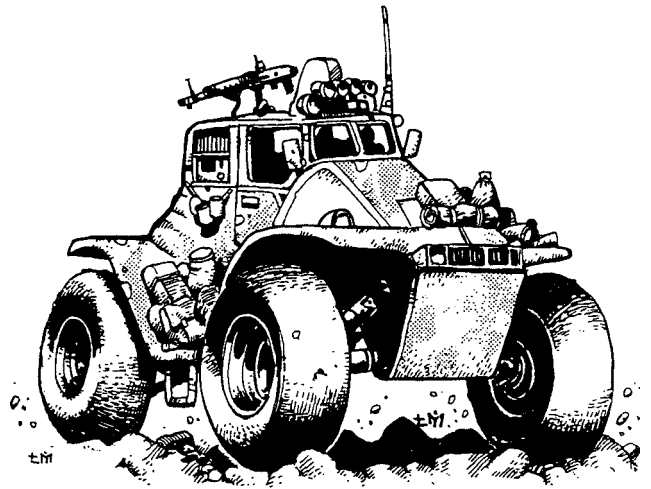
Height: 12 feet (3.7 m).

Width: 10 feet (3 m).

Length: 16 feet (4.9 m).

Weight: One ton.

Cargo: A tiny trunk is located in the back (equal to a small suitcase) and there is space enough behind the back seats to cram a



rifle, some canteens and backpacks for three people. Additional gear can be strapped to the running board, sides and back, but they might get shaken loose and drop off.

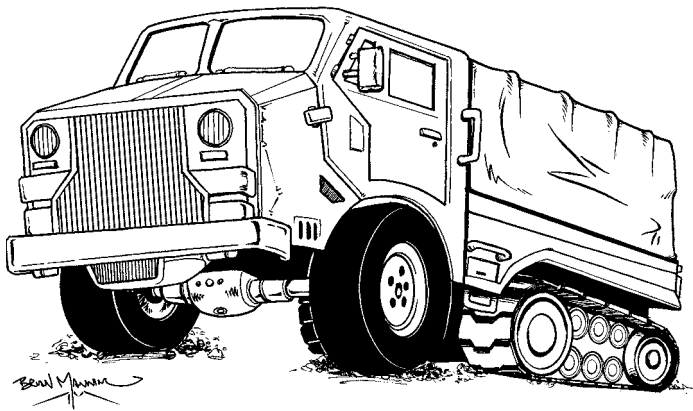
Power System: All are available. Nuclear has a 10 year life.

Cost: 24,000 credits gasoline engine, 28,000 for the old electric battery, 62,000 credits for the advanced multi-battery electric system, 435,000 credits for Solid Oxide and 860,000 for nuclear.

Weapon Systems:

1. Laser Rifle Mounting: The Big Boss comes standard with a sunroof and swivel-mounted laser rifle attached to the roof. The housing is designed to hold any common NG laser rifle (and most other manufacturers'). It can rotate 360 degrees and has a 90 degree up and down arc of fire. Rifle and E-Clips sold separately.

2. Additional Weapons: As many as three hovercycle weapon options can be added to the Big Boss, all in the front portion. Only about half of those who purchasers the ATV add 1-3 weapons. Wiring a weapon into the vehicle's power supply is only feasible with Solid Oxide and nuclear systems.



Cargonaut

The venerable Cargonaut is one of the most popular Northern Gun vehicles of all time, and many people don't even know it. Designed to be both modular and easily customizable, the Cargonaut has so many different variants and after-market modifications that it can be hard to distinguish the finished product from the average Cargonaut that comes off the assembly line. There are over forty different versions offered by NG, as well as "kits" for adding military features that are sold by both NG and independent companies. Add to that rust, different paint jobs and jury-rigged repairs, and the number of different Cargonauts out there is staggering. In the years before Northern Gun used hovertrains as its primary supply chain, caravans of Cargonaut trucks brought NG products to sales outlets.

Cargonauts come as personal vehicles, delivery vans, pickup trucks, tow-trucks, dump-trucks, forklifts, bulldozers, tractors, minibuses, taxis, street cleaners, all-terrain vehicles, military jeeps and mini-tankers. They are available in wheeled, tracked and hover varieties, and there is even a snowmobile version for use in winter conditions. With all of its different subtypes, Cargonauts have been pressed into service as almost every kind of vehicle imaginable. Some have weapons mounted on them while others are used to carry school children. The illustration depicts a classic all-purpose cargo truck suitable for transporting goods or people though the wilderness or across the urban landscape. All are heavy-duty trucks.

Model Type: NG-C100

Class: Modular Utility Vehicle.

Crew: 1 driver with room for up to 3 passengers. An additional 4 passengers can fit in the personal vehicle, taxi or pickup truck ver-

sions (have to ride in the back in the pickup) or 8 passengers for the minibus version.

M.D.C. by Location:

* Headlight (1) – 10

* Hover Units (4; optional) -55 each

* Treads/Tracks (2, modular cargo bed) – 90 each

* Armored Tires (2, cab) – 18 each

* Optional: Hover Jet System (undercarriage) – 100

Plexiglass Windshield – 30

Cargo Area/Back Seat – 60

** Main Body – 140

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed:

Land: Wheels and Tracks (the most common): 80 mph (128 km) maximum. Tracks only: 50 mph (80 km) maximum. Hover Jet System: 80 mph (128 km) maximum. But speed is reduced by 20% when pulling a heavy load of 20 tons or more, and again when off-road (the latter is not applicable to a hoverjet system). Half that speed (or less depending on conditions) on grassy plains, sandy deserts and rough terrain. Woodland environments and thick underbrush are likely to be impassable by this vehicle unless there is a wide, well-traveled path to take; maximum speed is likely to be less than 10 mph (16 km) if passable at all.

Maximum Range: On gasoline, 300 miles (480 km). 2,000 miles (3,200 km) per charge with the special, upgraded and multi-battery electric system. Unlimited for Solid Oxide and nuclear.

Penalties: None on paved streets, short grass, dirt roads and stony deserts, -10% to piloting skill on gravel and tall grass, -15% on shattered roads, sand, and water, mud and snow as deep as one foot (0.3 cm), unless it is a hover version. Deeper mud, snow and forests and dense vegetation is likely to be impassable. This vehicle can drive across sand.

Water: None.

Flying: The hover version does not have enough power to actually attain flight, but can hover up to 10 feet (3 m) off the ground. It cannot hover on or under water.

Statistical Data:

Height: 8-12 feet (2.4 to 3.7 m).

Width: 8 feet (2.4 m) or wider, especially when pulling an additional trailer.

Length: 14-30 feet (4.3 to 9.1 m).

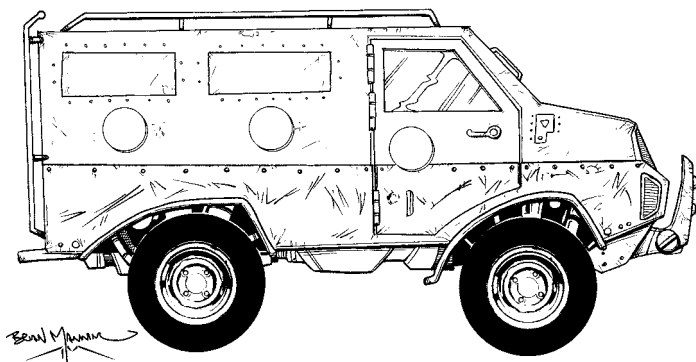
Weight: 2-4 tons.

Cargo: All are capable of pulling APTs and up to 55 tons. The pilot's compartment has a glove box and storage beneath the seats for a few personal items. It has an independent suspension and a locking, slide-in, slide-out rail that allows any Cargonaut module to be easily attached or removed. In just a few minutes, even the large passenger bus pod can be swapped out for a flatbed, boxcar-style cargo container, fuel tank, APT, a forklift, crane, backhoe, or any other variant. Any Cargonaut can be easily and quickly reconfigured, as long as the owner has not gone too overboard with his own customization.

Power System: All. Nuclear has a 10 year life. Those that use liquid fuel have a robust and versatile system that can accept gas, diesel, ethanol or even strong alcohol mixtures.

Cost: 975,000 credits nuclear, 520,000 Solid Oxide, 180,000 electric and 90,000 liquid fuel. Add 385,000 credits for the *Hover Cargonaut*.

Weapon Systems: None, but many types of Cargonaut are suitable for mounting weapons, particularly the pickup truck and military jeep models.



CRV-05

Crisis Response Vehicle

Emergency Armored Personnel Carrier

The NG Crisis Response Vehicle comes from the design team headed by **Michael Collins, Bill Sheets, Susan Beasley and Matthew Clements**. It is a brilliant design in which a tough, armored truck serves as the multi-purpose platform for a number of *crisis response modules* that can be interchanged as circumstance dictates. Pull one out and slide a whole new one in. It's rather like sliding out a cookie sheet from the oven and replacing it with a new one. The CRV module is completely self-contained and can be slid in and out by a pair of heavy-duty forklifts or a couple of robots. Once in place, it fits snugly, but there are eight large bolts to hold it tight. The NG CRV-05 currently comes as an ambulance/mobile clinic, police SWAT/riot control van, police mobile command, police arrest vehicle and APC (Armored Personnel Carrier), to address the most common crisis situations.

Model Type: NG-CRV05

Class: Modular Armored Personnel Carrier Crisis Response Vehicle.

Crew: One driver with room for 2 passengers up front in the cab. Additional crew and passengers varies with the type of modular configuration inside the back section of the CRV.

M.D.C. by Location:

- * Plexiglass Cab Windshield (1, front) – 40
- * Plexiglass Cab Windows (1 on each side) – 20 each
- ** Plexiglass Side Windows (2 on each side) – 20 each
- * Cab Doors (2) – 75 each
- * Rear Double Doors – 100 each
- * Armored Tires (4) – 18 each
- * Roof Railings (2, top sides) – 12 per six foot (1.8 m) length
- * Rear Railings (2, sides) – 20 each
- * Ram Prow (1, front, SWAT & APC) – 120
- *** Main Body – 260

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike; -6 to hit the tires.

Destroying one of the tires reduces the vehicle's speed by 40%, imposes a driving penalty of -30% and may damage the CRV more by riding on the rim. Destroying two tires renders the vehicle immobile until the tires can be replaced. Requires a Called Shot, same as above.

** M.D.C. plexiglass windows in the truck compartment of the CRV have 20 M.D.C. each, but a metal alloy plate covering slides into place in combat situations with the press of a button or voice command. The metal plating provides each window with an additional 50 M.D.C.

*** Depleting the M.D.C. of the main body shuts the vehicle down completely, destroys all internal electronics, and leaves doors with 1D4x10 M.D.C. remaining. Destroy the remaining M.D.C. and the doors open.

Speed:

Land: 70 mph (112 km) maximum on paved streets and dirt roads, half on gravel and short grass.

Penalties: Not suited for off-road driving. -5% to piloting skill on dirt roads, stony deserts, and short grass. -10% on gravel, tall grass and in water, mud and snow up to one foot deep (0.3 m; -30% when deeper, up to 2.5 feet/0.76 m) and when driving across shattered roads and other rugged terrain. Thick underbrush, woodlands, swamps and sandy deserts are impassable (the ram prow doesn't help in these situations).

Statistical Data:

Height: 11 feet (3.4 m).

Width: 8 feet (2.4 m).

Length: 24 feet (7.3 m).

Weight: 2 tons unloaded. Add two tons for most CRV systems, 4 tons for the APC.

Cargo: When empty, the truck can hold approximately 3 tons of additional cargo. Additional cargo weighing up to two tons can be tied to the roof (assuming there are no weapon systems).

Power System: Nuclear; average energy life is 12 years. Solid Oxide and electric battery versions are also available.

Cost: 1.2 million credits nuclear, 800,000 Solid Oxide, 620,000 electric. This is just the cost for the empty vehicle. The specific CRV module is an additional cost.

Weapon Systems: As many as four hovercycle weapon options can be added to the truck section of the CRV; one on each side and two on the roof. However, only about half of those who purchase the CRV add any weapons at all, and most of those add 2-4 to the APC. Wiring a weapon into the vehicle's power supply is only feasible with Solid Oxide and nuclear systems.

Sensor Systems and Features of Note: As per the modular housing being used. Each is an additional cost added to the basic cost of the vehicle, above. Some towns and mercenary companies buy only a couple for the CRV truck, but several for the CRV modules to "swap out" as needed for the crisis at hand. As a modular system, the module of one CRV can be unhooked and removed and a new one slid inside and ratched down as if it were the inner lining of a cargo box, and ready to go.

Available CRV Modular Systems:

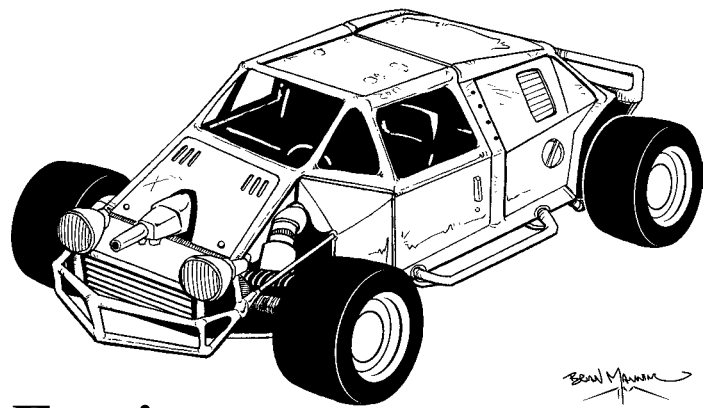
The Medical Crisis Response Vehicle is part ambulance and part small, mobile field clinic. Inside are four gurneys that can be rolled out as necessary, 10 sets of each medical nanobot system, two portable Bio-Scan & Bio-Labs, one Portable Laboratory, and all the basic gear and medicine you'd expect from such a medical Crisis Response vehicle. There are six medical stations – one for each gurney and two permanent stations. Each one has an IV and full medical observation equipment and is arranged so that paramedics or Body Fixers can easily access the patients and administer medical nanobots and care. **On the outside**, two sets of red flashing lights and a siren are attached to the roof. **Cost:** 760,000 credits.

The Police Mobile Command Crisis Response Vehicle has five computer stations, Criminal I.D. Recognition System, a dozen large monitors, communication suites, long-range radio (500 miles/800 km), six short-range communicators, radar system, cameras, surveillance and listening gear, a weapons locker with gear for six operatives, two Police Robot Floater Cameras, one Portable Scan Dihilator, and two robot drone assistants. **Cost:** 575,000 credits without drone assistants, the two robot drones cost extra.

The Police SWAT Crisis Response Vehicle has bench seating and hanging straps to hold onto for a team of six power armor clad police officers, commandos or special forces (or 10 in EBA), a mobile command station with communications suite, computer, 10 monitors, and Criminal I.D. Recognition System all tied to the response team's radios and cameras to monitor each member of the team and see what they see in real time via a "live" feed. There is also a weapons locker with two extra suits of Urban Warrior EBA, two Huntsman partial armor, six neural maces, four silver-plated short swords and knives, two Vibro-Knives, a selection of alternative weapons for all situations such as shotgun, rail gun, grenade launcher, flamethrower, etc. (two of each and four reloads for each), two loads of anti-monster ammunition, hand grenades (24 tear gas, 24 flash-stun, 24 Hex, 12 smoke, 6 fragmentation and 6 plasma is a standard ordnance complement), six medium-sized flashlights, four Robot Floater Cameras, 1-4 other drones, 4 first aid kits, two sets of each medical nanobot kit, two 100 foot (30.5 m) rolls of heavy cord, 16 pairs of restraints, two Portable Bio-Scan & Bio-Labs, one Portable Scan Dihilator and miscellaneous other basic gear. **On the outside**, two sets of police sirens and flashing lights are attached to the roof and a **ram prow** replaces the bumper of the vehicle (100 M.D.C.; tapping ram attacks do 2D6 M.D., high-speed ram attacks (50 mph/80 km or greater) do 4D6 M.D. per strike, and ramming into a stationary object at 50 mph (80 km) or greater does 1D4x10 M.D. (4D6 M.D. at slower speeds). **Note:** For many 'Burbs, towns and even small kingdoms, this Crisis Response Vehicle is better equipped than whatever passes for a sheriff's office or police station. The SWAT and Mobile Command CRV may be the primary communications hub for the town guard, or could be the only vehicle they own, relying on personal vehicles or foot travel to walk their daily "beats" or patrol their border. **Cost:** 679,000 credits and includes the ram prow, sirens, flashing lights, all internal systems, Criminal I.D., computer and communications, Floater Robots, a selection of weapons, ammo and E-Clips, and the complement of hand grenades, but NOT body armor, power armor or other drones.

The Police Arrest CRV or "Mobile Lock-Up" CRV is exactly what it sounds like, a rolling jail cell. The interior is divided into two small cells that can hold 1-4 prisoners each (8 with prisoners standing and in cramped conditions), and one long cell that can hold 6-8 (16 standing); bench seating. There is also bench seating located by the rear doors to accommodate as many as four lawmen or guards to ride escort in the back with the prisoners. The driver and an optional escort are in the front cab section sealed off from the jail cells in the back. **Cost:** 375,000 credits.

The Armored-Personnel Carrier (APC) CRV has a laser cannon and mini-missile launcher mounted onto the roof. **The laser cannon** can rotate 360 degrees and has a 30 degree up and down arc of fire. It is tied to an independent Solid Oxide generator inside the armored vehicle. **Laser Stats:** 2,000 foot/610 m range. Each blasts does 5D6 M.D. and counts as one melee attack; an independent gunner is recommended. Effectively unlimited payload. **The mini-missile launcher** has its own turret that can rotate 360 degrees and has a 75 degree up and down arc of fire. **Launcher Stats:** One mile (1.6 km) range. Damage varies with mini-missile type which can range from tear gas, smoke and Hex, to explosive (1D4x10 M.D.) and plasma (1D6x10 M.D.); can fire one at a time or in volleys of 2, 3 or 4. 24 mini-missile payload, plus an additional payload of 24 inside the APC CRV. **Ram Prow:** Same as the SWAT CRV, above. **Troops:** As an APC, it can carry 6-8 power armor troops or 10-14 first responders or troops clad in EBA or light armor, or two hovercycles and riders plus 2-6 other troops. Part of the interior is taken up by the generator for the laser and the reload for the mini-missile launcher. **Cost:** 890,000 credits and includes the initial payload of missiles.



Ermine

Wilderness Reconnaissance Vehicle

The Ermine comes from the design team of **Jason Lee, Jeremy Helton and Brian Hatherly**. Built specifically for Wilderness Scouts, Bounty Hunters, border patrols and adventurers, the Ermine is a robust, armored all-terrain vehicle that serves as a mule, campsite, sentry, reconnaissance vehicle and transportation system all in one. The Ermine is small in size and a truly "all-terrain" vehicle that can handle snow, mud, prairies, deserts, and even travel completely submerged underwater, though not at any great depth. It provides Mega-Damage protection, can accommodate up to two additional passengers, and has a suite of special features that make it a versatile companion out in the wild. First off, it has controls for altering tire pressure, operating each wheel individually and raising or lowering the body of the vehicle on hydraulics. Second, it has full environmental capabilities similar to those of robot vehicles. Third, it performs well in snow and mud, and can drive completely submerged in water. Forth, there is a winch and cable on the front and the back of the vehicle, and when working in combination, they can be used to "rope-bridge" the Ermine across rivers or chasms.

Model Type: NG-CW81

Class: All-Terrain Reconnaissance Vehicle.

Crew: One driver with room for up to two additional passengers.

M.D.C. by Location:

- * Plexiglass Cab Windshield (1, front) – 40
- * Plexiglass Cab Windows (2 on each side) – 20 each
- * Doors (4) – 50 each
- Rear Hatch – 50
- * Sliding Roof Hatch – 40
- * M.D.C. Wheels (4) – 8 each
- * Reinforced Grills (1, front) – 20
- * Tie-Bar (1, rear) – 10
- * Winch (2, front and back) – 15 each
- ** Main Body – 125

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed:

Ground: 75 mph (120 km) maximum on roads and flat surfaces; half that speed (or less depending on conditions) on grassy plains, sandy deserts and rough terrain. Woodland environments and thick underbrush are likely to be impassable by this vehicle unless there is a well-traveled path to take; maximum speed is likely to be less than 10 mph (16 km) if passable at all.

Maximum Range: On gasoline, 400 miles (640 km). 2,000 miles (3,200 km) per charge with a multi-battery electric system, and unlimited for Solid Oxide and nuclear.

Penalties: None on paved streets, short grass, dirt roads and stony deserts, -10% to piloting skill on gravel and tall grass, -15% on shattered roads, sand, and mud and snow as deep as eight inches (20 cm). Deeper mud and snow, as well as forests and dense vegetation, are likely to be impassable. This vehicle can ride across sand dunes and underwater!

Flying: None.

Water: The Ermine can drive submerged along the lake floor at a speed of 18 mph (29 km). Maximum depth is only 100 feet (30.5 m).

Statistical Data:

Height: 4.5 feet (1.4 m).

Width: 6 feet (1.8 m).

Length: 13 feet (4 m).

Weight: 1,200 lbs (540 kg).

Cargo: The Ermine has numerous small cargo compartments, a 4x2x3 foot (1.2 x 0.6 x 0.9 m) trunk and exterior webbing that can hold additional items. It also has a built-in water collection system in the roof and a reservoir that holds up to 20 gallons (75 liters). Extra gear can be tied to the roof and along the rail in the back to carry backpacks and bags.

Power System: All available. Nuclear has a 10 year life.

Cost: 925,000 credits nuclear, 645,000 Solid Oxide, 386,000 electric battery or liquid fuel.

Weapon Systems: For an extra cost, a weapon may be added. One hovercycle weapon option can be added to the Ermine, usually on the roof. Wiring a weapon into the vehicle's power supply is only feasible with Solid Oxide and nuclear systems.

Sensor Systems and Features of Note: Same environmental and communications features as a robot vehicle, plus the following.

Lockdown Security System: The Ermine has a unique built-in security system. When the driver has to leave the Ermine behind, the vehicle can be set on sentry mode. It will stay locked down unless a specific code is entered into a concealed keypad; doors and windows locked, ignition unresponsive even if the keys are used. The vehicle has a proximity sensor, and will send a signal to a small display device if it detects something human-sized or larger approaching. "Alarm mode" can be activated at that point, flashing the Ermine's lights on and off and honking the horn. This is often enough to scare away unintelligent animals and monsters, but will also attract a lot of attention to the Ermine's hiding spot. The system draws power from the Ermine's battery, and will remain active as long as the vehicle has power.

OPTIONAL: Webbing: For an extra 1,000 credits, the entire vehicle is covered in a heavy-duty, rubber webbing, perfect for adding leaves and branches to provide camouflage.

Mountaineer ATV

An extremely popular armored, all-terrain vehicle since its introduction in 97 P.A., the Mountaineer continues to be a favorite of mercenary companies, merchants, explorers, and well-funded adventurers. It has a pilot compartment that can seat five and has two enclosed cargo bays. It has excellent speed for a vehicle its size, can handle most terrains and has good armor protection.

Vehicle Type: Armored ATV transport vehicle.

Crew: One pilot and four passengers with plenty of room to stretch out; six crowded.

Model Type: NG-MV31

Class: All-Terrain Explorer and Cargo Vehicle.

M.D.C. by Location:

- ** Plexiglass Cab Windows (6 on each side) – 20 each
- * Retractable Window Awnings (6) – 3 each
- * Doors (4) – 50 each
- * Door Lights (2, outside above each door) – 5 each
- * Roof Hatch – 50
- * Top Sleeper (for 6 people) – 80
- * Headlights (6, front, small) – 5 each
- * Winch (1, back) – 15
- * Armored Super-Tires (3) – 25 each
- * Reinforced Pilot Compartment – 50
- *** Main Body – 210

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike.

Destroying one of the three tires reduces the vehicle's speed by 40%, imposes a driving penalty of -20% and may damage the vehicle more by riding on the rim. Destroying two tires renders the vehicle immobile until the tires can be replaced. Requires a Called Shot, same as above.

** M.D.C. plexiglass windows in the truck have 20 M.D.C. each, but a metal alloy plate covering slides into place in combat situations with the press of a button or voice command. The metal plating provides each window with an additional 50 M.D.C.

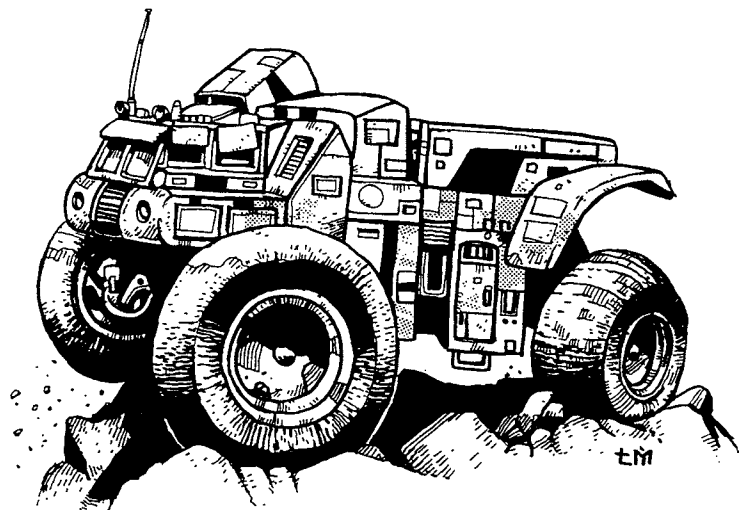
*** Depleting the M.D.C. of the main body shuts the vehicle down completely, destroys all internal electronics, and leaves doors with 1D4x10 M.D.C. remaining. Destroy the remaining M.D.C. and the doors open.

Speed:

Ground: 120 mph (192 km) maximum on paved streets, dirt roads, stony deserts and flat surfaces; half that speed (or less depending on conditions) on grassy plains, sandy deserts and rough terrain. Woodland environments and very thick underbrush are likely to be impassable by this truck (and most vehicles) unless there is a well-traveled path to take; maximum speed is likely to be less than 10 mph (16 km) if passable at all.

Maximum Range: On gasoline, 600 miles (960 km). 2,000 miles (3,200 km) per charge with a multi-battery electric system, and unlimited for Solid Oxide and nuclear.

Penalties: None on paved streets, short grass, dirt roads and stony deserts, -10% to piloting skill on gravel, tall grass, and shattered roads/rough terrain, -15% on sand, and in water, mud and snow as deep as four feet (1.2 m), -25% in thick underbrush and along wide mountain trails and extremely rocky and uneven ground (maximum



speed is 15 mph/24 km or slower). Deeper water, mud and snow, as well as forests and dense vegetation, are likely to be impassable. This vehicle can ride across sand dunes and shallow water.

Flying: None.

Water: Shallow water no deeper than four feet (1.2 m).

Statistical Data:

Height: 18 feet (5.5 m).

Width: 21 feet (6.4 m) overall; 14 feet (4.3 m) for the truck itself.

Length: 25 feet (7.6 m).

Weight: 6 tons.

Cargo: Can carry a maximum of 40 tons of cargo and pull an additional 20 tons. The large cargo bay is 10x8x8 feet (3 x 2.4 x 2.4 m), plus a small one that is 10x3x8 (3 x 0.9 x 2.4 m). Plus there is a sleeper on the top of the truck that is accessible from the cab and sleeps six. Inside the cab there is space for the driver and every passenger to stow two backpacks, and a couple of rifles and canteens.

Power System: All are available. Nuclear has a 15-20 years depending on usage.

Cost: 850,000 million credits for nuclear, 380,000 Solid Oxide, 185,000 electric battery or 138,000 liquid fuel. (76,000 for a “used” gas or electric one, and 500,000 for nuclear from the Black Market, but the vehicle will be a stripped down, basic rig missing 1D4x10% of its M.D.C. for the main body).

Weapon Systems: For an extra cost, as many as six hovercycle weapon systems may be added or two heavy, vehicle weapon systems as described under the Pathmaker, below; usually on the roof or side toward the top. Wiring a weapon into the vehicle’s power supply is only feasible with Solid Oxide and nuclear systems.

Sensor Systems and Features of Note: The stats and M.D.C. are for the basic Mountaineer truck without even a radio.

Lockdown Security System: Comes standard; same as the Ermine.

OPTIONAL: Additional M.D.C.: A maximum of 90 M.D.C. extra may be added for the cost of 10,000 credits per 30 M.D.C. Reduce speed by 10%.

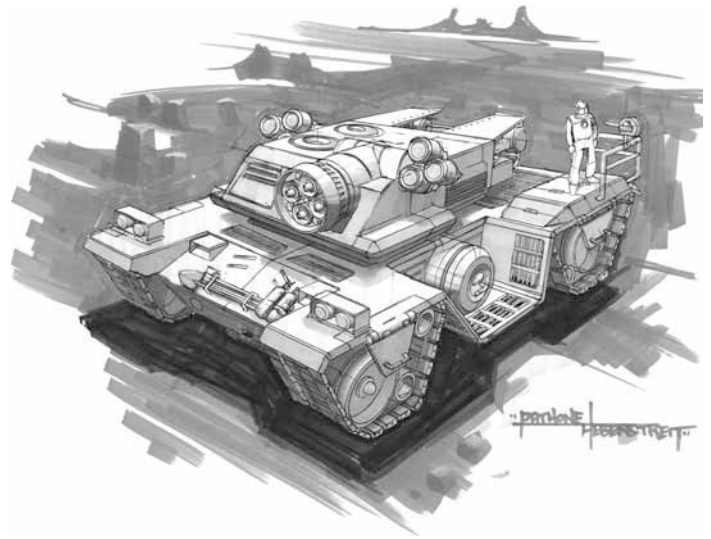
OPTIONAL: Sensors and Communication Systems: Cameras, radio, sensors, etc. all cost extra.

NG-EV-011 Pathmaker

Armored Exploration Vehicle

The Pathmaker, released in 105 P.A., is an armored all-terrain vehicle designed for wilderness travel and exploration. The four tread wheels provide excellent stability and traction on uneven ground and allow the vehicle to easily handle snow, ice, mud and sand. Though it is not obvious by just looking at it, the Pathmaker is also amphibious, able to traverse shallow lakes, swamps and rivers. However, it not a boat, and its aquatic journeys are best kept short and in bodies of water no deeper than 1,000 feet (305 m). Anything larger, deeper and rougher could give the mighty vehicle trouble and cause it to eventually sink or get dashed on rocks or the shoreline.

The vehicle comfortably accommodates a pilot, co-pilot and as many as eight passengers, 12 under cramped conditions. It has space for a sitting and dining area (seats 10 at a time comfortably), a small lab where 2-3 people can work comfortably, a tiny kitchen and pantry area, one private bedroom and two small lavatories, as well as an 8x12x9 foot (2.4 x 3.7 x 2.7 m) cargo bay and a sleeping area with a bunk bed arrangement that holds 10 bunks and space on the floor for two more. Another 12-16 people could ride on the outside on top of the vehicle, provided it wasn’t going faster than 40 mph (64 km).



This surface may also accommodate two additional light or medium vehicle weapon systems, like rail guns or lasers, but seldom more.

The exterior of the Pathmaker has plenty of handholds, hooks, brackets and space to strap tools and supplies to the outside, and can pull a trailer and cargo weighing as much as 36 tons. Like a tank, the top of the vehicle can rotate 360 degrees. On the side of this upper housing are two sets of three large spotlights. In the middle of it is a modular, barrel-like appendage that is fitted with the vehicle’s main weapon. The main gun is typically a multi-type missile launcher capable of firing short-range and medium-range missiles as well as mini-missiles, or a high-powered laser cannon similar to the ones used on CS tanks, plus a large, heavy-duty winch and crane that can be used to pull a cargo trailer or other vehicles, extract distressed vehicles or giant robots stuck in mud, snow, or a ravine, pull wreckage, downed trees or boulders out of water or away from an area, and similar uses.

Access to the inside of the Pathmaker is via one of the two heavy-duty, airlock-style hatches on the side, recessed between the treads, or by one of the two small hatches on top of the upper turret housing. The pilot and co-pilot drive the Pathmaker from this upper portion of the vehicle. The lab, sleeping area and sitting area all in the lower portion. The vehicle is not a tank, but can be used as an APC, supply hauler, and for support and construction by military units. For explorers, scientists and adventurers, the Pathmaker makes a nice, fortified mobile home.

NG-EV-011 Pathmaker

Model Type: EPC – Exploration Personnel Carrier.

Class: Scientific Transport Vehicle and Military Personnel Carrier.

Crew: Two: pilot and co-pilot or communications engineer.

Transport Capabilities: Eight passengers in addition to the crew, but another dozen (three dozen if standing) could fit in the cargo area and other rooms, as well as on the exterior for short trips.

M.D.C. by Location:

- * Searchlights (6) – 18 each
- * Winch & Crane (1; rear) – 120
- * Forward Headlights (4) – 5 each
- * Railings (2; rear) – 12 each
- Airlock Hatches (2) – 135 each
- * Small Hatches (2; top) – 75 each
- * Armored Window Shutter/Gun Port (1; top, forward) – 70
- Treads (4) – 120 each
- Main Weapon (1; middle of upper turret) – 150
- Upper Turret Housing (1) – 250

Reinforced Crew Compartment – 80

** Main Body – 390

* Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a *Called Shot* to hit and even then he is -3 to strike.

** Depleting the M.D.C. of the main body will immobilize the EPC, but the upper turret with the spotlights, main gun and crane remains operational and can rotate 360 degrees. Depleting the M.D.C. of the Upper Turret Housing knocks out all sensors, optics and communications and shuts the vehicle down completely, rendering it useless. To hit the upper turret an attacker must make a *Called Shot* (without penalties), otherwise it is presumed all damage goes to the main body. The same is true of the treads and other large, external target areas.

Speed:

Ground: 75 mph (120 km) maximum on paved streets and most surfaces; 45 mph (72 km) on sandy deserts, broken pavement, debris covered paths, and very, very difficult terrain. Woodland environments with their many trees and narrow mountain trails are likely to be the only locations impassable by this vehicle unless there is a wide, well-traveled path to take; maximum speed is likely to be less than 20 mph (32 km) if passable at all.

Maximum Range: Only available with Solid Oxide and nuclear systems, and both are effectively unlimited.

Penalties: None in most terrains; -10% to piloting skill on sandy deserts and ice, or through thick fields of underbrush, mud or snow. It is -20% to travel over mountainous regions and areas with large boulders, crater strewn fields or debris fields. The Pathmaker can travel through snow as deep as eight feet (2.4 m) and mud as deep as five feet (1.5 m). It has no problems riding across packed snow.

Flying: None.

Water: Fully submersible, the Pathmaker can travel across the lake bed or sea floor at 30 mph (48 km or 26 knots). Maximum depth is 1,000 feet (305 m).

Statistical Data:

Height: 19 feet, 7 inches (6 m).

Width: 20 feet (6.1 m).

Length: 26 feet, 8 inches (8.1 m).

Weight: 28.7 tons fully loaded.

Cargo: Various storage spaces and areas inside the housing area, plus an 8x12x9 foot (2.4 x 3.7 x 2.7 m) cargo bay.

Power System: Nuclear only; average 10 years life.

Cost: 16 million credits for a new, fully loaded vehicle, 9-11 million for a used or rebuilt vehicle though it is likely to have 10% less M.D.C. for the Turret Housing and Main Body. As low as six million rebuilt and without any weapon systems (M.D.C. is 20% less). Good availability at Northern Gun, fair at other places that sell their goods.

Weapon Systems:

1. Main Weapon (1): Forward facing with a 45 degree up and down arc of fire, but to fire at targets to its sides or rear, the entire upper turret must rotate into position, using up two melee attacks. May be a multi-missile launcher (60%) or laser cannon (40%), pick one.

Primary Purpose: Anti-Armor, Anti-Monster and Defense.

Multi-Missile Launcher: This new and unique design allows the big gun to fire three different types of missiles, short-range, medium-range and mini-missiles of any variety.

Range: As per missile type.

Mega-Damage: As per missile type.

Rate of Fire: Short- and medium-range missiles can be fired one at a time or in volleys of 2. Mini-missiles can be fired one at a time or in volleys of 2 or 4.

Payload: Short-Range: 3, Medium-Range: 6 (three missiles in two different firing tubes), and Mini-Missiles: 64. An additional payload of all missiles can be kept in the cargo bay.

Laser Cannon:

Range: 4,000 feet (1,219 m).

