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.

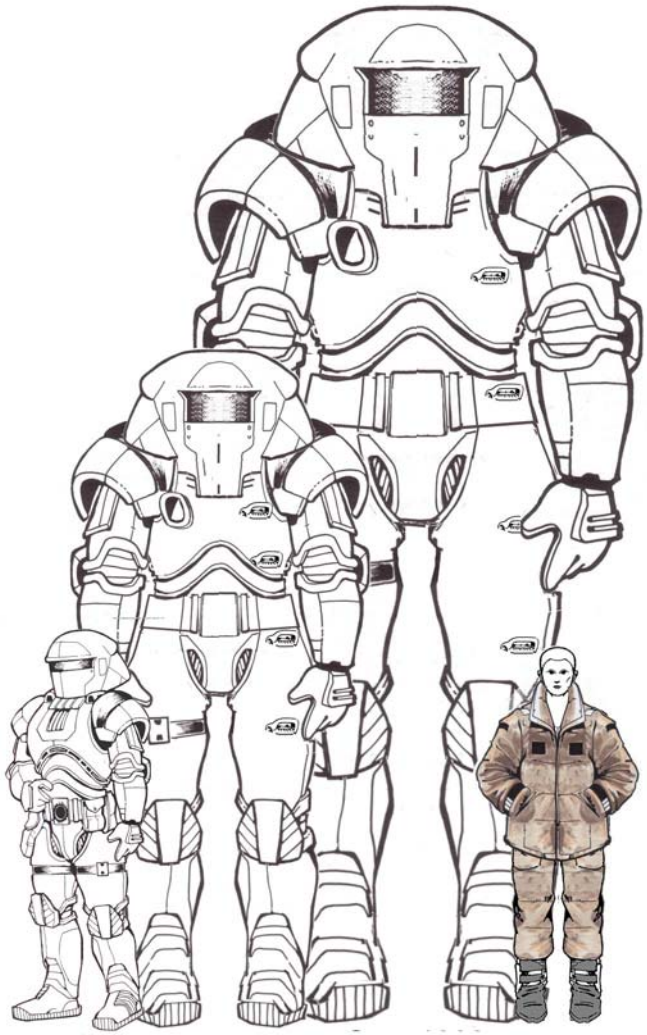
RadProof is a barrier to radioactivity.

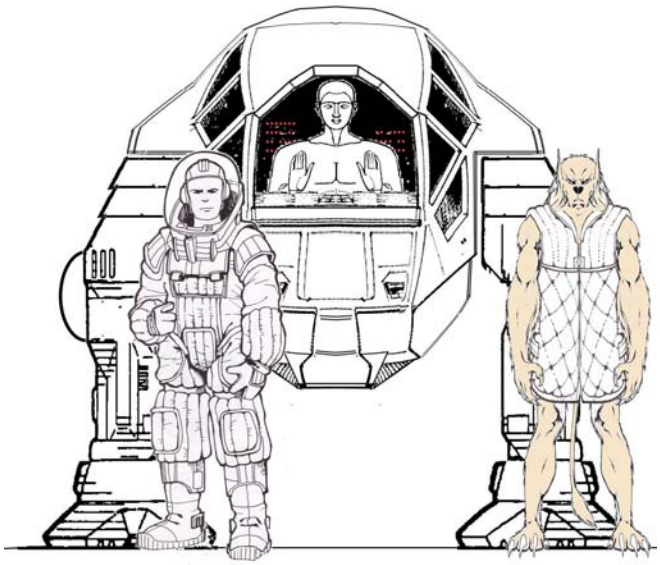
SoundProof is a barrier to sound.

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 describe 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 use 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	**Dress**	**Armor**	**Unit (or Item)**	
	Unpowered	impractical	**Suit**	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 is 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."

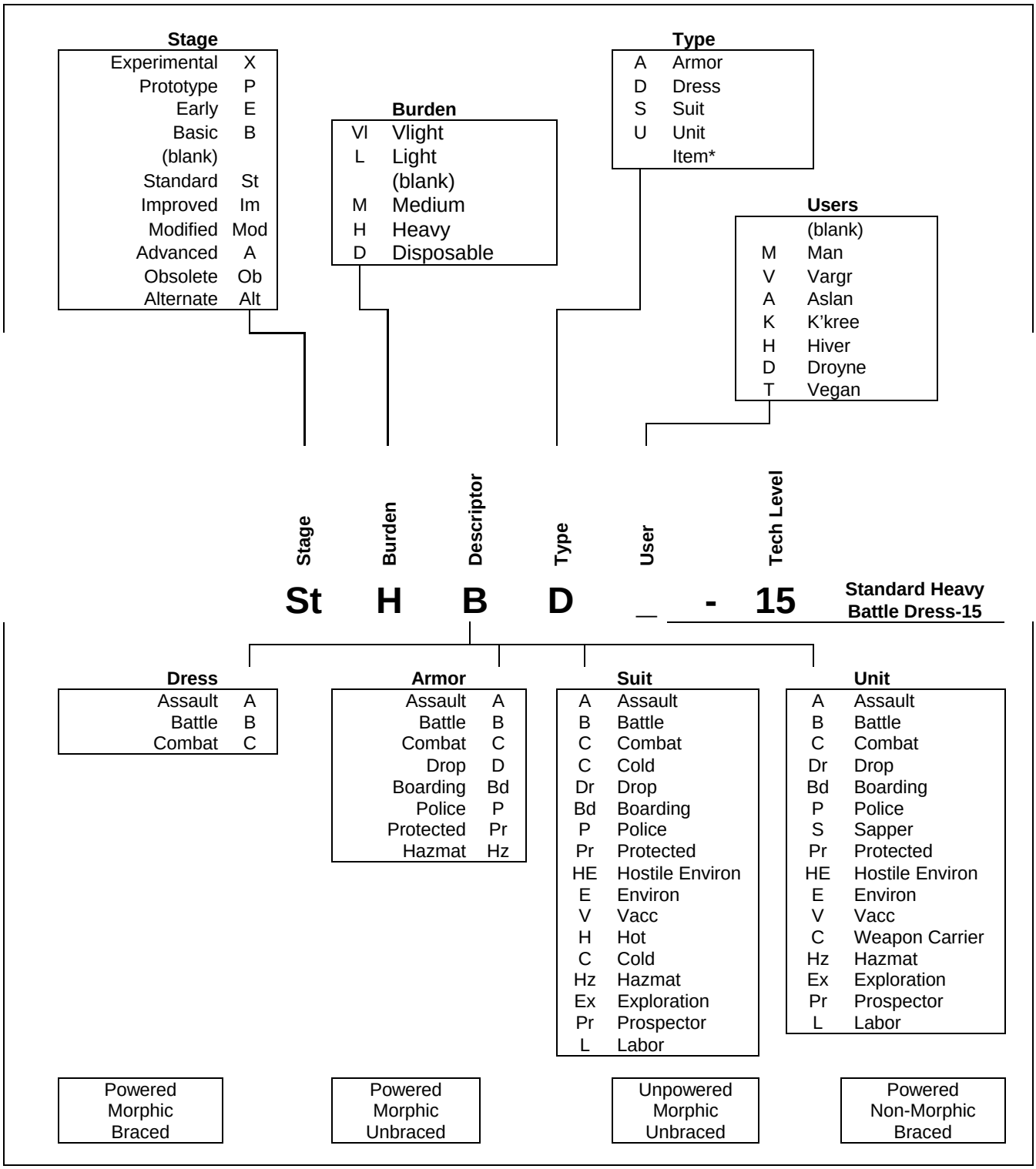
AltHDD-14 = Str=(80) Agi= 9 End= 6

(treat C2 as Agility).

