

# Body Armour and Force Fields

- **Body Armour**

- Human-Sized Body Armour

- [Dog Pack DPM](#): Psi-Hound light riot armour, described but never really listed in the main RIFTS book
    - [Medium Fury Beetle](#): medium plate Fury Beetle armour, described but never really listed in the main RIFTS book
    - [Heavy Fury Beetle](#): heavy plate Fury Beetle armour, described but never really listed in the main RIFTS book
    - [NE-C16](#): light camouflage armour, a new type of armour in the RIFTS Earth and Phase World dimensions
    - [Samurai](#): Samurai environmental armour, a new kind of body armour
    - [Valkyrie](#): Valkyrie plate armour, a new style of armour

- Giant-Sized Body Armour

- [Crusader \(Giant\)](#): giant sized Crusader environmental armour
    - [Medium Fury Beetle \(Giant\)](#): giant sized medium plate Fury Beetle armour
    - [Heavy Fury Beetle \(Giant\)](#): giant sized heavy plate Fury Beetle armour
    - [Gladiator \(Giant\)](#): giant sized Gladiator environmental armour
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    - [Valkyrie \(Giant\)](#): giant sized Valkyrie plate armour

- **Force Fields**

- [Naruni Force Fields](#): an expanded description without all the inconsistencies in the various books RIFTS

## Dog Pack DPM: Light Riot Armour

The armour is light, allowing for maximum mobility and stealth. The DPM armour offers none of the environmental systems of the full Dead Boy suits.

### Dog Pack

Type: Light Riot Armour

M.D.C.: 30

Weight: 8lbs (3.6kg)

Prowl Penalty: None!

Black Market Cost: 15,000 credits

#### Other Features:

- Insulated, high temperature shielding for up to 200 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.
- Polarized and light sensitive/adjusting tinted visor.
- Directional, short range radio built into the helmet. Range is 5mi (8km).

## Fury Beetle: Medium Plate Armour

This armour is a downsized version of the full suit of body armour made from the armoured plates of the gigantic Fury Beetle. It is fairly inexpensive and provides good protection, but is still quite heavy.

### Fury Beetle

Type: Medium Fury Beetle Plate Armour

M.D.C.: 40

Weight Class: Medium-Heavy

Weight: 25lbs (16kg)

Prowl Penalty: Poor mobility, -15%

Black Market Cost: 12,000 credits

#### Other Features:

- Insulated, high temperature shielding for up to 200 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.
- Polarized and light sensitive/adjusting tinted visor.
- Directional, short range radio built into the helmet. Range is 5mi (8km).

## Fury Beetle: Heavy Plate Armour

A full suit of body armour made from the armoured plates of the gigantic Fury Beetle. It is fairly inexpensive and provides excellent protection, but is quite heavy.

## **Fury Beetle**

Type: Heavy Fury Beetle Plate Armour

M.D.C.: 70

Weight Class: Heavy

Weight: 35lbs (16kg)

Prowl Penalty: Poor mobility, -25%

Black Market Cost: 22,000 credits

### Other Features:

- Insulated, high temperature shielding for up to 200 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.
- Polarized and light sensitive/adjusting tinted visor.
- Directional, short range radio built into the helmet. Range is 5mi (8km).

## **NE-C16: Light Camouflage Variable Armour**

This is an ultra-light version of the NE-C20 suit of combat armour. It is equipped with a fiber-optic material that can change colour to match the general environment. The colour change takes 1D4 melees (15 to 60 seconds), in which the suit becomes the exact same colour as the predominant one in the area, thus making the wearer difficult to spot: -20% for others to detect ambush and detect concealment, +10% to the wearer's prowl skill, and even characters without prowl have a 45% chance of not being seen if they stay undercover and do not move.

The suit also masks infrared and thermal emissions, making the wearer's heat invisible to infrared and thermal optics! There is only a 21% chance of showing up on thermal systems and even then the reading/image will seem unusual.

The suit's light weight, improved mobility over its heavier cousin, and camouflage systems make it exceptionally popular with scouts, spies, and all others who value stealth over all else.

