

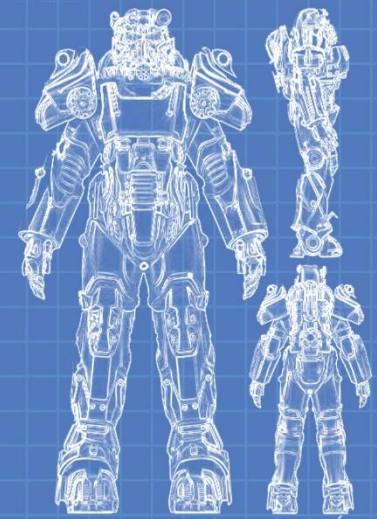
Power Armor Manual

T-60 POWER SUIT



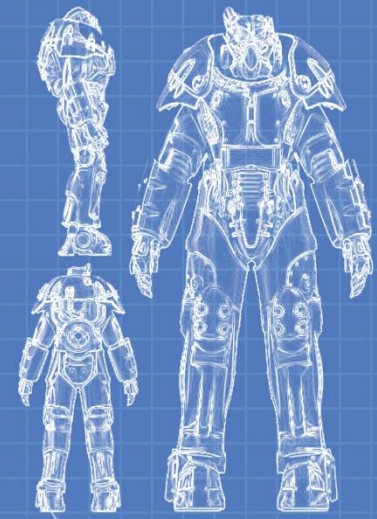
Model A

T-60 POWER SUIT



T-60 Model A

X-01 POWER SUIT



X-01 Mark I

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MINDGAME PRODUCTIONS

**WASTELAND
Armor Approval Council**

UPDATE 2023



"If you want the perk, Put in the work"

-- Armor category updates: --

--Soft armor is eliminated as an armor category. —no soft armor.

ARMOR:(Formally Hard Armor):

- ❖ Armor is now multi-hit capable on the head and torso.
- ❖ Armor can take any number of melee or BB strikes, remaining intact and blocking the hit.
- ❖ Only a hit which evades armor will be a wound. (Anything exposed under the armor)
- ❖ Barbarian strikes (GrognaK) WILL destroy the armor and inflict a wound.
- ❖ The armor now needs blacksmith to restore only after a Barbarian perk strike.

Power Armor:

- ❖ When armor is "**powered**", the entire body (except kill plate) is considered protected. So if there is a gap in the power armor below the arm, for example, a melee or BB strike will not wound when the armor is powered (as such a hit wound with "unpowered" armor).

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- ❖ A BB OR a Melee strike to the kill plate wounds the player and destroys power system. The armor is now considered unpowered after first aid applied and will function only like "armor" (e.g., a hit on skin is a wound) until PowerSmith applied.
 - ❖ A Barbarian strike on any part of power armor penetrates the armor to create a wound. It also leaves armor unpowered after first aid applied until Powersmith restores power.
 - ❖ Grenades freeze armor 30 seconds.
 - ❖ Rocket is an instant wound (and "powered" capability destroyed)
 - ❖ There is now a requirement that power armor designs incorporate **oversized shoulder pauldrons**, to further differentiate the profile and appearance from unpowered armor designs, along with the reactive target kill plates.

Legendary Power Armor:

- ❖ Legendary armor typically should be "game authentic" armor designs or extremely creative designs which still maintain some game authentic elements (like the armor design of Northman legendary). Needs to be approved by the armor approval committee.
- ❖ The **design bar** is VERY High for Legendary, and it's also a bonus in recognition of the armor being difficult to move in with limited visibility.
- ❖ Committee should know legendary armor when they see it.
- ❖ Legendary armor **kill plates** will be **two small "desk bells"**. One on front shoulder plate and one on back shoulder plate.
- ❖ A melee strike or a BB strike to the shoulder bell of legendary armor freezes the user for 30 seconds. A second melee or BB strike while they are frozen will inflict a wound.
- ❖ After first aid applied, Powersmith SHOULD be applied to legendary armor as well to restore full capacity, even though there is not a reactive target to replace.
- ❖ Grenades freeze legendary for 30 seconds. Rocket strikes are a instant wound.