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

Identifying Armor

The Universal Armor Profile can be deciphered using the table below.



Armor Design

As the armor is designed insert the design values and details into this Fillform. Values may be inserted in any order as the design is considered: the ultimate requirement is that the values balance and properly reflect the charts and tables.

Armor 2

BUILDING ARMOR

This Fillform allows an interactive design process which ultimately produces a final armor design. The final information is evaluated and recorded.

Tech Level. Tech Level for armor is the minimum level required for manufacture.

ARMOR MANUFACTURER

Manufacturer			
Surface or Orbital Factory?	TL	LL	

Chart	Item	Q	R	E	B	S	Model	Tech Level	Mass	Armor	Cage	FlashProof	RadProof	SoundProof	PsiShield	Insulated	Sealed	KCr 000,	Cr ,000
3	Item																		
3	Descriptor																		
3	Burden																		
3	Stage																		
	User																		
4	Controls																		
	Sensors																		
	Comms																		
	Power & LS																		
	Add-Ons																		
	QREBS=																		
	Totals																		

ARMOR DESCRIPTION

Model	Armor

The basic information required to describe armor.

Ax: ARMOR EXTENSION

	Cost	Mass	QREBS	Ar=	Ca=	Fl=	Ra=	So=	Ps=	In=	Se=
Ax:	KCr=	kg B=	Ar=	Ca=	Fl=	Ra=	So=	Ps=	In=	Se=	

The basic information required to use armor.

USERS

Specify the Intended Sophont User.

Protection Items

Armor 3

Code		Type	TL	Mass	Armor	EMCage	Flashproof	RadProof	SoundProof	PsiShield	Insulated	Sealed	Comment	Cr
The Basic Body Armors														
J		Jack	1	1	5						4			50
Ma		Mail	4	2	6									400
M		Mesh	7	1	10						2			150
K		Cloth	8	1	14						6			250
Q		Quilt	9	1	18						9			600
P		Plate	6	1	22								B=+2	900
A		Ablat	9	3	12						8		B=+3 2x vs K*	375
R		Reflec	10										deflects Laser	10
C		Coat	1	2							5			100
hC		Heavy Coat	2	3							10			200
Sh		Shield	2	3	12									100
aSh		Advanced Shield	8	2	14		8							400
The Breathers													**Protects against:**	
F		Filter	3	1								6	Air-79 only vs T*	10
F		Filter	8	1								6	Air-79 only vs T*	40
F		Filter	10	0								6	Air-79 only vs T*	80
B		Breather	7	2		4						6	Air-23479A	200
B		Breather	8	2		8						6	Air-23479A	400
B		Breather	10	1		10						6	Air-23479A	600
C		Combination	5	1		4						12	Air-24 only vs T*	150
C		Combination	8	1		8						12	Air-24 only vs T*	300
C		Combination	10	1		10						12	Air-2, -4 only vs T*	500
R		Compressor/Respirator	5	1		4						12	Air-3	100
R		Compressor/Respirator	8	1		8						12	Air-3	100
R		Compressor/Respirator	10	1		10						12	Air-3	100
aT		Air Tanks	5	4								12	Air-234579A	500
aT		Air Tanks	9	3								12	Air-234579A	500
aT		Air Tanks	11	2								12	Air-234579A	500
rB		ReBreather	10	1		10						12	Air-234579A	200
G		Gill	11	4								18	Water	4000
Helmets and Head Protection														
H		Military Helmet	4	1	8				5				B= +1	100
H+		Full Helmet with Visor	8	1	10	5	12	5	5		5		B= +2	300
cH		Crew Helmet	8	1	6	6					5		B=+1	300
eP		Ear Protectors	4						12					100
G		Goggles	4				6							50
fG		Flash Goggles	8				12							200
sG		Sunglasses	4				6							100
sG+		Cool Sunglasses	5				6							200
PsiS		Psionic Shield Hemet	12	1	3				4	15				3000
		Shemagh	2			2					2			
		Beret	4											
HazMat and HazSit Equipment														
		Thermal Blanket	8	1							12			50
		Fire Shield	8	2							18		only vs KHQ	100
		Rescue Ball	10	200	18	18	18	18	18		18	18	immobile	9000
		Desert Cloak	3	1			5				5			200

*Some protections only operate against specific Effects (K= Burn).

