

Notable Equipment – Leonard Couldn't

Bandit 6000 Grenade Launcher

Also known as the "Big Bang" Assault Rifle. The Bandit 6000 is a rapid-fire grenade launcher! Its size and shape is somewhat reminiscent of Bandito Arms' rail guns, but the payload unleashed by this heavy weapon is literally explosive. The drum canister holds the main payload of grenades (50), but an additional 12 grenades can be held in the gun itself. A folding bipod stand is located in the front of the weapon for use in a prone position and for extra support. It is designed for use by power armor pilots, Juicers, Crazies and cyborgs; a P.S. of 24 or higher is necessary to use the weapon without penalty (otherwise -4 to strike). Like the rail guns, the Big Bang is based on technology uncovered at Area 51, so it is nothing more than a knock-off of a forgotten (experimental?) weapon designed for the US Army or Air Force. Probably a weapon originally intended for the SAMAS.

Weight: The gun is 40 lbs.; the grenade drum is another 20 lbs.

Damage: 2D6 M.D. per single grenade, or 4D6 M.D. per rapid-fire burst of two grenades. Each grenade has a 12 foot blast radius.

Rate of Fire: One at a time, or a burst of two per action.

Range: 2,000 feet.

Payload: 12 grenades in the gun itself. An additional 50 grenades are packed into the ammo drum. It takes a full melee round to reload the gun with 12 grenades (or one action to load two).

Cost: 80,000 to 100,000 credits; 500 credits per grenade. This weapon is illegal in the Coalition States.

Gladiator Full Environmental Body Armor

Weight: 21 lbs.

Mobility: Fair mobility; -10% movement penalty (Prowl, Gymnastics, Acrobatics, Climbing, Swimming, and similar skills).

M.D.C. by Location: Main Body: 70; Helmet: 45; Arms: 23 each; Legs: 45 each.

Cost: 38,000 credits.

Features: Computer controlled life support, internal cooling and temperature control, air circulation and purge system, gas filtration, humidifier, independent oxygen supply (5 hours) that automatically engages in low oxygen or contaminated air environments, insulated and high temperature for up to 200 degree centigrade (normal fires do no damage), minimal radiation shielding (up to 100 rads), polarized and light adjusting visor/goggles, directional short-range radio built into the helmet (5-10 mile range depending on the terrain), removable visor/face plate.

NG Samson Power Armor (customized)

Model Type: NG-X9 Samson.

Class: Armored Infantry Assault Suit

Crew: One.

M.D.C. by Location:

- Rear Booster Jets (2) – 50 each
- Ammo-Drum (rear) – 30
- Forearm Mini-Missile Launchers (2) – 50 each
- *Head – 70
- Main Body – 240

*Note that destroying the head will eliminate all forms of optical enhancement and sensory systems. The pilot must rely on his own vision. No power armor combat bonuses to strike, parry or dodge. Attackers are -3 to strike the head due to the placement of the exhaust tubes and ammo drum.

**Running Speed: 120 mph maximum (150 without the Boom Gun). The act of running will tire out the pilot, but only at 10% the usual rate of fatigue.

**Leaping: Can leap 15 ft. high or across from a standing position, unassisted by the jet boosters (25 ft. high and across without the Boom Gun). +10 ft. with a running start. Jet booster assisted leaps can go 80 ft. high and 100 ft. across (100 ft. high and 200 ft. across without the Boom Gun). This is not flight.

**Note that the increased weight of the Boom Gun and its ammo, as well as the recoil suppression system, protective insulation, and added frame reinforcements have reduced the Samson's overall running speed and leaping distance.

Height: 11 feet.

Width: 5 feet.

Length: 4 feet, 6 inches.

Weight: 630 lbs. without weapons and ammo (takes into account recoil suppression system and reinforcement for Boom Gun). 1,800 lbs. fully loaded (the Boom Gun alone is 867 lbs., and a full ammo drum is 300 lbs.).

Physical Strength: Robotic P.S. of 30. Carrying Capacity is 750 lbs. and Lifting Capacity is 1,500 lbs.

Cargo: Small storage area for extra supplies and personal weapons.

Power System: Nuclear; average life of 15 years.

