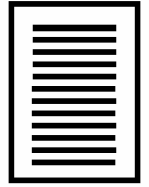


# Armor



Armor is the tool that characters use for personal protection against the elements, against animal violence when hunting, and against violence in pursuit of personal, corporate, and governmental goals.

Armor is a natural consequence of, and element of, any tool-using sophont society: it is used for personal protection, as defense against the elements, animals, and violence from other sophonts in situations that have escalated beyond non-violent personal interactions.

## UNDERSTANDING ARMOR

Armor is protection against the effects of weapons (and against the effects of the environment).

Armor is described with a LongName which generally describes its principles or construction, and with a Model which abbreviates the LongName.

With an understanding of Weapons, Armor, Vehicles, and Combat, players can generally understand the relative value of Armor from their LongNames and Models.

## Types of Protection

Various types of Armor are differentiated by the protections they provide.

**Armor** is a barrier to physical blows and penetration.

**Cage** is a barrier to EMP.

**FlashProof** is a barrier to bright light (usually as automatic polarization or darkening of transparents).

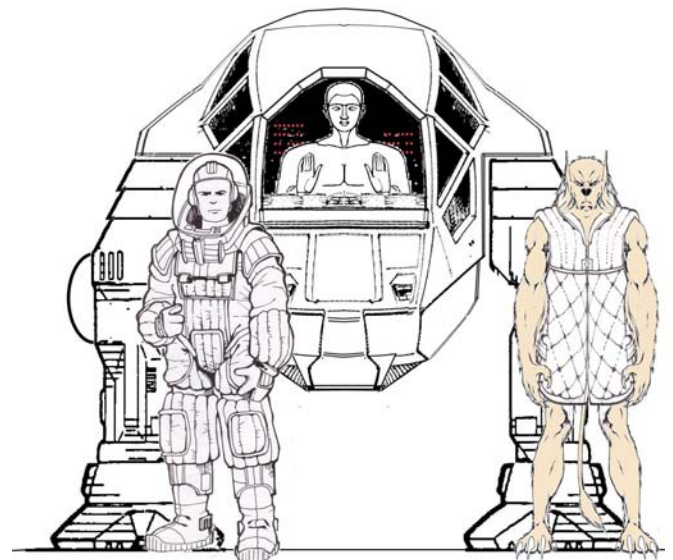
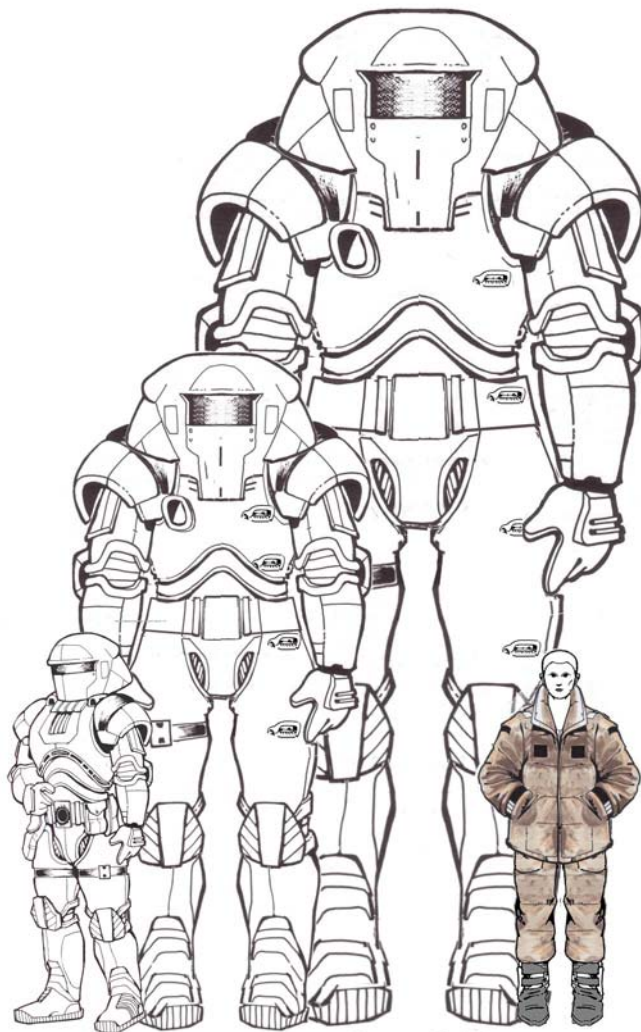
**RadProof** is a barrier to radioactivity.

