

## Escape From LA

### *Gear for those who need it*

Anyone remotely interested in the action movies will have heard of the twin movies **Escape from New York** and **Escape from LA**. Now you to can have the look and the gear that made Snake Plissken so famous. Introducing "Snake Plissken Gear"

#### **Stealth Gear**

You've seen in the movie the gear that Snake is forced to wear, the coat, jeans and vest, and now you can have the same look and wear clothes that have the same properties as those described in the movie. And they're armored to.

Clothing Type	SP	Cost
Duster	18	3750
T-shirt/Vest	10	600
Pants	10	600
Boots	5	500
Gloves	3	60

Note: all clothing treated with Spydex making it IR, Thermal and Radar Absorbent

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#### **Finger Poison Needle**

Used on Snake by an agent of the USPF this Needle is very concealable. Almost any drug can be used but must be effective in small doses. Must connect with the skin and makes a small scratch on the victim as the drug it is used.

**Cost:** 1,000eb (it is a custom weapon).

#### **Plutoxin 7**

"... the Plutoxin 7 virus. Genetically engineered. 100% pure death. Complete nervous system shutdown. You crash and bleed out like a stuck pig. Not a pretty sight."

This drug is a 10 hour poison which, when your 10 hours are up, kills you, messily. Favored for blackmailing people it has only 1 antidote and nothing else can stop it, or even slow it down.

Symptoms appear after an hour (a headache, steadily getting worse) with a fever kicking in after 4 hours, lethargy after 6 (-1 REF, -3 Endurance), getting worse after 8 hours (-4 REF, -6 Endurance, -2 MA, plus whatever else you want to throw in) culminating in death at hour 10.

Very rare the antidote take 12 hours to make and can only be stored for a week before it deteriorates. Very Illegal.

**Cost:** 5,000eb per dose

Notes: Even some corps leave it alone, but only because of what the real symptoms are. At hour 10 the symptoms stop getting worse and start to subside. By hour 12 you're fine. There is *\*no\** antidote, you've just got to ride it out.

BTW: to find out the truth, without being told, is a Near Impossible Chemistry/Pharmaceutical roll.

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## Sharkreef Submarine

A short, cigar shaped, sub designed for high speed insertion. Lightly armed and armored it relies more on its high speed than its weapons to get it out of trouble.

Maneuver	0	Crew	1
SP	5	SDP	40
Max Depth	30m	Cargo	100kg
Top Speed	200mph	Range	50 n.mi.
Passengers	0	ACC/DEC	30/30
Options	RCT, Smoke (ink), Military Radio w/Scrambler, Weapon Stabilization, Cybernetic Linkage, Arasake APW MkIV Mint-torp Launcher, Secondary Weapon Link, MHD Propulsion		
Cost	20,000eb		
Notes	-5 to Awareness checks via Active Sonar -10 Awareness checks to spot on Passive Sonar		

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## Snake Eye Patch

The original Snake Plissken had something happen to his left eye and consequently wore an eye patch. So you want the same look without sacrificing your depth perception. This we can do. With the Snake Eye Patch we make the fabric so you can see through it but other people can't see through the other way.

But we don't stop there. We also add a Times Square Plus and Targeting Scope HUD in the Patch so you're enhanced while looking like your disabled. What about connecting it to a computer or your gun I hear you ask, well the connecting cables are part of the string that holds the patch in place so they won't know that your enhanced.

Also available without HUD.

Cost: 1,000eb

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## Locator Watch

Basically a large display watch with an in-built tracker. Shows distance, direction and elevation. Also has standard watch options. Audio and/or visual display.

Cost: 500eb

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## Mouth Dart

A small pill sized capsule holds a small, drug filled, dart suitable for use with any drug (although usually has Immobilate [Immobilizes victim for 1D6 mins]) Using the tube it is encased as a blow gun it has a range of only a metre or so.

Cost: 500eb each + drug of choice.