Protection Types

Armor 4

	Code	Type	TL	Mass	Armor	EMCage	Flashproof	RedProof	SoundProof	PsiShield	Insulated	Sealed	Comment	Cr
Item	A	Armor	8	30	7	3	3	3	3	1	3	3		20,000
	D	Dress	10	40	9	6	6	6	6	1	6	6		40,000
	S	Suit	5	10	2	1	1	1	1	1	1	1		1,000
	U	Unit	9	200	4	2	2	2	2	1	2	2		60,000
Descriptor	0	(blank)	0	1	1	1	1	1	1	1	1	1		x 1
	Wpn	< > Carrier	1	2	8	1	1	1	1	1	1	1		x 3
	A	Assault	4	1.5	2	2	2	2	2	2	2	2		x 3
	B	Battle	3	2.5	5	5	5	5	5	5	5	5		x 5
Armor and	B	Boarding	3	1.2	4	1	4	1	2	1	1	3		x 4
protection	C	Cold	2	0.2	1	1	1	1	1	1	6	1		x 0.2
multiply	P	Combat	3	2	4	4	4	4	4	4	4	4		x 4
	C	Combat Environ	7	2.5	7	4	5	5	5	1	5	5		x 6
	D	Drop	2	3	8	1	8	1	8	1	1	8		x 3
	En	Environ	2	0.5	4	4	4	1	4	1	20	10		x 1.5
	Exp	Exploration	1	1	5	1	1	1	5	1	8	8		x 7
	Haz	Hazmat	0	1.3	2	6	6	6	6	1	12	12		x 9
	HE	Hostile Environ	1	1.2	8	1	1	8	1	1	8	12		x 8
	H	Hot	1	0.3	2	7	5	5	5	1	5	5		x 0.6
	L	Labor	-1	0.7	1	1	1	1	1	1	6	6		x 4
	P	Police	0	0.6	3	1	5	1	1	1	1	2		x 1.7
	Pr	Prospector	2	2	2	2	1	1	1	1	3	5		x 6
	Pro	Protected	2	2	2	2	2	2	2	1	3	4		x 7
	S	Sapper	2	1.2	5	6	6	1	6	1	8	8		x 7
	V	Vacc	4	1	5	5	0	1	1	1	5	5		x 10
Burden		(blank)	0	1	0	0	0	0	0	0	0	0		x 1
	D	Disposable	3	0.9	-5	-5	-5	-5	-5	0	5	-5		x 0.5
	H	Heavy	1	1.3	8	10	10	10	10	0	15	10		x 2
Armor and	Lt	Light	0	0.7	-3	-3	-3	-3	-3	0	5	-3		x 1.1
Protection	M	Medium	0	1	0	0	0	0	0	0	10	0		x 1
add	S	Small	0	0.5	0	0	0	0	0	0	5	0		x 0.5
	Vl	Vlight	1	0.6	-5	-5	-5	-5	-5	0	-2	-5		x 2
	OS	Oversize	1	8	12	8	8	8	8	0	8	8		x10
	T	Titan	3	27	16	8	8	8	8	0	8	8		x30
Stage		(blank)	0	1	0	0	0	0	0	0	0	0		x 1
	A	Advanced	3	0.8	10	10	10	10	10	3	30	10		x 2
	Alt	Alternate	1	1.1	5	5	5	5	5	0	15	5		x 1.1
Armor and	B	Basic	0	1.3	-5	-5	-5	-5	-5	0	-5	-5		x 0.7
protection	E	Early	-1	1.7	-2	-2	-2	-2	-2	0	-2	-2		x 1.2
add	En	Enhanced	1	2	3	3	3	3	3	0	9	3		x 4
	X	Experimental	-2	2	-8	-8	-8	-8	-8	0	-8	-8		x 4
	Im	Improved	1	1	6	6	6	6	6	0	18	6		x 1.1
	Mod	Modified	2	0.9	3	3	3	3	3	0	9	3		x 1.2
	Ob	Obsolete	4	0.7	3	3	3	3	3	0	9	3		x 0.5
	P	Prototype	-1	1.9	-4	-4	-4	-4	-4	0	-4	-4		x 3
	St	Standard	1	1	0	0	0	0	0	0	0	0		x 1
	Re	Remote	2	1.5	0	0	0	0	0	0	0	0		x4
	Sl	Slaved	2	1.5	0	0	0	0	0	0	0	0		x4

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.

ArmorMaker

Most personal and military weapons can be created using this chart.

Armor9

	DESCRIPTOR	ITEM
1D	1 Assault	1 Dress Powered. Morphic, Braced
	2 Battle	
	3 Boarding	
	4 Combat	
	5 Drop	
	6 Police	

	USER	MANIPULATOR
2D	2 <S1>	Socket
	3 Droyne	Socket
	4 Vegan	Tentacle
	5 Vargr	Universal
	6 <blank>	Hand
	7 Man	Hand
	8 <blank>	Hand
	9 Aslan	Paw
	10 Hiver	Grasper
	11 K'kree	Gripper
	12 <S2>	Gripper

2D	2 Assault		2 Armor. Powered, Morphic, Unbraced
	3 Battle		
	4 Boarding		
	5 Combat		
	6 Drop		
	7 Environ		
	8 Hazmat		
	9 Hostile Environ		
	10 Police		
	11 Protected		
	12 Sapper		

2D	1 Slaved		
	2 Enhanced	1	<blank>
	3 Prototype	-1	Titan
	4 Early	-1	Disposable
	5 Basic	0	Heavy
	6 <blank>	0	Light
	7 Standard	1	<blank>
	8 Modified	2	Medium
	9 Improved	1	Small
	10 Advanced	3	Oversize
	11 Alternate	1	Vlight
	12 Obsolete	4	<blank>
	13 Remote		

3D	3 Boarding		3 Suit Unpowered, Morphic, Unbraced.
	4 Drop		
	5 Assault		
	6 Battle		
	7 Combat		
	8 Cold		
	9 Exploration		
	10 Environ		
	11 Vacc		
	12 Hostile Environ		
	13 Hot		
	14 Police		
	15 Prospector		
	16 HazMat		
	17 Protected		
	18 Sapper		

	1	2	3
	COMMS	CONTROLS	POWER
1D	1 Standard	Self	Day
	2 Grid	Feedback	Day
	3 Battlefield	Manual	Days
	4 Command	Wafer	Days
	5 LOS	AutoPilot	Week
	6 LR-LOS	Fine Control	Extended

	CONTROLS	ADD-ONS	
1D	1 Basic	Reflec	
	2 Additional	Spot Armor	
	3 Direct	PsiShield	
	4 Enhanced1	Stealthy	
	5 Enhanced2	Stamina	
	6 Enhanced3	Reactive	Relay Option

3D	3 Drop		4 Unit Powered, NonMorphic, Braced.
	4 Assault		
	5 Battle		
	6 Cold		
	7 Combat		
	8 Weapon Carrier		
	9 Labor		
	10 Environ		
	11 Exploration		
	12 Hostile Environ		
	13 HazMat		
	14 Sapper		
	15 Hot		
	16 Boarding		
	17 Police		
	18 Prospector		

Armor Examples

The following weapon examples demonstrate the output of the armor generation system.