**SoundProof** is a barrier to sound.

**PsiShield** is a barrier to psionic activity.

**Insulated** is a protection against heat, cold, and shock.

**Sealed** is a barrier to liquids and gases.



Left to Right. Vacc Suit-9, Oversize Hostile Environ Unit -11, Aslan in Quilt-8, Battle Dress-13, Oversize Battle Dress-14, Titan Battle Dress-16, Cold Suit-7.

## ARMOR DESCRIPTION

|  |                                                          |       |
|--|----------------------------------------------------------|-------|
|  | Model                                                    | Armor |
|  | ( AltH ) AU-15 Alternate Heavy Assault Unit -15          |       |
|  | The basic information required to <u>describe</u> armor. |       |

## AX: ARMOR EXTENSION

|     |                                                                    |        |       |     |     |     |     |     |     |     |     |
|-----|--------------------------------------------------------------------|--------|-------|-----|-----|-----|-----|-----|-----|-----|-----|
|     | Cost                                                               | Mass   | QREBS | Ar= | Ca= | Fl= | Ra= | So= | Ps= | In= | Se= |
| Ax: | KCr396                                                             | 429 kg | B= 0  | 21  | 19  | 19  | 19  | 19  | 05  | 19  | 19  |
| Ax: | KCr396 429 kg B= 0 Ar=21 Ca=19 Fl=19 Ra=19 So=19 Ps=05 In=19 Se=19 |        |       |     |     |     |     |     |     |     |     |
|     | The basic information required to <u>use</u> armor.                |        |       |     |     |     |     |     |     |     |     |

## DESCRIBING ARMOR

Armor, like Weapons) can be described in many ways depending on the format required: any format is possible as long as it provides the information necessary for the situation.

### The Armor Description

Armor are described in a series of elements to form the LongName or abbreviated to form the Model. The LongName or Model contains enough information to allow a character to describe a type of Armor or Protection.

The LongName consists of the following elements:

Stage-Burden-Descriptor-Type-User -TL - [Options]

**Type.** Armor is produced in five distinct types based on function: Dress, Armor, Suit, Unit, and Item.

**Descriptor** describes the armor with a simple word based on purpose, or other function. For example, Battle or HazMat.

**Burden** identifies the relative weight, mass, or bulk. It is possible for Burden to be blank. For example, Light, Medium and Heavy.

**Stage** is the armors' position in the spectrum of sophistication in the developmental life cycle. It is possible for Stage to be blank. For example, Prototype, Basic, or Advanced.

**User** identifies the intended or designed user, usually by sophont, or by manipulator. Blank assumes the user is Human or Man or Hand. For example, Man, Hiver.

**Tech Level** identifies the Technological Level at which the Armor is commonly manufactured. TL is required.

**Options** indicate the installed options for the Armor.

The **Identifying Armor Chart** shows the various component names and abbreviations.

Elements of a LongName not necessary for a proper understanding may be omitted.

**Model.** LongName elements have abbreviations which are used to create the Armor Model.

Model is a jargon abbreviated Longname. Once a character is familiar with a specific Armor, references to it devolve to its abbreviation. VS-9 is a Tech Level 9 Vacc Suit. When used, Stage and Burden may be enclosed in parens to increase comprehension, and some familiarity is required before players can quickly understand ( AltH ) AU-15.

Given the restrictions of the alphabet, element abbreviations are not necessarily unique.

### The Armor Extension

The capabilities of Armor are contained in the Armor Extension. This string of values details enough information to allow a character to use Armor. The Armor Extension is a variable length string: only such information as is needed is included.

