

Body Armour

MetalGear III Modular Combat Armour

MetalGear Arms	SP:25 Arms (7-8)	EV: 0.5	Combat Armour	100 eb
MetalGear Shoulder Pads	SP:25 Shoulders (9)	EV: 0.5	Combat Armour	75 eb
MetalGear BreastPlate	SP:25 Chest, Abdomen, Vitals (10-13)	EV: 0.5	Combat Armour	150 eb
MetalGear Thighs	SP:25 Thighs & Upper Leg (14-15)	EV: 0.5	Combat Armour	75 eb
MetalGear Boots	SP:25 Lower Leg & Foot (16-18)	EV: 0	Combat Armour	100 eb
MetalGear Gloves	SP:25 Hands (6)	EV: 0 (-2 WA)	Combat Armour	50 eb
MetalGear Full Helmet	SP:25 Head (3-5)	EV: 0 (-4 Aware)	Combat Armour	75 eb

Gibson Form-Fitting Body Armour

Level 1 Vest	SP:10 Torso (10-12)	EV: 0	Light Armour	200 eb
Level 1 Body Armour	SP:10 Full Body (7-16)	EV: 0	Light Armour	700 eb
Level 2 Vest	SP:14 Torso (10-12)	EV: 0	Medium Armour	400 eb
Level 2 Body Armour	SP:14 Torso, SP:10 Full Body	EV: 0	Medium Armour	1,000 eb
Level 3 Vest	SP:18 Torso	EV: 0	Medium Armour	700 eb
Level 3 Body Armour	SP:18 Torso, SP:12 Full Body	EV: 1	Medium Armour	1,500 eb

Kelmar Security Armour

Class 8 Security Armour	SP:16 Torso, Vitals, Legs, SP:10 Arms	EV: 0	Heavy Armour	800 eb
Class 14 Security Armour	SP:20 Torso, Vitals, Legs, SP:14 Arms	EV: 1	Combat Armour	1,000 eb
Class 17 Security Armour	SP:26 Torso, SP:24 Legs, SP: 20 Arms	EV: 2	Combat Armour	1,350 eb
Kelmar Security Helmet w/ Visor	SP:24 Head	EV: 0 (-3 Aware)	Combat Armour	350 eb

BAMA Police Armour

Standard Field Armour	SP:14 Full Body (7-18)	EV: 0	Heavy Armour	1,000 eb
Field Armour with Plate Inserts	SP:20 Body, SP:14 Feet	EV: 1	Combat Armour	1,200 eb
Assault Armour	SP:28 Body, SP:14 Feet & Hands	EV: 2	Combat Armour	2,500 eb
Standard Helmet	SP:20 Head	EV: 0 (-2 Aware)	Combat Armour	150 eb
Epoxide FacePlate	SP:20 Face	EV: 0 (-1 Aware)	Combat Armour	100 eb

Militech M-78 Series Armour (all grades are AP-proof)

M-78 T-Shirt	SP: 7 Chest & Abdomen (10-12)	EV: 0	Light Armour	130 eb
M-78 Jacket	SP:14 Torso & Arms (7-12)	EV: 1	Medium Armour	300 eb
M-78 Vest	SP:18 Torso & Abdomen (10-12)	EV: 2	Heavy Armour	300 eb

Plate Insert Body Armour

Plate Insert Vest	SP:10 Chest & Abdomen (10-12)	EV: 0	Medium Armour	140 eb
Plate Insert Vest w/ Trauma Plates	SP:20 Chest & Abdomen (10-12)	EV: 1	Combat Armour	200 eb
Plate Insert Pants	SP:10 Thighs, Vitals & Legs (13-16)	EV: 0	Medium Armour	140 eb
Plate Insert Pants w/ Trauma Plates	SP:20 Thighs, Vitals & Legs (13-16)	EV: 1	Combat Armour	200 eb
Plate Insert Jacket	SP:10 Torso & Arms (7-12)	EV: 0	Medium Armour	250 eb
Plate Insert Jacket w/ Trauma Plates	SP:20 Chest & Abdomen, SP:10 Rest	EV: 1	Combat Armour	300 eb
Plate Insert Long Coat	SP:10 Arms to Thighs (7-14)	EV: 0	Medium Armour	350 eb
Plate Insert Long Coat w/ Trauma Plates	SP:20 all but arms	EV: 2	Combat Armour	450 eb

SecureTech Armoured Clothing (urban flash, above average quality - can be businesswear for 50% more)

SecureTech Jacket	SP:12 Arms & Torso (7-12)	EV: 0	Medium Armour	350 eb
SecureTech Vest	SP:8 Chest & Abdomen (10-12)	EV: 0	Light Armour	250 eb
SecureTech Ultra-Vest	SP:12 Chest & Abdomen (10-12)	EV: 0	Light Armour	300 eb
SecureTech Long Coat	SP:14 Arms to Thighs (7-14)	EV: 0	Medium Armour	650 eb
SecureTech Trench Coat	SP:14 Arms to Legs (7-16)	EV: 0	Medium Armour	1,300 eb