Armor 7-1

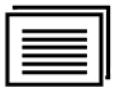
TL	Model	LongName	Cost	kg	Ar	Ca	Fl	Ra	So	Ps	In	Se
5	HazS-5	Hazmat Suit -5	Cr9000	13	12	6	6	6	6	1	12	12
6	(XM) PA-6	Experimental Medium Police Armor -6	Cr136000	36	13	0	7	0	0	1	0	0
6	(St) PS-6	Standard Police Suit -6	Cr1700	6	6	1	5	1	1	1	1	2
6	HS-6	Hot Suit -6	Cr600	3	4	7	5	5	5	1	5	5
6	ExpS-6	Exploration Suit -6	Cr7000	10	10	1	1	1	5	1	8	8
6	(BH) HazS-6	Basic Heavy Hazmat Suit -6	Cr12600	21	15	11	11	11	11	1	17	17
6	HES-6	Hostile Environ Suit -6	Cr8000	12	16	1	1	8	1	1	8	12
7	CS-7	Cold Suit -7	Cr200	2	2	1	1	1	1	1	6	1
7	ProS-7	Prospector Suit -7	Cr6000	20	4	2	1	1	1	1	3	5
7	DS-7	Drop Suit -7	Cr3000	30	16	1	8	1	8	1	1	8
7	EnvS-7	Environ Suit -7	Cr1500	5	8	4	4	1	4	1	20	10
8	HazA-8	Hazmat Armor -8	Cr180000	39	42	18	18	18	18	1	36	36
8	(EnM) ProS-8	Enhanced Medium Prospector Suit -8	Cr24000	40	7	5	4	4	4	1	6	8
8	(X) PD-8	Experimental Police Dress -8	Cr272000	48	19	0	22	0	0	1	0	4
8	(ImS) ProS-8	Improved Small Prospector Suit -8	Cr3300	10	10	8	7	7	7	1	9	11
8	(EnM) DS-8	Enhanced Medium Drop Suit -8	Cr12000	60	19	4	11	4	11	1	4	11
8	(ImM) EnvS-8	Improved Medium Environ Suit -8	Cr1650	5	14	10	10	7	10	1	26	16
8	(BT) PS-8	Basic Titan Police Suit -8	Cr35700	210	17	4	8	4	4	1	4	5
8	BS-8	Battle Suit -8	Cr5000	25	10	5	5	5	5	5	5	5
8	PA-8	Police Armor -8	Cr34000	18	21	3	15	3	3	1	3	6
8	(AltS) CS-8	Alternate Small Cold Suit -8	Cr110	1	7	6	6	6	6	4	11	6
8	(ES) HazU-8	Early Small Hazmat Unit -8	Cr324000	221	22	10	10	10	10	1	22	22
8	LU-8	Labor Unit -8	Cr240000	140	4	2	2	2	2	1	12	12
8	(H) DS-8	Heavy Drop Suit -8	Cr6000	39	24	11	18	11	18	1	11	18
9	(AltT) PS-9	Alternate Titan Police Suit -9	Cr56100	178	27	14	18	14	14	4	14	15
9	(AOs) HazS-9	Advanced Oversize Hazmat Suit -9	Cr180000	83	34	24	24	24	24	1	30	30
9	(ELt) HEU-9	Early Light Hostile Environ Unit -9	Cr633600	285	27	0	0	11	0	1	11	19
9	(EnLt) HazA-9	Enhanced Light Hazmat Armor -9	Cr792000	54	42	18	18	18	18	1	36	36
9	(StH) ProS-9	Standard Heavy Prospector Suit -9	Cr12000	26	12	12	11	11	11	1	13	15
9	(X) SU-9	Experimental Sapper Unit -9	Cr1680000	480	12	4	4	0	4	1	8	8
9	(EnS) BdS-9	Enhanced Small Boarding Suit -9	Cr8000	12	11	4	7	4	5	1	4	6
9	(StS) BS-9	Standard Small Battle Suit -9	Cr2500	12	10	5	5	5	5	5	5	5
9	(H) PA-9	Heavy Police Armor -9	Cr68000	23	29	13	25	13	13	1	13	16
9	(E) DA-9	Early Drop Armor -9	Cr72000	153	54	1	22	1	22	1	1	22
9	AS-9	Assault Suit -9	Cr3000	15	4	2	2	2	2	2	2	2
9	(PS) PD-9	Prototype Small Police Dress -9	Cr102000	22	23	2	26	2	2	1	2	8
9	(AltS) PA-9	Alternate Small Police Armor -9	Cr18700	9	26	8	20	8	8	4	8	11
9	PU-9	Police Unit -9	Cr102000	120	12	2	10	2	2	1	2	4
9	VS-9	Vacc Suit -9	Cr10000	10	10	5	0	1	1	1	5	5
9	(ModLt) SS-9	Modified Light Sapper Suit -9	Cr9240	7	10	6	6	1	6	1	8	8
9	(ET) SS-9	Early Titan Sapper Suit -9	Cr252000	550	24	12	12	7	12	1	14	14
9	(PT) DS-9	Prototype Titan Drop Suit -9	Cr270000	1 tons	28	5	12	5	12	1	5	12
9	(Os) LU-9	Oversize Labor Unit -9	Cr2400000	1 tons	16	10	10	10	10	1	20	20
9	(EM) EnvA-9	Early Medium Environ Armor -9	Cr36000	25	26	10	10	1	10	1	58	28
9	HEA-9	Hostile Environ Armor -9	Cr160000	36	56	3	3	24	3	1	24	36
9	HazU-9	Hazmat Unit -9	Cr540000	260	24	12	12	12	12	1	24	24
10	EnvA-10	Environ Armor -10	Cr30000	15	28	12	12	3	12	1	60	30
10	(AltOs) CbtS-10	Alternate Oversize Combat Suit -10	Cr44000	176	25	17	17	17	17	7	17	17
10	(BM) SA-10	Basic Medium Sapper Armor -10	Cr98000	46	30	13	13	0	13	1	19	19
10	(BS) DA-10	Basic Small Drop Armor -10	Cr21000	58	51	0	19	0	19	1	0	19
10	(E) BA-10	Early Battle Armor -10	Cr120000	127	33	13	13	13	13	5	13	13
10	(EH) HU-10	Early Heavy Hot Unit -10	Cr86400	132	14	22	18	18	18	1	18	18
10	(EnH) PA-10	Enhanced Heavy Police Armor -10	Cr272000	46	32	16	28	16	16	1	16	19
10	(EnOs) BS-10	Enhanced Oversize Battle Suit -10	Cr200000	400	25	16	16	16	16	5	16	16
10	(EnVl) CbtS-10	Enhanced Vlight Combat Suit -10	Cr32000	24	6	2	2	2	2	4	2	2
10	(ET) PA-10	Early Titan Police Armor -10	Cr1224000	826	35	9	21	9	9	1	9	12
10	(EVl) HEU-10	Early Vlight Hostile Environ Unit -10	Cr1152000	244	25	0	0	9	0	1	9	17

Armor Examples

The following weapon examples demonstrate the output of the armor generation system.