**The Prefix.** The Armor extension begins with the prefix Ax:

**The Elements.** Following the prefix, the Armor Extension includes

AX: Cost - Mass - QREBS - Ar Ca Fl Ra So Ps In Se

**Cost.** The cost of the Armor in Credits.

**Mass.** The mass (more-or-less the weight) of the Armor expressed in kilograms (unless otherwise identified).

**QREBS.** The QREBS values for the Armor (if known). Various formats are used to identify specific QREBS values.

**Armor and Protection Values (Ar= Ca= Fl= Ra= So= Ps= In= Se=).** The specific armor and protection values for the armor, including Armor=, Cage=, FlashProof=, RadProof=, SoundProof=, PsiShield=, Insulated=, and Sealed=. Elements with zero values can be omitted. For example, Cold Suit-7 In=16 is enough to describe the protection that it provides.

## USING ARMOR

Armor absorbs hits, wounds, injuries, or effects under the V1 or V2 hit systems.

**The Hit System V1.** The Basic Hit System (version 1) provides a simple hit mechanic for resolution of combat. V1 is intended for use with non-player characters (and especially hordes of NPCs) when speed of resolution is important.

**The Hit System V2.** V2 Damage inflicts different types of damage based on the specific weapon. Armor is rated against V2 Damage to absorb different types of damage.

## DESIGNING ARMOR

Armor can be created randomly, or by design.

**Random Creation.** The **ArmorMaker** system produces armor based on die rolls. Randomly created armor can be used in a variety of encounters with adversaries, or to define trade goods.

**Design.** Armor can be designed by substituting selections for die rolls in the **ArmorMaker** system.

Armor is designed using the Armor Fillform. The Fillform guides the designer through the process with spaces for information and references to the applicable charts.

### Deliberate Design

The deliberate design process begins with a blank Armor Fillform. In each step, the Chart Number indicates the Armor Chart from which the information is selected.

**Chart 3.** Select the armor **Type**. Record TL, Range, Mass, Armor Values, and Cost.

Select the Armor **Descriptor**. Record TL, Range, Mass, Armor Values, qreBs (Burden), and Cost.

Select an appropriate **Burden** and record its TL, Range, Mass, Armor Values, qreBs (Burden), and Cost.

Select an appropriate **Stage** and record its TL, Range, Mass, qreBs (Burden), and Cost. Observe the requirements under Comment.

**Chart 4.** Select an appropriate **User** and record its effects. Review the Armor Type, Descriptor, and Stage for applicable notes and record this information.

**Fillform.** For each column, compute the totals. Tech Levels sum. Some entries under Mass may multiply. Burdens sum. Some costs multiply.

Complete the QREBS entries with the calculated Burden (and add any other QREBS entries dictated by comments).

**Return To Chart 4.** Calculate the performance details of the Armor for Strength, Dexterity, and Endurance.

**Record The Armor Information.**

### Random Creation

The random creation process begins with a blank Armor Fillform and the Random Armor Creation Chart 8.

Using 1D and 2D as directed, roll for each element of the weapon on Chart 9 from **right to left** in the order:

Type, Descriptor, Burden, Stage, and User.

**Simple Armor.** A simple armor system can be created directly from the chart (Tech Levels are included).

**Complete Armor Descriptions.** Using the information created from Chart 8, return to Deliberate Armor Design and determine its details from the Charts.

**Some Designs Are Impractical.** Some combinations of elements may not make sense PLtBS-7 Prototype Light Battle Suit-7. It is the Referee's responsibility to discard the design as nonsensical or to justify the design based on local sophont cultural preferences.

## UNDERSTANDING THE ARMOR ELEMENTS

Each Element of the Armor description has meaning. Once Armor has been created, consult the supporting paragraphs for a better understanding of its function and operation.

### ARMOR TYPES

Armor falls into five distinct types based on size, function, and use: **Dress, Armor, Suit, Unit, and Item**.

Armor is distinguished by three specific characteristics: Power, Morph, and Braced.

**Power.** An Armor system may be Powered or Unpowered. Powered systems have greater or enhanced physical capabilities; Unpowered depends on the physical capabilities of the user.

**Morphic.** Systems may be Morphic (similar in shape to the user, or Non-Morphic (structured without regard to the shape of the user). Morphic indicates a similarity to the shape of the user, rather than an ability to change shape.

**Braced.** A system may be Braced (internally structured to withstand extremes of force, primarily recoil) or Unbraced (without specific reinforcement).