External Add Ons

Forearm Guards	SP:10 Arms, +1 Parry, +1 Punch damage	EV: 0	Heavy Armour	250 eb
E-Z Glide KneePads	SP:6 Legs, +2 Athletics for slides (2x jump)	EV: 0	Heavy Armour	100 eb
Ballistech Exo-Plasts	SP:0, Becomes SP:10 after first hit	EV: 0	None / Medium Armour	150 eb
PolyChromate Shields (Arm or Leg)	SP:6, +1 Parry, +2 Punch or Kick	EV: 0.5	Heavy Armour	250 eb

Quake Technologies

Quake Tech Armour Jack	SP:16 Chest, Abdomen & Shoulders (9-12)	EV: 0	Combat Armour	300 eb
Quake Tech Combat Suit	Armour Jack w/ SP:12 Arms & Legs	EV: 1	Combat Armour	500 eb
Quake Tech Full Body Armour	SP:25 full body & head	EV: 2 (-4 Aware)	Combat Armour	700 eb

Smart Armours (require interface plugs & machine or ACPA linkup)

MetalGear IV Full Suit (without helmet)	SP:25 full body except head	EV: 1	Combat Armour	1,200 eb
MetalGear V Full Suit (without helmet)	SP:25 full body except head	EV: 0	Combat Armour	2,500 eb
Smart Medium Armour Jacket	SP:18 Arms to Abdomen	EV: 0	Medium Armour	800 eb
Smart Heavy Armour Jacket	SP:20 Arms to Abdomen	EV: 1	Heavy Armour	1,000 eb
Smart Composite Suit	SP:28 Torso, SP:10 Arms and Legs	EV: 0	Heavy / Light Armour	1,500 eb

Generic Epoxide & Kevlar Armours

Kevlar Vest	SP:10 Torso	EV: 0	Light Armour	100 eb
Heavy Kevlar Vest	SP:18 Torso	EV: 0	Heavy Armour	175 eb
Light Armour Jacket	SP:14 Arms to Abdomen	EV: 0	Medium Armour	150 eb
Medium Armour Jacket	SP:18 Arms to Abdomen	EV: 1	Medium Armour	200 eb
Heavy Armour Jacket	SP:20 Arms to Abdomen	EV: 2	Heavy Armour	250 eb
Light Armour Pants	SP: 10 Vitals, Thighs, Legs	EV: 0	Medium Armour	100 eb
Epoxide Pants	SP:18 Vitals, Thighs, Legs	EV: 0	Heavy Armour	300 eb
Composite Armour Jacket	SP:28 Torso, SP:10 Arms	EV: 1	Heavy Armour	350 eb
Composite Flack Jacket	SP:35 Torso, SP:25 Arms	EV: 3	Combat Armour	600 eb
Door Gunner's Vest	SP:25 Torso, Vitals, Thighs	EV: 3	Combat Armour	250 eb
Kevlar Hood	SP:5 Head	EV: 0	Light Armour	75 eb
Kevlar Helmet Insert	SP:4 Head	EV: 0	Light Armour	50 eb
Epoxide Helmet	SP:20 Head	EV: 0 (-2 Aware)	Combat Armour	150 eb
Epoxide FacePlate	SP:20 Face	EV: 0 (-1 Aware)	Combat Armour	100 eb
Steel Helmet	SP:14 Head	EV: 0 (-1 Aware)	Combat Armour	75 eb
C/Ballistic Mesh	SP:15 Full Body (7-16)	EV: 0	Light Armour	700 eb
Ballistech Skintight III	Absorbs 1/3 Of Damage (max 40)	EV:0	Light Armour	1,500 eb

Armoured Clothing

Light Armour		Medium Armour		Heavy Armour	
T-Shirt	10 eb	Leather Tunic	75 eb	Leather Jacket	70 eb
Shirt	20 eb	Pants / Jeans	20 eb	Leather Coat	110 eb
Blouse	15 eb	Heavy Skirt	55 eb	Heavy Long Coat	55 eb
Tank Top	10 eb	Jacket	35 eb	Hard Boots	50 eb
Tunic	25 eb	Long Jacket	40 eb	Chaps	60 eb
Sweater	20 eb	Trench Coat	125 eb	Medium Armor w/ Hardcase	" +50% "
Jumpsuit	50 eb	Cloak	50 eb		
Dress	50 eb	Long Cape	90 eb		
Miniskirt	30 eb	Shoes	15 eb	Greaves	80 eb
Long Skirt	55 eb	Soft Boots	25 eb	Plate Insert Gear	60 eb
Shorts	10 eb	Soft Kneeboots	40 eb	HardCase Armour	40 eb
Gloves	20 eb				
Long Gloves	30 eb				
Tie	20 eb				
Scarf	15 eb				
Shades	5 - 50 eb				
Hat	5 - 25 eb				
Toboggan Hood	10 eb				
Ski Mask	15 eb				
Short Cape	75 eb				
Stockings	20 eb				
Vest	25 eb				