Armor 7-2

TL	Model	LongName	Cost	kg	Ar	Ca	Fl	Ra	So	Ps	In	Se
10	(ImH) PA-10	Improved Heavy Police Armor -10	Cr74800	23	35	19	31	19	19	1	19	22
10	(PM) DU-10	Prototype Medium Drop Unit -10	Cr540000	1 tons	28	0	12	0	12	1	0	12
10	(PS) BA-10	Prototype Small Battle Armor -10	Cr150000	71	31	11	11	11	11	5	11	11
10	(X) DD-10	Experimental Drop Dress -10	Cr480000	240	64	0	40	0	40	1	0	40
10	(EH) WpnU-10	Early Heavy < > Carrier Unit -10	Cr432000	884	38	10	10	10	10	1	10	10
10	(B) PD-10	Basic Police Dress -10	Cr47600	31	22	1	25	1	1	1	1	7
10	(Ob) HS-10	Obsolete Hot Suit -10	Cr300	2	7	10	8	8	8	1	8	8
10	(B) DA-10	Basic Drop Armor -10	Cr42000	117	51	0	19	0	19	1	0	19
10	HEU-10	Hostile Environ Unit -10	Cr480000	240	32	2	2	16	2	1	16	24
10	(ELt) BA-10	Early Light Battle Armor -10	Cr132000	89	30	10	10	10	10	5	10	10
10	WpnU-10	< > Carrier Unit -10	Cr180000	400	32	2	2	2	2	1	2	2
10	(ImLt) AS-10	Improved Light Assault Suit -10	Cr3630	10	7	5	5	5	5	2	5	5
10	HU-10	Hot Unit -10	Cr36000	60	8	14	10	10	10	1	10	10
10	(ALt) EnvS-10	Advanced Light Environ Suit -10	Cr3300	2	15	11	11	8	11	1	27	17
10	PD-10	Police Dress -10	Cr68000	24	27	6	30	6	6	1	6	12
10	ExpU-10	Exploration Unit -10	Cr420000	200	20	2	2	2	10	1	16	16
10	SA-10	Sapper Armor -10	Cr140000	36	35	18	18	3	18	1	24	24
10	DA-10	Drop Armor -10	Cr60000	90	56	3	24	3	24	1	3	24
11	EnvU-11	Environ Unit -11	Cr90000	100	16	8	8	2	8	1	40	20
11	(AltM) DA-11	Alternate Medium Drop Armor -11	Cr66000	99	61	8	29	8	29	4	8	29
11	(AltS) WpnU-11	Alternate Small < > Carrier Unit -11	Cr99000	220	37	7	7	7	7	4	7	7
11	(AM) LU-11	Advanced Medium Labor Unit -11	Cr480000	112	14	12	12	12	12	1	22	22
11	(BVl) PD-11	Basic Vlight Police Dress -11	Cr95200	18	17	0	20	0	0	1	0	2
11	(E) DD-11	Early Drop Dress -11	Cr144000	204	70	4	46	4	46	1	4	46
11	(ED) AS-11	Early Disposable Assault Suit -11	Cr1800	22	0	0	0	0	0	2	0	0
11	(EH) BdA-11	Early Heavy Boarding Armor -11	Cr192000	79	34	11	20	11	14	1	11	17
11	(En) WpnU-11	Enhanced < > Carrier Unit -11	Cr720000	800	35	5	5	5	5	1	5	5
11	(EnH) AS-11	Enhanced Heavy Assault Suit -11	Cr24000	39	15	15	15	15	15	2	15	15
11	(EnLt) SA-11	Enhanced Light Sapper Armor -11	Cr616000	50	35	18	18	3	18	1	24	24
11	(EnM) PD-11	Enhanced Medium Police Dress -11	Cr272000	48	30	9	33	9	9	1	9	15
11	(EnS) DA-11	Enhanced Small Drop Armor -11	Cr120000	90	59	6	27	6	27	1	6	27
11	(EnT) ProS-11	Enhanced Titan Prospector Suit -11	Cr720000	1 tons	23	13	12	12	12	1	14	16
11	(ES) DD-11	Early Small Drop Dress -11	Cr72000	102	70	4	46	4	46	1	4	46
11	(ImH) AS-11	Improved Heavy Assault Suit -11	Cr6600	19	18	18	18	18	18	2	18	18
11	(Lt) BdA-11	Light Boarding Armor -11	Cr88000	25	25	0	9	0	3	1	0	6
11	(ModH) HazA-11	Modified Heavy Hazmat Armor -11	Cr432000	45	53	31	31	31	31	1	49	49
11	(ModT) HES-11	Modified Titan Hostile Environ Suit -11	Cr288000	291	35	12	12	19	12	1	19	23
11	(StOs) VS-11	Standard Oversize Vacc Suit -11	Cr100000	80	22	13	0	9	9	1	13	13
11	(Vl) PD-11	Vlight Police Dress -11	Cr136000	14	22	1	25	1	1	1	1	7
11	(ELt) BU-11	Early Light Battle Unit -11	Cr396000	595	15	5	5	5	5	5	5	5
11	(M) CU-11	Medium Cold Unit -11	Cr12000	40	4	2	2	2	2	1	12	2
11	CU-11	Cold Unit -11	Cr12000	40	4	2	2	2	2	1	12	2
11	ProU-11	Prospector Unit -11	Cr360000	400	8	4	2	2	2	1	6	10
11	(St) PD-11	Standard Police Dress -11	Cr68000	24	27	6	30	6	6	1	6	12
11	(BT) LU-11	Basic Titan Labor Unit -11	Cr5040000	4 tons	15	5	5	5	5	1	15	15
11	BdA-11	Boarding Armor -11	Cr80000	36	28	3	12	3	6	1	3	9
11	CbtA-11	Combat Armor -11	Cr80000	60	28	12	12	12	12	4	12	12
11	(Lt) BA-11	Light Battle Armor -11	Cr110000	52	32	12	12	12	12	5	12	12
11	BA-11	Battle Armor -11	Cr100000	75	35	15	15	15	15	5	15	15
11	SU-11	Sapper Unit -11	Cr420000	240	20	12	12	2	12	1	16	16
11	DU-11	Drop Unit -11	Cr180000	600	32	2	16	2	16	1	2	16
11	(ImD) SS-11	Improved Disposable Sapper Suit -11	Cr3850	10	11	7	7	2	7	1	9	9
12	(A) HEA-12	Advanced Hostile Environ Armor -12	Cr320000	28	66	13	13	34	13	1	34	46
12	(AH) PA-12	Advanced Heavy Police Armor -12	Cr136000	18	39	23	35	23	23	1	23	26
12	(AltLt) ProU-12	Alternate Light Prospector Unit -12	Cr435600	308	10	6	4	4	4	4	8	12
12	(AltT) HazA-12	Alternate Titan Hazmat Armor -12	Cr5940000	1 tons	63	31	31	31	31	4	49	49
12	(AltVl) SA-12	Alternate Vlight Sapper Armor -12	Cr308000	23	35	18	18	3	18	4	24	24



Armor Examples

The following weapon examples demonstrate the output of the armor generation system.

