

Notable Equipment – Bob Newman

M.D.C. Sledgehammer

Weight: 30 lbs.

Damage: 2D6 M.D. (plus hand-to-hand strike damage).

M.D.C.: 25

NG-45LP "Long Pistol"

The NG-45 is a long-barreled pistol that has nearly the range of a rifle and fires a powerful particle beam. Juicers like this weapon for the intimidation factor. It is also popular among pilots (small enough to fit into a weapons compartment, and yet almost as good as a rifle), outlaws and travelers. Of late, it has become a symbol of manhood and toughness.

Weight: 5 lbs. (2.25 kg).

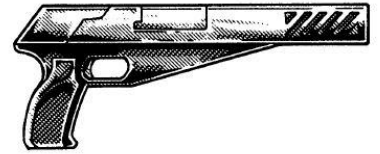
Damage: 5D6 M.D. per shot.

Rate of Fire: Single shots only.

Effective Range: 1200 feet (365 m).

Payload: 8 shots.

Black Market Cost: 15,000 credits.



NG-UV7 Solar Powered Laser Rifle

For serious survivors and wilderness folk, the UV7 laser rifle is a much more capable weapon that still harnesses energy directly from the sun. Its solar panel section is clipped to the top of the gun but can be disconnected and placed on the shooter's shoulder or back, connected to the rifle's battery by an extendable M.D. cord.

Weight: 7.5 lbs (3.4 kg).

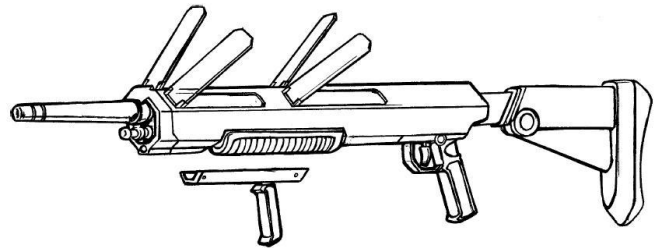
Range: 1,200 feet (366 m).

Damage: 2D6 M.D.

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

Payload: 18 total solar charges. One shot per charge. Takes four hours of direct sunlight to recharge each shot. Can also use standard E-Clips (20 blasts).

Cost: 30,000 credits.



JA-12 Laser Rifle

Recently put into development, the JA-12 is a recreation of a pre-Rifts German design meant primarily for Juicers. The JA-12, like the JA-11, has an energy canister in addition to a normal E-Clip. More importantly, however, the weapon was optimized for both sniping and assault purposes. Not only can the laser fire accurate single shots, it can also fire multiple-pulse bursts (losing its targeting capabilities), and it also has a grenade launcher. Since it went into production, the JA-12 has been known as "the one-man-army rifle." The main shortcoming of the JA-12 is that it does not have a variable frequency setting (the multiple pulse system cannot be reset), making it less effective against Glitter Boys and similar laser resistant vehicles or robots.

Weight: 13 lbs. (5.85 kg).

Damage: A single shot inflicts 4D6 M.D. A triple-pulse shot does 1D6x10+10 M.D. (counts as one melee attack, but does not get the special targeting bonuses). Each grenade inflicts 3D6 M.D. to a 10 foot (3 m) radius.

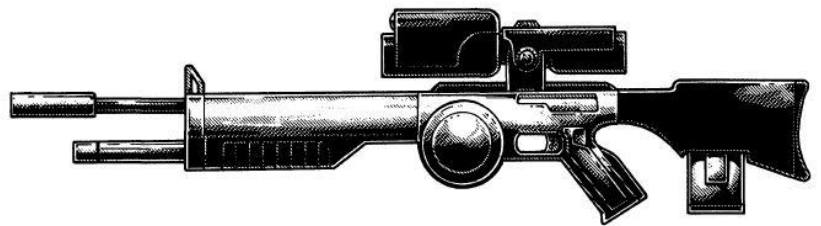
Rate of Fire: Standard.

Effective Range: *Laser:* 4,000 feet (1220 m); *Grenade:* 2,000 feet (610m).

Bonuses: +1 to strike on aimed/called shots, cumulative with other bonuses. No bonus for auto-pulse or grenades.

Payload: Standard E-Clip: 10 shots; long E-Clip: 30 shots. Energy canister (cannot be removed but is rechargeable) holds an additional 30 energy shots. The grenade launcher has a four-shot pump magazine and can be reloaded by hand.

Black Market Cost: 50,000 credits.



