A01: BOOMER

"We were taking heavy losses from a couple of Sarges, but when we radioed for reinforcements, we were ordered to fall back and take cover. We assumed an air strike was incoming, which annoyed us no end; we are pretty fed up of losing friends to incompetent air support. What happened instead was we heard a wail of what sounded, to put it mildly, a howling nutter. Then, we were blessed with this vision of what looked like a hunchback in clown shoes, lolloping across the battle scene with an urgent gait. Then the Boomer, that's what we're being told it's called … the Boomer drew fire from the Sarges, stopped running and unloaded a fuckton of armour piercing hellfire at one of them, ripping it in half as it stood there, no knowing what to expect. The second Sarge was more sensible and tried to get to cover, but our boy in the Boomer stopped firing and started charging at him, unleashing rapid small arms fire at all available cover. Sarge at this point looked in trouble and did their usual retreat under cover of chaff. Boomer didn't care and just stood there and humped the living shit out of him with the big gun. Boomer turned to us, shook the dust off his back and did a runner in that gawky birdlike style. It was a marvel to watch and I sure hope we've got a few Boomers here. We owe our lives to that one"

Garth Manstar, Ground Operations, Dante

▎ TAKING THE FIGHT TO THRESHER

LAD on Mort is infallible and the same is true on an major planet in the World of Progress. Unfortunately, the success rate drops a little on War Worlds. This guilty secret is glossed over by the sheer volume of casualties incurred in war zones, but recently, there's been another outlet for the failures: The Boomer Programme. The loss of brain function in a failed LAD recovery is enough for the unfortunate patient to require an external intensive care unit for the rest of their life, and to cause a loss of reason, motor control and general intelligence. The solution is a power suit with all the replacement organs and cognitive solutions installed to bring the challenged patient back up to combat readiness. Due to the size of support required, the suit is too large for regular infantry use, but it's size allows it to become a fire platform ideally suited to take on Thresher's larger mobile infantry units. The suit is fitted with three articulated limbs, each if which is armed with a 10mm machine gun, sensor arrays and stability aids. The real lethal firepower is provided by a single large calibre cannon that provides the Boomer with its unique advantage against Thresher armaments. The cannon is a high-velocity, high-rate rifle with immense recoil. Recoil so great that the entire suit needs to take a bracing stance before firing; moving on the run will result in immense wild firing and almost certainly puts the Boomer on the floor. The low thump of the recoil baffling sounds like a low bass thump when the cannon is in full chat, giving the suit it's name.

The Boomer's control infrastructure also has to act as a glandular system, triggering emotional responses through chemical distribution to feed, entice, reward and sedate the almost symbiotic pilot. As an example, endorphins are pumped through the pilot's damaged brain when it is engaging a Thresher enemy and an almost sexual release is generated on a successful kill. Pain is both generated and subdued to reinforce the desired results, usually to enhance combat survival and efficiency. The pilot needs the suit to survive – without it he's a vegetable.

LAD has found a scapegoat for its off-world failure.

BOOMER - STATS

STR	16
DEX	12
PHY	14
DIA	3
CONC	3
KNO	3
CHA	6
COOL	16
Walk	3
Run	6

ARMOUR

PV	18
Head	80
Torso	250
Arms	180
Legs	160

WEAPONS

Cannon	
Size	n/a
Clip	48
Cal	20mm-boomer
ROF	6
Range	95m

If fired while moving, The Boomer will fall over. Firing while moving is a minus 10 penalty on top of everything else.

20mm-boomer AP	
DMG	40
PEN	30
AD	20

SLA DATA: MILITARY STASTIC

issue cord: // 22436879..///45ads.4675.0

A01://boomer,,,nightfallgames

CREDITS

Writing: Jared Earle
Art: Dave Allsop
Layout: Jared Earle
Everything else: Dave Allsop, Jared Earle, Merci Reed

Nightfall Games are: Dave Allsop, Jared Earle, Merci Reed, Angus Abranson
Forum: http://nightfall.me
Website: http://nightfall.co
Store: http://store.nightfall.co

Set in Helvetica and Gunship.

©2011, Nightfall Games