New Toys for Grunts™ - 1

By Martin Bentley

Some custom equipment that my players have been having fun using. Especially the mini-grenades.

Armour

Class	Name	Defence	DR	Hull	Cost	Notes
Light	Malott M&M V-48 Powerskin	+3	2	-	7	Flight, Requires action to engage full protection (deployable helmet)
Medium	CD&P Scout Suit	+4	4	-	8	Active Camouflage, Improved Sensors
Heavy	Vella TacSpec Iron Golem	0	13	1	20	Dense, Hull, HISS
Heavy	Vella TacSpec Iron Gunner	0	13	-	22	Dense, Implanted Weapons, HISS

Light Armour

Malott V48 Powerskin

The V-48 Powerskin is intended for use by those wishing to stay less obtrusive than with heavy armour, while built-in annie plants allow flight. This provides for battlefield flexibility, or possibly skeet for your opponents. The helmet requires some time to deploy, but will allow for safe operation in a vacumn.

Medium Armour

CD&P Scout Suit

Designed for long-range tactical infiltration and reconnaisance, CD&P's Scout Suit includes an enhanced sensor package that links with other suits in the area over a secure hypernode link. Each suit also includes a link to a central hub, which uploads in real-time if required, but using this may lead to detection despite the active camouflage.

Heavy Armour

Vella Tacspec Iron Golem

Designed for heavy-duty frontal assaults, the Iron Golem trades defence for not taking damage. Made from dense, hull-grade PTUs, the armour does not allow for easy dodging, but anything that hits will simply be shrugged off. The addition of a HISS makes someone wearing an Iron Golem even more fearsome in melee.

Vella Tacspec Iron Gunner

Based directly on the Iron Golem, the Iron Gunner sacrifices some of the hull-grade defences to add more firepower by mounting weapons directly to the suit.

Weapons

Projectile Weapons

Name	Damage	Ammunition	Reloads	Grips	License	Cost	Notes
Strohl N-54 Rotary Launcher	Varies	Variable	1-2	2	Military	8	Underslung Launcher
Phubar Pocket-Grenadier	Varies	Variable	1-2	2	Military	4	Underslung Launcher (Thrown Weapons -2), Failure Prone

Strohl Munitions N-54 Rotary Launcher

When you need to make it rain. Anyone downrange will not appreciate the rain that is coming in, since it will consist of grenades. Fires specialised mini-grenade ammunition, sold at all good Planet Mercenary outlets at a bulk discount.

Phubar Pocket-Grenadier

A cheaper, knock-off version of the Strohl Munitions N-54 Rotary Launcher, this uses the same ammunition. Given the reputation of Phubar weapons, this might seem like a bad idea, but one can not argue with the cost. Since the ammunition is not perfectly matched, there is a minor decrease in accuracy, as if this matters when lobbing grenades. The downside is that sometimes a grenade jams….

Explosives

Name	Use Mechanism	Uses	Cost	Notes
N-54 Burner	Only N-54 Rotary	8	4	The target takes 1d3 + 1 damage each round until it spends one action putting itself out.
N-54 Frag	Only N-54 Rotary	8	3	Each grenade does 2d6 + 2 damage
N-54 Plasma	Only N-54 Rotary	8	3	Each grenade does 2d6 + 4 damage
N-54 Smoke	Only N-54 Rotary	8	1	Anyone near the target must reroll any roll of 6 on attack rolls for three turns.

Strohl N-54 Compatible Grenades

Big grenades are not meant to be used in little rooms. Smaller grenades like the N-54 compatible range can be. Cheaper and smaller than traditional grenades, these are intended to be used liberally. The trade-off is that they do less damage. All grenades can be set to explode on impact, on a time delay, or using a proximity sensor. For an additional 2 supply, they can also be made sticky, which adds a thin layer of goober green mod to the grenade. Grenades are bought in reload packs of eight helpings of mayhem at a time. If buying more than ten packs, two free slapsticks will be added to your order, since we like repeat customers, and that seems less likely if you need that many grenades.