Dress is Powered, Morphic, and Braced.

Armor (as a type) is Powered, Morphic, and Unbraced.

Suits are Unpowered, Morphic, and Unbraced.

Units are Powered, Non-Morphic, and may be Braced or Unbraced.

Items are individual components: specific pieces of armor or protection (helmets, cuirasses, or greaves, for example).

### ARMOR TYPES

|           |  | Morphic      |              | Non-Morphic               |             |
|-----------|--|--------------|--------------|---------------------------|-------------|
|           |  | Braced       | Unbraced     | Braced                    | Unbraced    |
| Powered   |  | <b>Dress</b> | <b>Armor</b> | <b>Unit<br/>(or Item)</b> |             |
| Unpowered |  | impractical  | <b>Suit</b>  | impractical               | impractical |

#### Dress

The term Dress is derived from Battle Dress: a standard combat uniform worn by soldiers. Over time, the Dress element has become the term for the ultimate in military powered armor.

The significant element of Dress is that it is braced against high recoil.

#### Armor

All non-Dress powered morphic battlefield or military protection are called Armor.

#### Suit

Protective unpowered morphic coverings on or off the battlefield are called Suits. They range from simple Environ Suits and Vacc Suits to Hazmat Suits or Police Suits.

Suits may have an armor component.

#### Unit

The distinction between Armor and Vehicle becomes blurred with the introduction of Units. Units are non-morphic:

their shape and size are not specifically linked to the user. A human operated Unit is not human-shaped or sized.

#### Item

Items are stand-alone pieces of equipment which serve to protect the bearer. For example, a buckler is an unpowered armor item.

### ARMOR DESCRIPTORS

Descriptor is a statement of the specific function or purpose of the system, or of the effect which it counters. When paired with an Armor Type, it provides a basic statement of the Armor and its function.

A Descriptor may apply to several different types of Armor, but not necessarily to every Armor Type.

**(blank).** The Armor has no modifications or effects based on Descriptor.

**<>Carrier.** The system is designed as a weapon carrier, typically integral to, or mounted on, the system. Select a weapon which the system is capable of carrying.

**Assault.** The (relatively) lightweight system is intended for short-term (hours) operations against an enemy force.

**Battle.** The system incorporates protections against most dangers, attacks, and threats on the battlefield.

**Boarding.** The system is tailored for zero-G operations against interplanetary and interstellar vessels.

**Cold.** The primary purpose of the system is protection against environmental low temperatures.

**Combat.** The system is intended for medium-term operations (days) against an enemy force.

**Drop.** The system is structured to protect against extremes temperatures of orbital entry and against battlefield dangers.

**Environ.** The system protects against typical and ordinary world surface environmental threats: temperature, vacuum, light.

**Combat Environ.** The system adds protection against the threats of the battlefield to the elements of Environ.

**Exploration.** The system is designed for long-term (multiple days) use while providing protection against typical and ordinary world surface environmental threats: temperature, vacuum, light.

**Hazmat.** The system protects against hazardous materials and situations. HazMat can be produced as Armor, but rarely (if ever) as Dress.

**Hostile Environ.** The system includes protections against extreme environmental conditions.

**Hot.** The primary purpose of the system is protection against environmental high temperatures.

**Police.** The system incorporates protections against hazards in a law enforcement environment.

**Prospector.** The system adds survey and search tools to a hostile environ capability.

**Sapper.** The system adds combat engineer functions to combat environ capabilities.

**Vacc.** The system provides protections against vacuum and functionality in a zero-G environment.

**Labor.** The system utilizes enhanced Strength to perform manual labor functions.

## BURDEN

Burden is the spectrum of effects based primarily on weight, mass, and bulk.

**Disposable.** The armor is manufactured from inexpensive materials to reduce cost; it has a usable lifetime measured in days.

**Heavy.** The armor is significantly heavier than the standard armor, but provides greater protection.

**Light.** The armor is significantly lighter than the standard armor and thus easier to use, but at a cost in protection.

**Medium** (the term is often omitted). The armor has no specific enhancements with the Burden classification.

**Vlight.** The armor is extremely light, but at a reduction in protection.

**Oversize.** The armor is oversized: approximately twice the size of standard armor.

**Titan.** The armor is approximately triple the size of standard armor.

## STAGE

Stage is the spectrum of effects based on the technological product development cycle.