Mega-Damage: 1D4x10+6 M.D. per dual blast.

Rate of Fire: Each blast counts as one of the pilot's or co-pilot's melee attacks.

Payload: Effectively unlimited.

2. Repositionable Searchlights (6): A bank of three searchlights is located on either side of the upper turret housing. The three can be trained on the same area or target, or aimed separately and pointed at three (six total) different targets or areas. The searchlights can be positioned to light up a large area.

3. OPTIONAL Additional Weapon Systems: Weapon extras are *never* part of any special discount offers, the full price applies even during sales. As many as two can be added, one in the front and one in the back.

Light Vehicular Laser: 2D6 M.D., range is 2,000 feet (610 m), payload is unlimited because the weapon is tied to the power supply. Cost: 27,000 credits, fixed forward, 20 M.D.C.; add 150,000 credits and 20 M.D.C. to put the weapon in a turret that can rotate 180 degrees.

Double-Barreled Light Vehicular Laser: 2D6 M.D. per single shot, 4D6 M.D. per simultaneous dual shot, range is 2,000 feet (610 m). Cost: 50,000 credits, fixed forward, 20 M.D.C.; add 175,000 credits and 30 M.D.C. to put the weapon in a turret that can rotate 180 degrees.

Medium Vehicular Laser: 4D6 M.D., range is 2,000 feet (610 m), payload is unlimited because the weapon is tied to the power supply. Cost: 48,000 credits fixed forward, 25 M.D.C.; add 180,000 credits and 30 M.D.C. to put the weapon in a turret that can rotate 180 degrees.

Light Machine-Gun: 2D4x10 S.D.C. per burst of 10 rounds or 1D4 M.D. per burst of 50 rounds, range is 2,000 feet (610 m), payload is 2400 rounds (48 bursts). Cost: 10,400 credits.

Light Rail Gun: 6D6 M.D. per burst of 20 rounds, range is 3,000 feet (914 m), payload is 2,400 rounds (120 bursts). The rail gun has 30 M.D.C. and is fixed forward or man operated, requiring a gunner (the latter can rotate 180 degrees). Cost: 80,000 credits; add 120,000 credits and 30 M.D.C. to put the weapon in a turret that can rotate 180 degrees.

Mini-Missile Launchers: A small, box launcher that has 20 M.D.C. and a payload of eight mini-missiles. Cost: 150,000 credits.

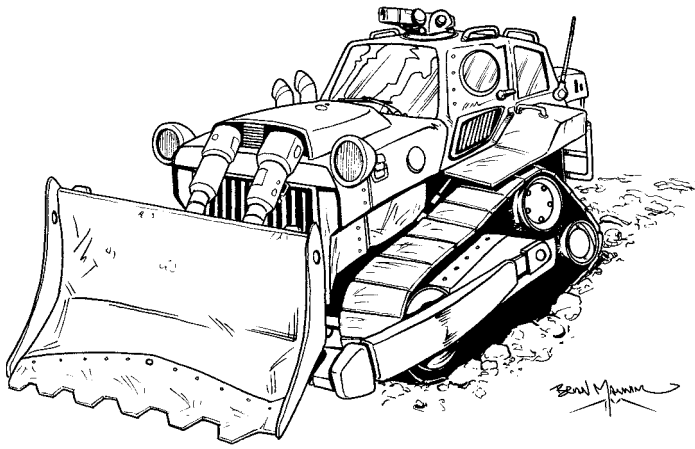
4. Sensor Systems and Features of Note: Same as those of robot vehicles. A fully, enclosed environmental vehicle.

Rhino

Heavy-Duty Military Bulldozer

Military engineers are an extremely important part of the modern battlefield. They rig explosives, prepare defenses, build bridges and barriers, and set up everything from booby-traps to tents. Most mercenary companies either cannot afford specialist engineering vehicles, overlook their necessity or press other military vehicles into service for the job. Combat robots, with their hands and arms, are extremely effective at this task. They are not so good, however, at towing tanks and armored vehicles, something the Rhino bulldozer is specifically designed for.

The Rhino is heavily armored and equipped with good protection for its single pilot. In combat, Rhinos can be used to recover dam-



aged vehicles and salvage, clear roads and fields, repair defenses or use their dozer blades to smash right through the enemy's front lines. Rhinos can create paths through the remains of buildings, walls, rubble piles and light defenses like M.D. razor wire and concrete tank obstacles called "dragon's teeth." They are excellent at breaching, or bashing a hole in a wall or building to enable infantry troops to get inside. The armored dozer blade can even be used as a mobile wall, providing cover to troops walking behind it.

Rhino Military Bulldozer

Model Type: NG-BD7

Class: Armored Military Bulldozer/Engineering Vehicle.

Crew: One driver with room for one passenger.

M.D.C. by Location:

- * Headlights (3, large) – 8 each
- * Ion Turret (1, top) – 40
- * Plexiglass Windshield – 40
- * Doors (2) – 50 each
- * Tracks/Treads (2) – 140 each
- Recovery Crane (1, back, folds down) – 120
- * Winch (1, back) – 15
- Dozer Blade – 180
- ** Main Body – 300

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike.

Destroying one of the tracks reduces the vehicle's speed by 90% and imposes a piloting penalty of -40%.

Shoot out the plexiglass windshield and the pilot is exposed. However, he is likely to be wearing EBA and is a difficult target to shoot, requiring a Called Shot and even then he is -6 to hit.

** Depleting the M.D.C. of the main body shuts the vehicle down completely, destroys all internal electronics, and leaves doors with 1D4x10 M.D.C. remaining. Destroy the remaining M.D.C. and the doors open. **Note:** Commercial bulldozers have one third the M.D.C. across the board.

Speed:

Ground: 50 mph (80 km) maximum on most surfaces, including grassy plains, sandy deserts and rough terrain. Only woodland environments, very thick underbrush, mud, and deep water are likely to be impassable by this truck (and most vehicles) unless there is a well-traveled path to take; maximum speed is likely to be less than 10 mph (16 km) if passable at all.

Maximum Range: Gasoline, 400 miles (640 km). 1,000 miles (1,600 km) per charge with a multi-battery electric system, and unlimited for Solid Oxide and nuclear.

Penalties: None in most terrains; -10% to piloting skill on sandy deserts and ice, or through thick fields of underbrush, light forests, mud or snow. It is -20% to travel over mountainous regions and through mud deeper than five inches (12.7 cm), and water or snow deeper than two feet (0.6 m). **Note:** There is a big difference between being able to plow through and clear debris fields, wreckage, dense underbrush and forest, and driving over or through it. And clearing a path through a forest or a field of debris takes considerable time. Medium to large trees cannot be uprooted by the bulldozer, they need to be cut down and then hauled away by the dozer.

Flying: None.

Water: Shallow water no deeper than two feet (0.6 m).

Statistical Data:

Height: 9 feet (2.7 m).

Width: 12 feet (3.7 m).

Length: 26 feet (7.9 m).

Weight: 11 tons.

Cargo: The Rhino bulldozer can *push* up to 4 tons with its blade, and *tow* behind it (using its recovery crane), a maximum weight of 30 tons. There is a small glove box inside the driver's compartment that can hold a pistol or other small items. Larger bags or pieces of cargo can be stowed behind the seats, or strapped to the bulldozer.

Power System: All available. Nuclear has a 12 years life.

Cost: 920,000 credits nuclear, 700,000 Solid Oxide, 550,000 electric battery or liquid fuel.

Weapon Systems:

1. Defensive Ion Gun: Attached to the pilot's compartment is an ion turret. It is fixed to a ring-mount built into the compartment, allowing the weapon to be positioned to shoot at targets within a 360 degree field of fire; 25 degree up and down arc of fire. The trigger and controls extend inside the compartment, letting the driver return fire or hold off melee attackers without having to leave the safety of the vehicle or even expose himself by sticking his head out of a hatch.

Primary Purpose: Defense.

Secondary Purpose: Anti-Personnel.

Range: 1,600 feet (488 m).

Mega-Damage: 4D6 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited for nuclear or Solid Oxide models. 60 blasts for electric battery or liquid fuel models. Includes an E-Clip port: 10 blasts for a short E-Clip and 20 for a long E-Clip.

2. Bulldozer Attacks (Special): The driver can plow through parked vehicles, barriers and troops with the dozer blade.

Precision (slow) Wall/Fence/Door Push Attack – 2D6 M.D. per push.

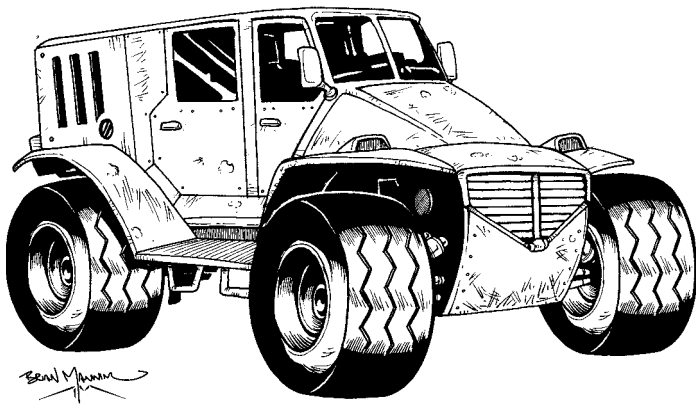
Dozer Blade Drop – 3D6 M.D. each time the dozer blade comes crashing down.

Low-Speed Ram Attack – 4D6 M.D., but counts as two attacks.

High-Speed (for it) Ram Attack (30+ mph/48+ km) – 1D4x10 M.D., but counts as three attacks. In addition to damage, there is a 01-66% likelihood of knocking down power armor and giant robots weighing up to 12 tons. Victims of knockdown lose one melee attack and initiative.

Against a wall or crowd of people, damage is divided as 2D6 M.D. per person, but everyone in the vehicle's path is bowled over and pushed aside by the blade, causing them to lose initiative and 1D6 melee attacks/actions before they can recover.

3. Sensor System and Features of Note: Only a basic radio, and heating and cooling system.



Road King Armored SUV

The Road King might be thought of as the armored, SUV version of the Big Boss. Not only does it still have room for six people (five passengers and the driver), it has an extended cab in the rear for the storage of supplies and other materials. Built on the same chassis and with a similar style of engine as the Big Boss makes repairs and modifications a breeze. The roof of the vehicle has a built-in rack for overhead storage. Another popular roof option is replacing the roof rack with a gunners nest – a hatch in the roof can slide open and allow one of the passengers to man a turret-mounted weapon if equipped.

Vehicle Type: All-Terrain Utility Vehicle.

Crew: One pilot and can seat five more passengers.

M.D.C. by Location:

- * Headlights (2, low-profile) – 5 each
- * Sideview Mirrors (2) – 5 each
- * Optional: Roof Hatch – 25
- * Plexiglass Windows (6) – 20 each
- * Doors (4) – 30 each
- Optional Mounted Weapon Systems (2, max) – 20 each
- * Armored Tires (4) – 18 each
- ** Main Body – 140

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike (-6 when shooting at the tires of a moving vehicle).

Destroying one of the tires reduces the vehicle’s speed by 35%, imposes a driving penalty of -25% and may damage the ATV more by riding on the rim. Destroying two tires renders the vehicle immobile until the tires can be replaced. Requires a Called Shot, same as above.

** Depleting the M.D.C. of the main body destroys the vehicle beyond repair.

Speed:

Land: 120 mph (192 km) maximum on paved streets, dirt roads and stony desert; 70 mph (112 km) or less, depending on conditions, on grassy plains, sandy deserts, broken roads and rough terrain. Woodland environments and thick underbrush are likely to be impassable by this vehicle (and most vehicles) unless there is a wide, well-traveled path to take. Even then, maximum speed is likely to be less than 20 mph (32 km) if passable at all.

Maximum Range: On gasoline, 300 miles (480 km). 1,000 miles (1,600 km) per charge with the advanced multi-battery electric system (half the range with the old battery). Unlimited for Solid Oxide and nuclear.

Penalties: None on paved streets, short grass, dirt roads and stony deserts, -5% to piloting skill on gravel and tall grass, -10% on shattered roads and sand, or through water, mud or snow as deep as three feet (0.9 m). Deeper water, mud, snow, forests and dense vegetation are likely to be impassable. This truck can ride across sand dunes!

Statistical Data:

Height: 12 feet (3.7 m).

Width: 10 feet (3 m).

Length: 22 feet (6.7 m).

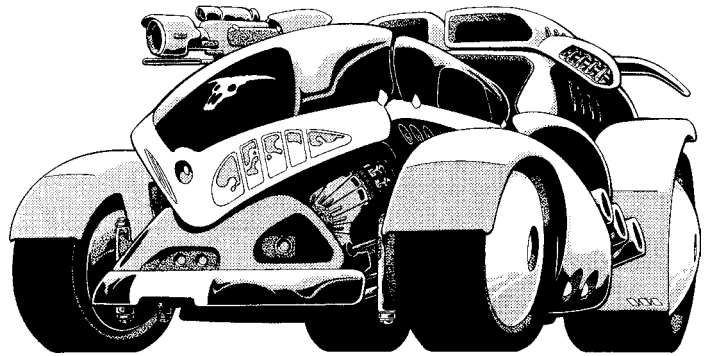
Weight: Four tons.

Cargo: With passengers the Road King can hold 1,200 pounds (540 kg) of gear and cargo. The rear seats can fold forward to extend the size of the cargo area, but that limits the vehicle to one passenger and the driver. With seats up there is space enough behind the backseats to cram a rifle, some canteens and backpacks for three people. Additional gear can be strapped to the running boards, back, and roof, but they might get shaken loose and drop off. Towing capacity is 6 tons.

Power System: All available. Nuclear has a 10 year life.

Cost: 43,000 credits gasoline engine, 72,000 credits for the advanced multi-battery electric system, 445,000 credits for Solid Oxide and 875,000 for nuclear.

Weapons and Sensor Systems: None come standard, but as many as four hovercycle weapon systems can be added. An electric winch is included, capable of pulling up to 6 tons. This can be useful in freeing the Road King if stuck or pulling other vehicles, a trailer or cargo.



Rolling Thunder

All-Purpose Vehicle

The Rolling Thunder APV is an aging classic that was once the hot vehicle amongst elite warriors, particularly Juicers, Crazies and Headhunters. While it remains popular enough to continue its manufacture, sales continue to plummet and it is only a matter of time before the vehicle is discontinued. Surprisingly, the biggest drop is among the clientele who once favored it the most, Juicers, Crazies and Headhunters.

The Rolling Thunder is a bit of an odd bird in that it has a very sporty race car styling that is out of place on the battlefield, in the wilderness, and even on city streets. Where it once represented speed, firepower and flashiness associated with Juicers and other daring warriors when it was first released in 100 P.A., it now seems out of date and out of step with other modern vehicles. This is due, in part, to Northern Gun’s move toward robots and vehicle designs with a military, hardware styling. A style that has become the preferred “look” of almost all men-at-arms and military groups. The Rolling Thunder stands out like a rose in the desert amongst the other military vehicles. That means it draws attention to itself on the battlefield (and the mean streets of most ‘Burbs, towns and cities), and that means drawing fire.

Today, previously owned Rolling Thunders (selling for half the list price, or less if 2-3 of the original weapons have been stripped out of it) are popular amongst Juicer Wannabes, members of street gangs, race car drivers, and anyone with a need for speed and/or firepower.

Equally at home on and off the road, the Rolling Thunder's four-wheel drive, variable suspension (which while fully-active, can be adjusted from 4 to 24 inches (4 to 61 cm) overall ground clearance) makes it suitable for driving across most flat surfaces, broken roads and off-road dirt trails and grassy prairies. Anti-lock brakes, traction control, solid rubber tires, and a flex-fuel powerplant (an old energy system) with electric backup are all standard fare. Vital vehicle statistics are projected onto the forward windshield or the driver's helmet via a colorful and detailed HUD system.

The Rolling Thunder's two main weapons are the NG-202 Rail Gun mounted on the right side of the vehicle (it must be operated by a passenger/gunner) and twin particle beams concealed in the front of the vehicle. The mine system of the original model has proven particularly problematic, as dropping mines in the 'Burbs or any town or city, and blowing holes in the street, had many communities outlawing the vehicle. Northern Gun responded quickly by replacing the mine system with a rear mini-missile launch system, and making the mines an optional, alternative weapon system for those operating away from civilization.

Rolling Thunder Juicer Combat Car

Also Known as "Juicer Hot Rod" and "Juicer Wheels."

Vehicle Type: All-Terrain Vehicle.

Crew: One pilot and can seat three passengers comfortably, but not for days or weeks at a time out in the wildlands.

M.D.C. by Location:

- * Headlights (2, low-profile) – 5 each
- * M.D.C. Wheels (4, includes mud guards) – 35 each
- * Optional: Roof Hatch – 25
- * Plexiglass Windshield (1, front) – 40
- * Plexiglass Windows (2) – 20 each
- * Rail Gun (1, right side) – 50
- * Particle Beam Guns (2, concealed in nose) – 20 each
- * Rear Mini-Missile Launcher
- * Air Intake (2, top, back) – 50 each
- * Airfoil (back) – 20
- ** Main Body – 155

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike (-6 when shooting at the tires of a moving vehicle).

Destroying one of the wheels reduces the vehicle's speed by 30%, imposes a driving penalty of -25% (half for Juicers and Cra-zies) and may damage the vehicle more by riding on the rim. Destroying two wheels renders the vehicle immobile until they can be replaced. Requires a Called Shot, same as above.

** Depleting the M.D.C. of the main body destroys the vehicle beyond repair.

Speed: 166 mph (266 km) with nuclear and Solid Oxide power systems; 142 mph (227 km) with the battery or fuel systems. Acceleration (0-60): 5.7 seconds (6.5 with the battery system). Braking (60-0): 100 feet (30.5 m).

Maximum Range: 525 miles (840 km) with fuel or electric battery; unlimited with Solid Oxide or nuclear.

Statistical Data:

Height: 5 feet, 6 inches (1.7 m).

Width: 6 feet, 8 inches (2 m).

Length: 20 feet (6.1 m).

Weight: 2,875 lbs (1,294 kg).

Power System: Flex-fuel internal combustion with electric back up, full electric, Solid Oxide or nuclear.

Skill Bonus for Augmented Humans: +10% to piloting skill and execution of jumps, tricks, and special maneuvers.

Cost: Flex-fuel system: 635,000 credits (275,000 credits used), full electric 758,000 credits, Solid Oxide 895,000 credits, nuclear 1.1 million. Manufactured by Wellington Industries and the Northern Gun.

Weapon Systems:

1. NG-202 Rail Gun: This weapon cannot be operated by the pilot while driving the vehicle. It features a laser tracking system that provides a +1 bonus to strike.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: 4,000 feet (1,219 m).

Mega-Damage: Burst is 40 rounds and inflicts 1D4x10 M.D. One round does 1D4 M.D.

Rate of Fire: Each single shot or burst counts as one melee attack.

Payload: 2,000 round belt, enough ammo for 50 bursts.

2. Twin Particle Beams: Concealed in the nose of the vehicle, these forward facing weapons are connected to the steering linkage, and can be fired to either side. Standard E-Clips are plugged into an energy reservoir cell to power these weapons. Requires six E-Clips, three for each particle beam weapon. Loading and re-loading is not a quick or easy task. Most customers who purchase a Solid Oxide or nuclear system pay an extra 250,000 credits to have them wired directly into the power supply.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Range: 1,200 feet (366 m).

Mega-Damage: 5D6 M.D. per single blast or 1D6x10 M.D. per fire-linked double blast.

Rate of Fire: Each single or double blast counts as one melee attack.

Payload: 25 dual blasts from both guns, or 50 single shots divided between the two.

3. Rear-Firing Mini-Missile Launcher: Built into the back of the Rolling Thunder is a mini-missile launcher to discourage pursuers.

Primary Purpose: Assault and Anti-Armor.

Secondary Purpose: Defense and Anti-Pursuers.

Range: One mile (1.6 km).

Mega-Damage: Varies with missile type. Plasma (1D6x10 M.D.) or Armor Piercing (1D4x10 M.D.) are the usual fare.

Rate of Fire: One at a time or in volleys of 2, 4 or 6.

Payload: 6 total mini-missiles.

OPTIONAL Mobile Mine Deployment System: This is a voice-activated weapon that tracks pursuing vehicles (including robots and power armor in excess of 7 feet/2.1 m tall), then releases one of three grades of NG *anti-vehicle plasma mines* designated by the pilot. The system then detonates the mine by radio command. A built-in safety prevents a mine from being detonated within range of the Rolling Thunder. Pursuers may alter course to avoid the mines, but in so doing may have to slow down or completely stop, or swerve out of the way (perhaps off the road), any of which may cause them to lose control in a high-speed chase, and enable the fast-moving Rolling Thunder to shake them off its tail. The mines can also be dropped and set to be activated when a target comes into range (30-70 feet/9.1 to 21.3 m). This feature allows the crew of the Rolling Thunder to spread their mines along a road to prepare an ambush. Used right, it can be effective

in surprising and discouraging pursuers and blocking roads and bridges, but again, this is a weapon that never won much favor, even in its original release.

Primary Purpose: Assault and Anti-Armor.

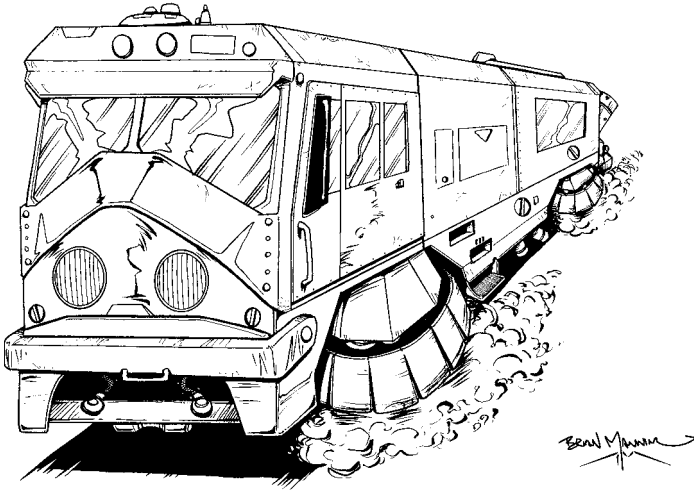
Secondary Purpose: Defense and Anti-Pursuers.

Range: Close proximity, timer or touch.

Mega-Damage: Varies. Standard load is Type One: Light high explosive does 5D6 M.D. to a 20 foot (6.1 m) area or plasma does 1D6x10 M.D. to a 30 foot (9.1 m) area.

Rate of Fire: One at a time or in volleys of 2, 4 or 6.

Payload: 6 total HE or plasma mines, or combination of the two.



NG-HCH-1020 Salamander

Inspired by Northern Gun's massive hovertrains, the Salamander is a hulking hovercraft that functions as a privately owned, mini-hovertrain and exploration vehicle. It is smaller than the Big Bertha and designed to function more as an all-environment exploration vehicle than a train or semi-truck cargo hauler. It can carry sizable modular cargo pods specially designed for this vehicle, but it can substitute the much larger hovertrain boxcars or flatbed when so desired (reduce speed by 10%). It is called the Salamander because its amphibious capabilities enable it to ride along the lake or sea floor as well as across land. It can not "swim" through water nor can it travel on the surface of water.

Smaller and less expensive than Big Bertha, the Salamander has many diverse uses, depending on the types of container pods selected. The Salamander's design is modular and adjustable to accommodate container pods of different shapes and sizes, from sealed boxcars and flatbeds to passenger cars and field laboratories. The Salamander's cargo pods can be replaced with *travel pods*, *med-lab pods* and *RV mobile home pods*. As a modular container transport vehicle, the customer may mix and match the three pods carried by the Salamander in ways that best suit his need and budget. (**Note:** Most customers get a three pod Salamander vehicle, as a fourth pod makes it dangerous and unwieldy.) A merchant or mercenary company may purchase all cargo pods or travel pod, or one travel pod, one cargo pod and one fuel pod. Meanwhile, explorers and adventurers are likely to have one RV pod, a lab pod and one cargo pod or sardine can. Others may need troop transport and a mobile base and field lab.

Normal hovertrains travel over land or are deployed from ships and established train terminals, but the Salamander can make the entire journey itself, no matter what stands in the way. With its en-

closed cockpit and incredibly powerful hover-drive system, Salamander units can travel across rough terrain and even underwater along the floor of shallow lakes, rivers and seas to avoid monsters, bandits or inclement weather (maximum depth is 1.2 miles/1.9 km).

The standard Salamander is a cab and three "pods." A fourth can be attached, but any longer becomes dangerously unstable. (**Note:** Reduce speed by 10% and the driver suffers an additional -15% piloting penalty that increases to -35% when engaging in evasive maneuvers/dodge or stunt driving.) Container pod combinations vary, but a common Salamander designed for *exploration* is three container pods. The first one closest to the cab/pilot compartment (seats three) is usually the RV pod with comfortable living quarters for 4-6 people and windows (with sliding M.D.C. plates to seal off the windows when under attack). The second one is a science or medical lab, or just a cargo pod (boxcar). If used by a mercenary company, it is likely to be a *Sardine Can* travel pod. The third is almost always a cargo pod or flatbed, though for a mercenary company it could be another Sardine Can. Of course, a flatbed enables the Salamander to transport large, slow robots or vehicles or oversized items. Special panels along the top and bottom function as cosmetic trim that makes this long, train-like hover vehicle look more like a commercial truck or RV. Even the cargo pods are more stylish than a typical boxcar on a train.

Salamander

Model Type: NG-HCH-1020

Class: Amphibious Heavy Cargo Hauler and Exploration Vehicle.

Crew: Two; pilot and co-pilot or communications engineer.

Cab/Pilot Compartment: The cab includes the pilot compartment and seats for the crew and one extra for a passenger sitting between them. Two other passengers can be squeezed in behind those seats in a sitting or kneeling position (not good for long hauls). There is also an overhead gun rack and a storage locker the size of a medium-sized walk-in closet.

M.D.C. by Location:

- * Winch & Crane (rear; bottom) – 90
- * Forward Headlights (2, large) – 8 each
- * Forward Headlights (2, small, top) – 5 each
- * Pop-Up Searchlight (top of cab) – 12
- * Running Lights (6-20, tiny, front, back & sides; to be seen at night when that is desirable) – 1 each.
- * Railing (4 front and RV) – 10 each
- * Stairs/Steps (when applicable) – 10 each
- * Small Hatch (top of cab) – 50
- ** Undercarriage Hover Jets (8 per pod/section) – 50 each
- ** Main Forward and Rear Thrusters (2 front, 2 back) – 120 each
- * Windows (M.D.C. glass) – 40 each per window section
- * Sliding Defensive Window Plating (varies) – 100 each for large, 50 small.
- Reinforced Crew Compartment – 80
- Cargo or Travel Pods (typically three total) – 300 each
- *** Main Body of Cab – 412

* Every item marked by a single asterisk is small and/or difficult to target and strike. An attacker must make a "Called Shot" to hit and even then is -3 to strike. To hit the undercarriage hover jets, the attacker must be able to see them, which probably means lying under the vehicle as it passes, but the force of the air thrust, sound and dust inflict a penalty of -10 to strike on a Called Shot.

** Depleting the M.D.C. of one of the main thrusters cuts speed by 20% and inflicts a -5% penalty to the piloting skill; cumulative effects for each loss. Can still hover and move with all

four main thrusters destroyed, but at a slow speed (-80%) and at a maximum hover height of two feet (0.6 m).

*** Depleting the M.D.C. of the main body shuts the vehicle down completely, rendering it useless.

Speed:

Land: 75 mph (120 km) maximum. Reduce speed to 45 mph (72 km) when cargo weight is greater than 120,000 tons total; each cargo pod can carry as much as 40 tons.

Altitude/Hover Height: 6 feet (1.8 m) maximum, but typically 3-4 feet (0.9 to 1.2 m) above the ground, especially when hauling heavy cargo or a wheeled cargo container.

Water: The Salamander cannot ride on the surface of water. Yes, it can cross shallow bodies of water such as ponds, marshland and streams that are no deeper than 8 feet (2.4 m), but can NOT actually ride across the surface of water. On the other hand, the massive cargo hauler can actually *submerge underwater* – assuming all of its cargo or travel pods are airtight – to ride along the bottom of lakes, rivers and seas.

Underwater: 25 mph (40 km or 21.7 knots) riding along the lake or sea floor, which means it needs a beach or incline that leads up to the shore to get back onto dry land. The Salamander cannot rise up to the surface like a submarine.

Maximum Depth Underwater: 1.2 miles (1.9 km).

Flying: Not possible.

Statistical Data:

Height: 16 feet (4.9 m) for a standard cargo or travel pod.

Width: 22 feet (6.7 m) for a standard cargo pod/boxcar or flatbed, but can accommodate conventional hovertrain boxcars and extra wide loads up to 48 feet (14.6 m) wide.

Length: 24 feet (7.3 m) for the cab, 30 feet (9.1 m) per each cargo/travel pod.

Weight: Overall: 32 tons empty. 14 tons for the cab, six tons per cargo/travel pod. Does not include the weight of cargo.

Cargo Hauling Capacity: Can haul up to 120 tons safely and at a decent speed.

Pilot Penalties: -10% to piloting skill right off the bat to handle a vehicle that is 100-130+ feet (30.5 to 40 m) long; -15% to make a quick stop; -30% to make a sharp turn or to engage in evasive maneuvers, dodge or stunt driving. All penalties are cumulative. As a hover vehicle, it can navigate most land terrains except forests, unless there is a suitable path.

Power System: Nuclear, average energy life is 10 years. Not available in Solid Oxide or electric battery versions.

Cost: 15 million credits for the cab/locomotive with front and back main thrusters. Cargo or travel “pods” must be purchased separately; cost varies with type. Only sold at Ishpeming and MercTown and even there, availability is poor. Special orders take 1D4 months to fill.

Weapon Systems: None, for a number of reasons. **1)** Most communities, especially established towns, cities and city-states do not allow *armored combat vehicles* within their city limits. **2)** The driver cannot claim he is a “civilian” without any hostile intent if his vehicle has obvious weapon systems. **3)** Mounting weapons makes the cab and main thrusters a target for attack. **4)** Merchants cannot claim insurance on attacks from armed bandits, raiders and armies. **Note:** If the vehicle is hauling valuable cargo, it is common to have the rig and its load *escorted* by combat vehicles, power armor forces or giant robots. If the owner really wants weapons, he can customize the Salamander as he desires. Two light or medium weapon systems can be mounted on the top and one on each side of the cab.

Sensor Systems and Features of Note: All the usual basic features of a commercial, sealed environmental vehicle with standard life support systems; air supply and circulation system for any “occu-

pied” compartments, plus a basic short-range and long-range radio transmitter and receiver (50 miles/80 km). There are also two concealed video cameras on the front, sides of the cab, in the nose and in the tail of the last container so that the driver can see when the window plates are in place.

Types of Modular Salamander Container Pods:

Each is a complete unit/pod/boxcar with its own linking, modular hover system, hence the high cost even for a simple cargo pod.

A standard Travel Pod – nicknamed the “**Sardine Can**” for reasons that will become obvious – contains a communal lavatory with four urinals, four toilets and four small sinks (no shower), a small meeting room and 10-16 small sleeping chambers; the fewer chamber the larger and more comfortable each will be. The typical 16 chambers travel pod has train-like sleeping berths, each with two bunk beds that fold out from the walls. There is also a shallow closet, and a cushioned bench seat wide enough for two people to sit comfortably, three cramped. As many as 16 of these small living quarters (two rows of eight) can fit inside the modular cargo pod/boxcar to accommodate as many as 32 travelers. That number can increase to 48 if travelers are willing to sleep on the floor in a sleeping bag. The Sardine Can is not designed for comfort, but utility in transporting 2-5 squads of troops, travelers or refugees. Ideal as a personnel transport and rescue vehicle. Cost: 1 to 1.5 million credits.

Cargo Pod. Basically an empty boxcar that can be sealed air- and watertight for transporting equipment and supplies. This is NOT an environmental system and cannot be used to transport livestock as they will suffocate within 3D4x10 minutes. Cost: 200,000 credits.

Cattle Car/Pod. A cargo pod designed with adjustable pens and racks for livestock (cattle and horses to pigs and chickens). This is an environmental pod with basic life support, heating and cooling to keep the living cargo alive. Cost: 500,000 credits.

Field Lab Pod. A mobile laboratory with most of the same basic equipment and facilities as you would find in the *Behemoth Explorer* robot’s labs. A self-contained environmental container with life support, air circulation, heating, cooling and working sinks. Cost: 3-8 million credits.

Flatbed. Cost: 200,000 credits.

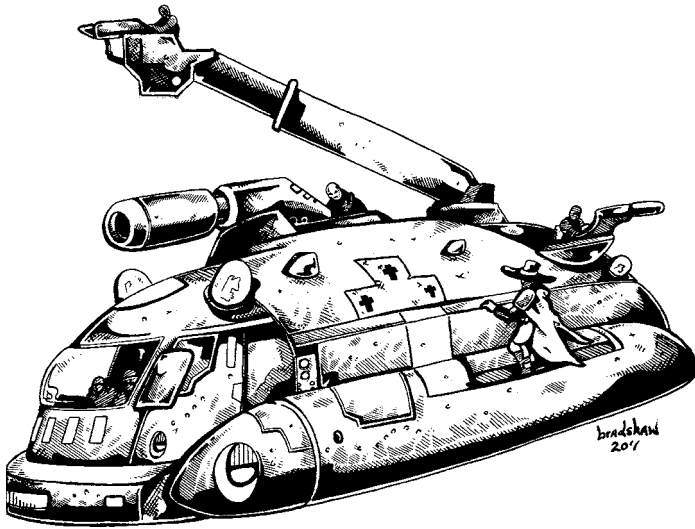
Fuel/Water Pod. A pod for hauling fuel, water and other liquids. Not an environmental container. Cost: 1 million credits.

Prison Pod. An environmental pod divided into 16 jail cells/cages, with tops, for transporting prisoners, criminals, slaves or exotic animals. Each cell has 200 M.D.C. This is an environmental pod with basic life support, heating and cooling to keep the living cargo alive. Cost: 725,000 credits.

Refrigerated Cargo Car. Same as the cargo pod, except it can keep perishables refrigerated or frozen; has several settings. Cost: 350,000 credits.

RV Motor Home. This pod has all the comforts of home, complete with roomy living accommodations, one private bedroom, one open sleeping area that can sleep six people comfortably (bunk bed-style; 8-10 cramped and sleeping on the floor and chairs), plus there is a kitchenette, full lavatory with shower, and a sitting room with a long, narrow table for dining or as a work station, and two small couches and a two-cushioned bench seat. Cost: 350,000 credits credits.

ALTERNATIVE Cargo Containers: APT – All-Purpose Trailers. The Salamander can hitch and pull most types of cargo bays and boxcars, including APTs, described at the beginning of this section. However, reduce speed by 10% when hauling most alternative containers, and by 50% when hauling just one (that’s the maximum possible) of the massive boxcars of the new NG hovertrains.



“Smokeskipper”

Hover Firetruck

With its growing experience in the field of hover technology, Northern Gun has designed an effective hover-capable firetruck that can respond swiftly to alarms. Built using military expertise, the well-equipped vehicle comes with one massive water cannon as its main turret, and three small, man-portable water hoses, two in side turrets and one located in an extendable cherry-picker mounted atop the firetruck.

In addition to its internal water supply, the Smokeskipper has extendable hose connections that can be attached to fire hydrants or simply inserted into water towers, lakes, rivers or other water sources. The connection doesn't even need to be pressurized as the hoses themselves draw plenty of water when set to *intake mode*. There are panels on each side of the vehicle that open to reveal storage for medical equipment, oxygen and additional firefighting or medical supplies. And to help the Smokeskipper serve as an ambulance, the two recessed running boards on each side can be slid open to reveal removable stretchers and space for patients; two patients per side.

With its ruggedness, adaptability and versatile water cannons, the Smokeskipper has become almost as popular among vampire hunters as firefighters. The cherry-picker that rescues stranded victims from balconies and windows can also serve as an extendable turret, maneuvering its gunner and water cannon into perfect position to hose down a vampire lair or pursuing pack of Wild Vampires. Northern Gun has taken note of increased sales in the Southwest, and has been sending more and more Smokeskippers to their outlets and distributors in that region.

Model Type: NG-F911 Hovering Firetruck.

