

# Parawings

**GADGET:**

## **PARAWINGS**

**- BY CLIVE OLDFIELD**

### Gadget Artifact 2

Size	Def	Strc	Spd
0	-	2	36
Han	Crew	Pass	Cost
+2	1	0	\$100

Parawings are a new invention by the German military and equip a new, elite German paratrooper regiment as well as some of their special agents and spies. These Gleitenflugels, as they call them, enable their Gleitenflugelsjäger to jump quickly and quietly into combat situations, and with a bit of wind, or elevation, allow them to jump quickly out again.

The wings are made of a thin, durable canvas sewn in with thin metal rods to give them rigidity. Folded, they fit into a large backpack that is strapped to the pilot. With a pull of the rip cord they expand out into hawk-like wings that measure about ten feet across.

They are more difficult to fly than a simple parachute and much faster, and thus more dangerous. But in the hands of a skilful pilot are much more accurate. They are steered with the body and the arms so a pilot cannot fire weapons or make other actions while concentrating on flying.

The parawings only require a strong wind to become airborne again, so they can take off from, say, a speeding car or with a drop of only fifty feet or so, to gather enough momentum to make a sustained glide. The range of the glide depends on all sorts of atmospheric conditions, and should be left to the GM's discretion. Obviously, jumping from a second story window on a calm day is not going to achieve a range of much more than a few dozen yards.



The skill Pilot: Parawings can be learned as a normal specialisation of the Pilot skill.