**(blank).** The armor has no modifications or effects based on Stage.

**Advanced.** The armor is significantly better than the standard version, and features lower weight and excellent ergonomic design.

**Alternate.** The armor uses an alternate technology to achieve its effects.

**Basic.** The armor is a stripped down design with greater weight and lower cost.

**Early.** The armor is a preliminary design with the bugs not yet worked out.

**Enhanced.** The armor includes additional features.

**Experimental.** The armor is an early test model.

**Improved.** The armor features small improvements.

**Modified.** The armor features improvements.

**Prototype.** The armor is a hand made model.

**Standard (often omitted).** The armor has no specific enhancements with the Stage classification.

**Remote.** The armor is remotely operated. The controller maintains control through a data link and operates the armor in real time.

**Ultimate.** The weapon represents the technological pinnacle of the design cycle.

## USERS

User indicates the typical or intended user, either by species or by manipulator type.

**(blank).** The armor has no modifications or effects based on User. The default user is Man or Human.

If no User is specified, the armor is intended to be operated by a Human or similar being.

**Universal.** The weapon has compromise controls which are usable by most sophont users.

## By Sophont

User may be described as a sophont.

**Man.** The intended user is Human (the military user term Man was adopted during the Second Empire to refer to Humans in general; although archaic in other uses, it is the accepted term here).

**Aslan.** The intended user is Aslan.

**Hiver.** The intended user is Hiver.

**Vegan.** The intended user is Vegan.

**<Sophont>.** The intended user is a specific Sophont, and various details are custom determined. For example, Plexxan (where Plexxan is a Sophont familiar to the characters, or otherwise described in available data banks).

## TECHNOLOGY LEVEL

The weapon Tech Level indicates the relative level of technological sophistication required for manufacture. Any world with the indicated Tech Level and appropriate machinery can produce this item.

## QREBS

Any acquired armor is ordinarily assumed to be QREBS=00000 (no effects under QREBS system).

If the Armor Design System imposes any QREBS elements (for example, B= -2), that imposed element applies to the armor.

**As Issued.** A armor with only the imposed QREBS elements is considered **As Issued**. It is typical of the armor as used in service. Most armors are in this state, and any reasonable character can research and determine this information.

**Used.** Any character may ask for a **Used** armor instead. The Referee then evaluates the armor under QREBS and records this information.

For example, Eneri Dinsha has acquired a Prototype Vheavy Gauss Carbine with QREBS Burden -5. The other elements are all zero. In an attempt have a better armor, he specifies it is Used. The Referee rolls for all five QREBS elements. -1 +2 -3 +4 -1. The +4 brings the existing Burden up to -1. The Used armor becomes QREBS -1 +2 -3 -1 -1. Eneri is better served by looking for a better armor.

## OPTIONAL ACCESSORIES

Some armors are enhanced with accessories or modifications.

### Comms

Armor systems have standard and optional communications systems.

**Battlefield.** Provides radio voice and data contact to Range= 6, with subchannels for individual communications.

**Grid.** Provides individual access to the local communications grid. Operates within Range=6 of a commercial communications center/tower. Charges may apply.

**Standard.** Open channel radio broadcast system to Range=5.

**Command.** Enhanced Battlefield system to Range=8. Typically installed in Officer's systems for communications with higher levels.

**LOS.** Direct Line-Of-Sight (Laser or similar) system. Secure against eavesdropping. Self-directed (user direction not required). R=6.

**LR LOS.** Direct Long Range Line of Sight (Laser or similar) system for communication. R= 10.

**Relay Option.** Automatic capability to receive and retransmit Battlefield or LOS to the intended recipient.

## POWER AND LIFE SUPPORT

Armor systems have standard and optional power and life support systems.

**Day.** System power and life support is sufficient for approximately one day of operation. Standard storage racks recharge the system when not in use.

The system provides breathing gases, user accessible drinks and snacks, and basic waste systems suitable for approximately one day.

**Days.** System power and life support is sufficient for several (= 2 to 3 ) days of operation. Standard storage racks recharge the system when not in use.