### **NE-C16 Light Camouflage Variable Armour**

Type: Light Plate and Optic Maite Armour

M.D.C.: 65

Weight Class: Light

Weight: 11lbs (5kg)

Prowl Penalty: Full mobility, no penalty!

Black Market Cost: 75,000 credits

### Other Features:

- Complete environmental battle armour suitable for use in all hostile environments, including space.
- Computer controlled life support system.
- Internal cooling and temperature control.
- Artificial air circulation systems, gas filtration, and humidifier.
- Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Five hour oxygen supply.
- Insulated, high temperature shielding for up to 300 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.

- Polarized and light sensitive/adjusting tinted visor.
- Built-in loudspeaker; 80 decibels.
- Directional, short range radio built into the helmet. Range is 5mi (8km).
- Helmet face plate is removable.
- Wrist Mini-Comp: A multipurpose miniature computer and display that will indicate system errors within the armour, damage levels, and oxygen supply, as well as direction (compass), time, and date.

## The Samurai: Full Environmental Body Armour

This suit of plate armour is designed to follow the motif of the ancient warriors of the Orient. Its construction from ultramodern composite materials allows it to be well armoured, yet not overly encumbering. Because of this excellent design and ancient warrior look, it is a favourite among both Cyber-Knights and Crazies.

### The Samurai

Type: Chain and Plate Full Environmental Body Armour

M.D.C.: 75

Weight Class: Heavy

Weight: 23lbs (10.4kg)

Prowl Penalty: Good mobility, -10%

Black Market Cost: 60,000 credits

### Other Features:

- Complete environmental battle armour suitable for use in most hostile environments.
- Computer controlled life support system.
- Internal cooling and temperature control.
- Artificial air circulation systems, gas filtration, and humidifier.
- Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Five hour oxygen supply.
- Insulated, high temperature shielding for up to 200 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.
- Polarized and light sensitive/adjusting tinted visor.
- Directional, short range radio built into the helmet. Range is 5mi (8km).
- Helmet face plate is removable.
- Wrist Mini-Comp: A multipurpose miniature computer and display that will indicate system errors within the armour, damage levels, and oxygen supply, as well as direction (compass), time, and date.

## Valkyrie: Plate Armour

This plate armour is named after the ancient warriors of Viking mythology, the Valkyrie. The body armour suit is specially designed so as not to hinder its wearer's mobility. It is very popular with Crazies and all individuals who rate protection as well as mobility very high on their list of needs.

Note: This armour is depicted on the front cover of the Rifts Conversion Book; it is the armour worn by the Gryphon rider.

## **The Valkyrie**

Type: Plate Armour

M.D.C.: 60

Weight Class: Medium

Weight: 17lbs (7.7kg)

Prowl Penalty: Excellent mobility; no prowl penalty!

Black Market Cost: 43,000 credits

### Other Features:

- Insulated, high temperature shielding for up to 200 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.
- Polarized and light sensitive/adjusting tinted visor.
- Directional, short range radio built into the helmet. Range is 5mi (8km).
- Helmet face plate is removable.
- Wrist Mini-Comp: A multipurpose miniature computer and display that will indicate system errors within the armour, damage levels, and oxygen supply, as well as direction (compass), time, and date.

## **The Crusader: Giant Modified Full Fibre Environmental Body Armour**

As the name implies, this full suit of body armour resembles the knights of the ancient crusade because of the chain mail like M.D.C. fibre and knee length skirt. Recent fashion has provided a traditional knight's surcoat and even the helmet is often designed to resemble the European knights of old.

This armour is often used by Rahu-Men, Todakka, and other giant-sized R.C.C.'s that prize mobility over both price and the level of protection provided.

## **The Crusader**

Size: 13 to 16ft

Type: Giant Chain Environmental Body Armour

M.D.C.: 165

Weight Class: Light

Weight: 33lbs (15kg)

Prowl Penalty: Excellent mobility, -5%!

Black Market Cost: 130,000 credits

### Other Features:

- Complete environmental battle armour suitable for use in most hostile environments.
- Computer controlled life support system.
- Internal cooling and temperature control.
- Artificial air circulation systems, gas filtration, and humidifier.
- Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Five hour oxygen supply.
- Insulated, high temperature shielding for up to 200 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.
- Polarized and light sensitive/adjusting tinted visor.
- Directional, short range radio built into the helmet. Range is 5mi (8km).
- Helmet face plate is removable.