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!

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

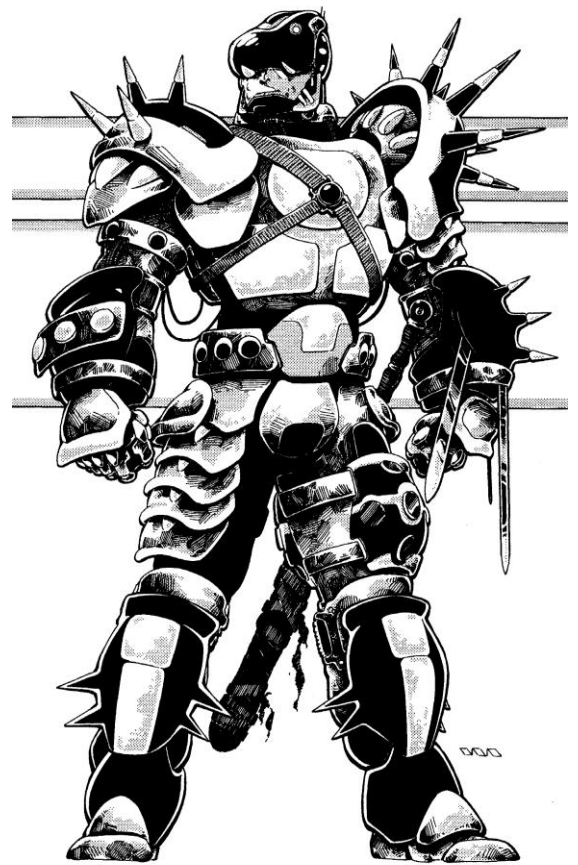
M.D.C. by Location:

Helmet – 30 (light) or 50 (heavy).

Arms – 45 each

Legs – 55 each

Main Body – 130



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.

Model: NG-220.

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

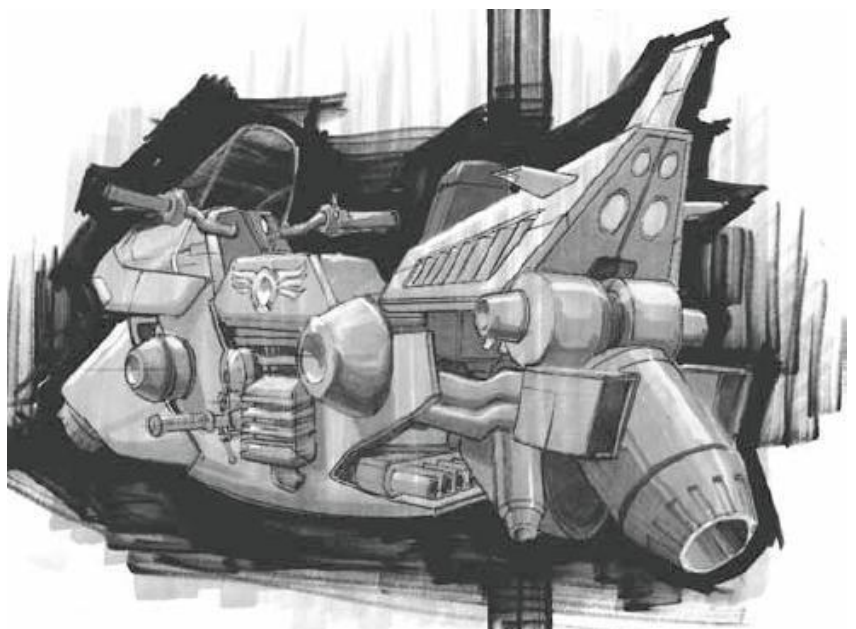
Windshield (1) – 18

** 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.

Speed:

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: Each solid oxide cell provides eight weeks of constant use.

Statistical Data:

Height: 3.6 feet (1.1 m).

Length: 12 feet (3.7 m).

Engine: Solid Oxide, but combustion, electric and nuclear are also available.

Weight: 850 lbs (382.5 kg).

Cost: 670,000 credits for Solid Oxide. 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%.

Sensor Systems & Features of Note: Short-range radio with 5 mile range.

Weapon Systems:

I. 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 street legal in most towns and cities.

Range: 600 feet (183 m).

Damage: 3D6 M.D. for a single shot; 6D6 M.D. for a double blast.

Rate of Fire: Each single or double shot counts as one melee attack.

Payload: 12 shots per E-Clip.

Weapon Cost: 24,000 credits.