

Power Armor Manual

Model A

T-60 Model A

X-01 Mark I

MINDGAME PRODUCTIONS

WASTELAND

Armor Approval Council

—***ARMOR DESIGN***—

"Power Armor" will be a cosplay representation of a full body suit of high-tech armor on a powered exo-skeleton."

—**Armor Design Requirements**—

Required Coverage components:

The suit must cover the torso and limbs (e.g., upper and lower legs, upper and lower arms, torso and back). We expect some gaps at joints, but we are looking for *80-90%* coverage of the body by the cosplay power armor.

1. **Chest** (cannot be an uncovered plate carrier. A plate carrier can be used as a base but must be completely covered by armor material)
2. **Back** (can be a backpack)
3. **Upper arms** (shoulder biceps)
4. **Lower arms** (forearms)
5. **Upper legs** (thighs)
6. **Lower legs** (calves)



Helmets are STRONGLY encouraged for both the appearance and safety of power armor users. If the individual elects not to wear a helmet, the head is considered unarmored and a shot to the head is a kill.

—***ARMOR DESIGN***—

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—***Armor Design Requirements***—

KILL PLATE Requirements:

A minimum 6" steel or aluminum pie-plate must be mounted on the front and back torso as the "kill-plate target". The plate may be incorporated into the armor design or be mounted on straps worn over the armor to hold the plates securely in position. This is in deference to players whose design is also intended for cosplay conventions and would prefer not to incorporate a permanently mounted kill plate. Some wearers mount the front plate center chest, others mount it on the midriff. Either option is acceptable, but consider the position in which you normally hold your arms to shoot your weapon to make sure the location is reasonably unobstructed during a firefight.



Note that steel and rigid pie-plates are strongly recommended. If the suit designer elects to use a different item, the kill plate **cannot be a flat piece of metal**, but should have a convex design that creates an air-pocket from the raised surface of the plate to the vest or padding underneath. It has been determined that the **ringing sound** of a hit on flat metal plates are too easily muffled when positioned directly against a soft surface.

We ask that reactive "splatter target" stickers be applied to kill plates. These should be at least 4" in diameter, and are available online for a very reasonable price. There are also larger sizes which will fully cover the plate, but a minimum 4" sticker is required. Even if a BB misses the reactive target but still strikes the edge of a kill-plate, it is considered a valid hit. The reactive targets are just a visual means of tracking and marking hits and they help clearly mark what part of the power armor is considered to be the kill-plates.

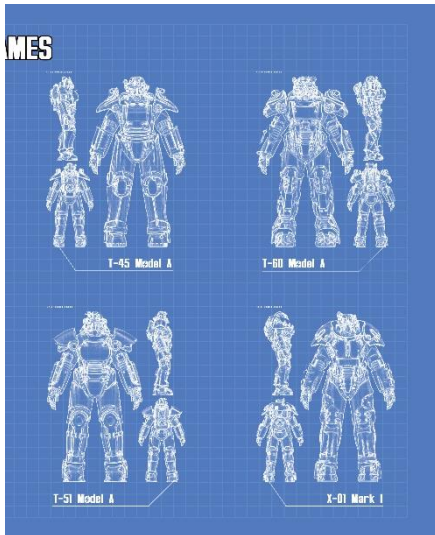


—*ARMOR DESIGN*—

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—*Theming and Factions*—

Design:



When designing your power armor, please remember this is a FallOut themed game, and we would strongly prefer armor reminiscent of power armor from the FallOut series. The Mercenary Guild has carved out a niche using a power armor design derived from the Star Wars franchise, and this is effectively the uniform of their faction and we would like to avoid proliferation of Mandalorian armor designs outside of the Guild for proper faction recognition. Remember it IS a FallOut game and we would prefer that power armor look like FallOut armor. The Guild has just secured that uniform element for a number of years now.

We recognize that Mandalorian and Halo designs are the most commonly available, sci-fi helmets and armor available for purchase. Using a Mandalorian body armor design by non-Guild players is acceptable, **...BUT** we ask that it players make an effort to build it up and customize it further to make it looks a little less "Mando". Mando body armor by itself actually does not meet basic power armor coverage requirements and additional work and modification is required for all players

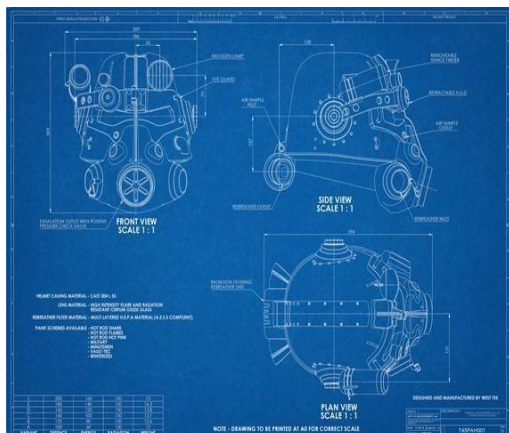
using this as a base.