The system provides breathing gases, user accessible energy-supplement drinks and snacks, and waste systems suitable for several (= 2 to 3) days.

**Week.** On-board fusion power module supports operations for approximately one week of operation. The system is recharged by replacement of a fusion power cartridge.

The system provides breathing gases, user accessible drinks and meals, and basic waste systems suitable for approximately one week.

The system includes an on-board diversion system with music, audio, video, and interactive entertainment.

**Extended.** On-board fusion power module supports operations for approximately more than a week (9-10 days). The system is recharged by replacement of a fusion power cartridge.

The system provides breathing gases, user accessible drinks and meals, and basic waste systems suitable for approximately one week.

The system includes an on-board diversion system with music, audio, video, and interactive entertainment.

### Reserve Power and Life Support

Most systems include a reserve system with 1D additional hours of power.

### SENSORS

Armor systems have standard and optional Sensor systems.

**Basic Data.** Every system provides a basic instrumentation package: speed, direction, and systems status (icons illuminate to warn of impending device failures).

**Additional Data.** The additional instrumentation package provides sophisticated instrumentation, including heads-up displays,

**Direct.** The system includes direct sensory input to the user through a faceplate and external audio sensors.

The operator can See and Hear external stimuli.

The system may have FlashProof and SoundProof to protect against sensory overload.

**Enhanced.** The system enhances sensory information processes external sensor information as requested by the user.

Each Enhanced Sensor package increases the Sense Constant for TWO senses by +08. If Vision is included, its Color sensitivity is increased TWO adjacent Colors.

Additional packages can be installed for additional sensitivity.

### Sophonts

Systems created for non-humans provide tailored sensory input based on the sophont's specific sense structure.

**Aware and Percept.** Awareness and Perception are unimpeded by the physical structure of the armor system. The user can use the two senses normally.

### CONTROLS

Armor systems have standard and optional control systems.

**Self.** Suits are unpowered and do not require control systems.

**Feedback.** Feedback systems respond directly to the user's limb movement to operate the powered systems. The details of operation are transparent to the user.

**Manual.** A system of controls (hand, manipulator, foot, head-movement, voice, and other) operate the unit. various performance activities

**Wafer.** The user is directly connected to the operating controls via his wafer jack. Operation is similar to the feedback system, and transparent to the user.

**AutoPilot Option.** Powered systems can be equipped with the AutoPilot option. The operator enters a destination and the system self-operates while the user sleeps or attends other functions.

**Fine Control Option.** The manipulators are tuned to increase their functional C2 (primarily as an offset to the system's diminished C2)

### Other Options

Additional options are available.

**Reflec.** The surface of the armor is reflective: it deflects Laser attacks totally. However, Reflec requires a Mod +2 for visibility or to be spotted.

**Treat C3 as Stamina.** The Dress or Armor treats the users C3 as Stamina.

### Drawbacks

Every system is a balance of features and drawbacks. For every feature added to a system a drawback must be included.

For each Option added, consult the Drawbacks Table. Cycle through the tables: the first roll is on Table 1 (and table 1 won't be used again), the second on Table 2, the third roll is on Table 3. The fourth roll is on Table 4. The fifth roll is on Table 2 again.

Uninstalling the Option removes the associated drawback (but you can't reinstall and roll again).

**Fixing The Drawbacks.** If drawbacks were easily fixed, they would not be Drawbacks. Each involves a Hopeless Diagnosis and a Hopeless Repair.

### Table 1 Options- Minor Drawbacks

Use this table only once.

**Cramped.** The interior is very small. Reduce C3 minus 1.

**Irritating Interior Noise.** A non-specific interior noise continues unrelentingly. Reduce Hearing Constant minus 02. After C3 hours, reduce San minus 1.

**Bad Taste in On-Board Drinks.** Although there is no specific effect to this Drawback, the user is constrained to complain about it after each mission.

**Interior Runs Hot.** The equipment was created for a Hot World Sophont. Its standard temperature (incapable of adjustment out of its Hot range) imposes Hot-1 per Round. Perhaps the user needs to wear a Cold Suit while using it?

