

Savage Rifts Fan Gear Catalog

Armors

Catalog of Fan Created Gear

Body Armor	Armor	Tough	Weight	Cost
CA-5 "Juicer" Dead Boy Armor	+7	+1	30lbs	NA
CA-6C Heavy Dead Boy Armor	+8	+1	60lbs	NA
CA-6EX Heavy Exoskeleton Dead Boy Armor	+7	+1	60lbs	NA
CA-7 Special Forces Heavy Dead Boy Armor	+6	+1	20lbs	NA
Coalition CA-1 Heavy Dead Boy Armor	+6	+2	18lbs	35,000 Cr
Coalition CA-2 Light Dead Boy Armor	+5	+0	9lbs	35,000 Cr
Coalition CA-3 (New) Light Dead Boy Armor	+6	+2	12lbs	NA
Coalition CA-4 (New) Heavy Dead Boy Armor	+7	+1	20lbs	NA
DPM 101 Dog Pack Light Riot Armor	+4	+0	8 lbs	

Powered Armor	Arm/Tgh	Strength	Pace	Flight
PA-06A SAMAS	+10MDC/+1	d12+4	10	22/22/225
PA-07A Light Assault SAMAS	+10MDC/+1	d12+4	10	/18/180
PA-08A "Striker" SAMAS	+11MDC/+1	d12+5	11	/22/220
PA-09A Super SAMAS	+15MDC/+2	d12+5	8	37/37/375
PA-100 Mauler Powered Armor	+10MDC/+1	d12+5	8	/
PA-200 Terror Trooper	+14/+2	d12+6	10	/
PA-300 Glitterboy Killer	+15MDC/+2	d12+6	17	0/0
XPA-301 Battle Wraith	+15MDC/+2	d12+6	24	0/0

CA-5 "Juicer" Dead Boy Armor

Armor	+7
Toughness	+1
Weight	30lbs
Cost	NA

Minimum Strength

Description

Juicer armor is a slightly modified, heavier suit of standard armor with a heavier helmet and features to distinguish it from the standard troops.

Conversion Notes

Source: Crusader

Rifts Value: 95 MDC

Savage Rifts Value: +6 ARM; +2 Tough

CA-6C Heavy Dead Boy Armor

Armor	+8
Toughness	+1
Weight	60lbs
Cost	NA

Minimum Strength

Description

The CA-6C is a large, heavily plated suit of Dead Boy armor designed for use by the Coalition's new Cyborg Armored Division. It is typically worn by full conversion cyborgs or partial 'borgs/headhunters with extensive reconstruction.

CA-6EX Heavy Exoskeleton Dead Boy Armor

Armor	+7
Toughness	+1
Weight	60lbs
Cost	NA

Minimum Strength

Description

The "EX" in the classification stands for "exoskeleton." The CA-6EX is fundamentally the same heavily plated armor as the CA-6C except that it has an exoskeleton built into it. The exoskeleton enables ordinary humans to wear it, providing incredible armored protection and enhanced robotic strength and speed.

CA-7 Special Forces Heavy Dead Boy Armor

Armor +6
Toughness +1
Weight 20lbs
Cost NA

Minimum Strength

Description

The Special Forces Division has its own suit of black body armor. The armor has all the same features as the new "Dead Boy" armor and a few special ones as well; most notable are the retractable vibro-knives mounted on the top of each forearm at the wrist. A garrote wire can be pulled from a housing in the left wrist. A Special-Ops Mag-Five, silent jet pack can be attached to the mountings on the back to provide flight, or in the alternative, to secure a backpack ammo-drum or energy pack. An ammo-belt is typically slung across the chest along with a utility belt and holster at the waist. Additional ammo and equipment pouches can be magnetically attached to the armor at the waist or on the hips and lower leg.

Conversion Notes

Source: Triax T-10 Cyclops

Rifts Value: 100 MDC

Savage Rifts Value: +6 ARM; +1 Tough

Coalition CA-1 Heavy Dead Boy Armor

Armor +6
Toughness +2
Weight 18lbs
Cost 35,000 Cr
Minimum Strength d10

Description

Old style standard "dead Boy" body armor for Coalition Troops with full environmental protection, that gave the troops the name "Dead Boys"

Game Use

Complete environmental battle armor suitable for use in all hostile environments, including space.