We asked that



Mandalorian HELMET designs be reserved for the Guild only.

Please note that it is fully possible to take a Mando helmet design and build it up to look like a different helmet design, such as mounting a respirator and breathing tubes to obscure the lower part of the "T" window and building it up with putty to contour the design to more closely resemble a T-51 or T-60 design.



—ARMOR DESIGN—

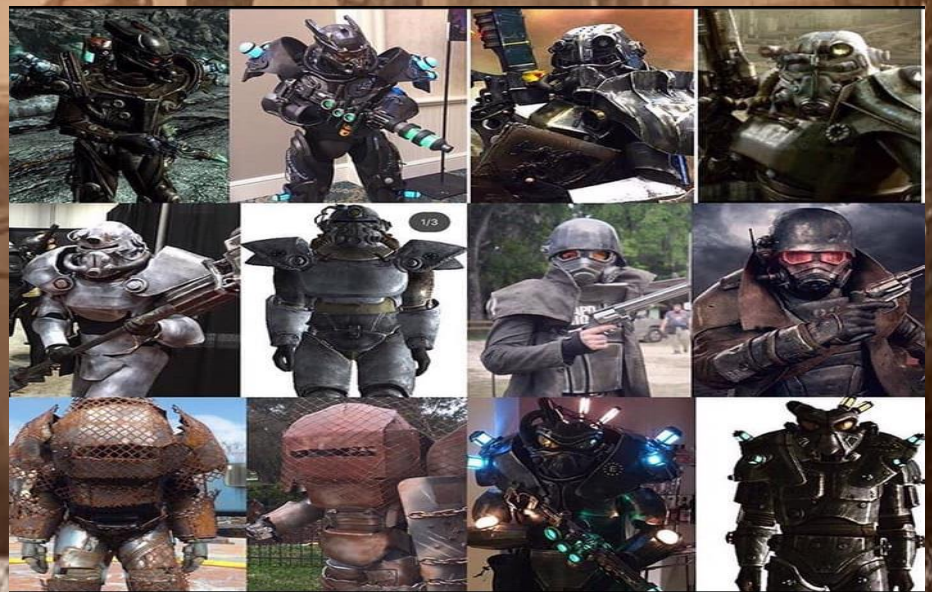
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—Theming and Factions—

Design:



Some very good "Raider" power armor has been worn on the field before, with more custom or even "home-made" looking design elements. But the good Raider armor we've seen still looks like power armor. Not just like someone wearing pieces of scrap, foam, or cardboard taped to their body. Most power armor players take a lot of time and effort in crafting their armor, and we want to keep the quality of the game experience elevated so that armor designs meet game requirements but also look pretty good.

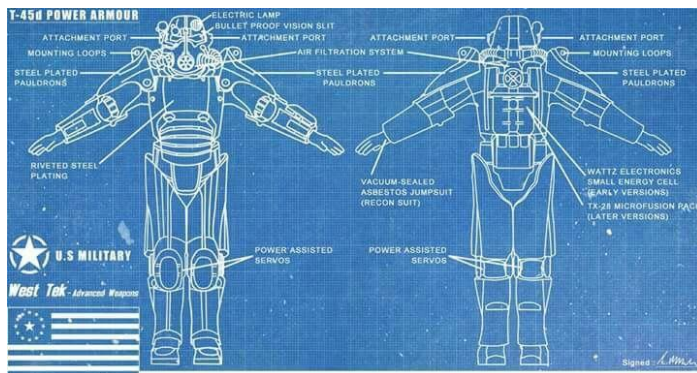


—**ARMOR DESIGN APPROVAL**—

“Power armor needs committee approval to ensure it meets game standards and, quite frankly, doesn't look like garbage. We aren't going to have time to review and approve power armor designs at the game. This needs to be done in advance. Please, if you haven't gotten the armor built and approved before the game, just come on out as an unarmored player and take the time before the next game to get it refined and approved.”