Class: Armored Hover Vehicle.

Crew: One pilot/driver with room for four firefighters/passengers up front, plus four gunners stationed outside at the water cannons and an additional four human-sized or two giant passengers may ride along on the running boards on each side of the vehicle.

M.D.C. by Location:

- * Alarms/Sirens/Flashing Lights (2, front) – 8 each
- * Headlights (8, various types) – 2 each
- * Windshield (1; front) – 35
- Main Jet Thrusters (4; rear) – 40 each
- * Hover Jets (8, undercarriage) – 50 each
- Main Water Cannon Turret (1, large, top and center) – 100
- * Rear Water Cannons (2) – 30 each

- * Cherry-Picker Mounted Water Cannon – 25
- * Extendable Cherry-Picker – 100
- * Side Hover Skirts/Running Boards (2) – 100 each
- Reinforced Crew Compartment – 50
- ** Main Body – 190

* A single asterisk indicates a small and/or difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -3 to strike.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed:

Driving on the Ground: Not possible, but can hug the ground at the vehicle's maximum speed, one foot (0.3 m).

Flying: Hover stationary, VTOL or fly at maximum speed of 120 mph (192 km). Cruising speed is considered to be 50 mph (80 km).

Maximum Altitude: 200 feet (61 m); critical for rescuing people from burning buildings and rooftops, and getting above a fire.

Flying Range: A nuclear power supply provides effectively unlimited range, but the hover jets require cooling after 8 hours of continuous use. Gas, diesel and electric models can travel approximately 200 miles (320 km) on a single tank/charge.

Underwater Capabilities: None.

Statistical Data:

Height: 14 feet (4.3 m). Cherry-picker can extend an additional 50 feet (15.2 m) straight up or to the side.

Length: 25 feet (7.6 m).

Width: 12 feet (3.7 m).

Weight: 7 tons fully loaded. 15.3 tons when equipped with a full water tank.

Cargo: Interior bay has a 6x4x4 foot (1.8 x 1.2 x 12 m) cargo area in addition to passenger space. The internal water tank can hold 2,000 gallons (7,571 liters) of water or firefighting chemicals, adding 8.3 tons to the weight of the vehicle.

Power System: All available. Nuclear, average life is 15 years.

Cost: 4.5 million credits for the nuclear powered version. 3.4 million for Solid Oxide, and 2.9 million credits for the electric or gas/diesel engine models.

Weapon Systems:

1. Main Water Cannon: A heavy-duty water cannon is mounted in a central turret atop the Smokeskipper. It can rotate 360 degrees and has a 45 degree up and down arc of fire. It feeds off the vehicle's internal water tank or can be connected to an outlet or body of water.

Primary Purpose: Firefighting and Rescue.

Secondary Purpose: Anti-Vampire.

Range: 1,200 feet (365 m).

Damage: Inflicts 2D4x10 Hit Point damage to vampires plus a 01-40% chance of knockdown. Regular humans suffer 1D6 S.D.C./Hit Points damage plus a 01-75% likelihood of being knocked down (loses initiative and one melee attack).

Rate of Fire: Each blast counts as one of the gunner's melee attacks.

Payload: 40 streams when feeding off the vehicle's internal tank. Effectively unlimited when connected to a water source.

2. Secondary Water Cannons (3): There are two smaller water cannons attached to rear-mounted turrets and a third mounted up on the cherry-picker. They can feed off the vehicle's internal water tank or be connected to an outlet or body of water.

Primary Purpose: Firefighting.

Secondary Purpose: Anti-Vampire.

Range: 600 feet (183 m).

Mega-Damage: 5D6 Hit Points to vampires plus a 01-10% chance of knockdown.

Rate of Fire: Each blast counts as one attack of the cannon operator.

Payload: 80 streams when feeding off the vehicle's internal tank. Effectively unlimited when connected to a water source.

3. Mini-Missile Launcher: A panel next to the driver slides away to reveal an internal mini-missile launcher. Typically comes equipped with fire-retardant missiles but can accommodate any type of mini-missile.

Primary Purpose: Firefighting via chemical mini-missiles.

Secondary Purpose: Riot Control and Self-Defense.

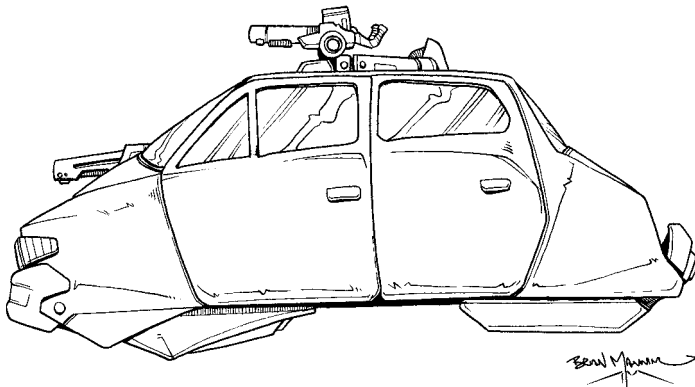
Range: Chemical Missiles: 2,000 feet (610 m). Combat Mini-Missiles: One mile (1.6 m).

Mega-Damage: Firefighting Chemical: None; smothers a 30 foot (9.1 m) radius of fire. Conventional missiles: Varies with missile type. Fragmentation mini-missiles salted with silver do 3D6 Hit Point damage to all vampires (and any unarmored civilians) within a 10 foot (3 m) blast radius.

Rate of Fire: One at a time or in volleys of two, four or six.

Payload: 12 total mini-missiles.

4. Sensor System Note: The Smokeskipper does not have the same sensor systems as most military vehicles, but is equipped with an infrared imager mounted on the passenger side of the driver's compartment. The IR view allows firefighters to quickly judge the heat and severity of the blaze, as well as predict where blow-outs and flare-ups may occur.



Urban Patrol Hovercar

Throughout North America are countless, small law enforcement agencies, sheriff's offices, militias and groups of town guards. Often improvised or cobbled together out of military units, these local defenders and lawmen are unlikely to have access to standardized equipment. The Northern Gun Urban Patrol Hovercar takes care of that, providing a relatively inexpensive, rugged, reliable vehicle that can handle pursuits and firefights in the streets.

The design team led by **Rob Daily**, **Mike Pointer** and **Kristopher Main**, made certain to give the patrol hovercar a couple of basic weapons to defend itself and basic features common to police cars. It has storage for personal weapons, and a networked computer/radio combo that allows groups of squad cars to communicate with each other as well as local headquarters. The computer is also connected to a dashboard camera that records pursuits and interactions with suspects, and can be used by HQ to keep tabs on their officers or review events to make an arrest stick. The Urban Patrol Hovercar has a reinforced back seat separated from the front by a sheet of M.D.C. plexiglass (20 M.D.C.). Perps can even be confined with built-in restraining straps (3 M.D.C.) that hold them securely in the seat and prevent movement of the arms and legs; great for restraining Juicers, Crazies and strong D-Bees who put up a fight.

The Urban Patrol Hovercar is a common sight within Northern Gun and its neighboring kingdoms. Local law enforcement and militias are usually equipped with them, while the mercenaries hired to police big cities like Ishpeming and Escanaba often use hovercycles and military vehicles. Black Marketeers, bandits, raiders and slavers also use the hovercars sometimes, both for their light weapons and their ability to impersonate legitimate police vehicles.

Model Type: NG-HC28

Class: Hover Capable Police Squad Car.

Crew: 1 driver with room for up to 4 passengers, 3 of whom can be confined to the separated back seat.

M.D.C. by Location:

* Hatch-Mounted NG-GL10A Grenade Launcher (roof) – 25

* Pursuit Laser (1, nose) – 25

* Headlights (2) – 5 each

* Police Flashing Lights and Siren (nose) – 10

* Windshield – 40

* Side Windows (6) – 20 each

* Concealed Directional Jets (8, tiny) – 8 each

** Main Hover Jets (4, undercarriage) – 80

Rear Hover Screen – 55

*** Main Body – 140

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike.

** Each main hover jet that is destroyed reduces the vehicle's speed by 25% and imposes a driving penalty of -5%. Requires a Called Shot to hit, same as above.

*** Depleting the M.D.C. of the main body destroys the vehicle beyond repair.

Speed:

Land: Hover stationary to 120 mph (192 km) maximum. Hovers above the ground 1-10 feet (0.3 to 3 m).

Flying: The hovercraft does not have enough power to actually attain flight, but can hover up to 10 feet (3 m) off the ground.

Water: None.

Statistical Data:

Height: 5.6 feet (1.7 m).

Width: 7 feet (2.1 m).

Length: 14 feet (4.3 m).

Weight: 1.5 tons.

Cargo: There is room inside the front driver's compartment for a pair of energy rifles. The trunk has two sections inside. One holds two spare Urban Warrior or Huntsman body armors, 2 billy clubs, 2 neural maces, one shotgun and 20 rounds, 2 tear gas and 2 smoke hand grenades and 10 large, thick cable ties for securing prisons. The second section contains 12 road flares, 3 orange traffic cones with reflectors for night use, 2 first aid kits, one spring-loaded window-breaking device, one jaws of life (E-Clip powered) and 150 feet (46 m) of yellow "caution" tape for marking off crime scenes.

Power System: Nuclear; average energy life is 12 years, Solid Oxide and electric battery are available.

Cost: 980,000 credits nuclear, 620,000 Solid Oxide, 412,000 electric.

Weapon Systems:

1. Pursuit Laser: A light laser weapon is installed in front of the passenger seat. It is used to stop fleeing vehicles and to attack armored criminals.

Primary Purpose: Defense.

Secondary Purpose: Anti-Personnel.

Range: 2,000 feet (610 m).

Mega-Damage: 2D6 M.D. per shot.

Rate of Fire: Each blast counts as one melee action/attack.

Payload: Effectively unlimited for nuclear and Solid Oxide; 90 blasts per charge of the electric batteries.

2. NG-GL10A Grenade Launcher: An NG-GL10A grenade launcher is mounted on the roof of the vehicle, accessible through the hatch/sunroof. The versatile weapon can be used for combat or for riot control purposes.

Primary Purpose: Anti-Personnel and Riot Control.

Secondary Purpose: Defense.

Range: 1,000 feet (305 m).

Mega-Damage: 3D6 M.D. to a 12 foot (3.7 m) radius for fragmentation grenades, 4D6 M.D. to a 3 foot (0.9 m) radius for high explosive/armor piercing grenades, 6D6 M.D. to a five foot (1.5 m) radius for plasma grenades, while a smoke grenade covers a 40 foot (12.2 m) radius in a dense cloud of smoke, obscuring vision and creating cover. A *tear gas* grenade covers a 25 foot (7.6 m radius) and makes the eyes and nose of victims not protected by gas masks or environmental armor burn and tear, as well as gag and choke them (-10 to strike, parry, dodge, -3 on initiative and lose one melee attack as long as they are in the gas cloud and for 1D6+1 melee rounds after exiting it; protected individuals suffer no penalties). *Stun/flash grenades* unleash a bright flash, sparkles and white smoke that make victims -10 to strike, parry, and dodge, -1 on initiative, and lose one melee attack for 1D4 melee rounds.

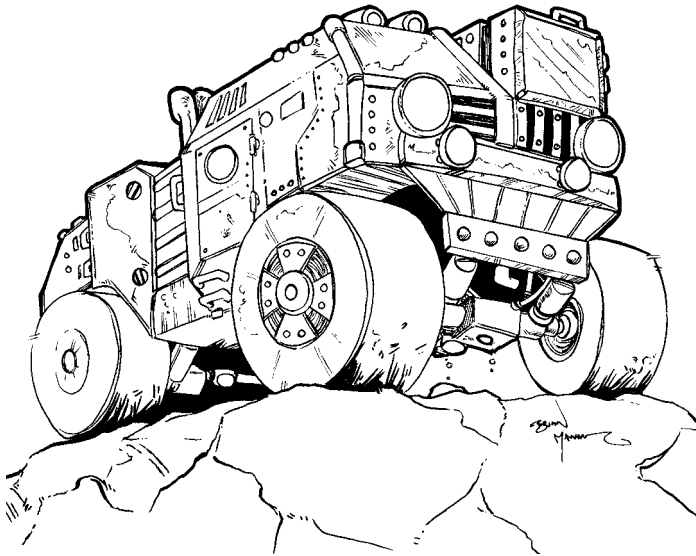
Rate of Fire: Single shot; each counts as one melee attack.

Payload: 40 round drum.

3. Sensor System Note: Same as a robot vehicle, plus the following.

Flashing Police Lights and Siren: Built into the front grille.

Dashboard Camera: 500 foot range (152 m); can record up to 72 hours of video before requiring a transfer to another digital disk or medium.



NG-EPC-18 Wolftrack

A big brute of a wilderness, environmental truck, the Wolftrack is designed as a field vehicle for exploration and wilderness travel by explorers, scientists, researchers and VIPs – a semi-amphibious rolling lab and field station. The lead designers, **Scott Kendrick**, **David Rogers**, and **Eric Eisenmenger**, made sure it has internal facilities like a field laboratory, sleeping quarters, kitchen, small meeting room, and lavatory with two toilets, two urinals, two sinks, and one small shower. The sleeping quarters have bunk beds for as many as a dozen individuals.

The massive truck is covered in heavy plate armor and multiple lights and cameras by which to drive. Its reinforced, heavy chassis is carried by four massive, M.D.C. tires, each 10 feet (3 m) in diameter and six feet (1.8 m) wide. These big, solid wheels elevate the vehicle so that the underbelly is five feet (1.5 m) above the ground and the independent suspension enables it to ride over rugged terrain, through mud, snow and water as deep as 12 feet (3.7 m), and over debris or rock strewn fields.

Wolftrack units are equipped with a high-capacity crane that they can use to hold onto a trailer, extract the Wolftrack itself from dangerous or awkward positions, and pull smaller vehicles out of mud, water, snow or ice. Multiple spotlights and sensors keep the crew aware of the situation outside. The Wolftrack combines the comforts of a mobile home with an armored transport and is popular amongst adventurers, scouts, explorers, scientists, miners, border guards, mercenaries and outlaws.

Wolftrack

Model Type: NG-EPC-18 Exploration Personnel Carrier.

Class: Scientific Transport Vehicle and Military Personnel Carrier.

Crew: Two; pilot and co-pilot or communications officer.

Transport Capabilities: Eight passengers in addition to the crew, but another dozen (three dozen if standing) could fit in the cargo area and other rooms, as well as on the exterior for short trips.

M.D.C. by Location:

* Forward Lights (6, front, 2 on top) – 6 each

* Rear Spotlight (1) – 10

* Winch & Crane (rear) – 80

* Railings (2; rear) – 12 each

Airlock Hatches (2) – 100 each

* Roof Hatches (2; top) – 50 each

* Armored Window Shutter/Gun Port (top, forward) – 70

** Massive Solid M.D.C. Wheels (4) – 100 each

Reinforced Pilot Compartment – 80

*** Main Body – 370

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

** Destroying one of the solid M.D.C. wheels reduces the vehicle’s speed by 35%, imposes a driving penalty of -25% and may damage the vehicle more by riding on the rim. Destroying two wheels renders the vehicle immobile until they can be replaced (cost 35,000 credits each). Requires a Called Shot, same as above.

*** Depleting the M.D.C. of the main body destroys the vehicle beyond repair.

Speed:

Land: 75 mph (120 km) maximum on most surfaces, including grassy plains, rocky and sandy deserts and most rugged terrain. Reduce speed by half on ice and in mud deeper than three feet (0.9 m). Only woodland environments and deep water and mud are likely to be impassable by this truck unless there is a well-traveled path to take; maximum speed is likely to be less than 10 mph (16 km) if passable at all. See Water below.

Maximum Range: Unlimited for Solid Oxide and nuclear.

Penalties: None in most environments; -15% to piloting skill on sandy deserts, mud, ice and snow. It is -20% to travel over mountainous regions and through mud deeper than four feet (1.2 m) or snow deeper than 8 feet (2.4 m). Also see Water.

Flying: None.

Water: The Wolftrack can drive through water as deep as 17 feet (5.2 m), which leaves only the top of the two exhaust stacks showing

above water. Reduce speed to 20 mph (32 km) in which the water is 8 feet (2.4 m) or deeper.

Statistical Data:

Height: 19 feet, 7 inches (6 m).

Width: 20 feet (6.1 m).

Length: 32 feet (9.8 m).

Weight: 28.7 tons fully loaded.

Cargo: Various storage spaces and areas inside the housing area, plus an 8x12x9 foot (2.4 x 3.7 x 2.7 m) cargo bay. Can pull a trailer weighing up to 32 tons.

Power System: Nuclear, with an average life of 12 years, and Solid Oxide only.

Cost: 16 million credits for a new, fully loaded vehicle with nuclear power supply, 15 million for Solid Oxide.

Weapon Systems: For an extra cost, as many as eight hovercycle weapon systems may be added or four heavy, vehicle weapon systems as described under the *Pathmaker* (see page 214); usually on the roof or side toward the front and/or back.

Sensor Systems and Features of Note: Same as robot vehicles.

Military Combat Vehicles

Badger
Centipede
Echelon Hovertank
Mammoth APC
Road Buster
Sentinel Patrol Hovercar

NG-BAD202 Badger Military Strike Vehicle

The Badger might be thought of as the super-sized, armored version of the Big Boss ATV or a baby Mountaineer. As with most Northern Gun vehicles, the design team led by **Ron Guest, Jacob Healy, Charlie Hughie** and **Alexander Heck**, have created a vehicle with a wide range of applications. Though primarily thought of as a combat vehicle that is a cross between an ATV, APC, and a tank – complete with cannon, secondary weapons and good armor – the Badger can be used to carry small squads of infantry troops or power armor, transport cargo, patrol borders, engage in long-range reconnaissance, or function as an exploration vehicle for adventurers. In fact, it serves all these roles very well.

The Badger has a rail gun and mini-missile launcher in front, clustered right next to each other. For the launcher to fire, the armored lid flips down, missiles are launched and it flips back up to protect the ordnance. The rail gun can move side to side and up and down 30 degrees and provides good defense against enemy ground troops. Of course, the weapon that cannot be missed is the big, tank-style cannon turret on top. It can rotate 360 degrees to fire in all directions, has a 30 degree up and down arc of fire, and unleashes a considerable amount of damage at long range, especially for a Northern Gun design. Sensor and communication arrays are mounted on the left, next to the armored pilot's cockpit. The big cannon turret has its own independent gunner, as does the rail gun. The pilot usually launches the missiles.

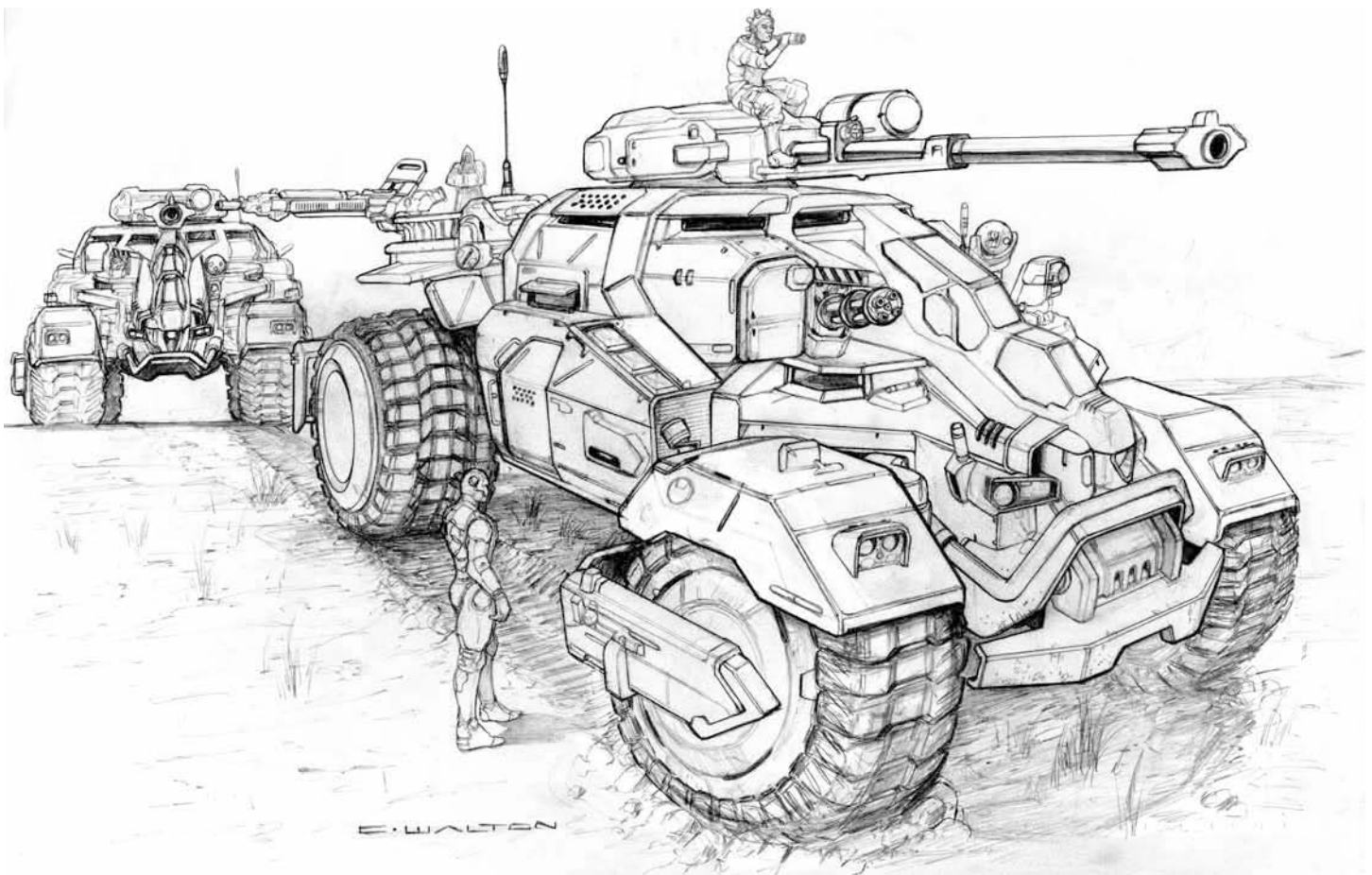
The Badger, just released in the spring of 109 P.A., has several unique features above and beyond those noted above, most notably its interior design. It has two levels. The lower level is generally left as a wide open cargo bay with bench seating that can rise from the floor and lower into it. The bench seating is for travel with a large adventuring group or a squad of 8-14 infantry or power armor troops with enough room to stretch out and accommodate plenty of field gear. The upper level is a combination sleeping berth and gunners nest. Ceiling height is only 5.5 feet (1.7 m) so most people have to walk around bent over. The 10 individual sleeping berths are similar to those found in the cabs of semi-trucks for long hauls and are little

more than a bed and locker, each with a ceiling light, a monitor and mini-computer also in the ceiling for watching movies, listening to music and accessing data files and video from the vehicle. Each berth is enclosed and fairly soundproof, providing some measure of privacy. Five berths are stacked on top of five; all located in the center.

A circular walkway/hallway goes entirely around the upper level and there are long window slits showing the outdoors. Each window is covered by combat plexiglass, but in combat the heavy plate shields can slide into place to completely cover them. In the alternative, the plate shielding can slide up, the plexiglass windows slide down, and the slits can be used as gun ports; an instant **gunners nest** from which crew members, onboard troops or passengers can engage the enemy as if they were shooting from a mobile bunker. There is a chair at each gun slit that unfolds and pulls down from the ceiling. (When not used for the chair, the pole functions as a handhold when walking the hall or looking out the windows while the Badger is moving.) Each gunner sits in the chair, supports his rifle on the bottom edge of the gun slit and fires away. There are 10 slits; four in the front, four in the back and one on each side.

This truly unique layout and combination of weapons and mobility have made the Badger an instant hit amongst adventurers, explorers and mercenaries of every stripe. For reasons not quite apparent to anyone, the Badger seems to have tremendous appeal to Crazies who seem to love the vehicle. Then again, Headhunters and Combat Cyborgs also seem quite enamored with the big vehicle. Adventurers and explorers can save themselves 3.5 million credits by leaving off the big top mounted turret (no rooftop cannon). Likewise, they can opt to purchase and add a modular, rear mounted "observation deck/balcony" that attaches to the rear of vehicle. This open-air platform comes with two and a half foot (0.76 m) tall railings, and may function as an observation deck, meeting area, a place to carry additional cargo, or as a weapon platform; two large, heavy weapons or three light to medium weapons can be mounted on the platform and still leave space for 3-4 people to stand. The observation deck is circular platform seven feet (2.1 m) in diameter. Cost of the platform is 230,000 credits. Weapon systems are a separate and extra cost. Of course, some adventurers and explorers sacrifice the interior cargo space of the lower level (9 foot/2.7 m ceilings) to create a living space or laboratories, all at additional cost.

The armored pilot's cockpit is unique too. The pilot sits low in the nose, the co-pilot, communications officer and two gunners above and behind him. Though there are design elements suggesting windows, the standard combat version of the Badger is entirely armor plated and there is a reinforced, inner pilot compartment the same as robot vehicles. If adventurers would prefer, the armor panels can be removed and plexiglass put into some or all of them; 99% of purchasers pass on plexiglass windows.



Badger

Also known as the “Big Bad.”

Model Type: NG-BAD202

Class: All-Terrain Armored Personnel Carrier and Exploration Vehicle.

Crew: One pilot, one co-pilot, one communications specialist, two gunners, and as many as five additional crew members or teammates. 8 power armor units (depending on their size and bulk) or 14 infantry troops can ride comfortably in the lower level cargo compartment, as many as 12 and 20 under cramped conditions.

M.D.C. by Location:

- * Gun Slit Plexiglass Windows (10) – 40 each
- * Gun Slit Exterior Plate Coverings (10) – 50 each
- * Side Door Hatches (2) – 120 each
- Ion Cannon Turret (1, top) – 220
- * Ion Cannon Independent Sensor Array – 35
- * Rail Gun (1, front) – 50
- * Mini-Missile Launcher (1, front) – 100
- * Headlights (6) – 10 each
- * Dual Spotlight (1, left side, front) – 15
- * Sensor Sphere (1, left side, front) – 20
- * Main Sensor Array & Antenna (1, rear) – 100
- * Winches (2, one front and one back) – 20 each
- * M.D.C. Armored Wheels (4) – 50 each
- Optional Observation Deck (1, rear) – 120
- * Reinforced Pilot Compartment – 100
- ** Main Body – 345

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

Destroying one of the wheels reduces the vehicle’s speed by 35%, imposes a driving penalty of -25% and may damage the

vehicle more by riding on the rim. Destroying two wheels renders the vehicle immobile until they can be replaced. Requires a Called Shot, same as above.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed:

Ground: 90 mph (144 km) maximum on paved streets, dirt roads, gravel, rocky deserts, grassy plains, shattered roads and rough terrain. Half that speed (or less depending on conditions) on sandy deserts, and driving through water or snow deeper than one foot (0.3 m) up to 10 feet (3 m) deep. Woodland environments and thick underbrush are likely to be impassable by this vehicle unless there is a well-traveled path to take; maximum speed is likely to be less than 10 mph (16 km) if passable at all.

Maximum Range: Unlimited, Solid Oxide and nuclear.

Penalties: None on paved streets, grass, dirt roads, gravel, stony deserts, and shattered roads. -5% to piloting skill on sand and gravel, -10% in mud as deep as two feet (0.6 m). -15% driving through water or snow deeper than five feet (1.5 m) up to 10 feet (3 m) deep, or on ice. Forests and dense vegetation are likely to be impassable. This vehicle can ride across sand dunes and through shallow water.

Flying: None.

Water: Can drive through water up to 10 feet (3 m) deep.

Statistical Data:

Height: 20 feet (6.1 m) tall.

Width: 13 feet (4 m).

Length: 32 feet (9.8 m) front to back. Add 8 feet (2.4 m) if the rear observation deck is purchased. The addition of the deck also provides the option for additional weapon systems or carrying cargo (5 tons).

Weight: 19 tons, empty.

Cargo: The cargo bay inside measures 8 feet (2.4 m) long, 5 feet (1.5 m) wide, and 9 feet (2.7 m) high to the ceiling. On the second floor are the sleeping berths with space for a couple of rifles, two backpacks and a handful of other small items. The cockpit has space for a backpack, canteen and rifle behind each seat. Extra cargo can be strapped down on the observation deck if it was purchased (5 ton maximum weight capacity).

Power System: Solid Oxide or nuclear with a 10 year life.

Cost: 22 million credits nuclear, 19 million Solid Oxide. Reduce price 3.5 million without the ion cannon. Observation deck costs 230,000 credits extra.

Weapon Systems:

1. NG-BAD202 Ion Cannon: The main gun is a massive ion cannon – another new design that is still considered a bit experimental. The big gun is built into a turret able to rotate 360 degrees, but only has a 30 degree up and down arc of fire. The weapon has superior range and decent damage. The turret has its own independent gunner, but in a pinch, can also be fired by the pilot or co-pilot. The gunner sits in the crew compartment, not the turret.

Primary Purpose: Anti-Armor and Anti-Robot.

Secondary Purpose: Anti-Monster and Assault.

Range: 4,000 feet (1,219 m).

Mega-Damage: 6D6 M.D. per blast.

Rate of Fire: Each single blast counts as one melee attack.

Payload: Effectively unlimited.

2. NG-BAD203 Rail Gun: The nose gun is a rail gun that faces forward but can be moved 20 degrees in any direction and has a good payload. A dedicated gunner mans this weapon system. The rail gun can move side to side and up and down 30 degrees and provides good defense against enemy ground troops.

Primary Purpose: Anti-Personnel and Assault.

Secondary Purpose: Defense and Anti-Armor.

Range: 4,000 feet (1,219 m).

Mega-Damage: A burst is 40 rounds and inflicts 1D4x10 M.D.; can substitute with special anti-supernatural rounds when applicable.

Rate of Fire: Each burst counts as one melee attack.

Payload: 3,680 rounds for a total of 92 bursts; 1,840 rounds or 46 bursts in each of the two detachable drum magazines (accessed from the sides).

3. NG-BAD204 Mini-Missile Box Launcher: The launcher is located next to the rail gun on the passenger side of the vehicle. To fire, the armored lid flips down, missiles are launched and it flips back up to protect the remaining ordnance inside.

Primary Purpose: Anti-Missile and Anti-Armor.

Secondary Purpose: Anti-Monster and Defense.

Range: Varies with type.

Mega-Damage: Varies with type. Standard launcher and payload is mini-missiles. Any type of mini-missile can be used, but standard issue is a mix of 60% high explosive (1D4x10 M.D.), 30% plasma (1D6x10 M.D.) and 10% smoke.

Rate of Fire: One at a time or in volleys of two, four or six. Firing a single mini-missile or a volley counts as one melee attack.

Payload: 42 total.

4. Gunners' Nest (top): As noted in the description, the Badger has a second level with 10 long gun slits. There is even a pull-down chair at each to give the shooter stability to make Aimed/Called Shots when the vehicle is stationary or moving at a slow rate of speed (20 mph/32 km or slower). A second kneeling or hunched over shooter can fit to shoot from the gun ports, but it makes for cramped conditions and adds a -1 penalty to strike for both shooters. **Note:** Shooting from a fast-moving vehicle is the equivalent of *shooting wild* without benefit of bonuses to strike. It is very

difficult to get an accurate shot off when the vehicle is moving and bouncing.

5. Communications and Sensor Suite (1): Mounted on the back of the Badger is the main communications and sensor array. It contains the sensors, radar, and communications systems, including a long-range communications transmitter and relay dish – 200 mile (320 km) range and capable of transmitting radio and scrambled radio and video transmissions. All sensor systems are advanced, military grade with enhanced radar, sonar and communications systems suitable as a mobile battlefield communications relay station. All data collected by the Badger can be transmitted to other combat vehicles and troops within its range of transmission. Moreover, transmissions can be “bounced” from one strategically located Badger, Bigfoot robot, or mobile command base, or communications relay tower, etc., to transmit communiques and data over a greater distance. If positioned right, this can create a mobile relay network that can stretch for hundreds, even thousands of miles. This makes the Badger especially valuable to large mercenary companies, armies and defenders of kingdoms and territories with long borders to transmit *real-time* battlefield information and targets. Likewise, it is handy for groups of adventurers who may have gone off to investigate and explore in two or three smaller groups in different directions. It is no fun being cut off from your teammates in a hostile environment. This alone makes the Badger more than just another combat vehicle.

6. Sensor Systems and Features of Note: All those standard in giant combat robots, plus the following. **Note:** The cockpit and crew compartments are sealed environmental compartments, the cargo area and second level gunners' nest are not. The ion turret is not manned, it is operated by an independent gunner in the crew compartment.

a) Enhanced Radar: Can identify and simultaneously track up to 120 different targets. **Range:** 100 miles (160 km). **Note:** Includes an extensive Identify Friend and Foe (IFF) database. This system can identify a target and assign it priority based on known abilities and threat level. Provides bonuses to all combat robots, tanks and power armor within a one mile (1.6 km) radius of the Badger receiving the data transmission: +1 on initiative and +1 to strike. This bonus also applies to the Badger itself.

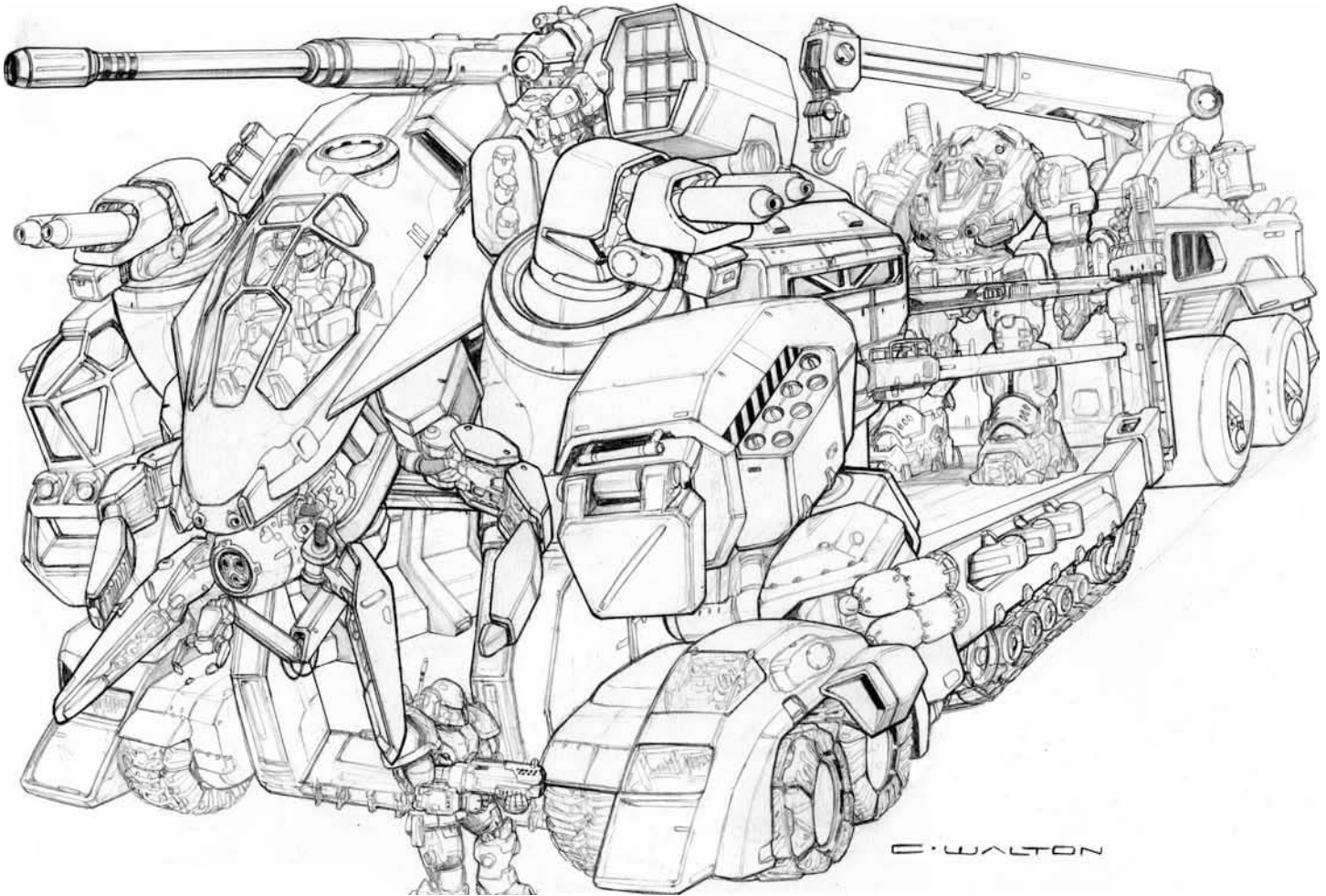
b) Communications and Data Relay Capabilities: Wideband and directional radio communications system with built-in scrambler that transmits both audio and video from the cockpit, communications suite and battlefield video. Effective range of 200 miles (320 km); one third that range in the mountains, underground, and during storms. Includes the capability of sending and receiving scrambled/coded audio and video transmissions.

c) Tactical Cameras: There are two dashboard-style cameras concealed in the Badger's nose and another in the spotlight. In addition, there is an advanced camera in the independent sensor array of the main turret, and two in the backup sensor sphere (located on the left side). Each advanced camera has a telescopic lens with 10x magnification (range 2 miles/3.2 km) and a macro lens with 12x magnification, and the sensor sphere camera includes passive nightvision capabilities. The advanced cameras can record 96 hours of video and 8,000 still pictures. The dashboard cameras can record up to 48 hours of footage into memory. Video footage and still images can also be transmitted live to one or more receivers, or stored and sent at a later time. Such footage is usually used for combat analysis, field studies and combat training.