Computer controlled life support system.

Internal cooling and temperature control.

Artificial air circulation systems, gas filtration, humidifier.

Computer controlled independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments.

Five hour oxygen supply.

Insulated, high temperature resistant shielding for up to 300 degrees centigrade.

Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.

Radiation shielded.

Polarized and light sensitive/adjusting tinted visor.

Built-in loudspeaker: 80 decibels.

Directional, short-range radio built into the helmet. Range is 5 miles (8 km).

Helmet face plate is removable.

Wrist Mini-Comp: A multi-purpose miniature computer and display that will indicate system errors within the armor, damage levels, and oxygen supply, as well as direction (compass), time, and date.

Ammo and supply waist belt, shoulder belts, and shoulder holster.

Pilots and officers have their choice of shoulder or hip holster.

Boot survival knife or Vibro-Blade for officers and military specialists.

Conversion Notes

Source: Triax T-13 Field Mechanic

Rifts Value: 80 MDC

Savage Rifts Value: +6 ARM; +2 Tough

Coalition CA-2 Light Dead Boy Armor

Armor	+5
Toughness	+0
Weight	9lbs
Cost	35,000 Cr
Minimum Strength	d4

Description

The old style lighter version of the standard Coalition body armor Worn by Pilots, City Police and Espionage Units. This version also has full environmental protection

Game Use

Complete environmental battle armor suitable for use in all hostile environments. including space.

Computer controlled life support system.

Internal cooling and temperature control.

Artificial air circulation systems, gas filtration, humidifier.

Computer controlled independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments.

Five hour oxygen supply.

Insulated, high temperature resistant shielding for up to 300 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.

Radiation shielded.

Polarized and light sensitive/adjusting tinted visor.

Built-in loudspeaker: 80 decibels.

Directional, short-range radio built into the helmet. Range is 5 miles (8 km).

Helmet face plate is removable.

Wrist Mini-Comp: A multi-purpose miniature computer and display that will indicate system errors within the armor, damage levels, and oxygen supply, as well as direction (compass), time, and date.

Ammo and supply waist belt, shoulder belts, and shoulder holster.

Pilots and officers have their choice of shoulder or hip holster.

Boot survival knife or Vibro-Blade for officers and military specialists.

Conversion Notes

Source: Huntsman

Rifts Value: 45 MDC

Savage Rifts Value: +5 ARM

Coalition CA-3 (New) Light Dead Boy Armor

Armor	+6
Toughness	+2
Weight	12lbs
Cost	NA
Minimum Strength	d4

Description

The new style of armor is designed to provide greater protection without adding significantly to the weight or decreasing mobility. Typically reserved for female troopers, scouts and special teams (Psi-officers, reconnaissance, Intelligence, Special Forces, Pilots, etc.).

Game Use

Complete environmental battle armor suitable for use in all hostile environments including space.

Computer controlled life support system that monitors and displays bio-data of the wearer as well as the capacity and failure of life support systems and damage to the armor. The wearer will know approximately how much M.D.C. is remaining and whether or not the armor has been breached.

Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Five hour oxygen supply.

Internal, voice actuated support computer and data base. This secondary computer provides mathematical computations and serves as a data base of basic military data, protocol, rules, laws and procedure. It also includes CS troop and vehicle recognition/identification based on verbal description or optical link (if it's not a friendly, it's probably an enemy). The computer can also "read" for the soldier (85% of all grunts are illiterate). This is done either by reading the letters composing the word (assuming the character knows the alphabet; 70% don't) or with an optic link via multi-optic eye patch or bionic eye linked to the computer. The new heavy armor has an automatic optic link built into the armor.

Internal cooling and temperature control.

Artificial air circulation systems, gas filtration, humidifier.

Insulated, high-temperature resistant shielding for up to 300 degrees centigrade. Normal fires do no damage. Nuclear, plasma, magic fires and mega-damage fire and heat do full damage.

Radiation shielded.

Polarized and light-sensitive visor with a tint that automatically adjusts to the level of available light.

Built-in loudspeaker: 80 decibels.

Directional, short-range radio built into the helmet. Range is five miles (8 km).