—**Process**—

1. Submit Armor Photos:



Individuals **MUST** submit full body photos (front and back) of themselves wearing their completed power armor to the Power Armor Committee for review and approval. The earlier the better. You really shouldn't risk getting your armor approved a week before the game.

2. Correct Deficiencies:

If the committee identifies deficiencies in the design, they will provide a list of what needs to be fixed or changed. Remember they ARE here to help and can give you some great advice on improving your armor. If you were asked to address any armor deficiencies, you'll need to submit pictures of the revised armor for review.

3. Resubmit Photos:



—POWER ARMOR ON THE FIELD—

“Tanks come in two forms: the dangerous, deadly kind and the "liberating" kind. A grenade launcher will easily take out a tank; a Molotov cocktail placed in its air intake will destroy one as well. ”

—Perk Requirements—

1. To Use Power Armor the **“Power Armor Training”** perk is required
2. To repair Power Armor the “PowerSmith” perk is required
3. “Blacksmith” perk can repair the damaged power armor as if it were still unpowered, heavy armor.

—Stopping Power Armor—

Melee: A strike to the kill-plate with a melee weapon, or a thrown melee weapon, causes the exo-skeleton to "lock-up" for 30 seconds. The power armor user freezes in place for a 30 second count, which gives their opponent time to escape or possibly bring a fire-arm to bear.

“Barbarian (perk) “Grogak” melee attack penetrates armor. Wounds user... damages (hits) armor”

Small Arms: If the kill-plate is struck by a BB, nerf arrow or nerf dart, it is considered to have damaged the armor and inflicted a wound. A player with the Barbarian perk WILL penetrate power armor with their strikes just like other armor types, damaging the armor and inflicting a wound.

40mm Rockets & Explosives:

1. A 40mm nerf rocket launcher strike will damage the armor and wound a power armor user, regardless of where it hits the body.
2. Grenades detonating within 10-15 feet causes the exo-skeleton to "lock-up" for 30 seconds. The power armor user freezes in place for a 30 second count, which gives their opponent time to escape or possibly bring a fire-arm to bear.
3. 40mm Spray Grenade shells (spraying BB's) Still have to strike the kill plate to “hit” the Power armor, But if the BB spray hits the armor it acts like a “grenade” and *“causes the exo-skeleton to "lock-up" for 30 seconds”*



—POWER ARMOR ON THE FIELD—

“Tanks come in two forms: the dangerous, deadly kind and the "liberating" kind. A grenade launcher will easily take out a tank; a Molotov cocktail placed in its air intake will destroy one as well.”

—Repairing Power Armor—

When the player in power armor is revived from a bleedout by **First Aid** or a **Stim-pack**, the power armor is considered “**damaged**” and will now only function as is it were **heavy armor**. It will block the next melee or projectile strike to a given location, but then that part of the armor is considered too damaged to protect against the next one.

A character with the **Blacksmith** perk can repair the damaged power armor as if it were still unpowered, heavy armor.

Only a character with the **Powersmith** perk may completely repair power armor back to its full powered state with functioning kill-plate.

Powersmiths should come prepared with a supply of reactive target stickers with which they can “repair” kill-plates.



Perks to revive a downed power armor player:



1. **First aid/ stimpack**: player stable but the armor is now “unpowered” and operates like “heavy armor”
2. **Powersmith**: restores power armor
3. **Blacksmith**: can repair armor to “heavy armor” but not fully restore PA

—LEGENDARY POWER ARMOR—

“Don't worry about being famous or making money; the most important thing is being the best. You have to become a master of your craft, and everything else will come..”

—LPA Approval—

This is a very special type of power armor designed for specially approved in-game “bosses”, and not for regular players.



Legendary power Armor is expected to be “**game armor**” crafted to very high cosplay standards or a customized set or armor meeting similar standards of design, such as “the Paladin” NPC boss featured at Wasteland 12.

Legendary power armor is given special benefits, making it very difficult to take down. This is awarded VERY selectively for a few in-game bosses that will be woven into major storylines. It is also meant to be a practical consideration for the difficulty in moving and fighting in these costumes.

Visibility is extremely limited, it is very hot and hard to move in through uneven terrain, and it is actually not hard to outrun or close in quickly on a legendary power armor. As a general guideline, expect Legendary Power Armor to have a **very small kill plate**, or have **special, limited vulnerabilities** that may be learned on the field by NPCs, Merchants, or the In the Know perk.

Please coordinate Legendary power armor with game admins prior to the game!