Armoured Clothing (cont)								
SP	Light		Medium		Heavy		Combat	
	Cost	EV	Cost	EV	Cost	EV	Cost	EV
4	x 3		x 2.5		x 1.5			
6	x 3.5		x 3		x 2			
8	x 4		x 3.5		x 2.5			
10	x 4.5		x 4		x 3		x 2	
12	x 5		x 4.5		x 3.5		x 2.25	
14	x 6	-1	x 5		x 4		x 2.5	
16	x 7	-2	x 5.5		x 4.5		x 2.75	
18	x 8	-3	x 6	-1	x 5		x 3	
20			x 7	-2	x 5.5	-1	x 3.5	
22			x 8	-3	x 6	-2	x 4	
24					x 7	-3	x 4.5	
25							x 4.75	-1
26							x 5	-1
28							x 5.5	-1
30							x 6	-2

Generic Chic	Plain clothes, cheap in appearance, if armoured then the armour is clearly visible and is often marked with "ArmorPlast" or similar logos.	100%
LeisureWear	As found at Zellers and K-Marts world-wide. Includes sportswear, gymnastic clothes and general middle class utilitarian clothes.	200%
Urban Flash	Whatever is cool this month. Often black, sometimes with glow panels and extra pockets or zippers or whatever	200%
BusinessWear	Zaibatsu Chic. Business suits from the Tragic 100 eb JCPenny suit to the best Armani and Takana Exec.	300%
EdgeRunner	Slightly more utilitarian version of urban flash, with some extra padding, armour, and pockets to hide stuff.	300%
High Fashion	From the runways of Paris, New York, Milan and Tokyo, straight to your wardrobe!	400%
Sub-Average Quality	Cheaply made of inferior fabrics. Tend to tear easily, best used for clothes that you will throw away instead of washing...	50%
Average Quality	Cheaply made, but not incredibly so. Not up to major abuse, and not styling or distinctive yet...	100%
Good Quality	What we expect from clothes. Can survive the laundromat repeatedly, and almost looks good too!	150%
Very Good Quality	Quality materials and workmanship. Available from higher-class outlets and chains. Gives +1 Wardrobe & Style	200%
Designer Quality	Some of the best, from the brand name designers. Often the best of a line like Gibson Battlegear. Gives +2 Wardrobe & Style	400%
SuperChic	Designed just for you or bought in the most outrageous boutiques... +3 Wardrobe & Style	700%
PolyLog	Holds up to 4 different colour schemes. Can malfunction under combat conditions...	300%
ReactiMesh	Memory Plastic panels that allow breathing. Reduces the SP rating by 2/3 and the armour becomes Light Armour when activated.	200%
PolyChromic	Constantly Shifting version of Polylog clothing, with the same chances of malfunction in adverse conditions.	500%
FireProof	Gives the clothing SP:20 vs flames	250%
AP Proof	Memory plastics under an electrical current make the armour immune to AP effects.	300%
Signal Retardant	10SP and +4 to stun saves vs seizure, static, volt and EMP weapons.	200%
Acid/Alkali Resistant	Rubberized coating provides 4 SP vs acids and bases	150%
Acid/Alkali Resistant II	Rubberized coating provides 6 SP vs acids and bases	300%

Stealth Armours

Militech M96 "GhostSuit" Chameleon Clothing	SP: 10 Full Body -4 Aware, -2 if moving, -1/10 m distance	EV: 1	Light Armour	5,300 eb
Militech M96 "GhostSuit" Chameleon Helmet	SP: 16 Head, -3 Aware	EV: 0	Combat Armour	600 eb
Gibson BattleGear "Sneak Suit"	SP: 10 Full Body & Head -4 Aware in low lite, -1/10 m distance. Melts in the sun	EV: 0	Light Armour	560 eb
Gibson BattleGear "Sneak Suit" Vest	SP: 16 Chest & Abdomen	EV: 1	Heavy Armour	375 eb
Gibson BattleGear "Sneak Suit" Helmet	SP: 18 Head, -3 Aware	EV: 0	Combat Armour	185 eb
Gibson / Mitsubishi Light Maneuver "Sneak Suit"	SP: 8 Full Body with 40 minute air supply	EV: 2	Combat Armour	2,500 eb
Gibson / HydroSubsidium Deep "Sneak Suit"	SP: 10 Full Body with 120 minute air supply	EV: 2	Combat Armour	3,500 eb
Militech M73 "Mirage Gear"	SP: 12 Full Body and Head -2 Aware, -1 if moving, -1/10 m distance	EV: 1	Medium Armour	1,050 eb
Militech M73 "Mirage Gear" Helmet	SP: 24 Head and Visor (-3 Aware)	EV: 0	Combat Armour	140 eb
Militech M73 "Mirage Gear" Flak Vest	SP: 18 Chest and Abdomen	EV: 1	Heavy Armour	275 eb
Arasaka "BlackJack" Stealth Armour	SP: 16 Full Body, +3 Audio Stealth, 4 hour life support, radar invisibility, low lite, anti-dazzle, targeting scope, times square, -4 Aware, -1/10 m distance	EV: 2	Heavy Armour	10,000 eb
Smart Armour	Same as above suits, but requires interface plugs	EV: -1		x3 cost