The helmet can be completely removed, but unlike the old armor, the face plate is not removable; it is one piece with a jointed back plate that is unlocked and opened to put on and remove the helmet quickly and easily.

Ammo and supply waist belt, shoulder belts, and shoulder holsters are all standard issue. Pilots and officers have choice of shoulder or hip holster.

Boot survival knife or vibro-blade for officers, military specialists and Special Forces.

The light areas of the skeleton portions of armor are a light grey color. The material is light sensitive and darkens 20% in low light to prevent giving the enemy a nice, light target to aim for during night attacks.

Conversion Notes

Source: Triax T-13 Field Mechanic

Rifts Value: 80 MDC

Savage Rifts Value: +6 ARM; +2 Tough

Coalition CA-4 (New) Heavy Dead Boy Armor

Armor	+7
Toughness	+1
Weight	20lbs
Cost	NA

Minimum Strength

Description

The new style of armor is designed to provide greater protection without adding significantly to the weight or decreasing mobility. The current standard armor worn by most Coalition soldiers, including commissioned and non-commissioned officers.

Game Use

Complete environmental battle armor suitable for use in all hostile environments including space.

Computer controlled life support system that monitors and displays bio-data of the wearer as well as the capacity and failure of life support systems and damage to the armor. The wearer will know approximately how much M.D.C. is remaining and whether or not the armor has been breached.

Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Five hour oxygen supply.

Internal, voice actuated support computer and data base. This secondary computer provides mathematical computations and serves as a data base of basic military data, protocol, rules, laws and procedure. It also includes CS troop and vehicle recognition/ identification based on verbal description or optical link (if it's not a friendly, it's probably an enemy). The computer can also "read" for the soldier (85% of all grunts are illiterate). This is done either by reading the letters composing the word (assuming the character knows the alphabet; 70% don't) or with an optic link via multi-optic eye patch or bionic eye linked to the computer. The new heavy armor has an automatic optic link built into the armor.

Internal cooling and temperature control.

Artificial air circulation systems, gas filtration, humidifier.

Insulated, high-temperature resistant shielding for up to 300 degrees centigrade. Normal fires do no damage. Nuclear, plasma, magic fires and mega-damage fire and heat do full damage.

Radiation shielded.

Polarized and light-sensitive visor with a tint that automatically adjusts to the level of available light.

Built-in loudspeaker: 80 decibels.

Directional, short-range radio built into the helmet. Range is five miles (8 km).

The helmet can be completely removed, but unlike the old armor, the face plate is not removable; it is one piece with a jointed back plate that is unlocked and opened to put on and remove the helmet quickly and easily.

Ammo and supply waist belt, shoulder belts, and shoulder holsters are all standard issue. Pilots and officers have choice of shoulder or hip holster.

Boot survival knife or vibro-blade for officers, military specialists and Special Forces.

The light areas of the skeleton portions of armor are a light grey color. The material is light sensitive and darkens 20% in low light to prevent giving the enemy a nice, light target to aim for during night attacks.

Conversion Notes

Source: Crusader

Rifts Value: 95 MDC

Savage Rifts Value: +6 ARM; +2 Tough

DPM 101 Dog Pack Light Riot Armor

Armor	+4
Toughness	+0
Weight	8 lbs

Cost

Minimum Strength

Description

The DPM 101 armor offers none of the environmental systems of the full Dead Boy suits and serves mostly as protection against gunfire.

Conversion Notes

Source: Plastic Man Main Body

Rifts Value: 35 MDC

Savage Rifts Value: +4 ARM

PA-06A SAMAS

Armor	+10MDC					
Toughness	+1					
Weight	340lbs					
Cost	1.6MCr					
Size	1					
Strength	d12+4					
Pace	10	Running Dice			10	
Jump						
Climb	1	Flying Pace			22/225	
Water Pace	6					
Group QTY	Weapon	Range	ROF	Damage	AP	Ammo
1	1 Light Rail Gun	See Page 96				
2	1 Mini-Missile Launcher	See Page 96				

Description

The original PA-06A SAMAS has been a workhorse for the Coalition States, proving to be fast, maneuverable and deadly in all environments, from open combat to city streets.