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### Fun Gun

A Vehicle Option the Fun Gun is a twin dart thrower hidden in or above the glove box (passenger targeting only) fired through cybercontrols or from button placed near or on steering wheel. Darts can use any drug but usually uses Knockout drugs (KO's victim for 1D6+1 hours. Single shot. This weapon never misses (98% accurate)

Cost: 1,000eb

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### "Death from Above" Hanglider

Just your basic, radar absorbent, stealthy hang glider.

Speed 5 - 15 coasting

- 35 with a good tailwind

Maneuver: 0

Notes: just your standard hanglider only it's radar invisible.

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### USPF Helicopter

This copter is what some consider to be a 'different' design. Where the blades fold inside the body of itself when powered down on the ground (great for reducing space needed for storage). It is a small sized copter (Bell Evil-Eye size) and is lightly armed and armored, meant mainly for transportation rather than for an attack role.

Top Speed 180mph

ACC/DEC 15/15

Crew 2

Passengers 3

Range 400 miles

Cargo 500kg + pod weapons

Maneuver +1

Mass 6.5 ton

SDP 65 (Body 3)

SP 30

Type Medium Helicopter

Cost 750,000eb

**Special Equipment:** Stealth, IR Baffling, Fire Extinguisher, Chaff and Flare Dispensers, Laser Rangefinder, Auto-Pilot, Navigation System, Image Enhancement, Military Radar & Radar Detector, Searchlight, Thermograph.

**Weapons"** Turret-mounted 5.56mm Minigun under cockpit, Targeting Laser in turret under cockpit, 8 spaces in pod mounted weapons (usually rockets).

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While not technically the guns Snake used these are, in my view, very similar, and as such worth adding.

Guns and pictures created by [Hound](#). All credit for the guns go there. [Hound's Site](#)



### Sooch M2008A2 Tactical

PST +2 L P .525 6 2 VR \$1,725

This firearm comes standard with laser sight, recoil compensators and gas venting, 4x Optical Sight, and of course Custom Grips are available for an additional \$175. It has regained popularity in the last year because of it's massive caliber (.525 does 6D6 dmg) and because of the cased munitions advantage for use with ElectroThermic enhancement.

This gun was originally created to appease a gun nuts freaking out when a .525 firearm appeared during a game set in the 1970's previous to such custom firearms availability.



### H&K MP503A3D5

SMG -1 L R 5.56 30 20 ST \$1,000

This beast from 2017 is technically a reduced Assault Rifle, firing cased 5.56N munitions from a large-frame SMG. Shown here the MP503 is equipped with a CyberOptic Triangulation Scope and under-mounted laser sight (not included with firearm).

### EMP Orbital Artillery

I may be pre-empting R.Talsorian and the Shockwave book but it was demonstrated in **Escape from LA**. An orbital satellite that directs a high powered ElectroMagnetic Pulse as it is directed to from the targeting console (whereabouts unknown). With the pulse being anything from a 10 metre radius to a whole continent (although the continental attack is currently off-line). This system is still only in the prototype stage and still has some errors (roll 1D10: 1-5 works as directed; 6-8 misses target by 1D10 x radius in random direction; 9-10 total failure, satellite destroys self).

The ElectroMagnetic Pulse will shut down every electronic device in the affected area (everything, no exceptions, it is a very powerful pulse) even the EMP hardened devices (like 'borgs) and effect people as normal EMP does. If the device isn't EMP hardened or shielded - it stays shut down and can't be fixed (just replace it, it'll be cheaper). If it is - devices can be restarted after 1D6+2 x 10 minutes (you don't want to be in an AV when this hits). Also you, as in any humans or similar types in the effected area, are affected the same way as an EMP Grenade, only with triple the symptoms.

Cost: Yeah right. Like this could be priced. I guess a few million or more euro.

Note: For all you Deep Space punks this satellite looks like a standard communications or spy satellite. Just so you know.

BTW: These are very experimental and highly coveted by corporations (you could completely shut down your competition with a couple of these). But any corporation found to be owning one of these will find itself with very few allies once the other corps find out about it. And everyone will want to find out it's location to get their hands on it, mostly to destroy it, or to use it on the owners.