Standard Systems:

- Radar: Can identify and track up to 72 targets simultaneously at a range of 40 miles.
- Combat Computer: Calculates, stores and transmits data onto the pilot's Heads-Up Display (H.U.D.). Tied to the targeting computer.
- Targeting Computer: Assists in tracking and identification of enemy targets up to ten miles away.
- Laser Targeting System: Assists in the selection and focusing of specific targets and adds +1 to strike when using long range weapons; does not apply to hand-to-hand combat.
- Radio Communications: Long range, directional communication system with an effective range of about 500 miles, as well as a directional, short range radio with effective range of 10 miles. Plus a built-in loudspeaker; 80 decibels.
- Fully Environmental: Suitable for use in all types of hostile environments, including underwater (500 foot depth tolerance). Also has a computer controlled life support system with internal cooling and temperature control, artificial air circulation system, gas filtration, humidifier, independent oxygen supply (8 hours) and purge system that automatically engages in low oxygen or contaminated air, high temperature shielding up to 400 degrees centigrade, and radiation shielded.

Weapon Systems:

RG-14 Rapid Acceleration Electromagnetic Rail Gun (a.k.a. "Boom Gun"):

The famous "Boom Gun" is a unique rail gun that can accelerate its flechette style rounds at a speed of Mach 5 and actually creates a sonic boom when fired. The gun is perhaps the most powerful personal or power armor weapon to survive the Great Cataclysm. When not in use, the gun is flipped back and stored in an upward position. When needed for combat, the pilot simply brings it forward. The blast of a Boom Gun is so powerful that without the automatic stabilization system, the power armor suit would be thrown back 30 feet. This system is a synchronous system of jet thrusters in the back and legs, as well as retractable pylons in the lower legs that hold the armor in place. The pylons and jets automatically engage in the same action that the Boom Gun is fired.

Primary Purpose: Assault, anti-armor, and anti-aircraft.

Length: Almost 9 feet.

Weight: 867 lbs.

Damage: 3D6x10 M.D. One Boom Gun flechette round holds 200 slugs.

Rate of Fire: Each blast counts as one action. Bursts and sprays are not possible.

Maximum Effective Range: 11,000 feet (about 2 miles).

Payload: 1,000 round auto-feed ammo canister. The Boom Gun can be reloaded by hand, one at a time by the pilot, as necessary, but it takes 15 minutes to reload 40 rounds. A full sized ammo drum can be replaced by a team of Operators with the proper equipment in 1D6+2 minutes.

Effects of the Sonic Boom: The power armor suit has been specially insulated from the shock waves of its own Boom Gun. However, everyone else within 200 feet will be temporarily deafened (triple the range underwater). Each sonic boom adds to the duration of the deafness. Within a 300 foot radius, the sonic boom will shake buildings and shatter S.D.C. windows.

- Characters without any type of sound/ear protection will be temporarily deafened for 2D4 minutes and are -8 to initiative and -3 to parry and dodge.



- Characters inside full environmental body armor, power armor, or a light M.D.C vehicle will have some protection but are still temporarily deafened. Same penalties as above, but duration is only 1D4 minutes.
- Heavy robot vehicles, tanks and most military vehicles are sufficiently protected so the crew and passengers hear (and feel) the sonic boom, but do not suffer any penalties.
- Dragons and similarly powerful supernatural beings affected the same as those inside a light M.D.C. vehicle (1D4 minutes).
- Greater demons, elementals, gods, spirits, undead, and certain other beings are impervious to the effects of a sonic boom.

Forearm Rocket Launchers (2): A mini-missile rocket launcher is built into each forearm.

Primary Purpose: Anti-aircraft and defense.

Damage: Varies with missile type. Any mini-missile can be used, but standard issue is armor-piercing (1D4x10 M.D.), plasma (1D6x10 M.D.), or fragmentation (5D6 M.D.). All missiles have a ten foot radius.

Rate of Fire: One or two can be fired per melee action.

Maximum Effective Range: Usually about one mile.

Payload: Two per arm; four total.

Knuckle Blades: Three vicious looking blades extend from the hand for use in hand-to-hand combat. Add 1D6 M.D. to punch attacks.

Damage

Restrained Punch	1D4 M.D. (+1D6 M.D. from knuckle blades)
Full Strength Punch	1D6 M.D. (+1D6 M.D. from knuckle blades)
Power Punch	2D6 M.D. (+1D6 M.D. from knuckle blades; counts as two actions)
Restrained Kick	1D6 M.D.
Full Strength Kick	1D8 M.D.
Power Kick	2D8 M.D. (counts as two actions)
Forearm/Elbow	1D6 M.D.
Knee Strike	1D8 M.D.
Head Butt	1D6 M.D.
Body Block/Tackle	1D4 M.D.
Body Flip/Throw	1D6 M.D.
Tear/Pry	1D4 M.D.
Running Ram:	2D6 M.D.