Armor 7-3

TL	Model	LongName	Cost	kg	Ar	Ca	Fl	Ra	So	Ps	In	Se
12	(ELt) BD-12	Early Light Battle Dress -12	Cr264000	119	40	25	25	25	25	5	25	25
12	(EM) BD-12	Early Medium Battle Dress -12	Cr240000	170	43	28	28	28	28	5	28	28
12	(EOs) DD-12	Early Oversize Drop Dress -12	Cr1440000	1 tons	82	12	54	12	54	1	12	54
12	(EVl) DD-12	Early Vlight Drop Dress -12	Cr288000	122	65	0	41	0	41	1	0	41
12	(H) BdA-12	Heavy Boarding Armor -12	Cr160000	46	36	13	22	13	16	1	13	19
12	(Im) BA-12	Improved Battle Armor -12	Cr110000	75	41	21	21	21	21	5	21	21
12	(Im) ProU-12	Improved Prospector Unit -12	Cr396000	400	14	10	8	8	8	1	12	16
12	(ModS) DA-12	Modified Small Drop Armor -12	Cr36000	40	59	6	27	6	27	1	6	27
12	(P) AU-12	Prototype Assault Unit -12	Cr540000	570	4	0	0	0	0	2	0	0
12	(PVl) DD-12	Prototype Vlight Drop Dress -12	Cr720000	136	63	0	39	0	39	1	0	39
12	(StH) PD-12	Standard Heavy Police Dress -12	Cr136000	31	35	16	40	16	16	1	16	22
12	(StM) BdA-12	Standard Medium Boarding Armor -12	Cr80000	36	28	3	12	3	6	1	3	9
12	(StOs) PD-12	Standard Oversize Police Dress -12	Cr680000	192	39	14	38	14	14	1	14	20
12	(StT) CbtS-12	Standard Titan Combat Suit -12	Cr120000	540	24	12	12	12	12	4	12	12
12	(XS) AD-12	Experimental Small Assault Dress -12	Cr240000	60	10	4	4	4	4	2	4	4
12	(EnS) EnvU-12	Enhanced Small Environ Unit -12	Cr180000	100	19	11	11	5	11	1	43	23
12	(ModT) EnvS-12	Modified Titan Environ Suit -12	Cr54000	121	27	15	15	12	15	1	31	21
12	(P) BdD-12	Prototype Boarding Dress -12	Cr480000	91	32	2	20	2	8	1	2	14
12	(Os) BdA-12	Oversize Boarding Armor -12	Cr800000	288	40	11	20	11	14	1	11	17
12	DD-12	Drop Dress -12	Cr120000	120	72	6	48	6	48	1	6	48
12	(EnM) CU-12	Enhanced Medium Cold Unit -12	Cr48000	80	7	5	5	5	5	1	15	5
12	PrS-12	ProtectedSuit -12	Cr1000	3	4	1	1	2	1	1	3	4
12	BdU-12	Boarding Unit -12	Cr240000	240	16	2	8	2	4	1	2	6
12	AA-12	Assault Armor -12	Cr60000	45	14	6	6	6	6	2	6	6
12	CbtU-12	Combat Unit -12	Cr240000	400	16	8	8	8	8	4	8	8
13	(Alt) CbtU-13	Alternate Combat Unit -13	Cr264000	440	21	13	13	13	13	7	13	13
13	(AltH) SU-13	Alternate Heavy Sapper Unit -13	Cr924000	343	33	27	27	17	27	4	31	31
13	(AltLt) CbtU-13	Alternate Light Combat Unit -13	Cr290400	308	18	10	10	10	10	7	10	10
13	(AltOs) BA-13	Alternate Oversize Battle Armor -13	Cr1100000	660	52	28	28	28	28	8	28	28
13	(AT) SS-13	Advanced Titan Sapper Suit -13	Cr420000	259	36	24	24	19	24	1	26	26
13	(BLt) BD-13	Basic Light Battle Dress -13	Cr154000	91	37	22	22	22	22	5	22	22
13	(ED) DU-13	Early Disposable Drop Unit -13	Cr108000	918	25	0	9	0	9	1	0	9
13	(EM) AD-13	Early Medium Assault Dress -13	Cr144000	102	16	10	10	10	10	2	10	10
13	(ET) ProU-13	Early Titan Prospector Unit -13	Cr12960000	18 tons	22	10	8	8	8	1	12	16
13	(Im) DD-13	Improved Drop Dress -13	Cr132000	120	78	12	54	12	54	1	12	54
13	(ImH) BA-13	Improved Heavy Battle Armor -13	Cr220000	97	49	31	31	31	31	5	31	31
13	(ImOs) BA-13	Improved Oversize Battle Armor -13	Cr1100000	600	53	29	29	29	29	5	29	29
13	(ImVl) BA-13	Improved Vlight Battle Armor -13	Cr220000	45	36	16	16	16	16	5	16	16
13	(ModS) CbtA-13	Modified Small Combat Armor -13	Cr48000	27	31	15	15	15	15	4	15	15
13	(ModT) BS-13	Modified Titan Battle Suit -13	Cr180000	607	29	16	16	16	16	5	16	16
13	(PH) BdD-13	Prototype Heavy Boarding Dress -13	Cr960000	118	40	12	30	12	18	1	12	24
13	(StH) ProU-13	Standard Heavy Prospector Unit -13	Cr720000	520	16	14	12	12	12	1	16	20
13	(StS) CbtU-13	Standard Small Combat Unit -13	Cr120000	200	16	8	8	8	8	4	8	8
13	(StVl) CbtA-13	Standard Vlight Combat Armor -13	Cr160000	36	23	7	7	7	7	4	7	7
13	(T) PD-13	Titan Police Dress -13	Cr2040000	648	43	14	38	14	14	1	14	20
13	(T) WpnU-13	Titan < > Carrier Unit -13	Cr5400000	10 tons	48	10	10	10	10	1	10	10
13	(XT) DD-13	Experimental Titan Drop Dress -13	Cr14400000	6 tons	80	6	48	6	48	1	6	48
13	BD-13	Battle Dress -13	Cr200000	100	45	30	30	30	30	5	30	30
13	BdD-13	Boarding Dress -13	Cr160000	48	36	6	24	6	12	1	6	18
13	CbtD-13	Combat Dress -13	Cr160000	80	36	24	24	24	24	4	24	24
14	(AH) EnvA-14	Advanced Heavy Environ Armor -14	Cr120000	15	46	32	32	23	32	1	80	50
14	(AH) SA-14	Advanced Heavy Sapper Armor -14	Cr560000	37	53	38	38	23	38	1	44	44
14	(AltS) BD-14	Alternate Small Battle Dress -14	Cr110000	55	50	35	35	35	35	8	35	35
14	(AS) BA-14	Advanced Small Battle Armor -14	Cr100000	30	45	25	25	25	25	5	25	25
14	(AVl) EnvA-14	Advanced Vlight Environ Armor -14	Cr120000	7	33	17	17	8	17	1	65	35
14	(EnS) BD-14	Enhanced Small Battle Dress -14	Cr400000	100	48	33	33	33	33	5	33	33
14	(EnS) CbtD-14	Enhanced Small Combat Dress -14	Cr320000	80	39	27	27	27	27	4	27	27

Armor Examples

The following weapon examples demonstrate the output of the armor generation system.