The camera in the sensor sphere is in a ball-turret and can rotate 360 degrees and tilt 180 degrees up and down.

d) Dual Spotlight: The pillar-like appendage on the left side of the vehicle is a dual spotlight/searchlight. The top light is a high-powered halogen light and the lower light is infrared. Both can move within their housing 20 degrees in all directions, plus the entire light housing can rotate 360 degrees and tilt 45 degrees up and down. It also has a concealed dashboard-style camera.

e) Optional Observation Deck: A balcony-like platform can be added to the back of the vehicle to serve as an observation deck, additional weapon platform, or for hauling additional cargo (5 ton limit).



NG-RSV7A Centipede

Robot Transport and Recovery Vehicle

The new Northern Gun Robot Support Vehicle is designed for nations, armies, mercenary companies and robot merchants for the transporting, repair, support and salvage of giant combat robots and military vehicles. In the field of battle, the Centipede is used to deliver replacement 'Bots as well as recover robots and armored vehicles knocked out of commission in the field of battle.

The massive recovery vehicle has a few weapon systems of its own, a necessity when hauling military hardware worth tens of millions of credits, but it is not well suited for combat. They are just for protection.

The loads it carries are so heavy and the equipment so large, the Centipede has a heavy tractor locomotive in the front to pull the load on the flatbed portion, and a heavy tractor with a crane, to push at the same time.

The front section is the most interesting to look at. Not only does it have a plasma cannon and a battery of missile launchers (9

medium-range, six short-range and dozens of mini-missiles), it has a monstrous, insectoid head. Though the **Repair and Recovery Head** looks menacing, complete with appendages that resemble giant mandibles, it is not a weapon at all. The head is a giant, partially automated repair and recovery system designed to clamp onto and repair, or remove the limbs, weapon systems and reinforced pilot compartment that can be salvaged, from battle-damaged giant combat robots. Two or more of the mandibles clamp on, while an array of tools, including a robot arm, laser cutters, welder's blowtorches, hydraulic drills, saws, and other automated equipment, get to work at repairing or removing robot limbs and components worth salvaging. And it does so with surprising care to not inflict more damage. This recovery system can also remove the pilot compartment to rescue robot crew members who might still remain inside, or which can be salvaged. The entire **Repair and Recovery Head** with the repair mandibles can move up and down 45 degrees, extend forward and raise up an additional 14 feet (4.2 m) and is able to move side to side 30 degrees. The two large turret-like mountings located on either side of the "head" are not weapons, but more heavy-duty lasers for cutting and welding (100 foot/30.5 m maximum range).

Collecting robots that can be recovered and repaired is just part of the Centipede crew's responsibility. **In its support role**, the Centipede is vital in the maintenance and repair of giant combat robots. It is able to remove damaged limbs and weapon systems and replace them with new ones, reload rail guns and missile launchers, replace damaged sensor systems, patch and replace armor, and make other necessary repairs (provided parts and materials are available). Patches to armor may not always look pretty, especially when salvaged pieces are used, but they are effective and save lives. The Centipede also refuels and replaces hydraulic fluid, coolant, water, ammo drums, napalm for flamethrowers, etc. And the Centepede and its crew can make such repairs and refueling 25% to 50% faster than a standard ground crew or garage, due to its automated systems.

Under the Repair and Recovery Head is a big, sliding blast door, and behind it, a cavernous **cargo bay** for holding loose parts like robot arms, legs, weapon systems and small components. A crew of 2-6 power armor escorts are part of most battlefield and salvage operations, with two or three times more, if necessary, on an active field of combat. Independent Operators, mercenary outfits, merchants, cargo haulers and adventurers may have fewer or more, depending on available funds and the size of their operation. There is a crew compartment over the cargo bay, behind the medium-range missile launcher. This is where escorts and passengers are likely to travel. There is seating for 16 comfortably, 24 cramped, plus a refrigerator, sink with hot and cold running water and three tables.

The pilot, communications specialist, gunner and as many as three passengers or workers/operators sit in the **crew compartment** on the right side of the Centipede's head. Their seats can recline for periods of rest, and there is a small refrigerator and storage closet for food and supplies.

Behind the front section of the vehicle is a big **flatbed** mounted on two massive sets of treads. It is on the flatbed that 2-3 giant combat robots, or large vehicles or huge pieces of equipment, are transported. Support railings help to hold them in place, as well as straps and locking mechanisms.

Behind the flatbed is the **second locomotive** that pushes the heavy load in tandem with the front one. A crew of six operate this locomotive and the massive **crane**. This is also where **living quarters** for 18 people are located (two people per small room), plus a small kitchen, a dining/meeting room, a small storage room, and a lavatory with three sinks, four toilets, four urinals, and two showers.

The Centipede is a marvel of engineering that comes from the NG design team led by **Patrick LeHoullier, Jeff A. Lee, Russell Lenhares, G.J. Ullman and Lano Twescharl**. It has been providing technical support for complex machines like combat robots, power armor, and tanks since 106 P.A., but many people are only learning about it now.

Centipede

Model Type: NG-RSV7A

Class: Robot Support Vehicle.

Crew: Varies from 13-24. A minimum of 13 are needed just to drive and operate the Centipede as a skeleton crew: Seven in the front locomotive, one pilot, one co-pilot, one communications specialist, one gunner, one Repair and Recovery unit pilot in the head, and two Operators; and six in the rear locomotive: two Operators to work the crane, a pilot and co-pilot to drive, and two assistant Operators.

In addition, there are often a team of 4-8 additional Operators specializing in robot mechanics and weapon systems, and 2-6 defenders, usually in power armor. In many instances, 1-2 cargo hauler robots and a labor force of 4-12 may also be brought along, especially to help clear a battlefield. For operations in which the Centipede returns to a base camp, military outpost or stockyard within 100 miles

(160 km), the number of Operators, assistants and defenders could be double, with them riding inside the cargo bay, on the flatbed and squeezed in the various travel and living compartments.

M.D.C. by Location:

Plasma Cannon (top) – 150

* Main Sensor Array (top between cannon and launcher) – 100

* Medium-Range Missile Launcher (top) – 100

* Short-Range Missile Tube Launchers (6) – 30 each

* Laser Cutter Turrets (2) – 100 each

* Floodlights (2, on laser cutter turrets) – 15 each

* Mini-Missile Launchers (6 front, head) – 80 each

**** Main Body of Head/Repair & Recovery Module – 350**

* Head Pilot Compartment – 150

* Head Repair Mandibles (4) – 120 each

* Head Robot Arm (1, with mandibles) – 90

***** Main Body of Front Section/Locomotive – 500**

Front Section Crew Compartment (right of head) – 250

* Spotlights (2 small, crew compartment) – 10 each

Forward M.D.C. Wheels (8, four per side) – 50 each

* Wheel Lights (4, very large, on wheel covers) – 12 each

Blast Door to Cargo Area – 200

Passenger Area (back of front section, behind launcher) – 200

* Front Tire Shielded Compartments (2, each shields four tires) – 250 each.

****** Main Body of Flatbed – 350**

Treads/Tracks (2, massive) – 200 each

Rear Ramp – 100

* Rails (4) – 50 each

* Elevator Platforms (2, rear and can ride along rails) – 50 each

******* Main Body of Rear Section/Crane – 400**

Crane – 200

* Solid M.D.C. Tires (4, giant) – 100 each

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a "Called Shot," and even then the attacker is -4 to strike.

**** Depleting the M.D.C. of the Repair and Recovery Unit/Head** shuts it down completely, making it useless. The mandibles and all automated repair functions are dead and an entire new head will have to replace the destroyed head. As long as the front section still has M.D.C., the weapon systems remain fully operational and the locomotive portion and crew compartment all work, so it can continue to be driven. Just the repair function is gone.

***** Depleting the M.D.C. of the forward section** knocks out all weapon systems, the head (if it was still functioning), the main sensors, locomotion and all functionality of the section is lost – is shut down completely, rendering it useless. Nothing but a mountain of dead weight and metal, it can be dragged back to base via the rear locomotive at a speed of 20 mph (32 km) provided the flatbed and cargo bay are empty. Reduce speed to 8 mph (13 km) if trying to pull a full or even half load using just the one. Increase back up to a speed of 20 mph (32 km) if the front section is disconnected and left behind.

****** Depleting the M.D.C. of the flatbed** knocks out all systems, treads included. Nothing but a mountain of dead weight and metal, it can be dragged by the two working locomotives (front and back section) at a speed of 15 mph (24 km) whether it is empty or a full load. The speed is so slow because the treads/tracks are completely frozen and useless. Moreover, if the flatbed has been mostly destroyed (M.D.C. reduced to zero or less), 2D4x10% of the load on the flatbed is lost – knocked off the flatbed and each large item or crate suffers 1D6x10 M.D.C. from the

attack. The bed is too wrecked to be reloaded with cargo that has fallen off, and any remaining cargo has a 01-50% chance of falling off during continued travel (roll for every 20 miles/32 km). If the front and rear sections are disconnected from the flatbed, each can drive away at a maximum speed of 65 mph (104 km). If cargo worth millions of credits is being left behind, one or both units (or some of the crew and defenders) might remain behind to guard and protect it. However, if under continuing attack, both are likely to flee.

***** Depleting the M.D.C. of the of the **rear section** knocks out the crane and all other functions, including locomotion, rendering it useless. Nothing but a mountain of dead weight and metal, it can be dragged back to base via the front locomotive at a speed of 20 mph (32 km) provided the flatbed and cargo bay are empty. Reduce speed to 8 mph (13 km) if trying to pull a full or even half load using just the one, forward engine. Increase back up to a speed of 20 mph (32 km) if the rear section is detached and left behind.

Speed:

Ground: 60 mph (96 km) maximum empty or with a half load. 45 mph (72 km) carrying a load that is greater than 135 tons, 30 mph (48 km) or less in extremely rugged terrain and on ice. The Centipede handles well on sand, gravel, and even water and snow as deep as 9 feet (2.7 m), but woodlands and mud deeper than two feet (0.6 m) are obstacles the giant vehicle cannot overcome and must go around. Flying: None.

Water: Can travel through water 9 feet (2.7 m) or less.

Statistical Data

Height: 41 feet (12.5 m); the crane can extend to 80 feet (24.4 m) with arms extended.

Width: 36 feet (11 m).

Length: 174 feet (53 m) overall. **Front Section:** 40 feet (12.2 m), but the Repair and Recovery Head can extend forward and/or raise up an additional 14 feet (4.3 m) to work on giant combat robots and large armored vehicles. **Flatbed:** 90 feet (27.4 m). **Rear Section:** 44 feet (13.4 m).

Weight: 158 tons overall, empty. Front Section: 52 tons. Flatbed and Treads: 42 tons (empty). Rear Section and Crane: 64 tons.

Physical Strength: **Mandibles/Repair and Recovery Head:** Robot P.S. of 50. **Crane:** Robot P.S. of 60.

Cargo: Overall 252 tons. The forward cargo bay can carry 50 tons and measures 25 feet (7.6 m) long, 12 feet (3.7 m) wide and has a ceiling height of 16 feet (4.9 m). The mandibles/head can lift and carry 38 tons.

The flatbed can carry 164 tons and measures 90 feet (27.4 m) long and 32 feet (9.8 m) wide.

The rear section's crane can lift, move and carry 60 tons, but can only carry/haul half that weight (30 tons) while in transit (moving faster than 15 mph/24 km). It also has a 6x6x4 foot (1.8 x 1.8 x 1.2 m) cargo area for additional tools and supplies, a hydraulic fluid/coolant tank and a water tank with 120 gallons (454 liters) each.

Disconnected from the flatbed middle section, the forward section can *pull* 94 tons on its own, and the rear section can *pull* 130 tons. Power System: Solid Oxide and nuclear only; average energy life is 12 years with nuclear.

Cost: 92 million credits nuclear or 85 million Solid Oxide for the entire, three section Centipede. Initial purchase includes a full payload of missiles. Reloads cost extra.

Weapon Systems:

1. CP-107 Plasma Cannon (1): The main gun is a massive, forward facing plasma cannon. It can turn side to side 30 degrees, and has

a 20 degree downward arc of fire, but can point upward 45 degrees. The weapon has good range and does impressive damage. Its dedicated gunner sits in the crew compartment off to the right and below the cannon.

Primary Purpose: Anti-Armor.

Secondary Purpose: Anti-Monster, Anti-Infantry and Assault.

Range: 2,000 feet (610 m).

Mega-Damage: 1D6x10 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

2. Medium-Range Box Launcher (1): Nine medium-range missiles are mounted in a box launcher on the left side of the Centipede on top of the passenger compartment of the forward section. It can be rotated upward 180 degrees from its forward position to point completely behind itself and to fire at aerial threats. This weapon is fired by the gunner or pilot. **Note:** The main sensor and communications array is located between it and the cannon.

Primary Purpose: Anti-Aircraft/Flyers and Anti-Armor.

Secondary Purpose: Defense.

Range: Usually around 40 miles (64 km).

Mega-Damage: Varies with missile type. Any medium-range missile can be used, but standard issue is armor piercing (2D4x10 M.D.) or high explosive (2D6x10 M.D.).

Rate of Fire: One at a time or in volleys of 2, 3 or 4.

Bonus: +1 to strike; guided missiles.

Payload: Nine missiles.

3. Short-Range Missile Launchers: Six short-range missiles in tube launchers are located on the Centipede's "head" – three on each side, behind the cockpit of the unit's operator. This weapon can be fired by the co-pilot or the pilot.

Primary Purpose: Anti-Armor and Anti-Fortification.

Secondary Purpose: Anti-Monsters and Assault.

Range: Varies, but typically 5 miles (8 km).

Mega-Damage: Varies with missile type, but typically *fragmentation* (2D4x10 M.D. to a 20 foot/6.1 m blast radius), *high explosive* (2D6x10 M.D. to a 15 foot/4.6 m radius), *armor piercing* (2D6x10 M.D. to a 5 foot/1.5 m radius) or *plasma* (2D6x10 M.D. to a 15 foot/4.6 m blast radius, but plasma and fragmentation missiles only have a 3 mile/4.8 km range).

Rate of Fire: One at a time or in volleys of two or four.

Payload: Six total, one per tube.

4.Side Mini-Missile Launchers (2): Located on each side of the forward section is a box mini-missile launcher, each containing 14 mini-missiles.

Primary Purpose: Anti-Armor and Anti-Missiles.

Secondary Purpose: Defense.

Range: One mile (1.6 km).

Mega-Damage: Varies with missile type. Usually high explosive (1D4x10 M.D.) or plasma (1D6x10 M.D.).

Rate of Fire: One at a time or in volleys of 2 or 3.

Payload: 28 total, 14 per side launcher.

5. Laser Tool Turrets (2): Located on either side of the "head" are a pair of turrets used for cutting and welding. These are tools, not weapons, so range is very short. Both can rotate 360 degrees and have a 45 degree up and down arc of fire. A spotlight with an 800 foot (244 m) range is located underneath each set of laser barrels.

Primary Purpose: Welding and Cutting Tool.

Secondary Purpose: Defense.

Range: 100 feet (30.5 m).

Mega-Damage: Five settings 1D6x10 S.D.C., 1D6 M.D., 2D6 M.D., 4D6 M.D. and 1D4x10 M.D.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

6. Robot Mandibles: The mandibles and nose of the Centipede's "head" are loaded with tools, cutters, grinders, drills, lasers, and blowtorches. However, all are very close range (10 feet/3 m) or require being held by the mandibles to be affected, and maximum damage from any of them is 2D4 M.D.

The mandibles themselves can grab, hold and crush, and inflict 3D6 M.D. every time the pilot squeezes his victim. It is not built for combat and gets NO combat bonuses (unmodified rolls to strike or dodge) and cannot punch or power punch.

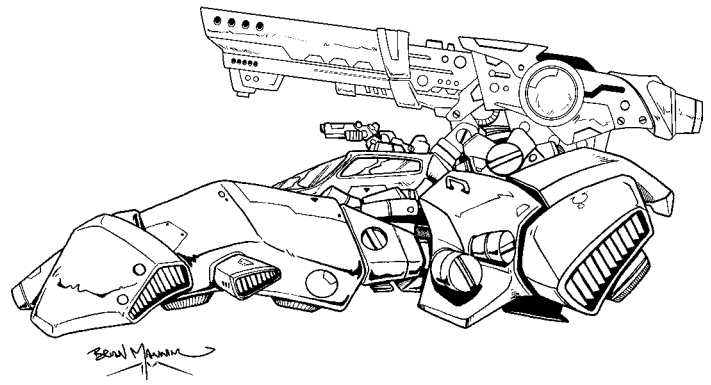
7. Sensor Systems and Features of Note: All those standard in giant combat robots, plus the following. **Note:** The cockpit in the head and the crew compartment off to the right side are sealed environmental compartments, as are the interior cargo bay, passenger area and living quarters.

a) **Thermal Imager:** A special optical heat sensor that allows the infrared radiation of warm objects to be converted into a visible image. Enables the pilot to see in the dark, in shadows, and through smoke. **Range:** 2,000 feet (610 m).

b) **Infrared and Ultraviolet Optics:** This optical system projects a beam of infrared light that is invisible to the normal eye. The infrared optics enable the pilot to see in the dark and to see other infrared beams. The ultraviolet system enables the pilot to see into the ultraviolet spectrum of light and is mostly used to detect the light beams of ultraviolet detection systems. **Note:** The infrared light beam can be seen by anybody who also has infrared optics, and the beam can be traced back to its source. Smoke impairs the infrared beam, making it impossible to see.

c) **Communications and Data Relay Capabilities:** Wideband and directional radio communications system with built-in scrambler that transmits both audio and video from the cockpit, communications suite and battlefield video. Effective range of 200 miles (320 km); one third that range in the mountains, underground, and during storms. Includes the capability of sending and receiving scrambled/coded audio and video transmissions.

d) **Tactical Cameras:** There are two dashboard-style cameras concealed in the nose of the Centipede's forward crew compartment, each spotlight, and its back (to see the flatbed), as well as four in the flatbed and two in the crane. In addition, there is an advanced camera in the main sensor array, two in the nose of the "head," and one in the robot arm. Each advanced camera has a telescopic lens with 10x magnification (range 2 miles/3.2 km) and a macro lens with 12x magnification, and the main sensor array camera includes passive nightvision capabilities. The advanced cameras can record 96 hours of video and 8,000 still pictures. The dashboard cameras can record up to 48 hours of footage into memory. Video footage and still images can also be transmitted live to one or more receivers, or stored and sent at a later time. Such footage is usually used for combat analysis, field studies and combat training.



EHT27

Echelon Hovertank

Produced to compete with Iron Heart Armaments' tanks and armored vehicles. However, the Echelon is something of departure from the typical tank, and a much more modern, if unusual design, trading in the vulnerable tracks for a faster, more maneuverable hover system. Tanks are new for Northern Gun, so any tanks released by them may be considered "experimental vehicles" – a distinction that seems to go ignored by the countries, mercenary companies, militias and adventurers purchasing them.

The Echelon has surprising speed thanks to its massive and innovative jet hover system (also experimental). In fact, without the massive cannon, it would function more like a giant hover truck than a tank. This makes the Echelon fast and able to respond quickly to enemy invaders and repositioning on the battlefield. It also functions well as a giant robot-killer, tank-killer and giant monster-killer. All of which are appealing to mercenary companies who specialize in fighting monsters and small kingdoms with frequent problems with dinosaurs and other large monsters.

The tank's big gun is another experimental weapon, and combines two weapon systems. The top barrel is a rail gun, and the lower barrel is a heavy ion cannon. Mounted on the roof below the big gun is a grenade launcher. The main guns point forward and have a 45 degree up and down arc of fire, while the grenade launcher can turn 45 degrees to either side. The arrangement of the weapons and the computerized fire control system allow the Echelon's crew to use all of the tank's weapon systems from safely inside the vehicle. For the tank itself, its speed, low profile, size and high mobility are its best defenses.

Echelon Hovertank

Model Type: NG-EHT27

Class: Hovertank.

Crew: 3; one driver, one communications engineer and one gunner/commander. There is room for one passenger.

M.D.C. by Location:

Dual Cannon – 180

* Rooftop Grenade Launcher (1, top of crew compartment) – 25

* Undercarriage Hover Jets (6) – 80 each

* Nose Hover Thrusters (2, one on each side) – 135 each

** Rear Hover Jet Thrusters (2, large; one on each side) – 150 each

** Rear Jet Thrusters (2, tail) – 100 each

** Undercarriage Hover Jets (4) – 70 each

* Reinforced Crew Compartment – 100

*** Main Body – 350

* A single asterisk indicates a small or difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -3 to strike.

** Each time a hover jet or thruster is destroyed it reduces the vehicle’s speed by 15% and impose an accumulative driving penalty of -5%. Requires a Called Shot to hit, and the shooter is -8 to strike the ones under the tank as they are difficult to see, especially when the Echelon is moving fast.

*** Depleting the M.D.C. of the main body shuts the vehicle down completely, making it useless.

Speed:

Land: 110 mph (176 km) maximum.

Water: None.

Flying: None. The tank can reach a maximum height of 20 feet (6.1 m) above the ground.

Statistical Data:

Height: 13 feet (4 m).

Width: 9 feet (2.7 m).

Length: 28 feet (8.5 m).

Weight: 16 tons with full weapon load.

Cargo: There is a weapons locker inside the crew compartment with room for 4-6 rifles and pistols with two extra E-Clips for each, 3 NG survival packs, 4 two gallon (7.6 liter) containers of drinking water, 4 walkie-talkies, one field radio and four backpacks.

Power System: Nuclear; average energy life is 12 years, or Solid Oxide.

Cost: 16 million credits nuclear, 12 million Solid Oxide.

Weapon Systems:

1. NG-EHT227 Dual Ion and Rail Cannon: The EHT227 is a dual over and under weapon system. The larger barrel is the rail cannon that fires its simple metal projectiles at speeds fast enough that their impact is greater than that of high explosive shells. Its ammo feeding mechanism is simple and features few moving parts, keeping the tank’s crew to a minimum. The big gun faces forward and has a 45 degree up and down arc of fire.

Primary Purpose: Anti-Armor and Anti-Robot.

Secondary Purpose: Anti-Monster and Anti-Fortifications.

Range: 4,000 feet (1,219 m) for both weapons.

Mega-Damage: Rail gun 2D4x10 M.D. per burst (80 rounds per burst). Ion blast 1D4x10 M.D., but only one or the other can be fired, not both at the same time.

Rate of Fire: Each blast counts as one melee attack.

Payload: Unlimited for the ion blaster. 8,000 rail gun rounds for 100 bursts.

2. NG-EHT127 Grenade Launcher (1, roof): The grenade launcher mounted on top of the crew compartment can turn side to side 45 degrees and has a 20 degree up and down arc of fire. It can fire normal grenades for combat, or be switched over to smoke or tear gas for riot control purposes.

Primary Purpose: Anti-Personnel and Assault.

Secondary Purpose: Riot Control and Defense.

Range: 1,000 feet (305 m).

Mega-Damage: Varies by grenade type. Fragmentation: 3D6 M.D. to a 12 foot (3.7 m) area. High explosive/armor piercing: 4D6 M.D. to a 3 foot (0.9 m) radius. Plasma: 6D6 M.D. to a five foot (1.5 m) radius. Hex Anti-Monster Grenades: A sort of toxic smoke grenade that impairs some monsters. (See the description found on page 98 of this book under the Forester power armor.)

A smoke grenade covers a 40 foot (12.2 m) radius in a dense cloud of smoke, obscuring vision and creating cover.

A tear gas grenade covers a 25 foot (7.6 m) radius and makes the eyes and noses of victims not protected by gas masks or environmental armor burn and tear, as well as gags and chokes them (-10 to strike, parry, dodge, -3 on initiative and lose one melee attack as long as they are in the gas cloud and for 1D6+1 melee rounds after exiting it; protected individuals suffer no penalties), and stun or flash grenades unleash a bright flash, sparkles and white smoke that make victims -10 to strike, parry, and dodge, -1 on initiative, and lose one melee attack for 1D4 melee rounds.

Rate of Fire: Each shot counts as one melee attack.

Payload: 60 round drum. Two backup drums are stored inside the Echelon.

3. Sensors & Features of Note: Standard for environmental vehicles, same as giant combat robots.

Echelon Combat Hover System: The undercarriage hover system keeps the tank elevated above the ground, and the four big hover thrusters and two rear jets give the Echelon its speed and quick turning and stopping capabilities. Each of the big hover thrusters can rotate up and down 70 degrees and to the sides 20 degrees.

NG-AT46 Mammoth

Military APC and Cargo Transport

Released in the spring of 109 P.A., the Mammoth is one of North-ern Gun’s newest and biggest combat vehicles. It is heavily armored, has good firepower and is designed for troop and cargo transport. It comes from the design team led by **Denny Ham, Chad Lasecki, Shel Carltonaw and K.S. Shems**. The Mammoth has surprisingly good speed for a heavy armored vehicle its size and can handle most terrains to deliver heavy loads of cargo and armored and power armored troops. On the battlefield it has sufficient weapons to protect its troops or cargo or offer battlefield support. It has winches in the front and back to tow cargo trailers, pull other vehicles out of mud and snow, and drag away wreckage.

Many mercenary companies and independent nations and city states have gone wild over this military grade APC and cargo transport. The Coalition States can appreciate the design and capabilities, but is not happy that such an armored vehicle is available to its rivals and potential enemies. Neither is Free Quebec.

Mammoth Cargo Transport and APC

Model Type: NG-AT46

Class: All-Terrain Armored Personnel Carrier and Cargo Transport.

Crew: Five. One driver in the nose cockpit, a co-pilot, communications officer, gunner and one passenger in the crew compartment where there is also a second piloting mechanism for driving by cameras and instrumentation. Also see cargo for open-air bed and sealed troop carrier.

M.D.C. by Location:

Rear Gate-Ramps (2) – 150 each

* Side Hatches (2) – 120 each

* Roof Hatch – 40

* M.D.C. Armored Wheels (4) – 100 each

* Rearview Mirrors (2) – 5 each

* Headlights (4) – 10 each

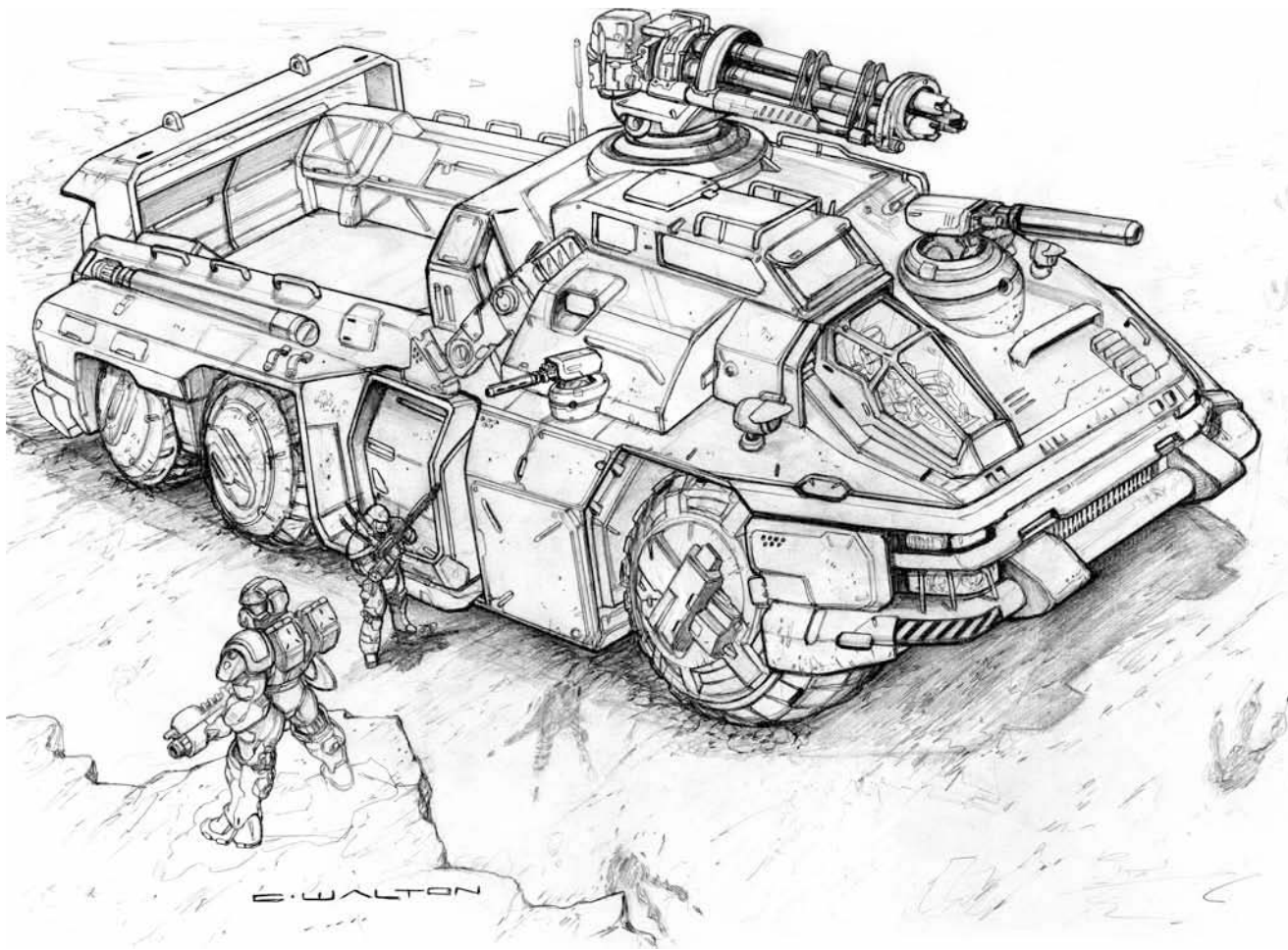
* Roof Spotlights (2) – 15 each

* Pilot’s Cockpit – 100

* Winches (2, front and back) – 15 each

* Laser Turret (1, nose) – 75

* Rail Gun Turret (1, rooftop) – 150



- * Side Hatch Guns (2, one each side hatch) – 20 each
- * Ram Prow Bumper (1, front) – 250
- * Reinforced Troop Compartment (1, lower level only) – 100
- * Reinforced Crew Compartment – 100
- ** Main Body – 445

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -3 to strike.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed:

Ground: 90 mph (144 km) maximum on paved streets, dirt roads, gravel, rocky deserts, grassy plains, shattered roads and rough terrain. Half that speed (or less depending on conditions) on sandy deserts, and driving through water or snow deeper than one foot (0.3 m) up to five feet (1.5 m) deep. Woodland environments and thick underbrush are likely to be impassable by this vehicle unless there is a well-traveled path to take; maximum speed is likely to be less than 10 mph (16 km) if passable at all. **Note:** Reduce speed by 30% when hauling a full load or anything close to it.

Maximum Range: Unlimited; Solid Oxide and nuclear powered only.

Penalties: None on paved streets, grass, dirt roads, gravel, stony deserts, and shattered roads. -5% to piloting skill on sand, and in mud as deep as two feet (0.6 m). -10% driving through water or snow deeper than six feet (1.8 m) up to 10 feet (3 m) deep, or on ice. Forests and dense vegetation, are likely to be impassable as are narrow mountain paths.

Flying: None.

Water: Can drive through water up to 10 feet (3 m) deep.

Statistical Data:

Height: 23 feet (7 m) tall.

Width: 16 feet (4.9 m).

Length: 38 feet (11.6 m).

Weight: 12 tons, empty.

Cargo: The open-air cargo bay can carry 32 tons. It measures 16 feet (4.9 m) long, 7 feet (2.1 m) wide, with 6 foot (1.8 m) high walls. It can hold cargo or 1-4 small vehicles, or one small to medium-sized robot (standing or crouched), or 8-10 power armor troops, or 18-24 infantry troops in EBA; more troops if they are sitting on the cargo containers along the side or on the outside of the Mammoth APC.

Along the walls of the cargo bay are airtight cargo containers (15 M.D.C. every four feet/1.2 m and for hatches) for stowing food, medical supplies, drinking water, ammo, firearms, electronics and other goods that are more delicate or vulnerable, and in need of additional protection.

Additional cargo can be strapped to rails and mounts along the side of the cargo bed and roof, or in the alternative, 8-14 additional troops.

Towing Capacity: 40 tons, but reduce speed by half.

Troop carrier environmental compartment: The Mammoth has two environmental compartments between the nose and the open-air cargo bay for transporting combat troops; a lower and upper level. The lower level has bench seating for 12-14 troops. The upper level is smaller, observation windows (30 M.D.C. plexiglass with 50 M.D.C. sliding plate shields when under combat) and seating for 6-8; half that number if clad in power armor. The upper level/observation deck is located above the lower level and behind the pilot’s cockpit. Ceiling height for both levels is only 7 feet (2.1 m), requiring tall soldiers and those clad in power armor to bend or hit their heads. Troops

exit via the two side hatches, while those in the upper deck can do the same or climb out of the roof hatch one at a time.

Reinforced crew compartment: Seats four and has space for several weapons and 5-6 backpacks, rifles, canteens and additional small items.

Power System: Solid Oxide and nuclear (10 year life).

Cost: 26 million credits nuclear and 23 million Solid Oxide. Fair to poor availability.

Weapon Systems:

1. NG-AT326 Rail Gun Turret (1): The main gun for the defense and protection of the Mammoth APC and the troops and cargo it transports is a new, heavy, three-barreled gatling gun-style rail gun turret built mounted on the roof. It can rotate 360 degrees to fire in all directions, and has a 45 degree up and down arc of fire. This weapon is operated by a designated gunner. The rail gun has superior range and fires hard shells that cannot be mitigated by energy-reflecting armor or magic. Moreover, special monster fighting ammunition (see the Gunwolf robot in NG-1) can be substituted as needed.

Primary Purpose: Anti-Armor.

Secondary Purpose: Anti-Aircraft/Flyers.

Range: 5,000 feet (1,524 m).

Mega-Damage: A burst is 60 rounds and inflicts 1D6x10 M.D.

Rate of Fire: Each burst counts as one melee attack.

Payload: 12,000 rounds for a total of 200 bursts. The weapon is fed from an ammo drum inside the APC.

2. NG-AT126 Laser Turret (1, nose): The laser turret has a camera and laser targeting. The laser cannon can rotate 180 degrees and has a 45 degree up and down arc of fire. It may have a dedicated gunner, or be fired by the pilot or copilot.

Primary Purpose: Anti-Personnel and Anti-Aircraft/Flyers.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 5D6 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Unlimited.

3. NG-AT226 Ion Hatch Turrets (2, one per side): Located off to the side of the main troop hatches (one on each side of the Mammoth) is an ion blaster on a swivel mount. Each can rotate 90 degrees and has a 30 degree up and down arc of fire. Typically fired by the co-pilot and communications officer.

Primary Purpose: Defense and Anti-Aircraft/Flyers.

