

The designers of the game overlooked kinetic energy and a simple rule fixes that. Just because you have 30 SP in soft armor doesn't mean a bullet or a punch isn't going to knock you on your ass. Soft armor is designed to spread the impact value over a larger area so the bullet doesn't penetrate, but not to stop the impact completely. So for any normal hit stopped by armor send half of its damage through as blunt force trauma (reduce the transmitted damage by the weapons AP value, AP rounds send half of the half and flechettes send nothing because they are designed around a very different principle). By increasing the damage values of the bullets what you are doing is artificially reducing the armor values, which leads me to wonder why you just don't reduce the SP ratings. It's a working idea to increase the damages for anyone in armor, but it changes the balance for anyone who isn't. Another point is that that page uses only average values, and doesn't make many concessions for concepts like semi-automatic or burst. Armor is not the be all and end all unless you let it, Pondsmith's example in *Primitive Screwheads* should show you that, a gang of Inquisitors with slingshots can be a deadly and lethal foe if you think it out. Or consider this, with a simple stealth roll a wimp with a .22 can kill any non-cyborg character in one shot...contact the head with the barrel and full damage occurs. How much deadlier do you need this to be? If your players aren't afraid of combat it's probably not the rules but how you use them.