Conversion Notes

Source: Triax T-31 Super Trooper Power Armor

Rifts Value: 250 MDC Savage Rifts Value: +10 MDC; +1 Tough

Source: Flying titan Power Armor

Rifts Value: 400 MPH Savage Rifts Value: 300

Source: Glitterboy per Clint Black

Rifts Value: 60 mph Savage Rifts Value: 10

Source: NG-X9 Samson, Triax T-31 Super Trooper Power Armor

Rifts Value: 30 Savage Rifts Value: d12+4

PA-07A Light Assault SAMAS

Armor	+10MDC					
Toughness	+1					
Weight	500lbs					
Cost	1.8MCr					
Size	1					
Strength	d12+4					
Pace	10	Running Dice			d10	
Jump						
Climb		Flying Pace			18/180	

Water Pace

Group	QTY	Weapon	Range	ROF	Damage	AP	Ammo
1	1	Light Rail Gun	See Page 96				
2	1	Mini-Missile Launcher	See Page 96				
3	1	Mini-Missile Launcher	See Page 96				

Description

The PA-07A Light Assault SAMAS is patterned after the original PA-06A as a low altitude, all environment power armor fighter. Like the PA-06A, the Smiling Jack is fast, tough, reliable and capable of infantry assaults, frontline combat, surgical strikes, troop support, seek and destroy, reconnaissance, rescue, espionage and defense. It can fly, hover, make tight turns and is small enough to maneuver through narrow streets and corridors without sacrificing firepower or armor protection.

Conversion Notes

Source: Triax T-31 Super Trooper Power Armor

Rifts Value: 250 MDC Savage Rifts Value: +10 MDC; +1 Tough

Source: Triax X-10 Predator Flying Speed

Rifts Value: 290 MPH Savage Rifts Value: 180

Source: NG-X9 Samson, Triax T-31 Super Trooper Power Armor

Rifts Value: 30 Savage Rifts Value: d12+4

PA-08A "Striker" SAMAS

Armor	+11MDC		
Toughness	+1		
Weight	600lbs		
Cost	2.6MCr		
Size	1		
Strength	d12+5		
Pace	11	Running Dice	d10
Jump			
Climb		Flying Pace	22/220

Water Pace

Group	QTY	Weapon	Range	ROF	Damage	AP	Ammo
1	1	Light Rail Gun	See Page 96				
2	2	Mini-Missile Launcher	See Page 96				
3	1	Mini-Missile Launcher	See Page 96				
4	1	Mini-Missile Launcher	See Page 96				

Description

The PA-08A "Striker" SAMAS is a cross between the old style Death's Head SAMAS, which it more closely resembles, and the Super SAMAS with its heavier armor and weapon systems. The Striker was specifically designed for the exclusive use of the Special Forces and is only rarely made available to the Elite RPA SAMAS pilot on special missions, usually with Special Forces. Like its light predecessors, it is a low altitude, all environment power armor fighter, but used primarily for espionage and special missions. Such covert operations include penetrating the enemy line in order to sabotage the enemy, hit special targets, guerilla warfare, assassination, intercept, anti-armor, antisupernatural missions, special reconnaissance in hostile territory, surgical strikes, seek and destroy, rescue, espionage and defense. It can fly, hover, make tight turns and is small enough to maneuver through narrow streets and corridors without sacrificing firepower or armor protection.

Conversion Notes

Source: Triax X-10 Predator Main Body

Rifts Value: 380 MDC Savage Rifts Value: +11 MDC; +2 Tough

Source: Triax X-10 Predator Flying Speed

Rifts Value: 290 MPH Savage Rifts Value: 180

Source: Triax X-10 Predator

Rifts Value: 40 Savage Rifts Value: d12+6

Source: NG-X9 Samson, Triax T-31 Super Trooper Power Armor

Rifts Value: 30 Savage Rifts Value: d12+4

PA-09A Super SAMAS

Armor	+15MDC		
Toughness	+2		
Weight	2.4tons		
Cost	5.8MCr		
Size	2		
Strength	d12+5		
Pace	8	Running Dice	d10
Jump			
Climb	2	Flying Pace	37/375
Water Pace			