**Interior Runs Cold.** The equipment was created for a Cold World Sophont. Its standard temperature (incapable of adjustment out of its Cold range) imposes Cold-1 per Round. Perhaps the user needs to wear a Hot Suit while using it?

**Poor Quality Diversion Unit.** Although there is no specific effect to this Drawback, the user is constrained to complain about it after each mission.

### Table 2 Options- Drawbacks

Drawbacks reduce the comfort or survivability of the equipment.

**Vibration.** The equipment has an unsettling and uncomfortable vibration. Reduce C minus 1.

**Heavy Vibration.** The equipment has several distinct vibrations which go in and out of phase. Reduce C3 minus 2.

**Waste Heat Plume.** The equipment is constructed to exhaust heat in a Size-6 plume visible in Bands NIFXZ,

**Externally Loud.** The equipment operates with deafening noise. Impose Bang-2 at vehicle exterior per Round.

**Hard To Use.** The operating controls for the equipment are poorly designed. EaseOfUse= -2.

**Dangerous to Use.** The equipment is poorly designed and poses a hazard to users. Safety= -2.

### Table 3 Options- Major Drawbacks

Major drawbacks severely degrade performance.

**Faulty Manipulator Joints.** The components of the manipulators are faulty. Reduce C2 Half.

**Faulty Limb Joints.** The components of the limbs are faulty. Reduce Strength half.

**Poor Manipulator Design.** The manipulators are poorly designed. Treat C2 as Agility.

**Highly Visible Shape or Finish.** The equipment is poorly designed for concealment. Impose Visibility Mod +2.

**Mag Flashes.** The mechanism produces Mag Intensity = 5

**Contaminated Life Support.** There is a continuing contamination in the Life Support system. Check Endurance to avoid Infection-1.

### Table 4 Options- Ultimate Drawbacks

Ultimate drawbacks impose active hazards to the user.

**Strange Internal Harmonics.** The equipment produces a variety of sounds and vibrations that create extreme discomfort. Check San daily.

**Unsteady.** The equipment is unsteady in operation. Randomly every hour, Check World Size for a stability failure. Failure produces a fall.

**Rapid System Fatigue.** The system is fatiguing. Treat C3 as Vigor.

**Distracting Feedback.** The equipment produces a variety of distracting input. Skill and Int halved.

**Randomly Locks.** The joints of the system randomly lock up. In active use, roll 2D for 12, in which case the equipment cannot move for one Round.

**Hangar Queen.** A Hangar Queen is a piece of equipment which users avoid if at all possible (hence, it rules the Hangar). Check Reliability daily.

### ITEMS

Armor Items are independent pieces of equipment rather than system. Each is acquired individually.

### The Basic Body Armors

The basic body armors are personal protections worn by characters as a natural effort to avoid injury, especially in combat.

**Jack.** A natural or synthetic leather jacket or body suit covering the torso and upper arms and legs. Jack is somewhat better than ordinary clothing in providing basic protection.

**Mail.** A flexible metal shirt providing basic protection against most attacks.

**Mesh.** A jacket or body suit made of natural or synthetic leather and reinforced with a lining of flexible metal mesh, similar to chain mail but lighter and stronger.

**Cloth.** A heavy duty body suit tailored from ballistic cloth.

**Quilt.** An improved version of Cloth.

**Plate.** A protective unit of personal body armor constructed of ceramic or metal plates (often articulated to allow movement or flexibility).

**Ablat.** Ablat is fashioned from a material which will ablate (vaporize) when hit by laser fire. The vaporized material carries away the energy of the laser, protecting the user. Ablat has a basic protective value against attacks and is doubled against K (Burn) attacks.

**Reflec.** A flexible coating for personal armor which entirely deflects Laser. When worn as an outer protection, it increases visibility (Visibility Mod +2). It can be worn under clothing or other armor, but when hit by Laser, reduces the outer armor layer double the damage inflicted in penetrating it.

**Coat.** A basic cold weather clothing unit.

**Heavy Coat.** A more effective cold weather clothing unit.

### The Breathers

The Breathers provide protection or support in strange atmospheres.

