

# Rigger Toys #3

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## Fire Protection System

Usually employed by riot control vehicles, the Fire Protection System insulates and fireproofs sensitive or volatile equipment as well as providing additional protection via a series of small Halyon 16 extinguishers located strategically around the vehicle. In addition to providing protection against external incendiary sources, the FPS reduces the possibility of explosion caused by projectile penetration of fuel sources, extreme engine overhear, or dropping your cigarette on the passenger seat.

NOTES: The actual game value of this system should be determined by the GM. The system works fairly passively, activating extinguishers as the need arises. After a reasonable number of uses (say 5), the extinguishing system must be 'recharged'. Since each extinguisher contains its own reservoir of Halyon, this can be a rather time consuming process.

**Ground Vehicles:** Body x 1000¥

**Boats:** Body x 1500¥

**Aircraft:** Body x 2000¥

**CF:** Body x .25

**Recharge Canisters:** Body x 25¥

## Pop-Up Bud Turret

Self contained, impressively concealable and easily installed, Bud Turrets consume an almost negligible amount of storage space, providing a relatively low volume solution to the dilemma of a completely weaponless vehicle. A mere 20 centimeters across, each turret mounts a weapon with the equivalent caliber of either a hold-out, light, or heavy pistol, with ammunition capacities dependent on the type of weapon installed. The system is operated via a simple "point and shoot" interface run directly into the cab of the vehicle and allows for a flat 360 degree arc of fire. However, it is important to remember that these systems cannot utilize sensors and therefore do not have the sense to not blow off parts of your own vehicle should they get in the way. The only installation requirement is a minimum mounting depth of 7 centimeters.

NOTES: Bud turrets can not mount any type of external ammo feed and are not compatible with any kind of targeting device. Reloading the turret requires manually removing the 'cover' when the turret is in the deployed position. Gamemaster may wish to impose a firing modifier to compensate for the system's nearly complete lack of a barrel.

Class	Mode	Ammo	Damage	Cost
Hold Out	SA	60	4L	2,000¥
Hold Out	SA/BF	50	4L	2,500¥
Light	SA	50	6L	3,000¥
Light	SA/BF	40	6L	3,500¥
Heavy	SA	30	9M	4,000¥
Heavy	SA/BF	20	9M	4,500¥

## **Anti-Graffiti Coat**

This clear polyurethane based coat resists conventional spray paints as well as furnishing an exemplary amount of resistance towards more sinister acid based compounds.

**Professional Job** (lasts 6 months, requires an automotive painting facility): Body x 300€

**Spray** (lasts 15 days) : Body x 30€