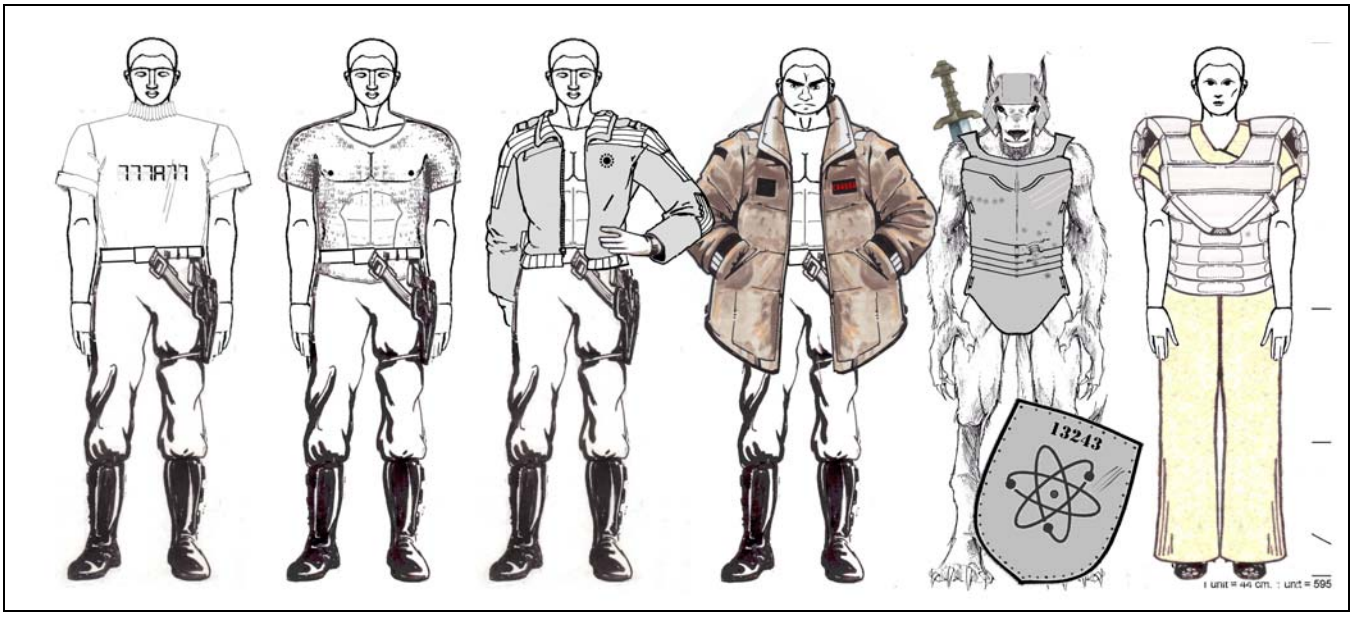
Armor 7-4

TL	Model	LongName	Cost	kg	Ar	Ca	Fl	Ra	So	Ps	In	Se
14	(EnT) SA-14	Enhanced Titan Sapper Armor -14	Cr16800000	1 tons	54	29	29	14	29	1	35	35
14	(ImM) BdD-14	Improved Medium Boarding Dress -14	Cr176000	48	42	12	30	12	18	1	12	24
14	(ModH) BA-14	Modified Heavy Battle Armor -14	Cr240000	87	46	28	28	28	28	5	28	28
14	(ModLt) CbtU-14	Modified Light Combat Unit -14	Cr316800	252	16	8	8	8	8	4	8	8
14	(Os) CbtD-14	Oversize Combat Dress -14	Cr1600000	640	48	32	32	32	32	4	32	32
14	(StD) HU-14	Standard Disposable Hot Unit -14	Cr18000	54	3	9	5	5	5	1	5	5
14	(StLt) CbtD-14	Standard Light Combat Dress -14	Cr176000	56	33	21	21	21	21	4	21	21
14	(StT) PD-14	Standard Titan Police Dress -14	Cr2040000	648	43	14	38	14	14	1	14	20
14	(ModS) CbtU-14	Modified Small Combat Unit -14	Cr144000	180	19	11	11	11	11	4	11	11
14	(ImH) BdU-14	Improved Heavy Boarding Unit -14	Cr528000	312	30	18	24	18	20	1	18	22
14	(EOs) AD-14	Early Oversize Assault Dress -14	Cr1440000	816	28	18	18	18	18	2	18	18
14	(BT) CU-14	Basic Titan Cold Unit -14	Cr252000	1 tons	15	5	5	5	5	1	15	5
14	(BM) AD-14	Basic Medium Assault Dress -14	Cr84000	78	13	7	7	7	7	2	7	7
14	(ObS) PD-14	Obsolete Small Police Dress -14	Cr17000	8	30	9	33	9	9	1	9	15
14	AD-14	Assault Dress -14	Cr120000	60	18	12	12	12	12	2	12	12
14	(S) AD-14	Small Assault Dress -14	Cr60000	30	18	12	12	12	12	2	12	12
15	(AH) BdA-15	Advanced Heavy Boarding Armor -15	Cr320000	37	46	23	32	23	26	1	23	29
15	(AM) AA-15	Advanced Medium Assault Armor -15	Cr120000	36	24	16	16	16	16	2	16	16
15	(AOs) BA-15	Advanced Oversize Battle Armor -15	Cr2000000	480	57	33	33	33	33	5	33	33
15	(AS) DD-15	Advanced Small Drop Dress -15	Cr120000	48	82	16	58	16	58	1	16	58
15	(ED) BD-15	Early Disposable Battle Dress -15	Cr120000	153	38	23	23	23	23	5	23	23
15	(EnVl) BdD-15	Enhanced Vlight Boarding Dress -15	Cr1280000	57	34	4	22	4	10	1	4	16
15	(ET) BD-15	Early Titan Battle Dress -15	Cr7200000	4 tons	59	36	36	36	36	5	36	36
15	(ImH) BD-15	Improved Heavy Battle Dress -15	Cr440000	130	59	46	46	46	46	5	46	46
15	(ModH) DD-15	Modified Heavy Drop Dress -15	Cr288000	140	83	19	61	19	61	1	19	61
15	(ModT) ExpU-15	Modified Titan Exploration Unit -15	Cr15120000	4 tons	39	13	13	13	21	1	27	27
15	(PT) BD-15	Prototype Titan Battle Dress -15	Cr18000000	5 tons	57	34	34	34	34	5	34	34
15	(StH) BD-15	Standard Heavy Battle Dress -15	Cr400000	130	53	40	40	40	40	5	40	40
15	(StH) BdD-15	Standard Heavy Boarding Dress -15	Cr320000	62	44	16	34	16	22	1	16	28
15	(AltH) AU-15	Alternate Heavy Assault Unit -15	Cr396000	429	21	19	19	19	19	5	19	19
15	(AM) PrS-15	Advanced Medium ProtectedSuit -15	Cr2000	2	14	11	11	12	11	1	13	14
15	PrA-15	ProtectedArmor -15	Cr20000	9	14	3	3	6	3	1	9	12
16	(AH) DD-16	Advanced Heavy Drop Dress -16	Cr480000	124	90	26	68	26	68	1	26	68
16	(AS) BD-16	Advanced Small Battle Dress -16	Cr200000	40	55	40	40	40	40	5	40	40
16	(ImD) BU-16	Improved Disposable Battle Unit -16	Cr165000	450	21	11	11	11	11	5	11	11
16	(ModLt) AD-16	Modified Light Assault Dress -16	Cr158400	37	18	12	12	12	12	2	12	12
16	(Ob) BU-16	Obsolete Battle Unit -16	Cr150000	350	23	13	13	13	13	5	13	13
16	(ObD) HazU-16	Obsolete Disposable Hazmat Unit -16	Cr135000	163	22	10	10	10	10	1	22	22
16	(StM) PrA-16	Standard Medium ProtectedArmor -16	Cr20000	9	14	3	3	6	3	1	9	12
16	(StD) DD-16	Standard Disposable Drop Dress -16	Cr60000	108	67	1	43	1	43	1	1	43
16	(ImD) DD-16	Improved Disposable Drop Dress -16	Cr66000	108	73	7	49	7	49	1	7	49
17	(AT) EnvU-17	Advanced Titan Environ Unit -17	Cr5400000	2 tons	42	26	26	20	26	1	58	38
17	(ModT) DD-17	Modified Titan Drop Dress -17	Cr4320000	2 tons	91	17	59	17	59	1	17	59
17	(ObH) DD-17	Obsolete Heavy Drop Dress -17	Cr120000	109	83	19	61	19	61	1	19	61
17	(StD) BD-17	Standard Disposable Battle Dress -17	Cr100000	90	40	25	25	25	25	5	25	25
18	(AH) AD-18	Advanced Heavy Assault Dress -18	Cr480000	62	36	32	32	32	32	2	32	32
18	(AltD) AD-18	Alternate Disposable Assault Dress -18	Cr66000	59	18	12	12	12	12	5	12	12
18	(D) PrA-18	Disposable ProtectedArmor -18	Cr10000	8	9	0	0	1	0	1	4	7
18	(ModT) CbtD-18	Modified Titan Combat Dress -18	Cr5760000	1 tons	55	35	35	35	35	4	35	35
18	(ObVl) CbtD-18	Obsolete Vlight Combat Dress -18	Cr160000	33	34	22	22	22	22	4	22	22
18	(T) PrA-18	Titan Protected Armor -18	Cr600000	243	30	11	11	14	11	1	17	20
19	(AT) CbtD-19	Advanced Titan Combat Dress -19	Cr9600000	1 tons	62	42	42	42	42	4	42	42
19	(ModD) AD-19	Modified Disposable Assault Dress -19	Cr72000	48	16	10	10	10	10	2	10	10
19	(ObT) PrS-19	Obsolete Titan ProtectedSuit -19	Cr15000	56	23	12	12	13	12	1	14	15
20	(ObH) PrA-20	Obsolete Heavy ProtectedArmor -20	Cr20000	8	25	16	16	19	16	1	22	25
20	(ObT) CbtD-20	Obsolete Titan Combat Dress -20	Cr2400000	1 tons	55	35	35	35	35	4	35	35