**Respirator.** A small compressor allowing breathing in Air-3 (Vthin Atmosphere). An alternative name is Compressor.

**Filter.** A breathing filter which protects against taint in Air-7 and Air-9. It is effective only against T (Poison).

**Combination.** Breathing apparatus combining Filter and Respirator. It allows breathing Air-2 and Air-5. It is effective only against T (Poison).

**Air Tanks.** A complete set of air reservoirs and the appropriate breathing mask to allow independent breathing in smoke, dust, gas, or exotic atmospheres. The tanks are filled with the appropriate breathing gases (for example, Air-4, Air-8) for the user. This apparatus can be used underwater.

**Breather.** An apparatus which removes waste gases and recycles breathing gases to the user. The

**Rebreather.** An improved version of the Breather for better performance and efficiency.

**Gill.** A breathing apparatus for air breathers which extracts oxygen from water.

### Helmets and Head Protection

There are a variety of protections for heads and senses.

**Military Helmet.** Basic head protection for protection against fragments from and some bullets.

**Full Helmet with Visor.** An improved military helmet providing full head protection.

**Ear Protectors.** Basic Sopundproof ear protection.

**Flash Goggles.** Basic Flashproof eye protection

**Sunglasses.** Non-military Flashproof eye protection.

**Cool Sunglasses.** Non-military Flashproof eye protection. Wearing Cool Sunglasses improves perceived Social Standing or Charisma +1.

**Psionic Shield.** An apparatus to protect against psionic activity.

### HazMat and HazSit Equipment

Hazardous Material and Hazardous Situation equipment provides some degree of safety when dealing with hazardous events.

**Thermal Blanket.** A basic reflective sheet which protects against Hot or Cold.

**Fire Shield.** An enhanced Thermal Blanket which also protects against fire.

**Rescue Ball.** A collapsed protective structure providing shelter in emergency situations. The ball will hold and support four individuals for a week.

**Desert Cloak.** A basic fabric article of clothing which provides a degree of protection against the desert environment.

### Skills and Knowledges

The operation of armor systems is governed by a variety of skills and knowledges.

**BattleDress** governs Dress and Armor.

**Vacc Suit** governs Suits.

**Legged** (a Knowledge under Driver) governs most Units.

### RATING AN ARMOR SYSTEM

The performance of a system depends on the physical characteristics C1 C2 C3 of the operator.

Suits reflect the user's Characteristics and may reduce C2 and C3.

Armor and Dress (because they are Powered) multiply Strength. Oversize and Titan provide greater Strength multiplication.

Using the **Evaluating A System Chart**, determine the changes to Characteristics that are dictated by the System.

For reference, record the temporarily altered characteristics in the format:

User is 777777

Armor Name = Str= Dex= End=

BattleDress-13 = Str= (70) Dex= 5 End= 6

Note Increased Strength in Parens as a real number: A character with Str-7 notes his increased Strength in Parens as (7). If this were Dress with an increase of x10 it would be (70).

For example, Imperial Reserve Star Marine Captain Sir etc 88888A discovers, when reporting for his monthly drill and training session, that they have just been re-equipped with

AltH DD-14     Alternate Heavy Drop Dress -14

They spend the day checking out the new equipment and reading the manuals.

DD-14s are Dress, so the governing skill is BattleDress.

It multiplies Strength x 10, reduces Dexterity -2, and reduces Endurance -1. The Captain functions as

AltHDD-14 = Str=(80) Dex= 6 End= 7

"But wait!" says the Captain, "These are loaded with options.

"Option-s. Fine Control, and...

AltHDD-14 = Str=(80) Dex= 9 End= 7

(the Fire Control Option adds back +3 to C2)

"Option-v, PsiShield, and

"Option-t, Reflec anti-laser coating, and

"Option-x, Stamina."

AltHDD-14 = Str=(80) Dex= 9 End= 7

They try one of them out that afternoon and he starts to see the drawbacks to the system as well.

"Ugh. That thing is cramped.

AltHDD-14 = Str=(80) Dex= 9 End= 6

"And its really hard to use.

qrEbs= -2.

"And the manipulators are very poorly designed."

AltHDD-14 = Str=(80) Agi= 9 End= 6

(treat C2 as Agility).

So he hasn't yet seen that it Locks Up on a 12. Maybe he'll notice that in combat?