

## Military Armor

### **Bullet Proof Vest (quality)-\$1000**

Encumbrance 10

Armor: +2, Armor vs. Bullets: +4

Coverage: Torso

Material: silk (expensive)

### **Flak Jacket (military)-\$750**

Encumbrance 15

Armor: +2, Armor vs. Bullets: +4

Coverage: Torso

Material: Canvas and Steel plates

### **Brewster Body Shield-\$5000**

Encumbrance 40

Armor: +6

Coverage: Torso and Head

Material: steel

### **Steel Armor (German)-\$2000**

Encumbrance 25

Armor: +3, Armor vs. Bullets: +4

Coverage: Torso

Material: steel

### **Experimental Shatter Plates-\$200**

Encumbrance 5

Effect: adds 2 armor points to any bullet proof vest or flak jacket

Used up when wearer is hit in torso with bullet, fragment or another projectile

### **Experimental Heavy Shatter Plates-\$500**

Encumbrance 10

Effect: adds 4 armor points to any bullet proof vest or flak jacket

Used up when wearer is hit in torso with bullet, fragment or another projectile.

### **Silencer-\$500**

Encumbrance 1

Effect: Quiets the effect of a pistol, when a 1 is rolled on shooting dice, roll d6. 1-3 silencer is used up, 4-6 ammunition used up.

### **Armor Piercing Pistol Bullets-\$100 per reload**

Encumbrance 1

Effect: adds 1 to AP of pistol or submachine gun so equipped

**Armor Piercing Rifle Bullets-\$200 per reload**

Encumbrance 2

Effect: adds 2 to AP of Rifle, BAR or Machine gun so equipped

**Experimental Pistol Bullets-\$500**

Encumbrance 1

Effect: adds 3 to AP of pistol or submachine gun so equipped

**Experimental Rifle Bullets-\$1000**

Encumbrance 2

Effect: adds 3 to AP of Rifle, BAR or Machine gun so equipped, Makes them HW

**Explosive Rifle Bullets-\$1000**

Encumbrance 2

Effect: adds 1d8 to damage of Rifle, BAR or Machine gun so equipped.

**Explosive Pistol Bullets-\$500**

Encumbrance 1

Effect: adds 1d6 to damage of pistols or submachine guns so equipped

**Misc. Gear****Cigar-Lighter Dart Shooter-\$200**

Encumbrance 1

Range: 2/4/6

Effect: disguised as a cigar lighter, this has two uses, an unwitting user will shoot himself in the hand when using it a lighter. By a familiar user it can be used as a dart gun (requires called shot to hand (-2) or other exposed flesh to penetrate) In either case, the dart must first be treated with some sort of venom. The lighter can hold 4 darts.

**Deadly Venom-\$500**

Encumbrance 1

Effect: a deadly poison that must be injected into blood stream to have effect. The bottle has enough venom to make 8 attacks (applied to dart, arrow, knife etc., one use per weapon) On a hit that penetrates—a shaken result with a weapon, or a hit on exposed skin by small dart, causes target to save vs. Vigor or immediately take 4 wounds.

**Paralytic Venom-\$250**

Encumbrance 1

Effect: a paralytic agent that must be injected into blood stream to have effect. The bottle has enough venom to make 8 attacks (applied to dart, arrow, knife etc., one use per weapon) On a hit that penetrates—a shaken result with a weapon, or a hit on exposed skin by small dart, causes target to save vs. Vigor or immediately become paralyzed for 1 hour.

**Tranquilizing Venom-\$100**

Encumbrance 1

Effect: a sleep-producing agent that must be injected into blood stream to have effect. The bottle has enough v to make 8 attacks (applied to dart, arrow, knife etc., one use per weapon) On a hit that penetrates—a shaken result with a weapon, or a hit on exposed skin by small dart, causes target to save vs. Vigor or fall asleep for 1-4 hours

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**Dart Rifle-\$500**

Caliber: dart Range: 15/30/45

Damage: d4

ROF: 1 bolt action

Encumbrance 12

Air-powered and Silent, uses darts that must be filled with some sort of venom

**Cigar-Lighter Flame Thrower-\$1000**

Encumbrance 1

Range: 2/4/6

Effect: disguised as a cigar lighter, this device shoots off a fire attack, hitting a small burst template, doing 3d6 damage.

**Two-Way Wrist Radio-\$500**

Encumbrance 0

Effect: A portal radium-powered, two-way radio with a 2-mile range, configured as a wristwatch.

**Experimental Rocket Pack-\$10000**

Encumbrance 15

Effect: gives the wearer the power to fly (using pilot skill) for 30 minutes with a max speed of 48, Acceleration of 12, Climb 6