Secondary Purpose: Anti-Monster and Anti-Personnel/Bandits.

Range: 1,400 feet (427 m).

Mega-Damage: 4D6 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack.

Payload: Unlimited.

4. Ram Prow (front bumper): The ram prow is used for plowing through light defensive barriers, barbed wire/fencing, roadblocks and knocking power armor, infantry troops and light vehicles out of the way.

Bump or Sideswipe – 2D6 M.D. per strike.

Low-Speed Ram Attack – 4D6 M.D., but counts as two attacks.

High-Speed Ram Attack (40+ mph/64+ km) – 1D6x10 M.D., but counts as three attacks. In addition to damage, there is a 01-70% likelihood of knocking down power armor and giant robots weighing up to 20 tons. Victims of knockdown lose one melee attack and initiative.

Against a wall or crowd of people, damage is divided as 3D6 M.D. per person, but everyone in the vehicle's path is bowled over and knocked several yards/meters, causing them to lose initiative and 1D6 melee attacks/actions before they can recover.

5. Sensor System Note: The Mammoth has all the standard robot features, except it is not capable of operating in water deeper than 10 feet (3 m); stalls and sinks.

NG-AT26 Road Buster

Military Cargo Transport

The Road Buster is another NG vehicle with a versatile range of uses. It is mainly designed to carry cargo, transport the wounded, carry a small squad out on patrol, engage in reconnaissance and border patrols (with or without an additional 2-6 troops in the cargo bay), and similar functions. As both a front-line and reconnaissance vehicle, the Road Buster can get shot up, take a beating and keep on going. Its six large, armored combat wheels enable it to handle most terrains, including sandy deserts and snow. They also provide excellent traction when pulling heavy loads. The Road Buster has a winch and cable on the front and the back of the vehicle, and when working in combination, they can be used to "rope-bridge" the truck across rivers or chasms. The winch and cable are also used to pull other vehicles out of mud and snow, pull out tree stumps and drag away wreckage, as well as pull trailers and cargo.

The Road Buster has no built-in weapons, though the roof hatch can be used by a passenger inside to stand up and fire a handheld weapon from that elevated position. On occasion, some purchasers of the vehicle build a manned gunner station or mini-missile launcher system in the truck bed, but that negates or vastly reduces (by 66%) the truck's cargo carrying capacity.

Road Buster Armored Combat Truck

Model Type: NG-AT26

Class: All-Terrain Armored Truck and Reconnaissance Vehicle.

Crew: One driver with room for up to three passengers; one in the front and two in the back (three under cramped and uncomfortable conditions). Six troops can sit or kneel in the truck bed, eight under cramped conditions.

M.D.C. by Location:

- * Plexiglass Cab Windshield (1, front) – 40
- * Plexiglass Cab Windows (2 on each side) – 20 each
- * Doors (2) – 50 each
- Rear Hatch – 50
- * Sliding Roof Hatch – 40
- * M.D.C. Armored Back Wheels (4) – 30 each
- * M.D.C. Armored Front Wheels (4) – 50 each
- * Rearview Mirrors (2) – 5 each
- * Headlights (2) – 10 each



- * Roof Lights (4) – 5 each
- * Winch (2, front and back) – 15 each
- ** Main Body – 245

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

** Depleting the M.D.C. of the main body will shut the vehicle down completely, making it useless.

Speed:

Ground: 90 mph (144 km) maximum on paved streets, dirt roads, gravel, rocky deserts, grassy plains, shattered roads and rough terrain. Half that speed (or less depending on conditions) on sandy deserts, and driving through water or snow deeper than one foot (0.3 m) up to five feet (1.5 m) deep. Woodland environments and thick underbrush are likely to be impassable by this vehicle unless there is a well-traveled path to take; maximum speed is likely to be less than 10 mph (16 km) if passable at all.

Maximum Range: On gasoline, 400 miles (640 km). 1,500 miles (2,400 km) per charge with a multi-battery electric system, and unlimited for Solid Oxide and nuclear.

Penalties: None on paved streets, grass, dirt roads, gravel, stony deserts, and shattered roads. -5% to piloting skill on sand, and in mud as deep as one foot (0.3 m). -10% driving through water or snow deeper than one foot (0.3 m) up to five feet (1.5 m) deep or on ice. Forests and dense vegetation are likely to be impassable. This vehicle can ride across sand dunes and underwater!

Flying: None.

Water: Can drive through water up to five feet (1.5 m) deep.

Statistical Data:

Height: 10 feet (3 m) tall.

Width: 11 feet (3.4 m).

Length: 24 feet (7.3 m).

Weight: 3.3 tons, empty.

Cargo: The truck bed measures 8 feet (2.4 m) long, 5 feet (1.5 m) wide, with 2 foot (0.6 m) high walls. Inside the cab is space for several weapons and 5-6 backpacks and other small items. Extra gear can be strapped down on the running boards, the sides of the bed and roof.

Power System: All available. Nuclear has a 10 year life.

Cost: 1.1 million credits nuclear, 835,000 Solid Oxide, 586,000 electric battery or liquid fuel.

Weapon Systems: For an extra cost, a weapon may be added. One hovercycle weapon option can be added to the Road Buster, usually on the roof. Wiring a weapon into the vehicle’s power supply is only feasible with Solid Oxide and nuclear systems.

Sensor Systems and Features of Note: This is a bare bones, non-environmental vehicle with a basic short-range radio, cigarette lighter, disk player, and front and back winch.

Sentinel Patrol Hovercar

The Sentinel is an armored sentry vehicle used as an officer’s car, border patrol, perimeter patrol and escort vehicle. It springs from the design team spearheaded by **Chris Haacke, M.T. Zarchron and Stewart Easton**. Their goal, to create a fast, well armored, hoverpatrol car suitable for a wide range of agencies, from militias and law enforcement, to mercenaries and officers in standing armies, to wealthy businessmen and public figures who feel they need the security. The Sentinel has found acceptance from all of them and more, including Body Fixers, scientists and merchants operating in hostile regions, but based in a village or town. It also appeals to those look-



ing for a bit of sporty style in their combat vehicle, including Cra-zies, Juicers, Gunfighters, Headhunters, Sheriffs and some agents of the Black Market. Some highwaymen, raiders, Cyber-Snatchers, and bandits also find the vehicle appealing for its combination of armor, firepower and speed.

The Sentinel is an increasingly common sight within wilderness communities. And as a hovercar, the Sentinel can handle most environments well, other than woodlands and sandy deserts (of which there are few).

Sentinel

Model Type: NG-HC46

Class: Hover Capable Armored Patrol Car.

Crew: 1 driver with room for up to 3 passengers; one in the front and two in the back seat.

M.D.C. by Location:

- * Roof Mounted Ion Cannon – 100
- * Forward Laser Turret (1, nose) – 25
- * Headlights (6) – 5 each
- Reinforced Front Bumper – 100
- * Windshield – 40
- * Side Windows (6) – 24 each
- * Doors (2) – 45 each
- * Concealed Directional Jets (8, tiny) – 8 each
- * Rear Thruster Jets (2) – 50 each
- ** Hover Jets (8, undercarriage) – 30 each
- *** Main Body – 200

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

** Each time a hover jet is destroyed it reduces the vehicle’s speed by 10% and impose a driving penalty of -5%. Requires a Called Shot to hit, and the shooter is -8 to strike, as they are under the car and difficult to see, especially when the car is moving fast.

*** Depleting the M.D.C. of the main body destroys the vehicle beyond repair.

Speed:

Land: Hover stationary to 140 mph (224 km) maximum. Hovers above the ground 1-10 feet (0.3 to 3 m).

Flying: The hovercraft does not have enough power to actually attain flight, but can hover up to 10 feet (3 m) off the ground.

Water: None.

Statistical Data:

Height: 6.7 feet (2 m).

Width: 8 feet (2.4 m).

Length: 20 feet (6.1 m).

Weight: 2.5 tons.

Cargo: There is room inside the driver's compartment, behind the back seat, for 4 energy rifles, six backpacks, water containers and a few other odds and ends.

Power System: Nuclear with an average energy life of 12 years. Solid Oxide is also available.

Cost: 2.1 million credits nuclear, 1.7 million for Solid Oxide.

Weapon Systems:

1. NG-SI46 Ion Cannon Turret: The heavy ion turret can rotate 180 degrees and has a 30 degree up and down arc of fire.

Primary Purpose: Anti-Armor and Anti-Monster.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 5D6 M.D. per shot.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

2. NG-SL146 Laser Turret: This is a medium laser built into the nose of the hovercar. It can rotate 45 degrees and has a 30 degree up and down arc of fire. The laser generally lays flush with the front hood, but can rise up about a foot (0.3 m) when extra elevation is desired.

Primary Purpose: Anti-Armor and Anti-Monster.

Secondary Purpose: Defense.

Range: 2,000 feet (610 m).

Mega-Damage: 3D6 M.D. per shot.

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

ALTERNATIVE WEAPON SYSTEM: Rail Gun: The laser is sometimes replaced with a light rail gun: 6D6 M.D. per burst of 20 rounds, range is 3,000 feet (914 m), payload is 2,400 rounds (120 bursts). The rail gun has 30 M.D.C. and fits in the same housing as the laser.

3. Sensor System Note: Same as a robot vehicle.

Robot Drones

So-called "robot drones" are any unmanned, automated system that performs a physical function. Such drones come in many shapes and sizes and serve many different purposes. The expanded use of automated robot systems by NG is a new area of development and it is not quite as advanced as those from Triax or the CS.

MAU-500 Medical Automation Unit

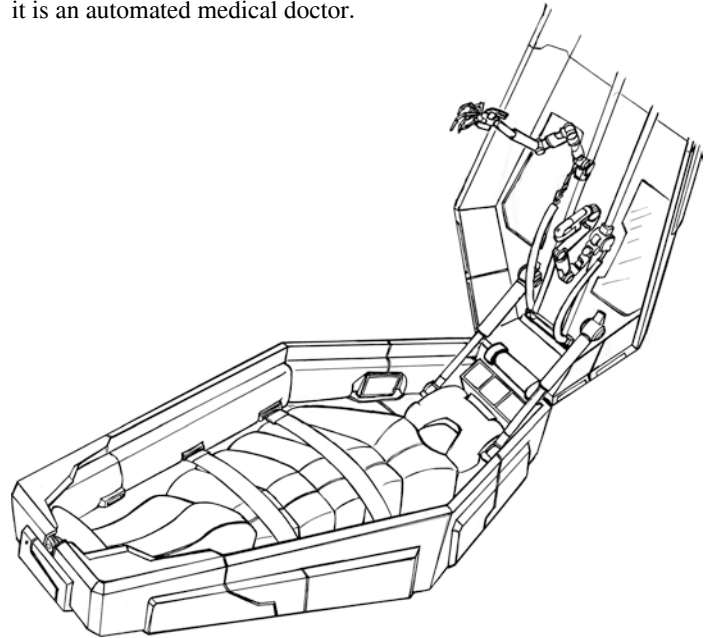
Also known as "the Coffin"

Design team leaders **Dale Gifford**, **James L. Giltz**, and **Robert Dugan** succeeded in their quest to create a vehicle portable robot medical unit to save lives in the wild and on the battlefield. It is not intended to replace Body Fixers, but rather to free them up from having to deal with comparatively minor injuries (cuts, gunshots, shrapnel, broken bones, contusions and the like) so they can focus on those in more immediate and serious need of a doctor.

Though "MAU" or "Med-Box" are the names most NG sales people and medical professionals use, the MAU is more commonly known by the unfortunate nickname of "the Coffin." This is due entirely to its coffin shape. However, the MAU is a lifesaver and the latest in automated medical technology, just released in the winter of 208 P.A. It takes the RMK to the next level and in some cases, can spell the difference between life and death out in the field. The Coffin

is heavy, but it can fit inside most vans, the bed of a pickup truck and any larger vehicles, making it quite portable. Most mobile hospitals and medical field units will have at least two MAU, if not more.

The coffin-shaped MAU can examine, diagnose and treat one patient at a time. Place the person inside, close the lid, and press the start button to begin a complete body scan. The inside is lit with a warm light, and there is soothing music and a soft female voice to calm the patient and explain what is happening around him. Once the medical issues are determined, the automated medical system responds with a variety of concealed automated systems. There are robot appendages that fold out from concealed locations in the walls, nanobot medical systems, syringes, and other devices to monitor and administer help. The largest arms and hands are located in the lid of the Med-Box, but there are many other small ones. All take the necessary action to stabilize and help the patient. Medicine and medical nanobots are administered, while other robot appendages go to work cleaning wounds, removing shrapnel, performing minor surgery, and doing whatever is necessary to help. When the Coffin is done doing all it can, the lid automatically opens to let the patient out and to accept the next one in line. Before being released, the comforting voice explains the medical condition and makes suggestions about any further treatment that may be advisable. In short, it is an automated medical doctor.



MAU-500 Medical Automation Unit

Nicknames: "Med-Box" and "the Coffin."

Class: Robot Medical System.

M.D.C. by Location:

Main Robot Surgical Arms (2, inside) – 5 each (Robot P.S. 9)

Main Body – 75

Speed: None, must be transported by some means other than its own.

Statistical Data:

Height/Depth: 4 feet (1.2 m).

Width: 3 feet (0.9 m).

Length: 8 feet (2.4 m).

Weight: 380 pounds (171 kg).

Cargo: Large enough for one human-sized body up to 7 feet tall (2.1 m).

Power Supply: The MAU does not have its own power source and must rely on an external generator or Solid Oxide or nuclear battery. Alternatively, it has a housing where six E-Clips can be plugged in. Six E-Clips are enough power to allow 1D4+2 people to be examined, diagnosed and treated. MAUs built into mobile medical trail-

ers/vehicles, giant robots, other vehicles, clinics and hospitals are likely to be tied into the power supply of that vehicle or facility with an endless amount of power to keep functioning.

Cost: 5.4 million credits fully loaded with all features described above, including initial complement of nanobot medical kits and medication. Add 300,000 to tie into a Solid Oxide or nuclear power supply of an existing vehicle, trailer or medical facility.

Note: Sometimes, an enterprising team of medical personnel mount and tie their Med-Box into the bed of a cargo hauling drone or light truck.

Notable Sensor Systems and Features:

A Face for the Patient: A flat display screen folds out to show the face of an attractive woman with kind eyes; presumably the face that goes with the comforting voice. Seeing a friendly face, even one on a video screen, talking calmly and explaining the situation, is extremely comforting, reassuring and soothing for the patient. The digitally animated face can be replaced by the face of an actual doctor via a camera and microphone on the outside of the lid. This simple feature calms those in panic situations and can actually lower blood pressure, reduce anxiety, and gather potentially helpful and situational data. The screen can also be used to display diagrams, plans and information to the patient inside the Coffin.

Biological Scanners and Systems: The entire Med-Box is lined with medical systems and scanners to determine the vitals of anyone inside, including but not limited to weight, respiration, heart rate, blood pressure, blood loss, body temperature, dehydration level, relative stress level, glandular changes in the skin (sweating), and similar bio-stats. It can also perform blood sampling and analysis, EKG, EEG, MRI, ultrasound, CAT scan, and similar, all in a matter of a minutes. The internal computer then analyzes all data along with the patient's statements to formulate a diagnosis and recommend treatment.

Medical Nanobots Supply: The Coffin can diagnose and treat all minor injuries and most common sicknesses, stop bleeding, dress and suture wounds, reduce or eliminate pain (at least temporarily), administer medicine and set most broken bones. In addition to medicine, it has the following nanobot medical systems. Unlike field kits in which the nanobots are lost, these can return to the Coffin where they are scrubbed, sanitized, recharged and reused. This can be done 1D6+6 times before the nanobots stop working. The numbers listed are the equivalent of one field kit, sufficient, in most cases, to work on one patient. (See page 263 of **Rifts® Ultimate Edition** for complete descriptions of all except the Bio-Brace, which appears later in this book.)

- 24 IRMSS Internal Robot Medical Surgeon Systems
- 6 IRVT Internal Robot Visual Transmitters
- 24 RAU Robot Antiseptic "Cleaners"
- 48 RMK Robot "Knitters"
- 12 RSU Robot "Sleepers"
- 12 Bio-Braces

Medical Doctor Diagnosis: Accuracy rate is 91% for humans, 56% for D-Bees and other non-humans. Cannot read supernatural beings or creatures of magic beyond the most obvious surface injuries. The initial scan takes 15 seconds (one melee round). *On a failed roll*, the unit can try again, but the scan takes longer (1D4+2 melee rounds). On a second failed diagnosis, the unit can address only the most obvious injuries, if any. The complete diagnosis and suggested treatment are available to any medical personnel available outside of the Coffin to take over treatment or to speak to the patient. Such data is available in writing and/or the spoken word with graphs and images displayed on the exterior monitor. Data can also be transmitted to a HUD inside a helmet or armor, or to the communications and

computer systems of vehicles, mobile hospitals, base camp or local medical facility.

On a successful roll, the diagnosis is accurate and the suggested treatment should resolve the problem.

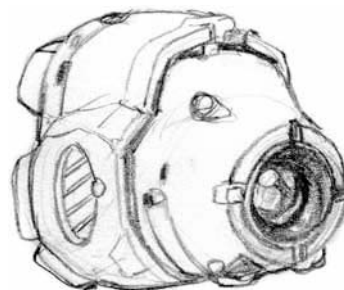
Medical Doctor Treatment: 88% for humans and 50% for D-Bees. In the alternative, a medical professional can review the data and use his own skills and abilities to administer treatment and engage in surgery. *On a failed treatment roll* by the Coffin, the patient is not any worse, but the MAU was not able to help or make a difference.

On a successful roll, the MAU restores 2D6 Hit Points, stabilizes the patient's condition (no further injury or loss of Hit Points). Following the Coffin's advice, after release, should result in continued healing. Any rolls to save vs coma/death are done with the bonuses equal to Professional Medical Treatment from a clinic. Cannot help supernatural beings or creatures of magic beyond cleaning and suturing the most obvious wounds.

Emergency Life Support: The Med-Box can administer the proper life saving treatment to stabilize and maintain life support as necessary (oxygen, breathing tube, transfusion, medications, etc.) for transportation of the patient to a hospital or surgery.

Battlefield Surgery: Simple and routine surgery and suturing is 98% for humans and 94% for D-Bees. Serious surgery and work on internal injuries and organs is 88% for humans and 56% for D-Bees; 1D4x10% for extremely complex or elaborate surgery – a full medical team is required. It can NOT perform major heart surgery, brain surgery, organ transplants or cyber-surgery. The MAU is designed with combat field surgery and basic medical care in mind. It is not an alternative to a full medical team and O.R. at a hospital.

A failed roll indicates that the MAU could not sufficiently help the patient. He is no worse off than he was before, but the problem has not been addressed, and his condition will get worse. *On a successful roll*, 1D6 Hit Points are restored and the patient is stabilized, at least for the moment. Follow the Med-Box's instructions for a complete recovery, which may include doctor consolation and additional surgery. Any rolls to save vs coma/death are done with the bonuses equal to *Professional Medical Treatment*. Cannot help supernatural beings or creatures of magic beyond cleaning and suturing the most obvious wounds. All surgery, cleaning, suturing, administering of meds, etc. are done within the Med-Box by the various robotic appendages and systems.



Robot Floater Camera

The Robot Floater Camera was designed specifically for the Enforcer Guardsman power armor, but is also sold to police agencies. Also known as "Spy Cam," "the Police Eye," and just "Floater," the Robot Floater Camera is a small, hovering robot camera the size of a lunchbox or toaster. It is often used to fly ahead to surveil what might lie ahead, record police operations and interrogations, record evidence or hang back to film any confrontation that may transpire. "Stealth Mode" in the dark enables the camera to "see" and film using a passive light amplification system. The Spy Cam connects wirelessly to the Heads-Up Display in the helmet, enabling one to

as many as six Enforcer Guardsmen to see what it sees in real time. It is also connected to the Criminal I.D. Recognition System of one Enforcer Guardsman to identify any known desperados it may encounter. It also has a small light that can be directed like a flashlight and a laser distancer to identify distance and paint locations. The range for the light is 200 feet (61 m) and 600 feet (183 m) for the laser distancer. The Floater Camera is not designed for speed, nor can it fly at great heights. Thus, it is not deployed during high-speed chases, but more measured and slow-moving situations.

Statistical Data:

Speed: 10 mph (16 km) maximum. The drone can hover stationary, move at slow speeds to keep pace with investigating police, move up and down, side to side, forward and backward.

Altitude: 11 feet (3.4 m) maximum.

Height: 9 inches (23 cm).

Width: 6 inches (15 cm).

Length: 18 inches (46 cm).

Weight: 7 lbs (3.2 kg).

M.D.C. by Location:

* Central Lens – 2

* Hover Jets (2 side, 2 bottom, 2 back) – 4 each

Main Body – 18

* An asterisk means a small and difficult target to hit and requires a Called Shot to strike, and even then the attacker is -5 to strike if it is hovering stationary and -8 to strike if it is moving.

Physical Strength: None.

Bonus: +1 to dodge attacks and falling debris.

Cargo: None.

Power System: Battery with 120 hours of life.

Sensor System of Note: Criminal I.D. Recognition System: Comes standard with the Criminal I.D. Recognition System, which is new and experimental for NG, but seems to work very well, with an 89% success ratio. The recognition system is part of the computer and linked to the cameras in the armor, gun camera and Floater Camera. This facial recognition system can identify as many as 250,000 known criminals, wanted fugitives, Black Marketeers, terrorists, enemies of the state, and people with bounties on their heads, as well as identifying marks such as tattoos, scars and other distinctive physical features, known gang insignias, emblems, patches and “colors.” If desired, it can include recognition of suspects wanted for questioning (provided his or her face is known and on record) and dangerous D-Bees, monsters and, well, anybody who has been photographed or who can be photographed and programmed into the system.

Cost: 35,000 credits.

DX-202 Cargo Walker

The DX-202 comes from the design team led by a **David Klett**, **Stephen McDonald**, **Scott Norman** and **Alan Westchorl**. It is a common sight on the docks of Ishpeming, aboard big freighters, at warehouses, construction sites, and factories. On the battlefield, it can be seen recovering robots, vehicles and scrap metal, digging trenches and hauling supplies. As the name suggests, the Cargo Walker is a giant, robotic forklift used to move skids of supplies, heavy machinery, construction materials, and robot parts. Each of its big hands is a pair of forks with the ability to lift and carry 10 tons per each arm, or 50 tons using both to move one massive item. Two Cargo Walkers can lift 100 tons or carry 80 tons together. The arms are powerful hydraulic lifts attached to a wide, squat body mount on short, stout legs. To retrieve smaller crates, boxes and machine parts, each forearm has an extendible pair of clamp-like hands (4 foot/1.2 m reach, Robot P.S. 30). Mounted on the back is a modular housing

that can be swapped out with a backhoe, steamshovel digging tool or crane. The crane can be used to carry more cargo or to pull up to 12 tons. (A pair of DX-202s can pull 30 tons and a team of four can pull 60 tons.) The Cargo Walker seldom carries a load while pulling another load behind it, unless one of the loads is light (less than eight tons). The forklift hands are built into hydraulic housings that can extend to double their normal reach. Merc units and armies typically use them to move missiles, ordnance and heavy gear and as weapon loaders for large robots and vehicles. Large weapon systems and medium- or long-range missiles can be easily hoisted into place and loaded by the Cargo Walker.

The DX-202 Cargo Walker is one of NG’s hottest selling robots because of the wide range of uses and the fact that it can be driven by a pilot or driven remotely. In remote control “drone mode,” the operator sees via one of several cameras built into the robot; two in each shoulder, two in each forklift, two in the back, one on a swivel mount on top with the spotlight, and one in the front and back of the rearview mirror. Wireless transmissions have an optimal range of two miles (3.2 km), but some operators claim to have remote operated their drones as far as 5 miles (8 km) away. When being controlled remotely, the open-air cockpit can be left empty or it may be occupied by an armed guard, supervisor, Operator/mechanic or a passenger hitching a ride from one warehouse or base to the next. If the rider, such as a supervisor, knows how to pilot ground robots, he can, if he has the override code, take over manual control at any time. The remote control drone function is typically used in hostile environments where it may be too risky to send it in with a live driver, and when hauling supplies from one direct location to another. Though it violates safety regulations, as many as four other “passengers” (usually tired workers, mechanics, soldiers or guards) can ride on top of the Cargo Walker.

Despite not having any weapon systems, small communities, startup merc groups and adventurers love to buy and modify the Cargo Walker. The open cage can be easily enclosed in M.D.C. materials (60-120 M.D.C., but there is still no life support or environmental system) and the big forklift hands can be replaced with any number of heavy weapons, massive M.D. blades, drills or chainsaws. Missile launchers or other weapon systems can be added to the back, sides or top of the robot as well. Many are the tales of some backwater wilderness town where an *armored-up* and *weaponized DX-202 Cargo Walker* took invaders by surprise and was instrumental in sending bandits packing or making a band of monsters or demons think twice about attacking. Northern Gun has even created a “kit” for one such modification (see below).

NG Cargo Walker

Model Type: DX-202

Class: Non-Combat Support Unit and Cargo Hauler.

Crew: One, or it can be piloted remotely.

M.D.C. by Location:

Forklift Skids/Blades (4 total, two per arm) – 100 each

Forklift Forearms (2) – 120 each

Utility Arms (2, forearms) – 35 each

Mini-Arms (2, pilot’s cages) – 10 each

Upper Arms (2) – 100 each

* Hydraulic Extenders (2, slide out of forearm) – 50 each

Legs (2) – 160 each

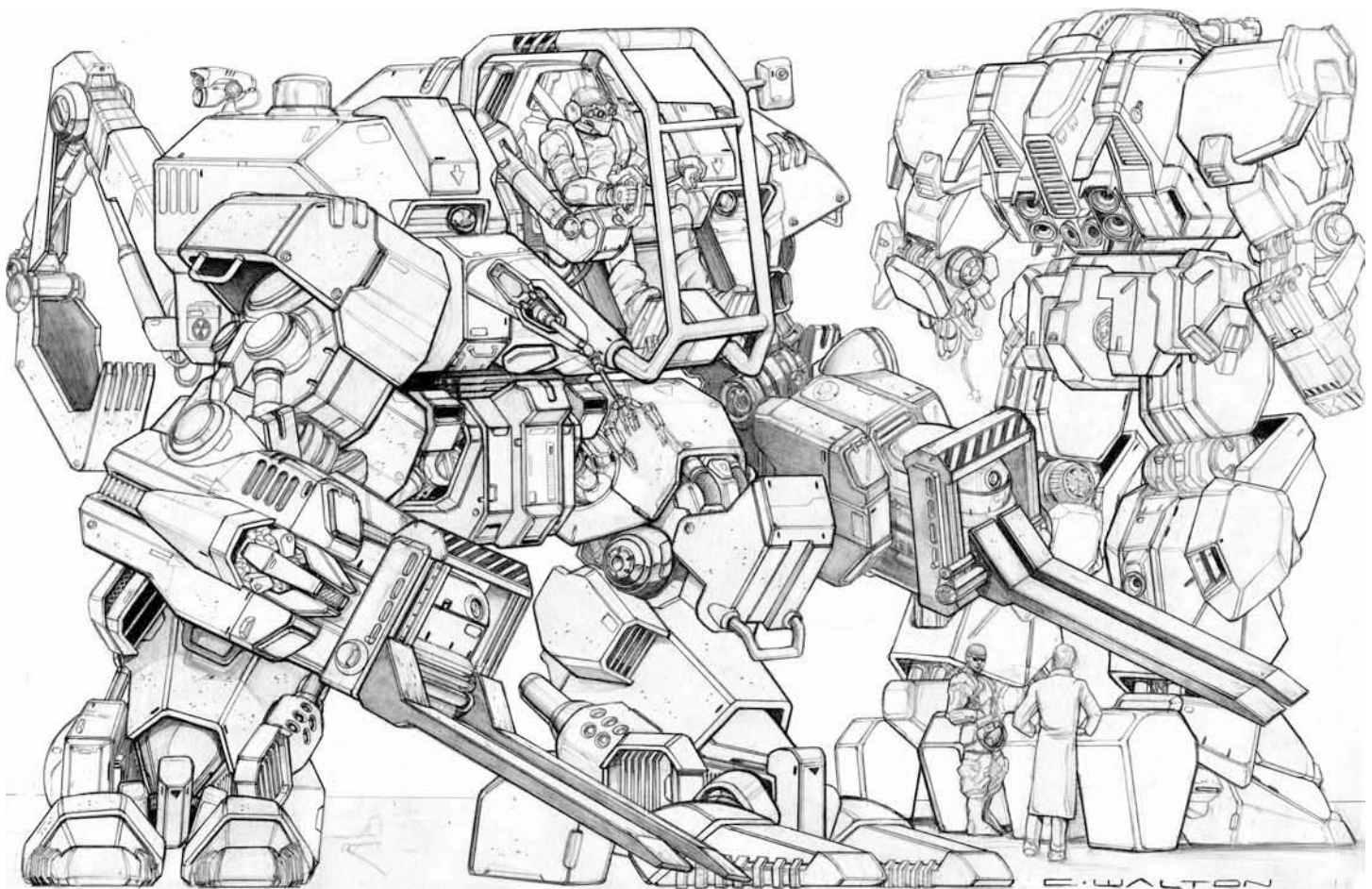
* Pilot’s Cage – 75

* Pilot Inside Cage – As per body armor

* Rear Mounted Camera and Spotlight (1, top) – 10 each

Crane/Backhoe/Steam-Shovel (1, back, interchangeable) – 100

** Main Body – 200



* A single asterisk indicates a small or difficult target to hit. They can only be struck when the attacker makes a Called Shot, and even then the shooter is -4 to strike.

** Depleting the M.D.C. of the Main Body shuts the power armor down completely, rendering it useless.

Speed:

Running: 45 mph (72 km) maximum. The act of running does not tire the robot or its pilot and speed can be maintained indefinitely. Reduce speed by half (or less) when hauling heavy cargo. Terrain may also result in reduced speed.

Leaping: Not designed for leaping.

Flying: Not possible.

Water: Can wade through water and snow as deep as 10 feet (3 m), and mud as deep as five feet (1.5 m).

Underwater Capabilities: None. Most of the robot's primary components are not encased in a protective M.D.C. shell. First it would sink, and then its electronics and controls would fail in 1D6+5 minutes of being underwater. Also, the unit does not have a self-contained pilot compartment, leaving the pilot vulnerable.

Statistical Data:

Height: 15 feet (4.6 m)

Width: 8 feet (2.4 m)

Length: 18 feet (5.5 m) with fork lift arms fully extended; 10 feet (3 m) with arms folded up in a stowed position.

Weight: 7.5 tons

Physical Strength: Forklift arms have a Robot P.S. of 50. The small utility arms that extend from the forearm housings have a P.S. of 30. The mini-arms on the pilot's cage have a Robot P.S. of 9.

Cargo: There is a small area for the pilot's personal items. It is large enough to hold a few personal items like a pistol, a lunchbox, canteen and a few E-Clips. Additional gear could be hung or tied to the

pilot's cage, but it might interfere with line of sight or movement if not carefully placed and well secured.

Remote Control Range: 2 miles (3.2 km) recommended, but can stretch 5 miles (8 km) in most cities, plains and areas above ground and away from mountains. Reduce to a maximum of 2 miles (3.2 km) in areas with interference.

Power System: Solid Oxide or nuclear; the latter has a 10 year life.

Market Cost: 4.2 million credits for Solid Oxide and 5 million credits for nuclear, but purchasers who buy four or more often get a 15-20% discount. These robots are very easy for Northern Gun to produce and the cost is minimal compared to a combat robot.

Weapon Systems: None, other than what the driver may carry on him. In hand to hand combat, the Cargo Walker has one attack per melee round plus those of its pilot. When controlled remotely, that's a total of four attacks regardless of the pilot's own. Damage is limited to the following:

Swat or Jab with Forklift – 1D6 M.D.

Punch with Forklift – 3D6 M.D.

Power Punch Forklift – 1D4x10 M.D., but counts as two melee attacks (not really designed for combat, hence the lower damage).

Grab and Crush Between Forklift Blades/Skids – 1D6 M.D.

Stomp – 1D4 M.D., suitable only against targets four feet (1.2 m) tall and smaller.

Sensor Systems and Features of Note: A non-environmental robot with a basic radio, can receive wireless computer feeds, and several cameras for navigation.

Dual Spotlight and Camera: Spotlight has a 1,000 foot (305 m) range, the camera, 2,000 feet (610 m). A simple dashboard-style camera, but it and the spotlight are on a swivel mount that can rotate 360 degrees and can tilt 45 degrees up and down. Used mainly for piloting.

OPTIONAL

Cargo Walker “Combat Kit”

Cost: The complete kit, numbers 1-8, is 2.5 million credits and takes a skilled Operator 1D4+2 weeks to build; half the time if there is a team working on it. Optional add-ons such as sensors and additional weapons are all extra.

1. Additional Armor: If M.D.C. armor is welded on the frame, the M.D.C. of the arms, legs and main body can be increased by 20%.

2. Enclosed Pilot Compartment: The Pilot’s Cage is enclosed and has 100 M.D.C., but it remains a non-environmental enclosure and still only seats one person, the pilot.

3. Speed: Remove crane on back for increased maneuverability and increase running speed to 58 mph (93 km).

4. Combat Computer: Any standard combat computer can be added to the Cargo Walker, however it is useless without any kind of sensors. Cost for a combat computer is 2.5 million credits. This is top of the line sold by Northern Gun and is comparable to the Coalition’s. A second hand combat computer can be bought on the black market for half this price.

5. Weapon Arm (right): The right forklift is replaced with a heavy ion blaster. Range: 1,800 feet (549 m), each blast does 4D6+3 M.D. and counts as one melee attack; payload is unlimited as it is tied to the power supply of the robot. Arm has a reduced Robot P.S. of 35. **Note:** The small utility arm with a four foot (1.2 m) reach and Robot P.S. of 30 remains.

6. Shoulder Rail Gun (right): Mounted behind and just above the right shoulder is a rail gun with a 180 degree up and backward arc of fire to shoot forward, upward and behind. Range: 4,000 feet (1,219 m), each burst of 30 rounds does 1D4x10 M.D. and counts as one melee attack; burst fire only. Payload: 3,000 rounds for 100 bursts. Anti-monster ammo is a separate and additional purchase.

7. Weapon Arm (left): The left forklift is replaced with a giant, serrated Vibro-Sword (4D6 M.D.) with a silver-plated blade edge. Suitable as a weapon and as a tool to cut down trees and cut up logs. Range: Melee combat; has an 8 foot (2.4 m) reach with the blade.

8. Shoulder Dual Laser Cannon and Mini-Missile Launcher System: Laser: Range: 2,000 feet (610 m), each blast does 5D6 M.D. and counts as one melee attack; payload is unlimited as it is tied to the power supply of the robot. Four Tube Mini-Missile Launcher: Range: One mile. Damage varies by missile type, but typically high-explosive (1D4x10 M.D.) or plasma (1D6x10 M.D.). Can be fired one at a time or in volleys of 2, 3, 4 or 6. Payload: 16 mini-missiles; four in each launch tube.