Group	QTY	Weapon	Range	ROF	Damage	AP	Ammo
1	2	SS-09 Dual Plasma System	25/50/100	1	3d10+4MD/6d6MD	14/25	INF
2	2	WI-GL20 Automatic Grenade Launcher	See Pg 93				40
3	3	Vibro-Sword	See page 92				
4	3	Vibro-Sword	See page 92				

Description

The PA-09A Super SAMAS is patterned after the original PA-06A and resembles its Light Assault brother, right down to the toothy grin. Nicknamed the "Grinning Demon," it is a fast, tough, and reliable power armor suitable for all types of combat missions. However, it is also a

heavy, high and low altitude, all environment power armor fighter designed specifically as a front-line combat and support unit.

Conversion Notes

Source: Triax X-1000 Ulti-Max

Rifts Value: 400 MDC Savage Rifts Value: +14 MDC; +2 Tough

Source: Triax T-31 Super Trooper Power Armor

Rifts Value: 40 MPH Savage Rifts Value: 8

Source: Flying titan Power Armor

Rifts Value: 400 MPH Savage Rifts Value: 300

Source: NG-X9 Samson, Triax T-31 Super Trooper Power Armor

Rifts Value: 30 Savage Rifts Value: d12+4

PA-100 Mauler Powered Armor

Armor			+10MDC				
Toughness			+1				
Weight			1,800 lbs				
Cost			3.4MCr				
Size			1				
Strength			d12+5				
Pace			8	Running Dice	d10		
Jump							
Climb				Flying Pace			
Water Pace							
Group	QTY	Weapon	Range	ROF	Damage	AP	Ammo
1	1	Vibro-Sword	See page 92				
2	1	Vibro-Sword	See page 92				
3	1	NG-E15 Plasma Ejector	See Page 93				
4	1	NG-E15 Plasma Ejector	See Page 93				
5	1	Mini-Missile Launcher	See Page 96				

Description

The PA-100 Mauler is the design from the Coalition State of Iron Heart for a ponderous, heavily armored, all-purpose suit of environmental power armor. The Mauler, also known as "No Neck" and the "No Neck Mauler," has performed best in field tests as an urban assault and riot control unit, construction, heavy infantry support (typically armed with a rail gun or missile rifle) and as an aquatic, deep sea power armor useful for underwater exploration, salvage and combat.

Game Use

Small maneuvering jets are located on the hips, forearms, shoulders and back to assist in jumps and to provide propulsion underwater. Above and behind the head are four lights. The two center ones are infrared and used for night operations and seeing in murky water; the two larger ones are conventional lights. A pair of small infrared lights are also built into the lower

Source: Triax X-1000 Ulti-Max

Rifts Value: 400 MDC

Savage Rifts Value: +14 MDC; +2 Tough

Source: Glitterboy per Clint Black

Rifts Value: 60 mph

Savage Rifts Value: 10

Source: NG-X9 Samson

Rifts Value: 2

Savage Rifts Value: 11 feet

Source: Triax X-10 Predator

Rifts Value: 40

Savage Rifts Value: d12+6

PA-300 Glitterboy Killer

Armor	+15MDC		
Toughness	+2		
Weight	2 tons		
Cost	12.6 MCr		
Size	3		
Strength	d12+6		
Pace	17	Running Dice	d10
Jump	4		
Climb	0	Flying Pace	0
Water Pace	0		

Group	QTY	Weapon	Range	ROF	Damage	AP	Ammo
0	1	CP-301 Heavy Plasma Lance	20/40/80	1	3d10+4 MD	15	INF
1	2	Mini-Missile 10 Pod	Mini Missile	1-10	Mini Missile	Mini Missile	10
3	1	Triple Barrel Laser Turret	150/300/450	1-3	2d10MD	5	INF
4	1	WI-GL20 Automatic Grenade Launcher	See Pg 93				40
5	1	Vibro-Sword	See page 92				
5	1	Vibro-Sword, Giant Sized	See page 92				
6	1	Vibro-Sword	See page 92				
6	1	Vibro-Sword, Giant Sized	See page 92				
7	1	Light Rail Gun	See Page 96				
8	1	Light Rail Gun	See Page 96				

Description

The PA-300 Glitter Boy Killer designed specifically to take out Glitterboys. Though testing produced promising results, it was found that in actual combat theatres, the armament was woefully lacking. Given the short range of the armament, it was difficult for the PA-300 to get close enough to their target to fire effectively and even then a kill wasn't assured.

