

# Notable Equipment – Ty

## TX-30 Triax Ion Pulse Rifle

A popular frontier weapon with a front-loading e-clip. It is a dependable, lightweight weapon with the benefit of multiple ion bursts and excellent range for an ion weapon.

Weight: 7 lbs.

Damage: 2D6 M.D. per single shot, or 6D6 M.D. per pulse burst (three simultaneous blasts).

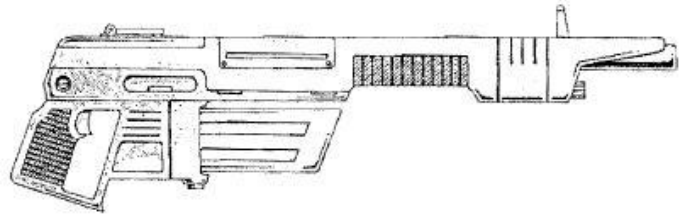
Rate of Fire: A single blast or pulse counts as one melee action.

Range: 1,600 feet.

Payload: 40 shots per standard e-clip or 50 per long e-clip.

Cost: 25,000 credits.

Bonus: The front loaded e-clip makes the rifle better balanced when held with two hands, and therefore, more accurate when used in that capacity (+1 to strike with pulse; +2 to strike with Aimed or Called shot), but is awkward when firing one-handed (additional -2 penalty).



## Neural Mace

A handheld stun weapon that releases an energy charge that temporarily short-circuits the nervous system.

Saving Throw: 16 or higher to Save vs. Stun. The victim must roll to save each time that he's struck. Note that the mace is ineffective against full environmental M.D.C. body armor and power armor, but is effective against non-environmental armor.

Damage: Non-lethal. A victim who is struck and fails to save is stunned: -8 to strike parry, and dodge, and the victim's Spd and Actions Per Melee are reduced to half. More than four successful strikes against which the victim doesn't save may result in unconsciousness. Physical damage is 2D6 S.D./M.D., plus P.S. damage bonus (if applicable).

Duration of Effects: Stun penalties last for 1D4 minutes. Unconsciousness due to repeated strikes from the neural mace lasts for 2D4 melee rounds. The duration of impairment increases 2D4 melee rounds for every hit from the mace against which the victim does not save.

Cost: 8,000 credits.



## Crusader Full Environmental Body Armor

As the name implies, this full suit of body armor resembles the knights of the ancient Crusades because of the styling of the armor plates and the use of chain mail-like M.D.C. materials and a knee length skirt. Recent fashion has provided a knight's surcoat, and even the helmet is often designed to resemble the European knights of old.

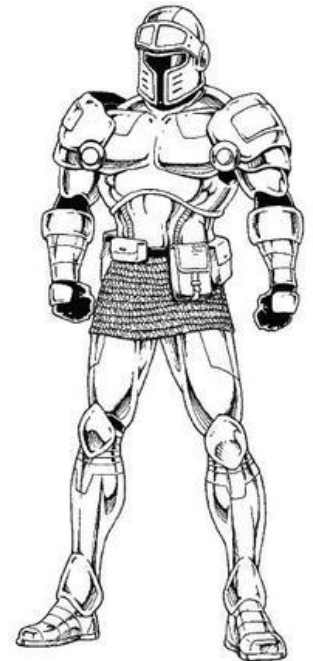
Weight: 204lbs.

Mobility: Fair mobility; -15% movement penalty (Prowl, Gymnastics, Acrobatics, Climbing, Swimming, and similar skills).

M.D.C. by Location: Main Body: 95; Helmet: 50; Arms: 30 each; Legs: 50 each.

Cost: 55,000 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-SU600 Wave Cutter (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 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.

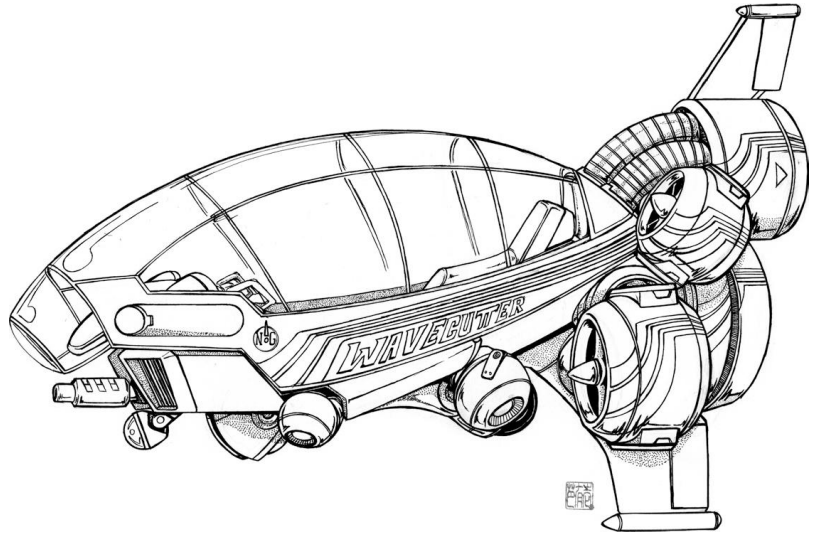
**M.D.C. by Location:**

- \* 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.

**Cost of Hovercycle:** 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.

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 EClip).

**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).

Damage: Varies with missile or 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.

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.