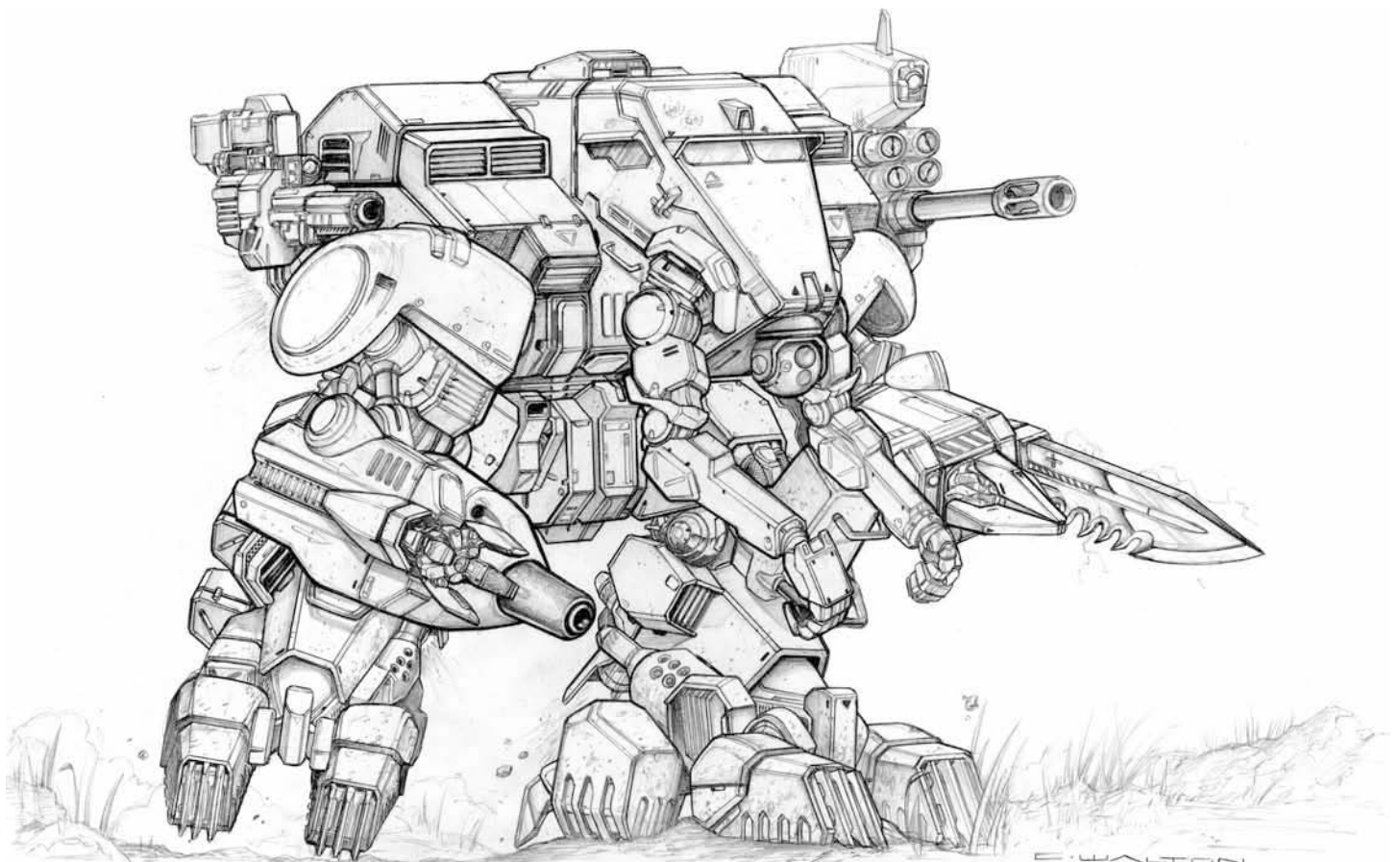
9. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in Mega-Damage hand to hand combat. In this case, as per the reduced Robot P.S. of 35 (or 30 with the extra forward robot arms described under b), below.

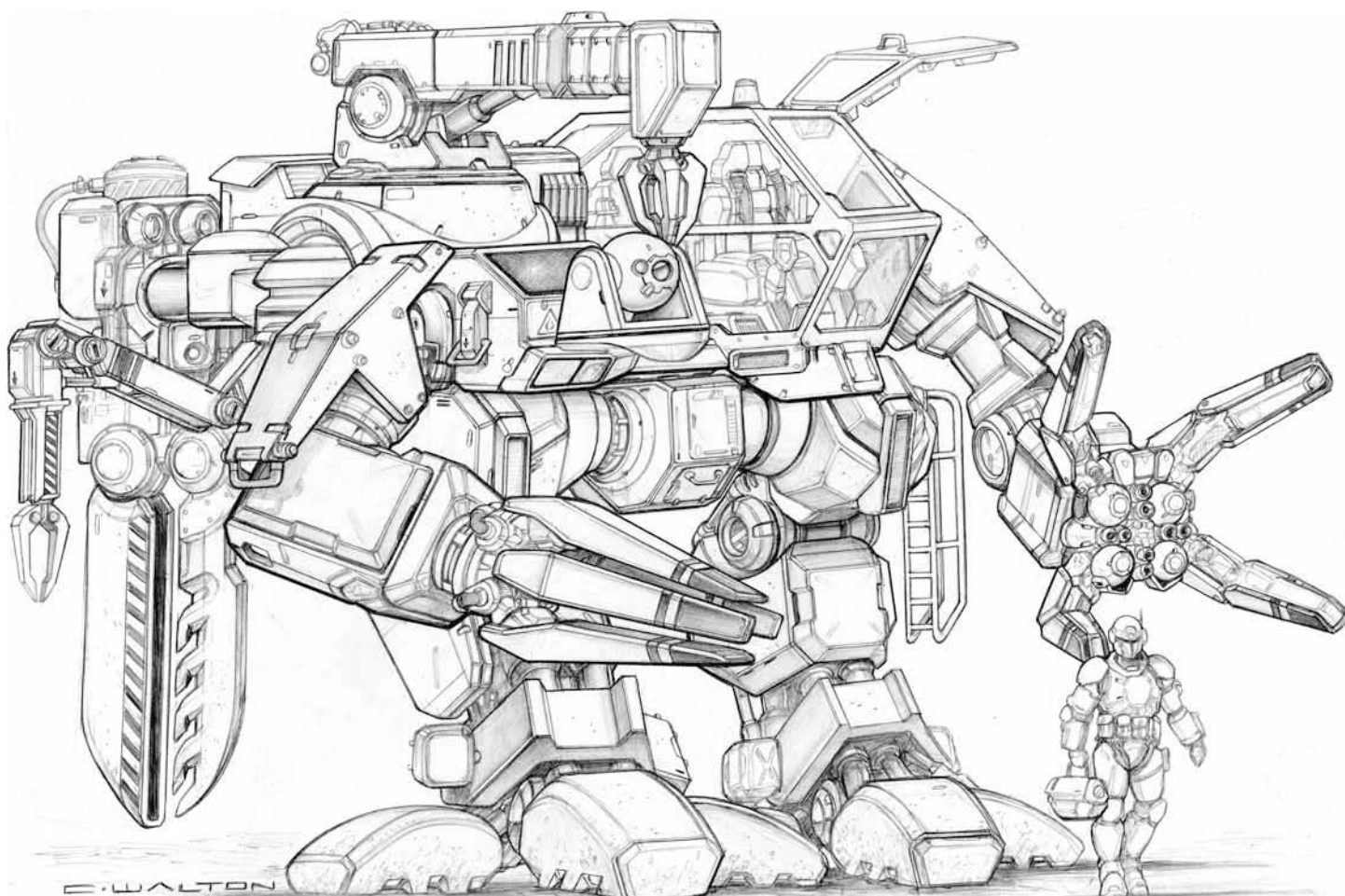
Optional Add-Ons for an Extra Cost:

a) OPTIONAL Sensor Package: Typically mounted about the left shoulder. Remember the Cargo Walker has no sensors, but this adds a sensor array (30 M.D.C.) with all the standard robot sensor and communication systems and link to the combat computer and the HUD of the pilot. **Cost:** 1.1 million credits. **Note:** Without it the bonuses from pilot Heavy Ground Robot are half.

b) OPTIONAL: Additional Forward Robot Arms: Robot P.S. of 30. Can be used to engage in hand to hand combat. Damage and bonuses as per Robot P.S. and Ground Robot Training on page 352 of **Rifts® Ultimate Edition**. **Cost:** 3.5 million credits.

c) OPTIONAL: Additional Weapon Systems: As many as four hovercycle weapon options can be added, usually on the arms or roof, or one heavy weapon transplanted from another robot. **Cost:** As per each additional weapon.





DX-204 GRUB

General Robotic Ultra-Builder

The GRUB is not sleek and elegant like most robots. The legs look bulky and square. Stabilizers can extend from the legs to provide additional support when lifting heavy loads to prevent the robot from tipping over. The torso has a side-facing pilot's cage enclosed in M.D.C. Plexiglass and is brimming with construction machines. There is a top-mounted crane built into a turret that can rotate 360 degrees and can rise up an additional six feet (1.8 m) and extend 8 feet (2.4 m) from its stowed position. **The crane** is used to carry and pull loads of cargo and machinery weighing as much as 20 tons. Mounted on its back is a massive **multi-tool** that can be used like a giant pair of pliers as well as hold and carry pipe, tubes and parts (10 ton weight limit), cut like a pair of scissors, cut like a saw, or extend a welding tool for cutting and soldering. The robot has two winches, one in the front and one in the back. Each can pull weights as great as 30 tons.

A pair of small arms with clamp hands (Robot P.S. 30) can unfold from housings in the shoulders to hold and help in construction or to carry supplies (2 ton weight limit). Meanwhile, the big arms and massive hands are able to lift and carry 15 tons each or 30 tons carried together. The big hands are strong enough for handling heavy and huge machinery and building materials, but are so well calibrated that they can hold a man without crushing him for placing workers on elevated platforms and to hold them in place to make repairs, like a cherry-picker. The palms of the massive hands each hold a battery of 8 ball lasers for cutting and welding, and the hands can rotate 360 degrees at the wrist. They can also extend from the wrist an additional four feet (1.2 m). The big hands can be used for digging through rubble and hauling away debris, digging in the earth, punch-

ing through walls, and tearing down old facades as well as putting up new ones. A forward turret next to the pilot compartment contains a ball housing that holds a camera and spotlight that can adjust its beam to be a wide cone or a narrowly focused beam.

Like the DX-202 Cargo Walker, the GRUB can be operated by a pilot or driven remotely. In remote control "drone mode," the operator sees via one of several cameras built into the robot; two in each shoulder, two in each hand, two in the back, one on the crane, two in the big multi-tool, one on a ball spotlight, and one in the front and back of the pilot's cage. Wireless transmissions have an optimal range of 2 miles (3.2 km), but some claim to have remote operated their drones as far as 5 miles (8 km) away. The GRUB is primarily used in construction, but can also assist in excavation operations, firefighting and transporting cargo.

When being controlled remotely, the cockpit can be left empty or it may be occupied by an armed guard, supervisor, Operator/mechanic or a passenger hitching a ride. The GRUB can NOT be easily modified into a combat machine.

NG DX-204 GRUB

Model Type: DX-202

Class: Non-Combat Labor/Construction and Support Unit.

Crew: One.

M.D.C. by Location:

Main Arms (2) – 200 each

Main Hands (2, huge) – 100 each

* Laser Tool (16, eight per hand) – 10 each

* Folding Utility Arms (2, shoulders) – 80 each

Multi-Tool (1, huge, back) – 220

* Crane (1, top) – 140

Legs (2) – 220 each

- * Plexiglas Enclosed Pilot's Cage – 80
- * Pilot Inside Cage – As per body armor
- * Winches (2, front under pilot's cage and back) – 15 each
- * Ball Searchlight and Camera (front) – 30
- * Ankle Spotlights (2, one per leg) – 10 each
- ** Main Body – 300

* A single asterisk indicates a small or difficult target to hit. They can only be struck when the attacker makes a Called Shot, and even then the shooter is -4 to strike. Ankle spotlights can angle up 70 degrees.

** Depleting the M.D.C. of the Main Body shuts the robot down completely, rendering it useless.

Speed:

Running: 40 mph (64 km) maximum. The act of running does not tire the robot or its pilot and the speed can be maintained indefinitely. Reduce speed by half (or less) when hauling heavy equipment or cargo. Terrain may also result in reduced speed.

Leaping: Not designed for leaping.

Flying: Not possible.

Water: Can wade through water and snow as deep as 10 feet (3 m), and mud as deep as five feet (1.5 m).

Underwater Capabilities: None. Most of the robot's primary components are not encased in a protective M.D.C. shell. First it would sink, and then its electronics and controls would fail in 1D6+5 minutes of being underwater. Also, the unit does not have a self-contained pilot compartment, leaving the pilot vulnerable.

Statistical Data:

Height: 20 feet (6.1 m) with crane in stowed position.

Width: 16 feet (4.9 m).

Length: 18 feet (5.5 m); Main arms have a 15 foot (4.6 m) reach. The utility arms have a 12 foot (3.7 m) reach and can rotate to face forward, sideways or back.

Weight: 20 tons.

Physical Strength: Main arms and hands have a Robot P.S. of 50. The smaller utility arms that extend from the shoulder have a Robot P.S. of 30.

Cargo: There is a small area for the pilot's personal items. It is large enough to hold a few personal items like a pistol, a lunchbox, canteen and a few E-Clips. Additional gear could be hung or tied to the pilot's cage, but it might interfere with line of sight or movement if not carefully placed and well secured.

Remote Control Range: 50 miles (80 km) maximum, but 30 miles (48 km) or less is recommended. Areas with interference could reduce range to as little as 10 miles (16 km).

Power System: Solid Oxide or nuclear; the latter has a 10 year life.

Market Cost: 7.4 million credits for Solid Oxide and 8 million credits for nuclear, but purchasers who buy four or more often get a 15-20% discount. These robots are very easy for Northern Gun to produce and the cost is minimal compared to a combat robot.

Weapon Systems: None, other than what the driver may carry on him and the lasers in the palms.

Lasers (8 per hand): A cutting and welding tool with limited range and power.

Range: 100 feet (30.5 m) maximum.

Damage: Four settings: 4D6 S.D.C., 1D6x10 S.D.C., 1D4 M.D. and 2D4 M.D.; multiply accordingly for multiple blasts fired at the same target simultaneously. Maximum damage is 1D6x10 M.D. from all eight lasers in a single, giant palm. Both hands cannot engage in linked fire.

Payload: Unlimited.

Hand to Hand Combat: In hand to hand combat, the GRUB has one attack per melee round plus those of its pilot. When controlled

remotely, that's a total of four attacks regardless of the pilot's own. Damage is limited to the following:

Swat or Jab with Main Arms – 1D6 M.D.

Punch with Main Arms – 3D6 M.D.

Power Punch with Main Arms – 1D6x10 M.D., but counts as two melee attacks.

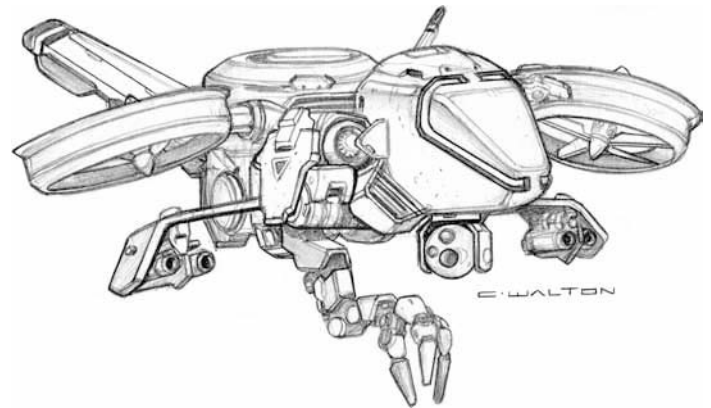
Grab and Crush Between Fingers – 1D6 M.D.

Stomp – 1D4 M.D., suitable only against targets four feet (1.2 m) tall and smaller.

Sensors Systems and Features of Note: A non-environmental robot with a basic radio, and several cameras for navigation.

Ball Spotlight and Camera: Spotlight has a 1,200 foot (366 m) range, the camera, 2,000 feet (610 m). The camera has a telescopic lens with 8x magnification and a macro lens with 12x magnification. The spotlight and camera are on a ball turret. The turret can rotate 360 degrees and the ball unit can tilt 90 degrees up and down. Used mainly for piloting, close work and illuminating an area for work.

Remote Operation: The drone operator can control the unit remotely via instrument data and live video. In remote control "drone mode" the operator sees via one of several cameras built into the robot; two in each shoulder, two in each forklift, two in the back, one on a swivel mount on top with the spotlight, and one in the front and back of the rearview mirror. **Note:** See the Drone Control and Command Gauntlet (DCCG) described under *Fido* for a compact control unit that can be used to remotely control and operate most NG drones, including cargo haulers and the GRUB.



BRV-10 "Vulture"

Battlefield Recovery Vehicle

The BRV-10 Vulture is a revolutionary aircraft because it is an unmanned drone that is, in effect, a flying robot. Northern Gun had used the drone itself for nearly seven years before it decided to offer it on the open market in the Spring of 107 P.A. This is not the kind of vehicle likely to be used by adventurers or explorers, but its many applications appeal to the standing armies of nations and city-states and large mercenary companies. Even many large manufacturers and freight companies (including the Black Market) use the Vulture for transporting palletized freight, vehicles, light to medium combat robots and machinery. BRV-10s are seen buzzing back and forth from factories and warehouses to the docks, holding areas, other warehouses and showrooms all across Ishpeming and the Manistique Imperium every day, all day long.

Though in theory, the BRV-10 Vulture can make long journeys hundreds, even thousands of miles away, most operations seldom extend more than one hundred miles (160 km), and most are much, much shorter than that. When lead designers **Marc Ferrari, Robb**

Dunn, Jonathan E. Conroy, J.A. Burke and Walton Harcles were developing the BRV-10, their primary goal was to produce a well-armored, unmanned drone that could deliver armored vehicles, combat robots and supplies to the front lines as well as make battlefield recoveries of downed pilots, damaged vehicles, equipment and salvage. Such operations are usually short hops to the battlefield from a field outpost or base camp, and vice versa.

It is an unmanned drone for two main reasons: One, to add armor, rotors and thrusters without having to leave space for a pilot or crew. Two, to have a robot drone sent into hostile battle environments without fear for the loss of additional life.

The three giant rotors provide excellent lift and forward propulsion. The pivoting nature of the blades provides maneuverability and control, which helps the BRV-10 negotiate tight spaces and manage VTOL maneuvers. The shrouds around the fans diminish noise to enable the drone to move (relatively) quietly under the cover of smoke and darkness. The V-shaped tail has additional small, directional thrusters, and two rear thrusters in the butt of the tail provide additional forward thrust. Despite its three rotors and thrusters, the Vulture is not built for speed, but for lift and carrying great weight. That's how it can deliver tanks, giant robots and other big, heavy combat and construction vehicles, and pallets of cargo to and from the battlefield.

The weight carrying capacity is considerable. Cargo as heavy as 40 tons can be slung and carried *under* the BVR-10 Vulture by cables or a cargo net that is released when the cargo is placed on the ground. It is the **centerline claw-arm**, however, that makes the Vulture much more than a just a fancy cargo helicopter.

The robot arm is massive and plays many roles on the battlefield that no other vehicle has ever done before. Yes, it can carry cargo, but it does so much more. The powerful and articulated hand is capable of picking up, lifting and carrying as much as 15 tons, which means it can pick through and move large, heavy pieces of debris to look for survivors; it can pluck the entire *reinforced pilot compartment*, with pilot and crew inside, from the chest of any combat robot whose Main Body M.D.C. has been reduced to zero (or less) and carry them to safety; it can likewise retrieve pieces of crashed aircraft and destroyed robots, recover downed pilots, Medevac an entire trailer of injured soldiers (or a single Med-Box), or grab an immobilized suit of power armor, a soldier or unexploded ordnance and carry it to safety. As long as it weighs 15 tons or less and the hand can get a good grip, it can handle the load. That includes transporting robots and vehicles. And remember, a 30 or 40 ton combat robot that has been torn to pieces – lost an arm or two, a leg or two, some of its weapon systems and much or all of its Main Body M.D.C. – will weigh less, making recovery and salvage via the robot arm possible in pieces, and certainly when cabled to the underside of the Vulture for transport. Of course, attaching cables requires boots on the ground or an escort by 2-3 power armor units to hook them up. The arm can also gather and return with salvage, pieces of wreckage for examination and analysis, the carcasses of giant animals/monsters, construction materials, field generators, pallets of freight, and even ground power armor troops carried by the robot arm on a platform held by cables like a basket.

The robot arm also makes the Vulture a tremendous asset in clearing battlefields and obstructed roads by removing wreckage and debris, fallen trees, boulders in a rockslide, and so on. In setting up a base camp or perimeter line, the Vulture can use its robot arm to pick out designated materials from a load cabled to it below, and place concrete pillars, fence posts, fencing, barbed wire, machinery and building materials at the exact location where they are going to be erected.

The aptly named Vulture is sometimes “acquired” and used by the Black Market (who in turn may resell the drones to criminal groups, raiders and disreputable mercs) for nefarious purposes. The most common use is to send in a wing of remote-operated Vultures to scavenge salvage from battlefields, plundering both sides of the conflict with equal impunity as soon as the fighting stops. Military robots, vehicles, ordnance and usable gear are the prime targets. And since these are basically graverobbers, most battlefield looters make a quick grab for the best equipment and vehicles, ignoring any injured or unconscious warriors they might encounter along the way. If battlefield troops start to fire upon the scavenging Vulture, most remote operators take what they can and fly away when resistance becomes too ferocious. Even Black Marketeers, themselves, engage in such skullduggery. On a few occasions, truly brazen and calculating raiders and pirates have sent their remote controlled BRV-10s to nab unattended cargo sitting on a dock, waiting at a supply yard and even a military base.

Vulture Flying Drone

Model Type: NG BRV-10 Vulture.

Class: Unmanned Aerial Battlefield Recovery Vehicle.

Crew: None; unmanned drone.

M.D.C. by Location:

- * Rotors (3) – 150 each
- Tail Section – 185
- * Wings (2) – 90 each
- * Wing Mini-Missile Tube Launchers (4, two per wing) – 20 each
- * Rear Thrusters (2) – 40 each
- * Landing Struts (3, folding) – 50 each
- * Undercarriage Lights (8) – 6 each
- * Cable Lines (4) – 25 each
- * Optics and Sensor Sphere – 70
- * Robot Arm (1) – 125
- ** Main Body – 450

* All areas that are marked with a single asterisk are small and difficult targets to hit, requiring an attacker to make a Called Shot, and even then he is -4 to strike.

Destroying one rotor system or its tail section reduces speed and altitude by half and makes the drone -2 to dodge. Destroying two rotor systems, or a rotor and the tail, knocks the drone out of the sky. Any cargo drops to the ground from whatever altitude the Vulture lost its load. **Roll 1D20 to determine outcome:** A roll of 1-15 means the cargo and the drone crashed and suffered 1D4x100 M.D.C. to the main body and cargo; the drone is probably destroyed. Cargo is lost if not completely destroyed (G.M.'s discretion). A roll of 16-20 means the drone had to dump-drop the cargo (it suffers 2D6x10 M.D.C.), but managed a crash landing that inflicts only 1D6x10 M.D.C. to main body. The drone is salvageable if it can be recovered.

Destroying one rear thruster reduces speed by 10%. Destroying both reduces speed by 20%.

** Depleting the M.D.C. of the main body knocks the bird out of the sky and it crashes, destroying whatever was left of it. Any cargo suffers 4D6x10 M.D.C. as well.

Speed:

Driving on the Ground: Not possible.

Flying: The drone vehicle can hover stationary, VTOL, and fly at a maximum speed of 140 mph (224 km), but cruising speed is considered to be 60-100 mph (96 to 160 km). **Note:** Reduce speed and altitude by half when carrying a load weighing more than 15 tons. Speed may be further reduced due to weather and the awkwardness of the load.

Maximum Altitude: A max ceiling altitude of 13,000 feet (3,962 m).
Flying Range: Unlimited for Solid Oxide and nuclear, however the rotor system requires a two hour rest and cooling off period after 48 hours of continuous use to avoid undue stress and overheating.

Statistical Data:

Height: 20 feet (6.1 m).

Width: 50 feet (15.2 m).

Length: 60 feet (18.3 m). Robot arm has a 24 foot (7.3 m) reach.

Weight: 15 tons empty.

Physical Strength: The reinforced robot arm has a P.S. of 60, but it can NOT be used in combat, it is strictly for carrying/recovery.

Cargo: 40 tons cabled under the Vulture or 15 tons carried by the robot arm, the drone can tow/pull a container on wheels or a hover platform along the ground that weighs as much as 55 tons, but at a maximum speed of 50 mph (80 km) and it is not recommended as there can be dangerous consequences from such actions.

Power System: Only Solid Oxide and nuclear (with an average energy life of 15 years) are available for the BRV-10.

Cost: 21 million credits for nuclear and 18 million credits for Solid Oxide. Replacement smoke missiles are an additional expense. Fair availability, especially at Ishpeming and MercTown. Rarely sold to an individual or private group unless they are well-known heroes, a large and known mercenary company, standing army, nation or business.

Weapon Systems:

1. NG-SM16 Mini-Missile Wing Tube Launchers (2 per wing):

Each wing has a pair of mini-missile launchers loaded half and half with *smoke* and *high explosive mini-missiles*. Smoke is laid down on active battlefields and hot zones to cover the Vulture's landings, take-offs and activity. This is why it has a multi-optics system with infrared, to see through smoke. The Vulture is NOT a combat weapon and has no targeting bonuses, but it does have eight explosive mini-missiles to shoot down any missiles or missile volleys that may be directed at it by the enemy.

Primary Purpose: Create Cover with smoke.

Secondary Purpose: Anti-Missile Defense.

Range: One mile (1.6 km).

Mega-Damage: None for the 8 smoke mini-missiles, 1D4x10 M.D. for the high-explosive mini-missiles.

Rate of Fire: One at a time or volleys of 2 or 4. Each volley, regardless of the number of missiles fired, counts as one melee attack.

Payload: 16 total mini-missiles (4 in each launcher, four launchers); eight are smoke and eight are explosive.

2. Sensors and Features of Note: Basically the same as robot vehicles without any life support or compartment for a pilot or passengers, nor combat computer. The bulk of communications, radar, and other sensors are housed in what would normally be the area for the pilot compartment.

a) **Advanced Communications Suite:** 50 mile (80 km) optimal range of transmission, can send and receive radio and video, and "share" data and live feed with several authorized personnel/locations simultaneously.

b) **Concealed Digital Cameras:** In addition to the Multi-Optics Pod, 20 concealed cameras for remote control by a human operator miles away are built into the Vulture's wings, nose (top, bottom and forward tip), tail and undercarriage to provide clear images for flying, landings, take-offs and deliveries, as well as search and recovery operations.

c) **Multi-Optics Pod:** The round pod mounted in the nose of the Vulture is a secondary sensor array and multi-optics sys-

tem. It is built into a turret that can rotate 360 degrees while the pod itself can rotate to look up 30 degrees, but can sweep down along the ground and backward 180 degrees. It can NOT look directly above, just underneath the drone. **Optics include:** Passive nightvision (light amplification), infrared optics (can see in total darkness and through smoke, however, an infrared light beam is emitted which can be seen by others with the ability to see the infrared), and ultraviolet vision (can see the ultraviolet spectrum of light), *all* with a range of range 2,000 feet (610 m), plus a digital camera with telescopic zoom (2.5 miles/4 km range, x12 zoom), video capabilities with live feed that has a 50 mile (80 km) range of transmission, and the capacity to record 2,400 hours of video and capture 80,000 still pictures.

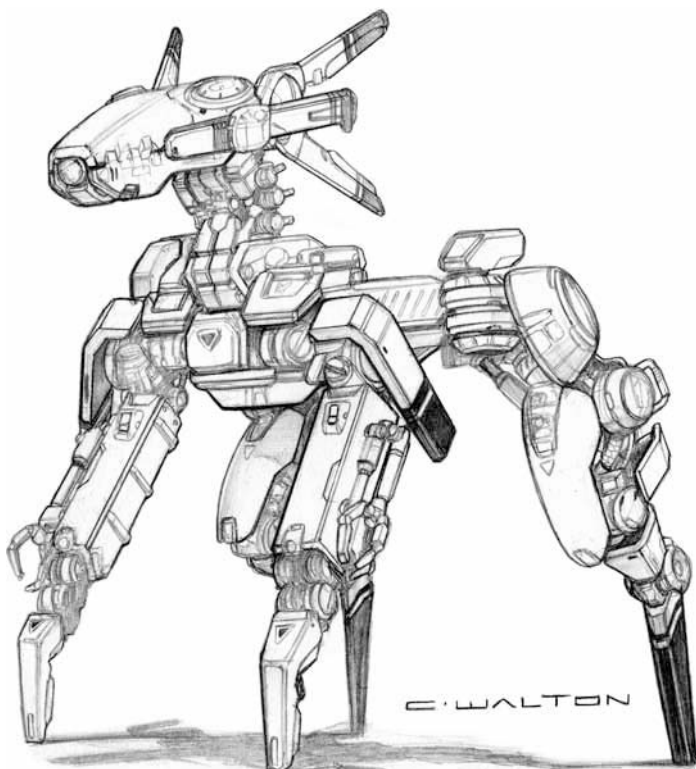
d) **Undercarriage Lights:** The drone does not usually need to light up an area to see, but ground crews and the remote operator may. For those reasons, the underbelly has 8 lights to help illuminate the ground below it.

e) **Remote Control Settings:** 50 mile (80 km) optimal range. The BRV-10 Vulture can be sent out to deliver, receive and recover in a variety of ways. It can fly from Point A to Point B via **exact coordinates** which can be set before it takes off, and changed en route if necessary by its central controller. It is programmed to take evasive action if attacked and will send data and images of approaching aircraft, flyers and missiles, or anything else unusual. Moreover, landings and take-offs can be left to the computer (95% skill proficiency) or be taken over by the drone's central operator and landed remotely via instrument data and live video. A failed roll means a hard landing (5D6 M.D. to the drone and cargo) or rough take-off (takes twice as long, wobbly ascent and may almost hit another airborne object).

Another way to fly the drone is remotely via **instrument data and live video**. Just as with the landing, above, the drone controller/handler can fly the Vulture relying on video and instrument data feed. This is suitable for short flights and recovery operations in which it is advantageous to have human eyes on the scene to recognize and coordinate the rescue of downed pilots, search and rescue of people trapped under debris, recovery of reinforced pilot compartments, drop-shipments to multiple locations, and similar operations.

Recovering reinforced pilot compartments and cargo shipments can also be done by **beacon transmission**. The Vulture's computer and advanced communications system recognizes rescue beacons from pilot cockpits or can be programmed to follow, locate and retrieve whatever is attached to a specific beacon/frequency, or make a delivery to a specific transmission location. This is a very easy and efficient way for the drone to locate drop sites and pick-up points. To receive cargo, if it is light enough, the robot arm can reach down, scoop it up and fly off. If it's a heavy or bulky load requiring being cabled to the reinforced undercarriage, the drone hovers in mid-air, releases its cables and waits for ground crews to indicate the load has been secured before flying away. Landings, take-offs, deliveries and pick-ups are almost always monitored by the drone's central controller. And, as noted above, the controller may, if he so desires, manually take control to remotely operate the drone himself.

For the most part, the Vulture is a "dumb" drone with no artificial intelligence of its own. It follows coordinates, beacons, and remote control by an operator miles away. See the Drone Control and Command Gauntlet (DCCG) described under *Fido* for a compact control unit that can be used to remotely control and operate most NG drones, including cargo haulers, and the Vulture.



NG-PD12 “Fido”

Cargo Drone

The PD12 drone, better known as “Fido,” is a simple robot designed to be a small, light cargo carrier that also doubles as a robot companion. It is called “Fido” because it resembles a dog and has been given robotic canine features. It even barks at danger and perceived threats, and growls at strangers who get too close or try to take its cargo.

Fido has a variety of hooks and tie-downs where carrying cases, backpacks, bedrolls, satchels, boxes and other containers can be attached or tied down. In fact, the container on its rump holds two pull-out straps that can be hooked into connectors on the other side, by the shoulders. Obviously, the Fido drone is intended for use by adventurers, explorers and messengers who are traveling relatively light, but could use a helping hand – or small cargo carrier. Rather than buy a pack animal that requires food and care, they rent or purchase *Fido*. The design team of **Kerry Reed**, **Christina Liu**, and **David Nemoseck** chose a dog, because most people find canines familiar and feel comfortable around them, even robot canines. Moreover, the large dog shape and size makes it perfect for carrying travel bags, backpacks, sleeping gear, and similar travel packs and containers, because they are hooked and stacked on the back, providing easy reach. The four-legged robot has good speed and stability traveling across uneven terrain, it can climb stairs, handle moderate inclines, and wade through water, snow and mud. Being the size of a large dog also means the pack drone can follow its owner almost anywhere, including inside buildings, up to a hotel room, down into a cave or tunnel, and along narrow mountain trails. The hotel and building aspect should not be under-appreciated. Most robots and cargo haulers are too big to enter a building, let alone negotiate stairs or fit inside an elevator. Most establishments will not allow robots or vehicles inside, but they make an exception for the comparatively small, narrow and agile Fido.

The two large, circular shapes located where one might expect eyes are lights to illuminate the path ahead for its user. This is es-

pecially helpful when traveling down a forest trail or dark streets at night. The fins located where one might expect ears are part of the communications and transmission system. Each of the long plates located on the cheek contains a small camera in the front and back, and can pop out and away from the cheek to reveal a short-range laser. The laser is used for cutting through underbrush and, in a pinch, self-defense. Fido only fires, however, when its owner/controller – and only the owner/controller (and as many as three other authorized individuals) – issues a voice command to do so. The controller can also operate the drone via remote control and can send the robot ahead to zap and cut a trail through underbrush with the lasers. Remote control can be handled via the control pad with view screen (the controller sees what the drone sees) or via the superior *Drone Control and Command Gauntlet (DCCG)*.

The Fido drone has voice recognition that enables it to identify and respond to its owner/controller and three other “authorized” users. This is one way that the drone recognizes his master’s voice from the voice of others. Imitation of the voice will NOT work, as the recognition system can see through such a ruse. Fido can also be sent wireless commands via a control pad or Drone Control and Command Gauntlet (DCCG) worn by the owner of the drone. The DCCG is an additional purchase (costs 5,200 credits) and is, in effect, a command suite that can direct and control as many as 10 drones.

“Fido” Personal Cargo Drone

Model Type: NG-PD12 Cargo Drone.

Class: Unmanned Personal Cargo Carrier Robot.

Crew: None; unmanned drone.

M.D.C. by Location:

- * Headlights (2) – 5 each
- * Head – 90
- * Utility Mini-Arms (2, small) – 15 each
- * Legs, Front (2) – 70 each
- * Legs, Back (2) – 90 each
- ** Main Body – 110

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike (-8 when shooting at the legs of a running drone).

The communications, optics/cameras and other sensors and programs are housed in the head. Destroy the head and Fido is immobilized and rendered useless until repairs can be made.

Destroying one leg reduces speed by 20%. Destroy two legs and reduce speed by 50%; destroy three and reduce speed by 90%, but the drone can continue to push itself along even on one leg. Destroy all four and the drone is immobilized.

** Depleting the M.D.C. of the main body destroys the vehicle beyond repair.

Speed:

Land: 35 mph (56 km) maximum on most terrains, from paved streets and tall grass, to stony and sandy deserts, to thick underbrush and forest. Reduce speed by half wading through water, snow or mud as deep as its chest (2 feet/0.6 m) without damage to cargo. Walking on ice reduces speed to 6 mph (9.6 km). The smaller than man-sized drone can negotiate its way through woodlands. If anything, it’s one of the packages on its back that may get snagged and caught on underbrush, which could impede movement.

Leaping: Fido can leap five feet (1.5 m) high and 10 feet (3 m) across; increase by 50% with a running start.

Maximum Range: Unlimited.

Flying: None.

Water: Fido cannot swim but it can wade through water 2.5 feet (0.76 m) without getting cargo wet and walk along the lake floor at a maximum depth of 1,000 feet (30.5 m), and at a speed of 5 mph (8 km).

Statistical Data:

Height: 3 feet (0.9 m) to the top of its head; 28 inches (71 cm) to the top of the drone's back/cargo platform.

Width: 2 feet (0.6 m).

Length: 4.6 feet (1.4 m).

Weight: 200 pounds (90 kg).

Physical Strength: The tiny utility arms have a Robot P.S. of 12.

Cargo: Whatever can be tied to the drone's back, including saddlebags, and hung around its neck; 800 lb (360 kg) maximum weight limit.

Power System: Solid Oxide and nuclear only. Nuclear has a 10 year life.

Cost: 525,000 credits for Solid Oxide and 825,000 for nuclear.

Weapon Systems:

1. Trail Cutting Lasers (2). The housings in the cheeks pop out a bit to fire very light, short-range lasers. They are used to cut a trail through thick underbrush and to cut open packages. The unit containing the laser also has a forward facing and backward facing camera for eyes and the entire unit can rotate 360 degrees to fire (and see) forward and backward.

Primary Purpose: Cutting Trails.

Secondary Purpose: Self-Defense upon Command.

Range: 20 feet (6.1 m).