"NPC World Boss Armor":

- ❖ The highest level of armor is "World Boss Armor" for Game admin NPC's, which will remain extremely rare and generally tied into a scripted quest line. For example, the Paladin is a World Boss... not just "legendary".
- ❖ Destruction of a World Boss is unique to the boss and generally uncovered only through the quest line. There is a hard cut-off on armor submissions to committee at 6pm on the Wednesday prior to the game. That is the LAST time an initial set of armor photos may be submitted for approval. They committee will respond... however there may or may not be time to address missing requirements. Players wanting armor need to not wait till last minute, but 6pm the Wednesday before is the final cut off for a submission.

Revision to PowerSmith:

It will still take three minutes to restore powered status to armor... but it MAY now be done in a combat situation (e.g., bunkered in a base while under fire and working to repair armor)

UPDATE 2023



"If you want the perk, Put in the work"

—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—

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

—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.

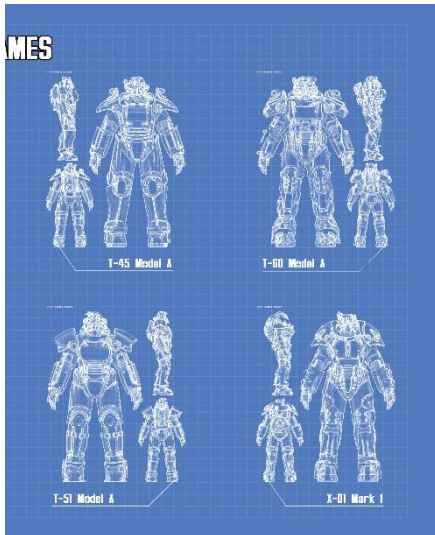


—ARMOR DESIGN—

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

—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.

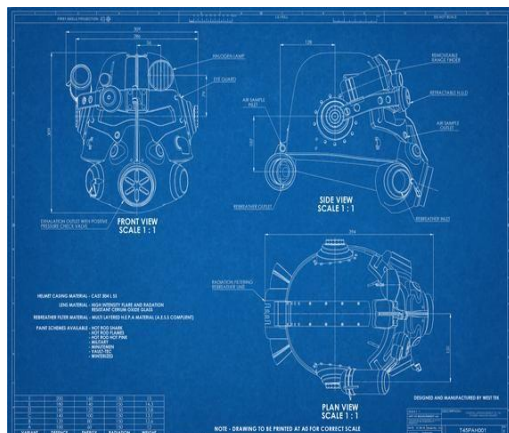
We recognize that Mandalorian and Halo designs are the most commonly available, sci-fi helmets and armor available for purchase. Using a Mandalorian body armor design by non-Guild players is acceptable, **...BUT** we ask that it players make an effort to build it up and customize it further to make it 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*—

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

—*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.

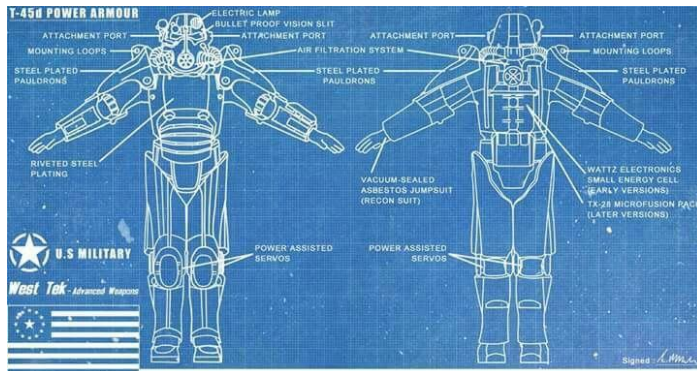


—ARMOR DESIGN APPROVAL—

“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. **“Blackmith”** 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!