Game Use

Nuclear Powered: Which means they effectively have an unlimited fuel capacity and power source with an average life of 15 to 20 years.

Radar (upgraded): Can identify 72 targets and track up to 48 simultaneously at a range of 10 miles (16 km).

Combat Computer: Calculates, stores, and transmits data onto the head up display (H.U.D.) of the pilot's helmet. It is linked to the targeting computer, weapon systems and radar.

Targeting Computer: Assists in tracking and identification of enemy targets. Ten mile range (16 km).

Laser Targeting System: Assists in the selection and focusing of specific targets and adds a bonus to strike when using long-range weapons. Does not apply to hand to hand combat.

Radio communication: Long-range, directional communication system with an effective range of about 500 miles (800 km). As well as a directional, short-range radio with a range 5 miles (8 km).

Built-in loud speaker: 80 decibels.

Complete environmental battle armor: Suitable for use in all hostile environments including under water (from several hundred feet to one mile depending on the suit) and even outerspace. The following features are included.

Computer controlled life support system.

Internal cooling and temperature control.

Artificial air circulation systems, gas filtration, humidifier.

Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Eight hour oxygen supply, but with the air recycling, circulatory system the wearer/pilot can remain inside the suit for days with breathable air.

Insulated, high temperature resistant shielding for up to 400 degrees centigrade.

Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.

Radiation shielding.

Polarized and light sensitive/adjusting tinted visor (when applicable).

Special Bonuses: +2 on initiative and +1 to strike from combat computer and targeting systems.

Conversion Notes

Source: Triax X-1000 Ulti-Max

Rifts Value: 400 MDC

Savage Rifts Value: +14 MDC; +2 Tough

Source: Triax X-1000 Ulti-Max

Rifts Value: 400 MDC

Savage Rifts Value: +14 MDC; +2 Tough

Source: Glitterboy per Clint Black

Rifts Value: 60 mph

Savage Rifts Value: 10

Source: Triax X-10 Predator

Rifts Value: 40

Savage Rifts Value: d12+6

XPA-301 Battle Wraith

Armor	+15MDC		
Toughness	+2		
Weight	2.5 tons		
Cost	10MCr		
Size	3		
Strength	d12+6		
Pace	24	Running Dice	d12
Jump	0		
Climb	0	Flying Pace	0
Water Pace	0		

Group	QTY	Weapon	Range	ROF	Damage	AP	Ammo
1	1	CP-302 Improved Heavy Plasma Lance	30/60/120	1	4d10+4 MD	10	INF
2	1	Light Rail Gun	See Page 96				
3	1	Light Rail Gun	See Page 96				
4	1	Triple Barrel Laser Turret	150/300/450	1-3	2d10MD	5	INF
5	1	WI-GL20 Automatic Grenade Launcher	See Pg 93				40
6	2	Mini-Missile Launcher	See Page 96				
7	1	Phase Scyth			2d8MD	15	
8	1	Phase Scyth			2d8MD	15	

Description

The XPA-301 Battle Wrath PA is nothing more than (and nothing less than) an improved and next generation Glitter Boy Killer. The war years with Free Quebec taught the Coalition a lot about how to make a better hunter of glitter boys, such as the need to arm it with more powerful guns and give it many more missiles. And of course, being limited to a running speed of 100 mph didn't help its survivability much given the armor's role. However, another and possibly more important lesson was learned when peace was achieved on the East Front during the war years, and manpower was diverted to the West Front's Second Invasion Force against Tolkeen; that the GBK was absolutely superb at going toe to toe with monsters and demons. When fighting the demons, Iron Juggernauts and all the other monsters in Tolkeen's army, it was discovered that the power armor's massive vibro blades and respectable strength gave it the ability to take on even the most ferocious of beasts in pointblank melee. It could deliver a never-ending stream of deadly blows and parry the best of what they could dish out. And with its good degree of armament, the GBK could lay down enough firepower to hurt these new foes fairly badly. Against opponents the armor was never designed to confront, its deficiencies were quiet apparent. Even so, in this new element the failed anti-Glitter Boy experiment turned into a God of Death laying waste to demonic brawlers like a walking chipper-shredder.