Damage Settings (4): 2D6 S.D.C., 5D6 S.D.C., 1D6x10 S.D.C. and 1 M.D. point. Linked fire is possible.

Attacks per Melee: Four; each single or dual blast, regardless of damage, counts as one attack. The pilot's own number of attacks has no impact on the drone's.

Payload: Unlimited.

2. Sensors and Features of Note: Basically the same as robot vehicles without any life support or compartment for a pilot or passengers, and no radar or combat related features. The communications, optics (the nose) and other sensors and programs are housed in the head. Comes with a notebook sized control pad with viewscreen and touch screen controls; good for operating that one, specific Fido unit.

a) Communications Suite: 5 mile (8 km) optimal range of transmission, can send and receive audio and video. Tied to camera system. Includes voice recognition system and speaker enabling Fido to bark and growl warnings. **Note:** The central coordinator can take manual control of Fido and operate the drone remotely, himself, via instrument data and live video.

b) Concealed Digital Cameras: There are two tiny, concealed cameras in each of the same pop-out cheek units as the laser. The cheek unit has a forward facing and backward facing camera for eyes and the entire unit can rotate 360 degrees to and see forward, up, down and backward. There is another camera in each shoulder and one in the chest for a total of seven. All but the four in the cheek housings are basic dashboard-style cameras. The ones in the cheek apparatus have passive nightvision (light amplification) capabilities to see in the dark (500 feet/152 m), telescoping zoom lens (1,000 feet/305 m with x8 zoom), macro lens (x8 magnification), and video capabilities with live feed that has a 5 mile (8 km) range of transmission, and the capacity to record 96 hours of video and capture 4,000 still pictures.

c) Extendible Arms (2): Mounted on each front leg is a telescoping utility arm for moving branches out of the way and picking up and carrying, or handing its human controller small, light objects and wildlife specimens. In a pinch, they can carry addi-

tional small items such as a canteen. The arms cannot engage in combat nor can they fire a weapon. Arm's reach is 2 feet (0.6 m). Robot P.S. is 12.



d) **OPTIONAL Drone Control and Command Gauntlet (DCCG):** The robot can also be sent wireless commands via a control pad or Drone Control and Command Gauntlet (DCCG) worn by the owner of the drone. The DCCG is an additional purchase (costs 5,200 credits) and is, in effect, a command suite with one large, two medium and two small screens to monitor as many as five drones at a time, keypad for sending numerical and typed commands, a radio to transmit voice commands, and other elements related to controlling and monitoring drones. Everything the cameras of the drones see, the wearer of the DCCG can see, via live feed. Moreover, the control gauntlet can be used to record, edit and transmit video and frame images, making the gauntlet a mini-video editing system. (The TV/Video skill is necessary to do elaborate editing, splicing and filmmaking.) Video, audio and other data collected by a drone is transmitted from each drone to the gauntlet, which can, in turn, transmit the information to a portable computer, a vehicle, giant robot or any receiver capable of receiving such signals (5 mile/8 km range). While images from only five drones can be displayed at a single time, as many as 10 drones can be linked to the control gauntlet with the user having the ability to flip from one to another. This is especially handy if a drone transmits a help signal. The gauntlet weighs only two pounds (0.9 kg) and has 10 M.D.C.

NG-CDH30 “Mule”

Cargo Hauler

The Mule hauler is an automated cargo carrier that might be thought of as a “walking table” with rails, places for tie-downs and a couple of drainage holes. It was designed by team leaders **Dan DeLuca, Scott Gibbons and James Grey** to accompany infantry troops, explorers and adventurers into the field and take on the burden of their heavy equipment. The unit is an unmanned robot drone that functions very much like the NG-PD12 “Fido” cargo drone, complete with voice recognition system and the same type of voice and wireless control system. In combat groups, 1-10 drone cargo haulers of various types and sizes are likely to be assigned to a corporal or sergeant wearing a *Drone Control and Command Gauntlet (DCCG)*. Since the Mule and other drones are programmed to recognize his

voice (with another authority being the squad leader or the lieutenant and one other person for backup), they all follow his voice and his commands. The Mule and similar **table-top haulers** can carry extra weapons, ammo and special gear, or carry away 1-2 casualties to a medical unit, innocent people to safety and similar functions. Of course, as a walking table, its cleared surface can be used as a tabletop/work station, operating table, or bed. The standard-sized Mule cargo drone is comparatively small, measuring four feet (1.2 m) wide, 8 feet (2.4 m) long and standing four feet (1.2 m) tall; lower with its six legs bent. Though larger than the Fido personal cargo hauler, it too has a reasonably narrow and low-profile to enable it to fit through hallways and stairwells, and negotiate most terrain.

The Mule cargo hauler comes in two sizes (the small one is most common and described above); both are extremely rugged and robust. The only difference is that the large table has eight legs instead of six. In extremely uneven terrain, the legs carefully pick their steps and work their way around obstacles to climb determinedly wherever they are needed. When necessary, the Mule can bend down, slide its table edge under a vehicle and raise it up off the ground, like a jack, to replace a flat tire or to work under the vehicle. Caution is advised as the vehicle is not secure and there is the potential it could slip off the table edge if bumped hard.

Mule Cargo Haulers

Also Known as “Walking Tables.”

Model Types: NG-CDH30 (standard size) and NG-CDH33 (large size).

Class: Unmanned Automated Cargo Robots.

Crew: None; unmanned, remote controlled drone.

M.D.C. by Location:

- * Camera Eyes (4, two in front and two in back) – 5 each
- ** Sensor Pod (1, under table) – 35
- ** Lights (4; two at each end, under table) – 5 each
- * Robot Legs (6 or 8) – 70 each (100 each for large version)
- *** Main Body – 150 (300 for large version)

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike (-6 when shooting at the legs of a running drone).

Destroying one leg reduces speed by 20%. Destroy two legs and reduces speed and stability by 40%; destroy three or four and reduce speed by 80%, but the drone can continue to push itself along even on two or one leg. Destroy all six (or 8, as the case may be) and the drone is unable to move.

** The sensor pod with all communications, optics, computers and transmission capabilities is located under the table at one of the long ends. Destroy it and the Mule is immobilized and rendered useless until it can be replaced. The sensor pod and lights, both located under the Mule, are difficult targets to see and attack and are -8 to strike even on a Called Shot.

*** Depleting the M.D.C. of the main body destroys the vehicle beyond repair.

Speed:

Land: 30 mph (48 km) maximum on most terrains, from paved streets and tall grass, to stony and sandy deserts. Reduce speed by half walking through thick underbrush, forest and rocky/mountain trails or wading through water, snow or mud as deep as 2.5 feet (0.76 m) without damage to cargo. Walking on ice, reduce speed to 8 mph (12.8 km) as the six or eight legs provide greater stability. The drones may have trouble traveling through woodlands unless there is a path or clear trail to follow. Packages on its back are likely to get snagged and caught on underbrush, further impeding movement and making

noise crashing through the underbrush. It handles travel across sand well.

Leaping: Not possible.

Maximum Range: Unlimited.

Flying: Not possible.

Water: Can wade through water 2.5 feet (0.76 m) deep without getting cargo wet. Can also walk along the lake floor at depths of 500 feet (152 m).

Statistical Data:

Height: 4 feet (1.2). 4.6 feet (1.4 m) for the large version.

Width: 4 feet (1.2 m). 8 feet (2.4 m) for the large version.

Length: 8 feet (2.4 m). 22 feet (6.7 m) for the large version.

Weight: 1,000 lbs (450 kg) for the 8 foot (2.4 m) table and 2,000 lbs (900 kg) for the large, 26 foot (22.6 m) drone.

Cargo: The small Mule hauler can carry up to 4 tons of cargo, the large drone can handle 16 tons.

Power System: Nuclear with an average energy life of 10 years, or Solid Oxide.

Cost: Small Size: 1.1 million credits nuclear, 790,000 Solid Oxide.

Large Size: 2.5 million nuclear, 2.1 million Solid Oxide.

Weapon Systems: None.

Sensor Systems of Note: Fundamentally the same as Fido, described above, except there is no barking and no lasers.

Lights: There are a pair of lights at each end of the table, underneath and set back eight inches (20 cm). They are built into swivel mounts for a 30 degree side to side and up and down range of movement; 500 foot (152 m) range.

Remember, Mule drones do not possess an artificial intelligence. They follow the voice or the digitally transmitted commands of the central operator (and 2-3 backup operators), or set coordinates the same as the Fido and Vulture drones. Also like them, the central coordinator can take manual control and operate the Mule(s) remotely via instrument data and live video.

NG-W9 Light Labor Drone

Throughout Ishpeming, NG-W9 Light Labor ‘Bots are seen working as factory workers, laborers, cargo haulers, loading and unloading freight, farmhands, delivery robots, sentries, target drones, firefighters and hazardous materials handlers. They are used heavily for the dirtiest and most dangerous types of work and manufacturing, particularly in producing Solid Oxide batteries and nuclear power cores.

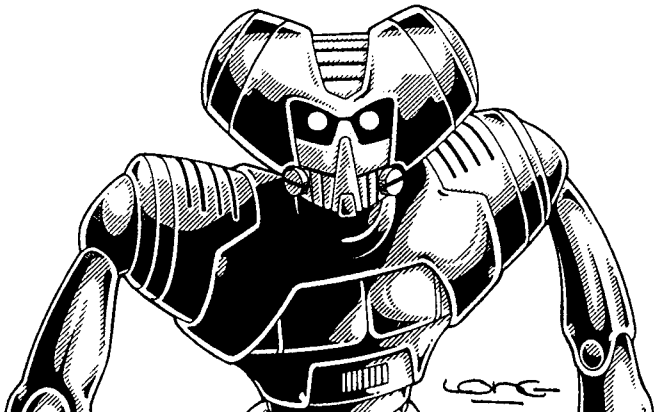
The Light Labor ‘Bot is a sales success, a relentless worker that takes a lot of toil off of human shoulders. The robots can function for twenty hours out of the day, but should be given a four hour cooling period every day to prolong service life (internal systems may burn out if pushed to work beyond 20 hours). As robots they need no food, water, pay or encouragement, and are consistent in the level of quality they can maintain. The W9 drones have simple artificial intelligence and programming, and cannot function in a combat capacity (unless it has been modified with a military skill program). M.D.C. is deliberately kept to a minimum.

NG-W9 Light Labor Robot

Model Type: NG-W9

Class: Fully Automated Self-Sufficient Labor Robot.

Crew: None; artificial intelligence.



M.D.C. by Location:

- * Hands (2) – 8 each
- * Arms (2) – 20 each
- * Laser Finger (1; one on one hand) – 2
- Legs (2) – 40 each
- ** Head – 40
- *** Main Body – 100

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a “Called Shot,” and even then the attacker is -4 to strike.

** Destroying the head of the robot will eliminate all optics and sensory systems. In most cases the robot shuts down as a safety feature. However, one in ten times, the robot goes berserk, flailing around and attacking blindly, destroying property and injuring anyone who comes within striking distance. If armed, the robot will fire blindly until ammo runs out. Under these conditions the robot enjoys no combat bonuses and is -10 to strike, parry, or dodge! The head is a small target and an attacker needs to make a Called Shot at -2 to strike.

*** Depleting the M.D.C. of the main body destroys the drone beyond repair.

Speed:

Running: 50 mph (80 km) maximum. The act of running does NOT tire the robot and speed can be maintained indefinitely.

Leaping: The robot’s legs, though strong, are not designed for leaping. Leaps are limited to 12 feet (3.7 m) high or across. A running leap at speeds in excess of 40 mph (64 km) enables the robot to leap an additional 10 feet (3 m).

Flying: Not possible.

Water: Fair; able to walk along the floor of lakes and seas at 15 mph (24 km) and swim 10 mph (16 km or 9 knots), as well as use underwater vehicles and equipment. Maximum depth tolerance is 1,000 feet (305 m).

Statistical Data:

Height: 6.6 feet (2 m).

Width: 3 feet (0.9 m).

Length: 2.5 feet (0.76 m).

Weight: 800 lbs (360 kg).

Physical Strength: Robot P.S. 24.

Cargo: None.

Power System: Nuclear, average robot energy life is five years.

Cost: Two million credits for a new robot with nuclear energy supply, 1.7 million for Solid Oxide. All come standard with the labor program and utility laser finger. Good availability.

Weapon Systems:

The NG-W9 Labor Drone is not equipped with weapons nor is it programmed to use weapons, not even blunt weapons such as a club. The only way to turn an NG Labor Drone into a *combat machine*

is to remove its original programming and replace it with a combat program, described below.

1. Laser Finger Gun (1): One of the fingers on one hand is a small laser to be used as tool.

Primary Purpose: Labor, Cutting and Welding.

Mega-Damage: Three settings: 6D6 S.D.C., 1D6x10 S.D.C., or 1D4 M.D.

Rate of Fire: Each blast counts at one melee action/attack.

Range: 100 feet (30.5 m).

Payload: Effectively unlimited.

2. Hand to Hand Actions: Three actions per melee round and no built-in weapons other than the utilitarian laser finger as a tool (never used as a weapon), and the robot does *not* even know how to use guns and will not fire or use any type of weapon or tool to hurt a living being. Though programmed NOT to attack or hurt living creatures under any circumstances, it may try to parry, dodge or disarm someone who attacks it, but without benefit of any bonuses; unmodified rolls only.

3. Sensor Systems of Note: The NG-W9 has basic optical systems including the visible light spectrum, infrared, ultraviolet, and polarized filters to reduce glare.

a) Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 feet (152 m). Can also hear in the ultrasonic range of high frequency sound. The computer is programmed to recognize 60,000 different mechanical sounds, from the sound of a car engine to the hum of a robot nuclear generator.

b) Radio Communication: Short-range, directional radio to send and receive transmissions, as well as receive broadband and shortwave broadcasts and transmissions. Range: Five miles (8 m).

c) Speech: The NG-W9 *cannot* carry on a conversation, but can respond to simple questions. The robot understands the spoken languages it is programmed with and can communicate via radio transmission or voice synthesizer. The robot’s responses are always simple and to the point, such as the following:

- “Affirmative.”
- “Negative.”
- “Incorrect.”
- “Does not compute.”
- “Error.”
- “Explain.”
- “Identify.”
- “Work completed.”
- “Quota achieved.”
- “I require assistance, please.”
- “How may I assist you?”
- “Allow me to assist you.”
- “Come with me.”
- “Wait here.”
- “Please stand back.”
- “Move away to a safe distance.”
- “Warning! This area is dangerous for humans.”
- “Danger! Evacuate the area!”

4. Labor Program and Skills: Math: Basic 96% and the following Languages are standard to all NG Labor ‘Bots: American, Spanish and Techno-Can, each at 92%. As laborers the robots are programmed for all types of basic labor such as cleaning, digging ditches, loading boxes, operating machines, using common tools, and so on. They never tire and can *carry* a half ton/1,000 pounds (450 kg) at half maximum speed and lift twice that weight!

Select any two additional labor programs from the following list:

Domestic Services: Cooking 85%, First Aid 90%, Housekeeping 90%, Math: Basic 96%, Preserve Food 90%, Radio: Basic

90%, Recycling 92%, Sewing 92% and Wardrobe & Grooming (includes cleaning of all kinds) 92%.

General Labor: Computer Operation 96%, General Repair and Maintenance 90%, Pilot: Automobile or Hover Craft (ground) 90%, and Pilot: Truck 90%.

Specialized Labor: Farmhand: Animal Husbandry 65%, Branding 88%, Herding Cattle 80%, Horsemanship: General 60% (but can only ride robot horses or horse-like animals that can support 800 lbs/360 kg on its back), Identify Plants & Fruits 92%, Lore: Cattle & Animals 92%, Pilot: Truck 92%, and Rope Works 92%.

Specialized Labor: Mechanics: Aircraft Mechanics 70%, Automotive Mechanics 80%, Basic Electronics 85%, Basic Mechanics 90%, Computer Operation 90%, General Repair and Maintenance 90%, and Salvage 75%.

Specialized Labor: Transportation: Pilot: Automobile 96%, Pilot: Hover Craft (ground) 90%, Pilot: Truck 90% and three of choice 88%, excluding military, robot and recreational vehicles.

Specialized Labor: Woodworking: Art 50%, Carpentry 88%, Rope Works 90%, and Whittling & Sculpting 70%.

5. OPTIONAL Military Reorientation: Reprogramming the NG-W9 Labor Drone for military and combat purposes. Note: The military program is illegal in the Coalition States, Free Quebec, Lazlo, Whykin, Kingsdale and most other “civilized” nations. Even Ishpeming and Manistique are considering making the W9s programmed for combat illegal in their cities.

Military: Hand to Hand Combat: Rather than use a weapon, the reprogrammed Labor Drone can engage in Mega-Damage hand to hand combat using its fists. Four attacks per melee, roughly equal to Hand to Hand: Expert, 5th level.

Restrained Punch: 6D6 S.D.C.

Full M.D. Punch, Elbow, or Knee Strike: 1D4 M.D.

Power Punch, counts as two attacks: 2D4 M.D.

Head Butt: 1D4x10 S.D.C.

Kick: 2D4 M.D.

Jump Kick is not possible.

Judo Style Body Flip or Body Block: 1D6 M.D.

Military Combat Bonuses (Includes all bonuses from programming, robotics and sensors):

Bonuses in Hand to Hand Combat: +1 on initiative, +3 to strike, +4 to parry with fists/arms/foot/handheld weapon, +4 to dodge, +5 to dodge while running, +2 to disarm, +2 to roll with impact, and +2 to pull punch. Impervious to poison, gas, and biological agents, as well as psionic and magic mind control, charms, Bio-Manipulation, and S.D.C. attacks.

Bonuses Using Weapons: +3 to strike with ranged weapons, +4 to strike on an Aimed Shot, +1 to strike with a burst.

+4 to strike and +6 to parry with Vibro-Blades/Knife/Sword.

Military Combat Program: Combat programming directs the actions and reactions to encounters and attacks. Most programs offered in North America (excluding the ones used by Archie for his personal robot legion) are much more basic and reactionary than those from Triax and the NGR. A Northern Gun basic combat program makes the robot suitable for sentry duty, armed escort, border patrol, infantry combat and seek and destroy missions. Basically, the drone identifies an enemy target or intruder and attacks.

Combat Skills: Climb 96%/86% (at a Spd of 45), Computer Operation 96%, General Repair & Maintenance 80%, Intelligence 85%, Land Navigation 90%, Math: Basic 96%, Military Etiquette 96%, Parachuting 90%, Pilot: Boat, Motor Type 86%, Pilot: Hover Craft 96%, and Radio: Basic 96%. Languages include: American, Spanish and Techno-Can, each at 90%.

Weapon Skills: W.P. Paired Weapons, W.P. Blunt, W.P. Knife or W.P. Sword, W.P. Rifles, W.P. Energy Pistol and W.P. Energy Rifle or W.P. Heavy M.D. Weapons; see bonuses above.

Cost of Military/Combat Program: 325,000 credits. Labor programs vary, but range from 40,000 to 240,000 credits, sometimes more depending on the area of specialty.

NG-W10 Heavy Labor Drone

Northern Gun's W10 Heavy Labor Bot is the W9's larger, more robust cousin. Its body and appearance is a scaled-down version of the old *V-10 Super*, which is a robot vehicle that NG is starting to phase out and will probably stop manufacturing sometime in 110 P.A. The W10 is unarmed and totally automated, able to work for extended periods without human supervision. It has superior strength and durability over the man-sized W9 as it is intended for mining and large-scale construction projects, as well as labor in dangerous areas prone to attacks from monsters and supernatural creatures.

NG-W10 Heavy Labor Drone

Model Type: NG-W10

Class: Fully Automated Self-Sufficient Labor Robot.

Crew: None, robot drone with a Simple Intelligence.

M.D.C. by Location:

* Hand (1) – 10

* Laser Claw Hand (1) – 20

Arms (2) – 30 each

Legs (2) – 55 each

* Head – 60

** Main Body – 120

* A single asterisk indicates a small and difficult target to strike, requiring the attacker to make a Called Shot, and even then the attacker is -4 to strike.

Destroying the head of the robot eliminates all optics and sensory systems, and in most cases the robot shuts down as a safety feature. However, in some cases, about two in ten, the robot continues to flail around. Those programmed for combat fight, blasting blindly until its ammunition is expended, then switching to lashing out blindly at anything it touches. Under these conditions the robot enjoys no combat bonuses to strike, parry, or dodge!

** Depleting the M.D.C. of the main body destroys the robot, leaving only scrap metal behind. **Note:** Additional body armor or power armor can *NOT* be worn by the NG-W10, but a skilled robot manufacturer can add as much as 40 M.D.C. to the main body and 15 M.D.C. to the head at a cost of about 650,000 credits.

Speed:

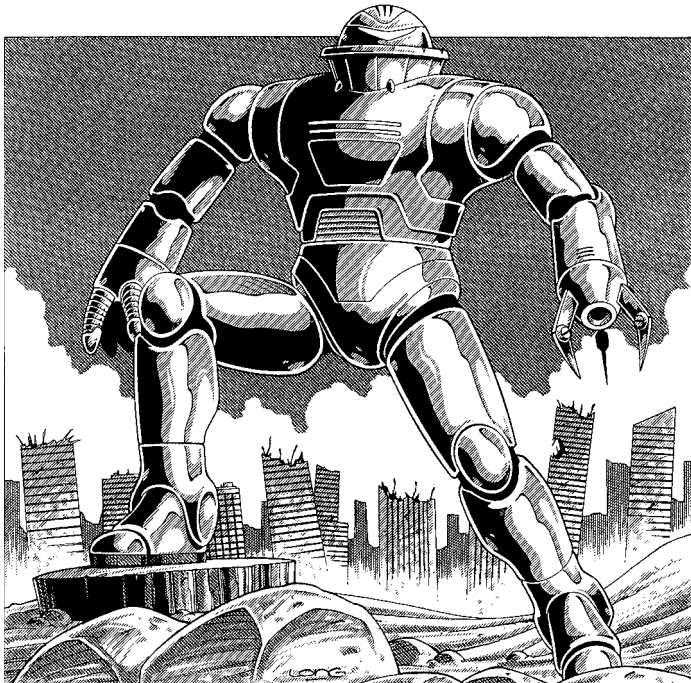
Running: 40 mph (64 km) maximum. The act of running does not tire the robot and speed can be maintained indefinitely. Well suited for most environments including underwater.

Digging: 1D6x5 yards/meters of tunneling per hour. Mining is slower because the robot is looking for mineral deposits.

Leaping: 10 feet (3 m) high or across from a stationary position; 20 feet (6.1 m) high or 30 across (9.1 m) with a running start.

Flying: Not possible.

Water: Fair. The drone can walk along the floor of lakes and seas at 15 mph (24 km) and swim 10 mph (16 km or 9 knots); can also use underwater vehicles and equipment. Maximum depth tolerance is 2,000 feet (610 m).



Statistical Data:

Height: 10 feet, 5 inches (3.2 m).

Width: 4 feet (1.2 m).

Length: 3 feet (0.9 m).

Weight: 1,200 lbs (540 kg).

Physical Strength: Robot P.S. 32.

Cargo: None.

Power System: Nuclear, average five years life even under constant use. Solid Oxide also available.

Cost: 4.5 million credits for nuclear, 2-3 million for a used or refurbished robot with nuclear power, and 4 million with Solid Oxide. Good availability wherever Northern Gun products are sold.

Weapon Systems:

1. Laser Claw Hand (1): The left hand is a powerful, three-finger claw used for digging, construction tear down and pulverizing rock for mining or demolitions. The same arm has a heavy laser used for cutting through rock, metal and debris, as well as for welding and construction purposes.

Primary Purpose: Labor, Mining, Cutting and Welding.

Mega-Damage: Four settings: 1D6x10 S.D.C., 1D6 M.D., 2D6 M.D., or 4D6 M.D.

Rate of Fire: Each blast counts as one melee action/attack.

Range: 200 feet (61 m) is the standard setting, but a simple manual adjustment can change the range to weapon quality at 1,600 feet (488 m).

Payload: Effectively unlimited.

2. Hand to Hand Actions: The Labor Program insures the robot has only *three actions* per melee round, no built-in weapons other than the utilitarian laser claw hand as a tool (never used as a weapon), and the robot does *not* even know how to use guns and will not fire or use any type of weapon or tool to hurt a living being. Programmed NOT to attack or hurt living creatures under any circumstances, but may parry, dodge and disarm someone who attacks it. The only way to turn an NG Heavy Labor Drone into a *combat machine* is to remove its original programming and replace it with a combat program.

3. Sensor Systems of Note: Identical to the NG-W9.

4. Labor Program and Skills: Identical to the NG-W9, except three (not two) additional labor programs may be selected, including the following two:

Specialized Labor: Mining: Excavation 85%, Mining 90%, Pilot: Truck 92%, Recycling 88%, Rope Works 88% and Salvage 80%. Plus the mining program includes data on how to build tunnels, brace walls and ceilings, ventilation, and identify fossil fuels, natural gas, and 600 different minerals.

Specialized Heavy Labor: Carpentry 85%, Demolition and Demolitions Disposal 85%, Firefighting 80%, Masonry 80%, Rope Works 88%, and Salvage 90%.

Note: As a laborer, the robot never tires, can carry one ton/2,000 pounds (900 kg) and lift 2 tons!

5. Optional Military Reorientation: Reprogramming the NG-W10 Labor Drone for military and combat purposes is fundamentally the *same* as the NG-W9 *Light Labor Drone*, described previously. Illegal in the Coalition States.

Hand to Hand Combat: Rather than use a weapon, the re-programmed Labor Drone can engage in Mega-Damage hand to hand combat using its fists, claw or handheld weapon. Six attacks per melee, roughly equal to Hand to Hand: Expert, 5th level.

Mega-Damage:

Restrained Punch: 1D4 M.D.

Full M.D. Punch, Elbow, or Knee Strike: 2D4 M.D.

Power Punch, counts as two attacks: 2D8 M.D.

Power Punch with Claw, counts as two attacks: 2D8+4 M.D.

Crush, Pry or Tear: 2D6 M.D.

Dig: 2D6 M.D.

Power Dig: 3D4 M.D.

Head Butt: 1D6x10 S.D.C.

Kick: 2D8 M.D.

Jump Kick is not possible.

Judo Style Body Flip or Body Block: 1D8 M.D.

Attacks per Melee: Six total.

Bonuses (Includes all bonuses from programming, robotics and sensors):

Bonuses in Hand to Hand Combat: +1 on initiative, +3 to strike, +4 to parry with fists/arms/foot/handheld weapon, +4 to dodge, +5 to dodge while running, +2 to disarm, +2 to roll with impact, and +2 to pull punch. Impervious to poison, gas, and biological agents, as well as psionic and magic mind control, charms, Bio-Manipulation, and S.D.C. attacks.

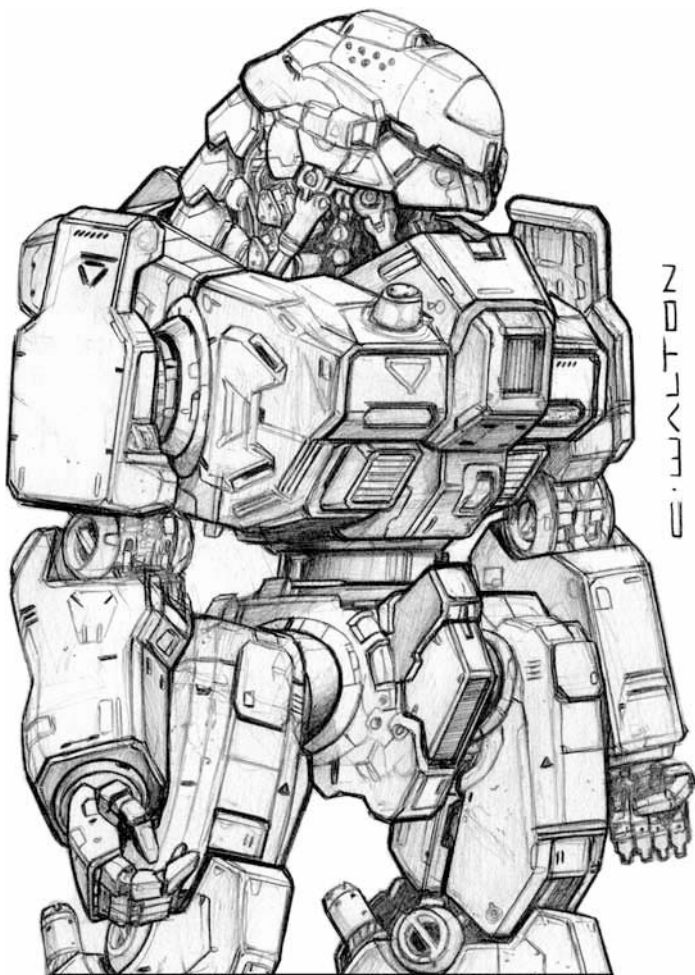
Bonuses Using Weapons: +3 to strike with ranged weapons, +4 to strike on an Aimed Shot, +1 to strike with burst.

+4 to strike and +6 to parry with Vibro-Blades/Knife/Sword.

NG-WD71 Robosistant

Northern Gun's talented Research and Development department has always provided wonderful toys for the Operators and engineers of the world. One of their most endearing, however, is the Robosistant series. A tireless pair of extra hands, the Robosistant has an assortment of tools and programs that can help in everything from washing to working on vehicles or helping in the lab.

The man-sized Robosistant comes from the drawing board of team leaders **Brendan Blackmer, Ryan Rawlings, Rick Bray, and Lester Calwhan**. It was their intention to create a versatile mechanical tool and assistant, not a true companion but something more than a remote control puppet or cargo hauler. Its multi-tool arms bear a welding and cutting torch, a soldering iron, a drill with adjustable bits (including sockets and screwdrivers), a hacksaw, a small spinning grinder attachment, a flashlight, a laser pointer, camera with macro



lens (x12 magnification), a hose that can pump spray wash with water or solvent, and hands that are agile enough to operate computers, radios, power tools and electronics, and fix and install electrical systems and small machine parts. Operators consider the Robosistant a godsend because it can do a lot of the grunt work of taking apart delicate and time-consuming machinery, test components and prep jobs before they come in to do the final installation or repairs. The Robosistant cuts down dramatically on the man-hours necessary for maintaining sophisticated machines and weapons of war.

In the wild, Robosistants can gather wood, start and maintain a campfire, carry gear, set up or help set up tents, build shelters and communication arrays, fix flat tires and address other mechanical repairs, fetch water, cut a trail, move obstacles on the road, and stand guard all night while the people sleep. In addition to its physical strength and built-in tools, the drone can use handheld tools and portable equipment, and there is a miner's style light on the top of its head and two small headlights in its chest to help light the way or illuminate a work area. Two tiny digital cameras capable of video and audio recording and transmission are located in the head, plus one in each forearm, and one in the chest.

Robosistants can be found all over Upper Michigan, especially in factories and the Operators' and mechanics' shops of Ishpeming, Escanaba, Menominee and Marquette. Many traveling Operators, Body Fixers, Cyber-Docs, scientists, explorers, mercenary companies and adventurer groups who can afford it may very well be accompanied by a Robosistant. The drone was first released in the summer of 107 P.A. and has been steadily growing in popularity. The only downside to traveling with one or more, especially as an individual, is that it suggests you have money, and that may make you a target for bandits and pirates.

NG-WD71 Robosistant

Model Type: NG-WD71

Class: Fully Automated Self-Sufficient Repair Robot.

Crew: None; artificial intelligence.

M.D.C. by Location:

- * Head/Sensors – 90
- * Headlight (1, top of head) – 8
- * Chest Lights (2) – 5 each
- * Arms (2) – 90 each
- * Hands (2) – 12 each
- * Legs (2) – 115 each
- ** Main Body – 125

* Destroying the head of the robot will eliminate all optics and sensory systems. The head and tool arms are small and difficult targets to hit, especially when the robot is moving. Thus they can only be hit when a character makes a Called Shot and even then the attacker is -3 to strike.

** Depleting the M.D.C. of the main body will effectively destroy the robot, shutting it down completely/making it useless.

Speed:

Running: 35 mph (56 km) maximum on most terrains, from paved streets and tall grass, to stony and sandy deserts. Reduce speed by half walking through thick underbrush, forest and rocky/mountain trails or wading through water, snow or mud deeper than a foot (0.3 m). Walking on ice, reduce speed to 6 mph (9.6 km). For the most part, the Robosistant has the same travel capabilities of humanoids. Note that the act of running does NOT tire the robot and speed can be maintained indefinitely, but the drone should be given 4 hours of rest every day to maintain optimal performance and to avoid risk of overheating and damage to internal systems and programming.

Leaping: Not possible.

Flying: Not possible.

Water: The drone can not swim but it can walk along the lake floor at depths up to 500 feet (152 m).

Statistical Data:

Height: 5 feet (1.5 m).

Width: 2.5 feet (0.76 m).

Length: 3 feet (0.9 m).

Weight: 580 lbs (261 kg).

Physical Strength: Robot P.S. 24.

Cargo: None per se, but can carry loads in its arms that weigh 250 lbs (112 kg), as much as 600 lbs (270 kg) can be carried on it back, and it can lift 1,000 lbs (450 kg) and pull one ton.

Power System: Nuclear with 10 years of life. Solid Oxide and electric battery versions are also available.

Cost: 3 million credits nuclear, 2.6 million credits Solid Oxide and 2 million credits electric battery. Comes with all standard tools, lights, sensors, and labor programming.

Weapon Systems: The NG-WD71 is not equipped with weapons or programmed to use them. To avoid controversy it is also not intended to use its tools for attack, even in self defense, and would require substantial reprogramming to do so.

Speech: The NG-WD71 has a much larger vocabulary, and has a protocol for politeness, so it may include words like, "sir," "please" and "thank you." While the Robosistant's words sound more natural and friendly, it cannot carry on a true conversation. Communicates via a voice synthesizer that sounds much more human; can be male or female. Responses still tend to be limited and simple.

"Affirmative."

"Danger."

"Error."

"Negative."

"Does not compute."
 "Please identify."
 "Work completed, Sir."
 "Madam, how may I assist?"
 "Sir, allow me to assist."
 "May I be of assistance?"
 "Is there something else I can help with?"
 "Please be careful."
 "Please come with me."
 "Please do not touch that."
 "Sir, we need component X53 to complete this task."
 "I'm sorry, the master is not to be disturbed."
 "Danger! Evacuate the area!"
 "Unidentified visitor approaches."
 "Intruder alert! Intruder alert!"
 "Warning! I believe that was the roar of a dragon."
 "Warning! This area is dangerous for humans."
 "Warning! Take cover immediately!"
 "Danger! Danger! We are under attack!"
 "Three armed men (or D-Bees) approach, caution is suggested."

Mechanical Assistant Program and Skills: Assistant Skills Package (special): Automotive Mechanics 90%, Basic Electronics 90%, Basic Mechanics 90%, Computer Operation 96%, Firefighting 88%, General Repair and Maintenance 90%, Languages: American, French and Techno-Can, each at 96%, Mathematics: Basic 98%, Pilot: Boats/Paddle Types 96%, Pilot: Trucks 90%, Radio: Basic 90%, Recycling 96%, Rope Works 92%, Salvage 80%, TV/Video 90%, Vehicle Armorer 80%, Wardrobe & Grooming (includes cleaning of all kinds) 92% and Wilderness Survival 90%. NO hand to hand combat or Weapon Proficiencies; cannot even use a gun (against its programming). As an assistant and labor drone it is programmed for all types of basic labor such as cleaning, digging ditches, loading boxes, operating machines, using common tools, and so on.

Sensors and Features of Note: Basically the same as robot vehicles without any life support or compartment for a pilot or passengers, and no radar or combat related features. The communications and sensors are housed in the head.

a) Optics and Cameras: The Robosistant has a basic optical system, including the visible light spectrum, infrared, ultraviolet, and polarization filters, plus passive nightvision (light amplification) capabilities to see in the dark (1,000 feet/305 m), telescoping zoom lens (2 miles/3.2 km with x12 zoom), macro lens (x8 magnification), and video recording and transmission capabilities; 5 mile (8 km) range of transmission, and the capacity to record 96 hours of video and capture 4,000 still pictures.

b) Voice Recognition: The Robosistant drone has voice recognition that enables it to identify and respond to its owner/controller and as many as eight other "authorized" users who can give it commands the drone will accept. This is one way that the drone recognizes his master's voice from the voice of others. Imitation of the voice will NOT work, as the recognition system can see through such a ruse. The Robosistant can also be sent silent, wireless commands via the Drone Control and Command Gauntlet (DCCG) worn by the owner/central controller. The DCCG is an additional purchase (costs 5,200 credits) and is, in effect, a command suite that can direct and control as many as 10 drones.