- **Wrist Mini-Comp:** A multipurpose miniature computer and display that will indicate system errors within the armour, damage levels, and oxygen supply, as well as direction (compass), time, and date.

## **Fury Beetle: Giant Modified Heavy Plate Armour**

A full suit of body armour made from the armoured plates of the gigantic Fury Beetle. It is fairly inexpensive and provides excellent protection, but is quite heavy.

This armour is often used by Jotan, Giganties, and other giant-sized R.C.C.'s that prize protection and affordability above all else.

### **Fury Beetle**

Size: 13 to 16 feet.

Type: Giant Heavy Fury Beetle Plate Armour

M.D.C.: 210

Weight Class: Heavy

Weight: 105lbs (48kg)

Prowl Penalty: Terrible mobility, -80%!

Black Market Cost: 72,000 credits

#### Other Features:

- Insulated, high temperature shielding for up to 200 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.
- Polarized and light sensitive/adjusting tinted visor.
- Directional, short range radio built into the helmet. Range is 5mi (8km).

## **The Gladiator: Giant Modified Full Environmental Body Armour**

One of the most popular medium-weight full environmental suits recently introduced to the market. The body armour utilizes the new super light weight fibre armour that resembles chain mail and light plates of armour. The suit offers excellent mobility and equally excellent physical protection. The fibre skirt is standard for both male and female suits and offers one of the best forms of protection to the groin area. Comes in white, tan, silver, light gray, dark gray, and black.

This armour is often used by Cyclops, Rahu-Men, Borowitz, and other giant-sized R.C.C.'s that prize both mobility and protection.

### **The Gladiator**

Size: 13 to 16 feet.

Type: Giant Chain and Plate Full Environmental Body Armour

M.D.C.: 210

Weight Class: Heavy (Giant)

Weight: 63lbs (28.6kg)

Prowl Penalty: Good mobility, -20%

Black Market Cost: 165,000 credits

### Other Features:

- Complete environmental battle armour suitable for use in most hostile environments.
- Computer controlled life support system.
- Internal cooling and temperature control.
- Artificial air circulation systems, gas filtration, and humidifier.
- Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Five hour oxygen supply.
- Insulated, high temperature shielding for up to 200 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.
- Polarized and light sensitive/adjusting tinted visor.
- Directional, short range radio built into the helmet. Range is 5mi (8km).
- Helmet face plate is removable.
- Wrist Mini-Comp: A multipurpose miniature computer and display that will indicate system errors within the armour, damage levels, and oxygen supply, as well as direction (compass), time, and date.

## **The Huntsman: Giant Modified Plate and Padded Armour**

This is a light weight body armour that uses heavy plates and padding to protect the main body, arms, and legs. It is often used by Jotan, Nimro and other giant-sized R.C.C.'s that appreciate value as much as mobility and protection.

### **The Huntsman**

Size: 13 to 16ft.

Type: Giant Plate and Padded Armour

M.D.C.: 120

Weight Class: Medium

Weight: 48lbs (21.8kg)

Prowl Penalty: Fair mobility, -35%

Black Market Cost: 66,000 credits

### Other Features:

- Insulated, high temperature shielding for up to 200 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.
- Polarized and light sensitive/adjusting tinted visor.
- Directional, short range radio built into the helmet. Range is 5mi (8km).
- Wrist Mini-Comp: A multipurpose miniature computer and display that will indicate system errors within the armour, damage levels, and oxygen supply, as well as direction (compass), time, and date.

## **The Plastic-Man: Giant Modified Plastic Full Environmental Body Armour**

An inexpensive armour made of light weight polycarbonate plate. This armour is often used by Jotan, Nimro and other giant-sized R.C.C.'s that appreciate value as much as mobility and protection.

## **The Plastic-Man**

Size: 13 to 16ft.