The power armor's designers opted to name the improved armor the Battle Wrath over Chi-Town's bland suggested name of Super Glitter Boy Killer for two reasons. Firstly, though the original GBK held a great deal of promise, it ended up being a heart breaker to all who drove it, as even they could see that it had many unnecessary shortcomings. The engineers and designers of this enhanced model wanted to erase the stigma of the GBK from the RPA pilot community. Secondly, by calling it anything else but the Super GBK, they help reinforce that the notion that the power armor isn't solely reserved for fighting Glitter Boys, and poorly at that.

The Battle Wrath is the Coalition's attempt to rectify all the Glitter Boy Killer's shortcomings, make a good suit of power armor into a great one, and emphasize what worked for the original. While its armor plating and appearance have gone unchanged, (come on, Vince Martin's illustration is way too cool to ever replace), the weapons and mobility have been substantially upgraded.

For long range work the XPA-301's weapon appendage rail guns have been upgraded to Medium Rail Guns. For short range heavy work, the grenade launcher in its right arm has been given a much improved cyclic rate, making it capable of firing up to a three round burst, similar to that of the Super Sam's. More towards this end, the energy weapons embedded in the right arm have upgraded to the new CP-302 Improved Heavy Plasma Lance, though they still suffer from a short maximum effective range of 540 feet. But the most significant improvement in was made in the power armor's missile payload. The power armor retains its ability to fire a volley of ten plasma mini-missiles, but the new suit makes better use of the shoulders' available space, giving it a total reserve of 30 missiles! The paired forearm slashing weapons were replaced by a single Vibro-Scyth, increasing the damage output

marginally, but allowing it to produce Mega Damage output in hand to hand combat! As a crowning touch, the Coalition completely abandoned the old GBK's running mechanism and replaced it with a Triax X-535 Jager-inspired system. Because the Triax runner is 50% heavier than the Wrath, the improved power armor's top speed is 25% greater than the Jager (175 mph!) and acceleration is twice that of the old GBK. Also, an Water-Jet Booster Pack is being developed to give the armor some optional, supplemental amphibious capabilities and minor flight characteristics for boarding ships from the sea, (39 knots down to one mile and 30 mph up to an altitude of 700 feet respectively). However the pack reduces running speed by a third, which is why it can be jettisoned with a push of a button. This added feature is sure to make the XPA-301 as appealing to the Coalition's Marines as it is sure to be to the Army.

To date the XPA-301 Battle Wrath has been performing exceedingly well in its tests and shakedown trials. This is primarily because the PA is mostly based on existing technology and not unproven experimental systems. Its only shortcoming is the unit experiences a severe power drain when on the move at full speed and firing a sustained barrage from its long range weapons. In all likelihood the Battle Wrath will benefit from a larger nuclear power plant, fixing this problem and allowing it to move on to the final stages of testing. At the XPA-301's current rate of progression, it will be cleared for mass production and combat duty, losing its "X" designation, entering its field trial phase in 113 PA and into full production and service in the early part of 115 P.A.

The XPA-301 is equipped with an experimental stealth system (the "Wraith Stealth System"), a combination of refrigerated vents and temperature controlled panels overlaying the armor, controlled by the Wraith's central processor, mimic the temperature of the surrounding terrain, making it more difficult to spot and track the Wraith using infrared. Additionally a radar absorbent paint prevents radar from picking up the War Wraith when it is stationary.

Game Use

-6 to Notice / Shooting when targeting the War Wraith using infrared sensors.

-6 to Notice the War Wraith using radar when it is stationary.<-li>

This penalty goes down one (for both) every time the War Wraith is damaged. This value remains until such time as the War Wraith is repaired (Repair TN 8 for each system)

Conversion Notes

Source: Triax X-1000 Ulti-Max

Rifts Value: 400 MDC

Savage Rifts Value: +14 MDC; +2 Tough

Source: NG-X9 Samson Power Armor - Per Cliff

Rifts Value: 150 MPH

Savage Rifts Value: 24

Source: Triax X-10 Predator

Rifts Value: 40

Savage Rifts Value: d12+6