The Robosistant's voice and sound recognition system is more advanced than other drones and is programmed to recognize gunfire, engine noises, engine problems, alarms and warnings, as well as animal vocalizations that indicate danger or a potential attack (barks, roars, hisses, the rattle of a rattlesnake, etc.; tied in with the Wilderness Survival program). It can also recognize shouting and the

sounds of anger, distress, laughter, and so on, in the voice of people. This works as a trigger to get the Robosistant to ask if it can help and even try to comfort. "Don't be sad." "It will be alright." "Can I be of assistance?"

c) Visual Recognition System: The Robosistant has a program tied to its optics and camera system that enables it to specifically recognize 3,000 known faces as "friends/allies" (confirmed with its owner/central controller) and 3,000 known enemies. Once it recognizes specific people (cleared by its owner), the Robosistant is able to address them by name. "Good Morning, Sgt. Hicks, how may I be of service today?" "Welcome, Doctor Kieger, the lab is ready for you. I am standing by for further assistance." In addition, part of its Wilderness Survival program also enables the Robosistant to recognize 10,000 dangerous animals and monsters of North America. New subjects may be added to all categories over time.

Adventuring Gear

All-Surface Climbing Gear: Gloves and boots with a combination of gecko-hair fibers, electromagnets, vacuum-suction cups, climbing claws and a microchip to sense which to use on a given surface for climbing. Adds a +10% bonus to the Climbing skill. **Cost:** 18,000 credits.

"All-in-One" Utility Belt: The companion to the Overland Frame Backpack, the All-in-One Utility Belt is designed with not only the explorer in mind, it's a favorite of military personnel as well. It locks into the Overland Harness, providing for a complete load-bearing system perfect for long distance travel. It has four magazine pouches on the sides, each holding three standard E-Clips or six pistol-sized E-Clips. There is a large fanny pouch that can hold rations, a large first aid kit, personal items, or a complete change of clothes. It has a separate radio pouch designed to fit most short-range radios and a canteen pouch perfect for hauling a standard one quart (0.95 liter) canteen. It can accommodate a pistol holster at the expense of one of the magazine pouches, or can be fitted with one or two hip-holsters without sacrificing storage space. Alternatively, instead of the hip-holsters, up to two leg pouches can be secured to the belt and strapped to the legs for extra cargo space. Ask most people who have been using it for an extended period of time and they'll tell you, it lives up to its name of being "All-in-One."

Cost: 400 credits, 350 if purchased as part of a complete Overland package.

Basic Survival Pack: A very popular item among adventurers and other travelers, the NG-S2 basic survival pack contains all the fundamental things someone traveling through the wilderness should need. **Cost:** 2,400 credits.

Canteens: Two canteens; each holds 32 ounces (0.95 liter) of water and also comes with a water filter and six water purification pellets and a carrying pouch that hooks onto a belt or backpack.

Climbing Kit: A 50 foot (15.2 m) length of cord with a 500 lb (225 kg) load limit, a pair of climbing gloves, four ceramic spikes and a small mallet.

Compass/Inertial Mapper: Lets the user know how far he has traveled and in which direction(s): +5% skill bonus to Land Navigation. The compass has a mirror finish on one side and can use the sun to signal others or send Morse code messages.

Fire Starter Kit: A shaft of flint or magnesium (a sparker) that creates sparks when a knife or other piece of metal is scratched across its surface. This “kit” also comes with a box of 24 wooden matches, a refillable, pocket cigarette lighter and a fist-sized wad of cotton as tinder for starting fires.

First Aid Kit: Standard kit with a roll of gauze, 48 adhesive bandages (different sizes), roll of medical tape, pair of small scissors, pocket knife, a tube of protein healing salve, etc.

Flashlight: A medium-sized flashlight and 4 batteries (each battery has a life of 48 hours of continuous use).

Food Rations: 10 military style MREs (Meals Ready to Eat); each comes with a wet-napkin, coffee creamer, salt, hot sauce, plastic eating utensils, and four wooden stick matches.

Hunting and Fishing Kit: Wires, fishing line and several hooks and pulleys, useful both for fishing and setting snares for small game.

Saw-Wires (3): A serrated, ultra-hard wire with two ring handles, able to cut through wood, stone and even S.D.C. metals. Does most of the chores of an axe, but with less time and effort.

Radio: A short-range radio; 5 mile (8 km) range.

Sleeping Bag: A simple sleeping bag; holds one person.

Signal Flares: Four handheld flares that fire 400 feet (122 m) into the air, and burn for 7 seconds to signal and alert others to your location.

Sleeping Bag: A simple sleeping bag; holds one person.

Soap: One bar of soap and a washcloth.

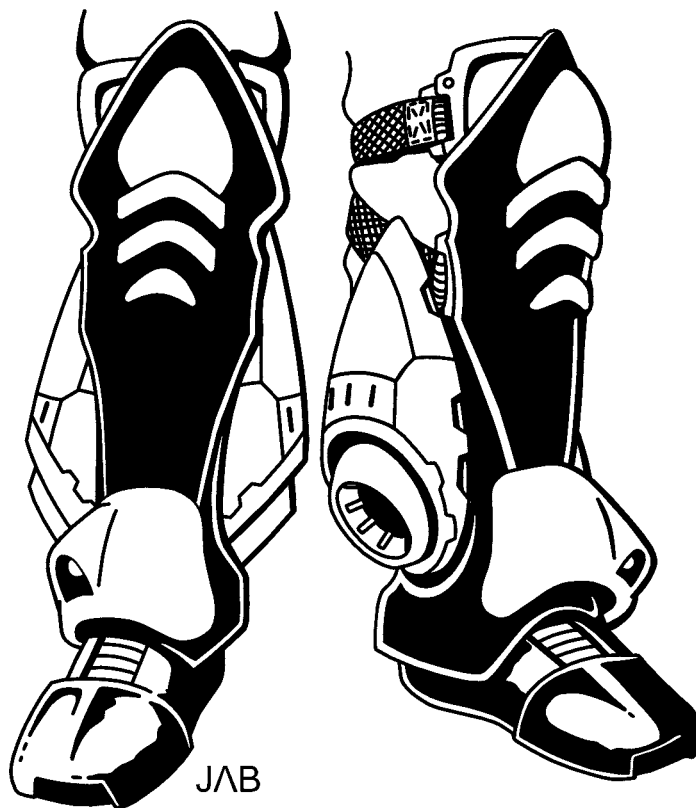
Survival Knife, a small hatchet, and a wooden cross.

Electronic Auto-Lock Pick: Computerized lock pick for all those high-tech locks. Adds +10% to Lock Picking and Locksmith skills. **Cost:** 8,000 credits.

Heads-Up Display Glasses: They look like a pair of common sunglasses or goggles, but are equipped with a small computer and wireless receiving capabilities to receive visual data displayed on the lens just the same as in a helmet. The data and images come from sensor systems worn by the individual or transmitted from a sensor array, camera or by an ally in a vehicle, robot vehicle, power armor, command center, etc. **Cost:** 1,000 credits.

NG-IPB-10 Infrared Photo Binoculars: These are the latest in optical surveillance equipment. Using digital enhancements, the range has been increased to 2.5 miles (4 km). The IPB can also, with a click of a button, auto-focus, zoom in and out, and take still pictures (the memory will hold 10,000 high quality photos; twice as many at a lower resolution) or six hours of video. To make this a complete surveillance package, the video or photos can be transmitted up to a mile (1.6 km) away or hooked into any number of communications systems for much greater transmission range. Any kind of computerized receiving system can receive the images for storage or further transmission. This includes mobile command centers, or even pilots in robots, power armors or other vehicles. Military units in a forward observer position love these binoculars as they can relay what they see in real time. **Cost:** 50,000 credits.

NG-RB-5 Rocket Boots: These bizarre accessories remain the rage among Juicers, Crazies, Headhunters, Combat Cyborgs, Quick-Flex Aliens and others with superior balance, dexterity and sense of daring. As the name suggests, this footgear has thrusters above the ankles that unleash a focused burst along with smaller blasts from the soles of the boots. The thrust provides explosive energy powerful enough to propel the wearer up to 60 feet (18.3 m) into the air! An Acrobatics or Gymnastics skill roll (equivalent to a back flip roll) enables the wearer to do midair rolls, somersaults, back flips and cartwheels in two seconds and land on his feet. This maneuver enables the rocketing character to leap into the air, make a sudden leap forward or backward, or straight up, make a sudden turn, dodge (+1) like he was shot out of a cannon, land on top of or behind a person,



leap to a rooftop, tree branch or the shoulders of a combat robot, or move 10-20 feet (3-6.1 m) in any lateral direction. Each rocket jump counts as one melee action.

Non-augmented humans and D-Bees who try to use rocket boots risk injury, as each time the boots are used, the character must roll a 16 or higher on a D20 to successfully execute the jump or maneuver and land safely on his feet. A bad roll means failure to execute any special maneuver (back flip, etc.) and a bad landing: suffers 2D6 S.D.C. damage and loses initiative (if he had it). Body armor does not protect against this injury. Broken legs, sprained ankles, and pulled ligaments from the stress of the rocket boots or nasty impacts and landings are very common. Even so, many Juicer Wannabes keep trying to use the boots. Characters with cybernetic or bionic legs can use the boots without penalties or fear of injury.

Range: 60 feet (18.3 m) maximum. A quick, single, explosive burst of thrust that propels the wearer. Can NOT hover or fly.

M.D.C. of the Rocket Boots: 12 each.

Payload: The boots are powered by an E-Clip and can make 20 jumps per standard E-Clip.

Cost: 30,000 credits. Can be built into a suit of Mega-Damage environmental armor for an additional 2,000-4,000 credits.

“Overland” Harness and Frame Backpack: A compact but expandable, external frame, load-bearing pack used by many Wilderness Scouts and explorers who are used to carrying everything they own on their person. It comes in a variety of styles, including woodland camouflage, arctic, desert, black and olive drab. The chest straps feature three magazine/utility pouches, a small compass pouch and a quick-release connector enabling the main pack to be dropped to enable the wearer to move quickly in combat situations. The main compartment is capable of holding 3,000 cubic inches (49,000 cc) of gear, and has a detachable daypack that holds 500 cubic inches (8,200 cc). It also has numerous side pouches and loops perfect for holding items you might need quickly without having to dig around in the pack; things like extra E-Clips, flares, hand grenades, food rations, first aid kit, maps, a canteen and many other essentials. Con-

structed of heavy-duty materials (50 S.D.C.), it's definitely an excellent buy for the money.

Cost: 700 credits for the standard pack. 2,700 credits to get an M.D.C. Overland backpack made of Mega-Damage fabric with a total of 3 M.D.C.

SleepSafe Personal Field Shelter, "The Crate": In addition to its series of SleepSafe tents, Northern Gun also makes a compact, collapsible shelter known to many as "the Crate." It is simply a man-sized, folding box that resembles a long, narrow crate reminiscent of a simple coffin. The Crate locks from the inside and has a battery operated nightlight. A cushion, bedroll, quilt or sleeping bag can be laid inside for padding and warmth. Each "Crate" provides light M.D. protection to the user, as well as the secure feeling of sleeping under a Sensor Sentry (below) that keeps watch. Just like the larger tents, the Sentry system is linked to an alarm that can be set to go off visually, audibly or to generate a vibration that wakes the shelter's occupant. The Sensor Sentry can even be placed up in a tree or other nearby location that offers better visibility and send its signals remotely to the shelter. **Note:** This item has been used by more than a few vampires, which is not NG's intended buyer. Anyone with claustrophobia cannot use this item. The Crate is NOT air nor water tight. It will keep out rain and most insects and dust, but will sink if put in water and gases and smoke will seep into the Crate.

Weight: 6 lbs (2.7 kg).

Mega-Damage Capacity: 25 M.D.C.

Cost: 11,500 credits.

SleepSafe "Sensor Sentry" Warning System: The NG Sensor Sentry is a small multi-system device that can be placed at a strategic location to watch over a specific area. The Sensor Sentry has a conventional digital camera that surveils the area, an infrared camera, laser-motion sensor and an audio listening system that picks up and identifies the sound of gunfire, explosions, engines, and voices to warn of approaching strangers and possible danger. Each Sensor Sentry is sold with a remote control/receiver unit that transmits and displays what the Sentry is detecting to the user. Clever use of Sensor Sentries can leave enemies confused and disoriented, unable to determine how their opponents always seem to know when they are coming. The units are small and robust, about the size of two cell phones taped together to an E-Clip, and have a surprisingly long field life once put into place.

NG Monster Responders and *Police* use Sensor Sentries to monitor entrances, exits, hallways and tunnels as they investigate suspected monster lairs and places suspected of criminal activity to cover their backs and to monitor entrances and exits. They may also place one or more along a route they suspect may be traveled by monsters or criminals. While the device is popular amongst law enforcement and businesses looking for a quick, efficient monitoring system, and explorers and adventurers looking for a device to stand guard over them, the Sensor Sentry also appeals to spies, surveillance specialists, thieves, bounty hunters, highwaymen, and anyone looking for some way to be warned of potential trouble and approaching danger before it comes knocking. Explorers, adventurers, mercenaries and traveling merchants out in the wild use a Sensor Sentry to keep an eye on their tent, vehicle and gear, or use several of them to monitor their entire camp while they sleep. Some towns also use them to monitor strategic locations (main gate, jail cell, the entrance or inside of a shop or storage yard, an office containing valuables or secrets, the front porch outside, etc.).

Size: 1x3x5 inches (2.5 x 7.6 x 12.7 cm).

Weight: 2 lbs (0.9 kg).

Range/Surveillance Area: Visual Camera: 100 foot (30.5 m) range in a 90 degree cone straight ahead.

Infrared Camera: 100 foot (30.5 m) range in a 90 degree cone straight ahead.

Laser-Motion Sensor: 100 foot (30.5 m) range in a 90 degree cone straight ahead.

Audio Detection System: In the quietness of the wilderness, the device can hear and register gunfire, explosions and the roar of a monster from up to 2 miles (3.2 km). It can also detect shouting and the sound of footsteps from giant robots and massive monsters, the roar of rocket jets, vehicles and robots crashing through the underbrush from 2,500 feet (762 m) in the wild.

In urban settings, especially noisy city streets, highways, factories, stadiums and similar locations, there is such a great amount of loud and ambient noise that it washes out the sound detection system except for the loudest of noises in closest proximity (within 100 feet/30.5 m). In a quiet neighborhood or indoors in a quiet building, range is about 500 feet (152 m).

Range for Transmitting Data/Warning: 1.6 miles (2.6 km). That said, the Sensor Sentry is usually used in close proximity, such as a Sensor Sentry placed to cover a police officer's back while he moves down the hall or checks other rooms. Adventurers use it to watch and warn someone sleeping inside a tent or their vehicle of a potential threat, such as an intruder, predatory animal or monster. A simple computer program identifies general danger such as any humanoid, bear, mountain lion, wolf, any "pack" of animals larger than a fox, and similar.

Warning System: The receiver to which the warning is transmitted is slightly larger than an E-Clip, mainly because it is powered by one. Its small size means it fits comfortably inside the pocket of a shirt, jacket or pants, or inside a pouch or backpack, or just resting next to a person who is sleeping or working. **There are several alarm modes:** Soft buzzer and vibration, loud ringing or buzzing alarm, loud spoken voice ("Warning. Warning. Perimeter Breach." And repeats.), or any of the above accompanied by flashing lights. There is also a completely silent warning that is a vibration and/or flashing light without sound.

With the press of a button or a voice command ("Display."), a live feed of the area under surveillance by the Sensor Sentry is displayed on the screen of the receiver showing the person exactly what is happening in real time. Audio can also be transmitted. If there is nothing currently present, the viewer can scroll back or say, "Display threat," to have the computer send the still image or video that shows what registered as a potential threat/intruder. With the press of an icon on the screen or the voice command, "Live feed," the image returns to a live video transmission within the camera's range. This live feed can be sent by the receiver device to a HUD of a helmet or screen of a vehicle.

Duration/Payload: 192 hours (that's 8 days) of constant use per standard E-Clip. However, most adventurers only turn it on for short periods at a time while they are sleeping or gone, so one E-Clip can provide power for a month or longer. The Sensor Sentry can record all 192 hours, but unless the footage has been downloaded and preserved elsewhere, the unit records over existing footage when it is used beyond that point.

Placement of the Sensor Sentry: The sensor unit can be placed on a tree branch, the roof of a car, in a housing on a SleepSafe tent, on a shelf, or even laid on the ground, activate it and leave. As effective and practical as the Sensor Sentry is, unless it is placed somewhere inconspicuous or partially concealed, it is easily spotted by anyone looking for one, and, ironically, subject to being stolen! The unit is easy to conceal in the wilderness up in a tree, in or under a bush, the top covered with camouflage netting, etc., but it is a bit more obvious in an urban setting. Then again, nobody is pretending it is a concealed "bug" or hidden camera, and in the situations where the

Sensor Sentry is used, an intruder or monster on the prowl or looking to escape isn't stopping to closely examine an area.

Cost: 4,500 credits each.

“SleepSafe Sentry” Tents: Northern Gun has a series of tents designed to work with the Sensor Sentry. Each tent has a mount for a the sensor unit in a prominent position. When the Sensor Sentry picks up something that its computer tells it is a potential threat or intruder, a signal is sent to the receiver unit with the tent's occupant(s). The “alarm” can be set as an audible alert or a silent warning.

There are several different sizes of SleepSafe tent. The smallest are one-person pup-tents, the largest, basically a small building made out of fabric and tent poles. Each tent incorporates a rainwater collection system to supplement supplies brought with the group.

Weight: 1 person: 5 lbs (2.25 kg), 2 person: 7 lbs (3.15 kg), 3 person: 10 lbs (4.5 kg), 4 person: 14 lbs (6.35 kg), 6 person: 18 lbs (8.15 kg), 8 person: 21 lbs (9.5 kg), 12 person: 26 lbs (11.7 kg), 20 person: 48 lbs (21.6 kg).

Cost by Size: 1 person: 200 credits, 2 person: 400 credits, 3 person: 700 credits, 4 person: 1,000 credits, 6 person: 1,500 credits, 8 person: 2,000 credits, 12 person: 2,800 credits, 20 person: 3,500 credits.

Standard Tent: Two-Person: Folded, the tent is the size of a paperback book. Unfolded, it can sleep two people comfortably. Offers protection against the cold and rain (insulated and keeps people inside relatively warm at temperatures up to -20 degrees Fahrenheit/-29 Centigrade). The tent has a water collection system to help the user(s) survive in desert climates as well. The tent collects all moisture that evaporates from the occupants, basically increasing any water supplies the user carries by 20% – with the tent, eight days of water will last ten days. **Cost:** 300 credits.

Tent: Combat & Survival Shelter: This high-end tent can accommodate three people, or one or two people with plenty of room for equipment and gear. Flame resistant, waterproof and insulated to handle temperatures as cold as -60 degrees Fahrenheit (-51 C), the CSS is standard issue among many mercenary companies and standing armies operating in the Great Lakes region and Canada. It also features the popular water collection system that collects rainwater to extend water supplies. Slightly larger than the bare bones survival model, the CSS is about the size of a hardcover book when collapsed, and takes only 5 minutes for two people to set up.

Height: 3 feet (0.9 m) tall. Width: 5 feet (1.5 m). Length: 6 feet (1.8 m). Weight: 5 lbs (2.3 kg). Power System: Has a small, built-in battery system with an overhead light; good for 72 hours of continual operation. Cost: 1,000 credits. An M.D.C. version costs 6,000 credits; the tent fabric is made of M.D.C. micro-fibers with a total of 8 M.D.C.

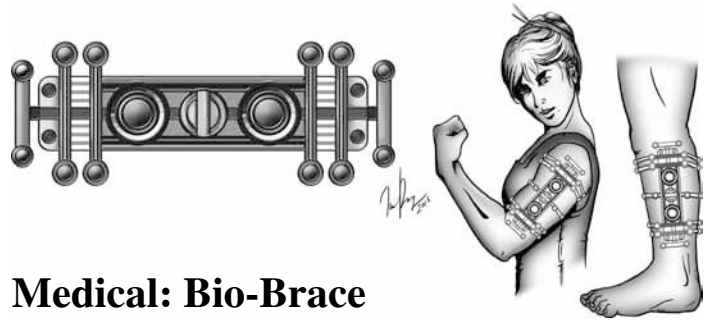
Tent: Command and Control Shelter: The NG-CCS is a large, hut-like tent system that is modular in its design and capable of operating in almost any environment. With a ceiling height of over 7 feet (2.1 m) and an integral arch support structure, every square inch of the interior is available, useful space, and best of all, does not require any special equipment, ladders or specialized training to construct. In fact, four individuals can assemble the entire structure in less than 20 minutes under optimal conditions.

The shelter is modular, meaning that it can easily connect with other shelters of the same model, creating a series of interlocking rooms capable of being fully sealed and operating independently from one another. The shelter system also has additional packages that can be added to it, including environmental controls and HVAC systems, protection against nuclear, biological and chemical warfare contamination, and even a complete surgical package with not only air purifiers, but a complete and separate air supply.

It stands up well to rain and humidity, and can even withstand wind gusts of up to 80 mph (128 km) for a protracted period of time. It protects against heat and cold, and can handle a load of 15 lbs (6.8 kg) of snow per square foot for 24 hours. It is an excellent temporary shelter for sleeping quarters, a mess tent, a communications room, medical tent, or even a command and control shelter as the name implies. It can even serve as a long-term, inexpensive shelter, being able to withstand years of abuse before suffering any lasting effects or damage. They are found in the service of mercenary groups, standing armies, militias, adventuring groups and even the Coalition Army produces a knock-off.

Height: 8 feet overall (2.4 m). Width: 9 feet (2.7 m). Length: 22 feet (6.7 m). Weight: 18 lbs (8.1 kg). Power System: A small internal battery system that powers a series of overhead lights; good for 144 hours of operation. For long-term use, the lighting system can be hooked up to a generator, has a separate adapter so that it can run on E-Clips or could be converted to a Techno-Wizard power supply.

Cost: 3,600 credits for a standard S.D.C. fabric. The M.D.C. version costs 36,000 credits, but the tent fabric is made of M.D.C. micro-fibers with 8 M.D.C. for every seven foot (2.1 m) wide section of material.



Medical: Bio-Brace

Bio-Brace technology uses simple techniques from cybernetic systems to brace and protect a broken limb. The Bio-Brace puts the fractured or broken bone back into place and restores partial mobility to arms and legs, allowing for relatively normal function for hours, even days until the injury can be addressed by a Body Fixer or Healer. No medical training is required as the Bio-Brace has built-in sensors to scan the limb and adjust appropriately to push the fractured bone into place, set it and provide maximum support and protection as if it were braced and in a light cast. This is easy with most fractures and slightly out of place broken bones, but is not ideal for severely broken bones with more than six breaks/fractures and/or bone protruding through the flesh. Such severe breaks may have torn muscle, bone splinters, blood loss and multiple fractures. Even if the Bio-Brace does the job on a severe break, it is advised to see a medical professional immediately if possible (within 12 hours maximum), because there could be serious complications. Moreover, bones that start to mend incorrectly will need to be rebroken and reset if the bones are not set correctly in the first place.

In games terms, a fractured limb is reinforced, braced and a considerable level of mobility is restored, so much so that the injured person is able to walk and use the limb for light activity. A Bio-Braced **broken/fractured leg** enables the injured person to walk and run with speed being reduced by 20% and -1 on initiative, -2 to dodge, cannot deliver kick attacks or jump, and any skills requiring leg mobility (Acrobatics, Climbing, Prowl, Swim, etc.) are -30%.

If an arm, wrist or hand is broken/fractured and a Bio-Brace used, the limb functions fairly well, but remains injured and weakened. *Melee combat is not recommended.* A punch or strike with a melee weapon does half its usual damage because, while the broken arm functions, it cannot inflict full damage from the weakened limb. Also reduce the person's P.S. by 20% for the injured limb and apply

the following other penalties: -10% to skill performance requiring hand coordination and dexterity (that's most skills), -40% to skills requiring arm strength, the injured person can only lift one third the usual amount of weight, and is -1 to strike, parry, disarm, entangle and pin, and can NOT deliver a power punch. A normal punch can be done but the injured person feels a jolt of pain with each punch that makes him lose combat actions – each punch with the Bio-Braced arm *counts as two melee attacks*. **Note:** Double all penalties if the limb was severely broken with bone protruding from the skin and/or has six or more fractures.

There is a brace for arms, legs, neck and torso. The torso brace is for broken ribs, but can help with a broken spine. These are serious, debilitating injuries and the injured should avoid combat and strenuous activity and seek immediate medical treatment. As long as there is no nerve damage to the spine, neck or torso, the brace will enable the person to move with only minor discomfort but he suffers extreme penalties: Reduce P.S. and Spd by 60%, -30% to all skills, reduce all combat bonuses to zero, and cannot lift more than 10 pounds (4.5 kg) without severe pain and the risk of permanent paralysis. Kicks and jumps are impossible, each punch counts as two melee attacks, inflicts half damage, and does 1D6 Hit Points/S.D.C. damage to the injured person.

M.D.C.: The Bio-Brace provides 6 M.D.C. points worth of protection to the injured limb. Reduce M.D.C. to zero and the brace is destroyed and there is no more benefit or protection, the limb/area is unusable.

Cost: 11,500 credits per brace.

Robot and Vehicle Upgrades

In order to better outfit its wide line of vehicles and combat robots, Northern Gun is now offering many different options, extras and upgrades. Most are made to fit on full-sized robots and vehicles with a multiple-person crew capacity, rather than power armor and small vehicles like hovercycles.

Combat Robot Habitation Module

A big hit amongst independent Robot Pilots, the Robot Habitation Module is a light M.D.C. tent-like sleeping apparatus that is worn around the neck and slung on the back or front of giant human-shaped robots rather like a baby carrier. The module provides room to stretch out and a place to sleep. Only the largest robot vehicles have a seat that can recline at all, and even then cockpits are typically cramped and unfit for a good night's rest. With a habitation module, the pilot can sleep safely, knowing that the robot's controls are only a few yards (meters) away. The sling-like module holds the pilot above the ground and is lightly armored (M.D.C. fabric and light, M.D.C. polymer plating) to absorb unexpected attacks. There is also a much more expensive, heavily armored version, where the habitation module basically becomes part of the robot, armor and all, and incorporates an internal hatch for even faster access to the controls.

Inside the habitation module are the following basic amenities: a pair of fold-out cots, and two hammock-style sleepers that are surprisingly comfortable. All folded up into a compact, albeit large bag or backpack that can be hooked to the back, hip or shoulder of most robots for travel.

There is a larger, patio-style Modular Habitat that has flooring and an awning, and looks as if someone built a fabric patio suspended from the neck, shoulder, chest or back. The patio habitat has a

rectangular shape, with a hard floor. It leaves the entire interior open for storage or other uses. There is a small area that functions as a bathroom with a compact chemical toilet, a tiny sink and a screen that can be zipped shut to separate it from the rest of the compartment. Beds come in the form of two bunk bed-style fold-out cots. There are four fabric folding chairs. Two can be placed opposite the lower bed, inside and two can be placed outside on the patio balcony that extends 4 feet (1.2 m) beyond the door to the tent-like enclosure. This creates a four-person seating arrangement. There is also a small table that folds down from one of the interior walls. There are small viewing slits spaced throughout the module, letting the occupant(s) see out without compromising protection. The viewing slits can all be blocked off with zip-covers to keep out sunlight or prevent others from seeing in.

There is a door that zippers shut which can be opened to give greater access to the outside. On top of the module is a small water-gathering reservoir, similar to the setup on the standard NG survival tent. It collects rainwater and stores it for later use. Up to 40 gallons (151 liters) can be held in the reservoir, and for an extra 500 credits, a second reservoir can be added, doubling capacity. The water reservoir feeds into the sink, but also attaches to a small shower inside the module in the bathroom area. There are plugs in the floor that open to allow drainage. The entire top of the habitation module can also be unzipped and removed or folded back. This airs out the interior, lets the whole module fill up with rainwater and function as a water tank rather than a habitat if that should ever be desired (can hold 1,300 gallons/4,921 liters), or acts as a kind of crow's nest or firing position. **Note:** A deluxe armored version is also available, but is much more expensive and takes much longer to set up and tear down.

The patio unit is 10 feet (3 m) wide, 7 feet (2.1 m) deep and 5 feet (1.5 m) tall; with patio flooring extending another 4 feet (1.2 m) beyond the zipper door. It takes two people 30 minutes to build the fabric patio with flooring and 60 minutes to put together the deluxe armored unit. Both tear down in half the time and pack up into a robot vehicle-sized, soft fabric carrying bag/backpack that can be slung over a shoulder, or hung on the back or hip. This robot modular habit can also be used on some large vehicles or set up on the ground.

Weight: 110 lbs (50 kg) for the fabric carrier, 320 lbs (144 kg) for the M.D.C. fabric patio version. 540 lbs (243 kg) for the armored version.

M.D.C. by Type:

Fabric Carrier Model: 25 M.D.C. total.

Fabric and Polymer Patio Model: 20 M.D.C. per side, including roof and modular panel floor. A plastic framework holds the shape.

Deluxe Armored Patio Model: 40 M.D.C. per side, including roof and modular panel floor. Basically, it is the fabric patio with lightweight ceramic plating hooked to the outside of the fabric walls.

Cost: 10,500 credits for the fabric carrier. 56,000 credits for the fabric patio version, and 100,000 credits for the deluxe armored version. The two fabric versions are the top sellers.

Environmental Crew Compartment

For vehicles and the occasional robot with an *open cockpit*, weatherproofing involves the construction of a light, Mega-Damage plexiglass and plastic housing around the cockpit (25 M.D.C. per plexiglass panel). This now-enclosed compartment has at least one face mounted on a swivel and easily opened by hand to function as a door. A compact space heater is installed and the cockpit is caulked and insulated to increase efficiency. The heater can keep the pilot and the rest of the crew in comfortable conditions while the thermostat outside drops as low as -30 Fahrenheit (-34 C). In summertime, high temperature inside the crew compartment is the problem, and a

small air-conditioning unit can maintain room temperature (75 Fahrenheit/24 C). **Note:** This is NOT an airtight environmental system.

Cost: 50,000 credits for single pilot vehicles, 120,000-250,000 credits for multiple person crew compartments.

Hammock Links

An extremely simple alternative to the Robot Habitation Module is the use of a hammock. Small, specialized hooks suitable for tying down a hammock are placed at strategic locations on the exterior of the robot or vehicle. A hammock can be tied between two of them to create instant sleeping accommodations that are up off the ground and safe from many nuisances of the wilderness. Most robots and large vehicles can accommodate 4-6 fabric mesh hammocks, which can also be used to store light cargo if it is lashed down properly. Hammocks fold up easily and can fit inside the trunk or storage area of most vehicles. May be a tighter fit inside a robot.

Cost: 300 credits per each pair of hammock links and 300 credits for each hammock.

Vehicle Appliances

Hot Plate: A small hot plate tried and tested for use in the field. The hot plate's cover is cleverly built with a spring and clamp that holds whatever is being cooked in place, whether it is a coffee pot, tea kettle, frying pan or other cooking implement. Should combat come during the middle of a meal, the pilot will appreciate this feature when he is not suddenly splashed with boiling coffee.

The hot place can be a separate unit that "plugs" into an electrical port (cigarette lighter) inside the vehicle or robot, or it can be wired directly into the vehicle at a permanent location. Likewise, the hot plate itself can be mounted to a fixed and permanent location inside the vehicle or robot; some fold against the wall when not in use. Appliances can be hardwired inside vehicles and robots that have large crew compartments, sleeping quarters or storage area. **Cost:** 150 credits for a portable, plug-in hot plate. 2,500 credits for a permanently fixed hot plate directly wired into the vehicle's power supply.

Microwave: A vehicle microwave is a neatly designed cooking device that can help keep crewmen and pilots fed and functional in the field. The microwave's face actually telescopes outward, increasing its interior capacity to fit larger dishes and items, and can then be slid back into its normal, compact configuration. **Cost:** 200 credits for a portable, plug-in microwave, 3,000 credits for a fixed unit.

Mini-Fridge: A vehicle small refrigerator is installed to preserve food, drinks and possibly vital medical supplies like plasma or vaccines. As a vehicle model, it has a limited capacity, roughly the size of a pair of shoeboxes. **Cost:** 300 credits for a portable, plug-in mini-fridge, 3,500 credits for a fixed unit.

Water-Cooler: A 20 gallon (75.7 liter) water cooler is installed to provide fresh, cool drinking water right on board. 400 credits for a portable, plug-in water cooler. **Cost:** 3,200 credits for a permanently fixed unit secured to a wall and directly wired into the vehicle's power supply.

Note: Getting additional electrical plug outlets inside the vehicle costs 1,000 credits each. More than six are not advised, mainly due to clutter and overcrowding in confined space.

Sleeper Upgrade

Replaces the standard pilot's seat with a padded, reclining version. The seat has a retractable blanket built in that can be extracted when needed, then spool itself back up with a single sharp tug. An extendable headrest is also added to the seat to increase com-

fort without making the cockpit cramped. The sleeper upgrade also comes with a small curtain to cover the viewing ports and an alarm clock to wake the pilot when necessary. Only available on full-size combat robots and vehicles with enclosed crew compartments. No hovercycles, motorcycles or similar vehicles. **Cost:** 2,400 credits.

Robot Tarp

This is a massive, camouflage tarp that can be draped over a giant robot or vehicle like a giant blanket. It can keep the vehicle from the rain, snow, and dust, as well as help to conceal it. Such a giant chunk of fabric takes up a considerable amount of space, even when rolled like a carpet, and may need one or two other robots or men with jet-packs or power armors to cover big robots and vehicles. **Cost:** 600 credits. It has 100 S.D.C.

Winterization Kit

Whether driving a robot, tank or hovercycle, winter weather causes problems. Wheeled and tracked vehicles lose traction in the snow, robots can slip and the air filters of hovercycles have difficulty handling all the snow and ice that they invariably intake during winter operation. Northern Gun, known for its lake-effect snow and long, cold winters, is home to some of the most experienced winterization technicians on the planet. Not only does Northern Gun train its Operators to perform winter upgrades, most have their own personal solutions to snow and ice, perfected by trial and error.

Wheeled and tracked vehicles receive special tires and tracks, robot feet are coated with a gripping rubber pattern and hovercycle air filters are interlaced with a series of heated wires. Defrosters added to the vehicle's heating system complete the package, along with a special heated ignition unit for non-nuclear models that insures the engine starts even in temperatures as low as -30 F (-34.4 C). The winterization package reduces all penalties for operating in snow and ice by 50%.

Cost: Wheeled Vehicles: 2,400 credits. Tracked Vehicles: 4,000 credits. Hovercycles: 1,200 credits. Power Armor: 2,000 credits. Robots: 5,000 credits.

A Couple New and Notable NG Bionics Systems

Thigh Holster Compartment: This can be an obvious holster built right into the hip or thigh, or a secret compartment that holds a handgun. For a cyborg who needs to know that a ranged weapon is there at all times, thigh holsters can be quite useful. And while they are shaped to fit pistols and revolvers, they can also accommodate E-Clips and other small items. Large pistols like the NG Super and Naruni models are too big for a normal thigh holster, and require a larger exterior holster or specially-built hidden compartment. **Cost:** 2,000 credits for an exterior holster or 12,000 for the concealed version.

Vibro-Harpoon and Line: Similar to the grappling hook launcher, only it fires a small Vibro-Harpoon attached to a thin cable (100 foot/30.5 m). This cybernetic system enables the cyborg to harpoon large aquatic creatures and passing boats to hitch a ride or climb aboard. The Vibro-Harpoon holds fast with retractable barbs. As long as the barbs stay in place, the harpoon provides enough grip to safely support even a 1,000+ pound (450 kg) Combat Cyborg. **Range:** With cable, 100 feet (30.5 m), or 300 feet (91.4 m) without the line attached. **Weight Capacity:** 2,000 lbs (900 kg). **Damage:** 1D6 M.D. when used as a Vibro-Knife or fired at a target. **Cost:** 20,000 credits.