Type: Giant Plastic Full Environmental Body Armour

M.D.C.: 105

Weight Class: Light

Weight: 39lbs (17.7kg)

Prowl Penalty: Fair mobility, -35%

Black Market Cost: 60,000 credits

### Other Features:

- Complete environmental battle armour suitable for use in most hostile environments.
- Computer controlled life support system.
- Internal cooling and temperature control.
- Artificial air circulation systems, gas filtration, and humidifier.
- Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Five hour oxygen supply.
- Insulated, high temperature shielding for up to 200 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.
- Polarized and light sensitive/adjusting tinted visor.
- Directional, short range radio built into the helmet. Range is 5mi (8km).
- Helmet face plate is removable.
- Wrist Mini-Comp: A multipurpose miniature computer and display that will indicate system errors within the armour, damage levels, and oxygen supply, as well as direction (compass), time, and date.

## **The Samurai: Giant Modified Full Environmental Body Armour**

This suit of plate armour is designed to follow the motif of the ancient warriors of the Orient. Its construction from ultramodern composite materials allows it to be well armoured, yet not overly encumbering. It is often used by Cyclops, Rahu-Men, Borowitz, and other giant-sized R.C.C.'s that prize both mobility and a high degree of protection.

## **The Samurai**

Size: 13 to 16 feet.

Type: Giant Chain and Plate Full Environmental Body Armour

M.D.C.: 225

Weight Class: Heavy

Weight: 69lbs (31.3kg)

Prowl Penalty: Fair mobility, -35%

Black Market Cost: 190,000 credits

### Other Features:

- Complete environmental battle armour suitable for use in most hostile environments.
- Computer controlled life support system.
- Internal cooling and temperature control.
- Artificial air circulation systems, gas filtration, and humidifier.
- Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Five hour oxygen supply.



- Insulated, high temperature shielding for up to 200 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.
- Polarized and light sensitive/adjusting tinted visor.
- Directional, short range radio built into the helmet. Range is 5mi (8km).
- Helmet face plate is removable.
- Wrist Mini-Comp: A multipurpose miniature computer and display that will indicate system errors within the armour, damage levels, and oxygen supply, as well as direction (compass), time, and date.

## Valkyrie: Giant Modified Plate Armour

This plate armour is named after the ancient warriors of Viking mythology, the Valkyrie. The body armour suit is specially designed so as not to hinder its wearer's mobility. It is often used by Cyclops, Rahu-Men, Borowitz, and other giant-sized R.C.C.'s that prize both mobility and protection.

Note: The normal sized version of this armour is depicted on the front cover of the Rifts Conversion Book; it is the armour worn by the Gryphon rider.

### The Valkyrie

Size: 13 to 16 feet.

Type: Giant Plate Armour

M.D.C.: 180

Weight Class: Medium

Weight: 51lbs (23.2kg)

Prowl Penalty: Excellent mobility; -5%!

Black Market Cost: 142,000 credits

### Other Features:

- Insulated, high temperature shielding for up to 200 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.
- Polarized and light sensitive/adjusting tinted visor.
- Directional, short range radio built into the helmet. Range is 5mi (8km).
- Helmet face plate is removable.
- Wrist Mini-Comp: A multipurpose miniature computer and display that will indicate system errors within the armour, damage levels, and oxygen supply, as well as direction (compass), time, and date.

## Naruni Personal Force Fields

Modifier's Note: this is my take on Naruni force fields; it has been expanded from those listed in the various books, and all of the inconsistencies and unexplained options have been removed.

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Naruni Enterprises deals in personal force fields, the latest development in personal defense technology. Unlike suits of armour, force fields are light and non-cumbersome (no penalty to prowl rolls). The force fields that Naruni Enterprises sells work by reacting to both energy beams and to fast-moving objects (like bullets and punches) by absorbing and dispersing the incoming energies. It is possible for an enemy to move slowly and press a weapon against the skin of the target without triggering the force field, but this is easier

said than done (such attacks are made at -6 to strike, unless the target is unable to move away -- for example, if the character is backed up against a corner or unconscious). The force field offers no protection against gases or hostile environments, including intense heat, cold, and the vacuum of space.

The M.D.C. value of the force field shows how close to overload it is. If the M.D.C. of the field is depleted, it has overloaded and cannot be reactivated for 12 hours. As long as the M.D.C. has not been overloaded, it regenerates lost M.D.C. at the rate of one M.D.C. point per melee round (4 M.D.C. per minute).

