



Protection Types

Armor 5

STANDARD SUBSYSTEMS	Dress (chq7)	Armor (chq3)	Suit (bhp1)	Unit (ahr3)	OS/ Titan
Comms	Battlefield	Battlefield	Grid	Standard	--
Sensors	Basic	Basic	Basic	Basic	--
Controls	Feedback	Feedback	Self	Manual	Wafer
Power	Week	Days	Day	Days	--

OPTIONS

Code	Descriptor	Comment
Comms		
a	Standard	R= 5
b	Grid	R= 6
c	Battlefield	R= 6
d	Command	R= 8
e	LOS	R= 6
f	LR-LOS	R=10
g	Relay Option	
Sensors		
h	Basic	
i	Additional	
j	Direct	
k	Enhanced1	
l	Enhanced2	
m	Enhanced3	
Controls		
n	Self	
p	Feedback	
q	Manual	
r	Wafer	Requires WJ
s	AutoPilot	
t	Fine Control	C2 +3
Other Options		
u	Reflec	Plus Visible Mod
v	Spot Armor	
w	PsiShield	
x	Stealthy	Minus Vis Mod
y	Stamina	C3 = Stamina
Power and Life Support		
0	Not Applicable	
1	Day	
3	Days	
7	Week	
9	Extended	

Install and note options only if not standard equipment.

DRAWBACKS

Options have no cost.

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).

Table 1 Minor Drawbacks (only once)

1	Cramped.	C3 -1.
2	Irritating Interior Noise.	Hearing Mod -2.
3	Bad Taste In Drinks.	No specific effect.
4	Interior Runs Cold.	Cold-1 per Round.
5	Interior Runs Hot.	Hot-1 per Round.
6	Poor quality diversion unit.	No specific effect.

Table 2 Drawbacks

1	Vibration.	C3 -1
2	Heavy Vibration.	C3 -2
3	Waste Heat Plume.	Mod +4 for IR Detection
4	Externally Loud.	Bang-2 per Round
5	Hard To Use.	qrEbs= -2.
6	Poorly Planned Interior.	qrebS= -2.

Table 3 Major Drawbacks

1	Faulty Manipulator Joints.	Reduce C2 Half.
2	Faulty Limb Joints.	Strength Reduced Half.
3	Poor Manipulator Design.	Treat C2 as Agility.
4	Highly Visible Shape	Visibility Mod +2.
5	Mag Flashes	Mag Intensity = 5
6	Contaminated Life Support	Infection Chance

Table 4 Ultimate Drawbacks

1	Strange Internal Harmonics.	Check San daily.
2	Unsteady.	Trip and Fall
3	Rapid System Fatigue.	Treat C3 as Vigor.
4	Distracting Feedback.	Skill and Int halved.
5	Randomly Locks	2D= 12 locks up.
6	Hangar Queen.	Check Reliability daily.

EVALUATING A SYSTEM			Dress	Armor	Suit	Unit	OverSize	Titan
C1	Strength		x 10	x 10	x 1	x 10	x 100	x 1000
C2	Dexterity Agility Grace		-2	-2	-2	-2	-4	-4
C3	Endurance Vigor Stamina		-1	-2	-3	0	--	--
	Skill=	BattleDress	BattleDress	Vacc Suit	Legged		--	--
	Maximum Speed=	2	1	1	2		2	2

The performance of a system depends on the Characteristics of the operator.