Unlike body armour, force fields need a source of energy. One standard E-Clip will keep force fields active for a period between 18 and 2 hours depending on the power of the field (see below). Naturally, this means that force fields cannot be left "on" all the time, but only when battle is imminent. This is a disadvantage over normal suits of armour. Also not that it is NOT possible to wear armour under a force field, unless the field generator is built into the armour itself. Fields can be built into any M.D.C. armour suit or into powered armour at an extra cost (typically about 50% more than the normal cost of for the system). When connected to a nuclear reactor, the field can run indefinitely but is still subject to overload.

Each force field model comes in four different types. The 'A' model types are powered by E-Clips and generally worn as belts or harnesses. The 'B' type is an integral unit built into body armour, but still requires E-Clips to operate. The 'C' model type is another integral unit that is built into powered armour and run off of the suit's nuclear reactor. The 'D' series is built into robots (running off of their internal power supply) and offers double the M.D. protection, but cost 20 times as much as the other force field types.

### **N-F05 Super Light Force Field**

This is the lightest model of force field available. Worn as a belt around the waist, this force field can easily be disguised as a normal clothing belt. This makes the N-F05 extremely popular with those who want their protection, but do not want everyone else to know about it. Activating the field takes one melee action and protects the wearer immediately after activation.

Weight: 4lbs (1.8kg)

Mega-Damage Capacity: 25 M.D.C.

Duration ('A' and 'B'): 18 hours on one E-Clip

Black Market Cost: 'A': 15,000 credits; 'B': 20,000; 'C' and 'D' types are not available.

### **N-F10 Light Force Field**

This is one of the lightest model available and is worn as two crossed belts over the person's torso (the belts can be converted into bandoleers for grenades and E-Clips at no additional cost. Each bandoleer can hold 6 grenades or 4 E-Clips).

Weight: 8lbs (3.6kg)

Mega-Damage Capacity: 45 M.D.C. (90 for the 'D' Robot Model)

Duration ('A' and 'B'): 12 hours on one E-Clip

Black Market Cost: 'A': 25,000 credits; 'B': 30,000; 'C': 35,000; and 'D': 700,000.

### **N-F20 Medium Force Field**

This medium sized model is worn as two crossed belts over the person's torso. It looks virtually identical to the N-F10 system, but offers greater protection.

Weight: 10lbs (4.5kg)

Mega-Damage Capacity: 75 M.D.C. (150 for the 'D' Robot Model)

Duration ('A' and 'B'): 8 hours on one E-Clip

Black Market Cost: 'A': 50,000 credits; 'B': 60,000; 'C': 70,000; and 'D': one million.

### **N-F30 Medium-Heavy Force Field**

This force field system is worn as two heavy, crossed belts over the person's torso.

Weight: 12lbs (5.4kg)

Mega-Damage Capacity: 95 M.D.C. (190 for the 'D' Robot Model)

Duration ('A' and 'B'): 6 hours on one E-Clip

Black Market Cost: 'A': 70,000 credits; 'B': 90,000; 'C': 105,000; and 'D': 1.4 million.

### **N-F40 Heavy Force Field**

This force field requires a harness system and is slightly heavier than the N-F20 or N-F30. This is the usual limit for infantry force fields.

Weight: 15lbs (6.8kg)

Mega-Damage Capacity: 110 M.D.C. (220 for the 'D' Robot Model)

Duration ('A' and 'B'): 4 hours on one E-Clip

Black Market Cost: 'A': 90,000 credits; 'B': 120,000; 'C': 140,000; and 'D': two million.

### **N-F50 Superheavy Force Field**

This is the most powerful force field available. It looks and weighs the same as the N-F40 field, but is much more intense.

Weight: 15lbs (6.8kg)

Mega-Damage Capacity: 160 M.D.C. (320 for the 'D' Robot Model)

Duration ('A' and 'B'): 2 hours on one E-Clip

Black Market Cost: 'A': 170,000 credits; 'B': 260,000; 'C': 300,000; and 'D': five million.