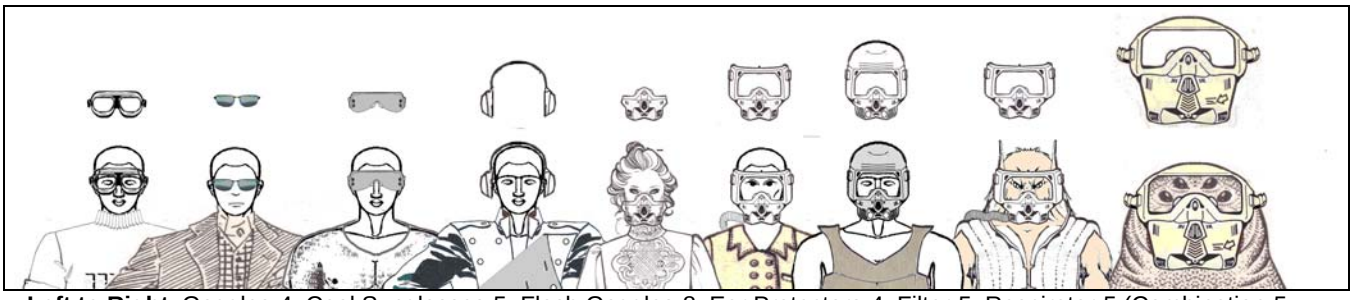
The Item Catalog

The following weapon examples demonstrate the output of the armor generation system.

Armor 9

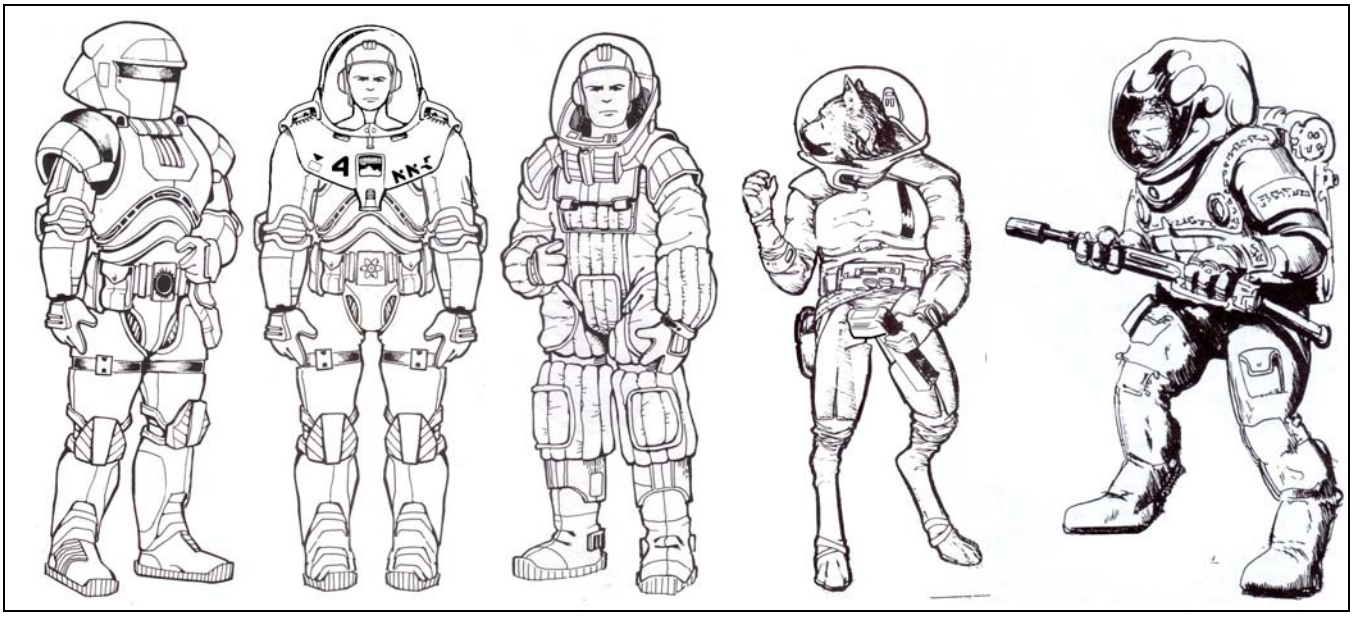


Left to Right. Unarmored. Mail. Jack. Heavy Coat. Plate (and Helmet and Shield). Ablat.

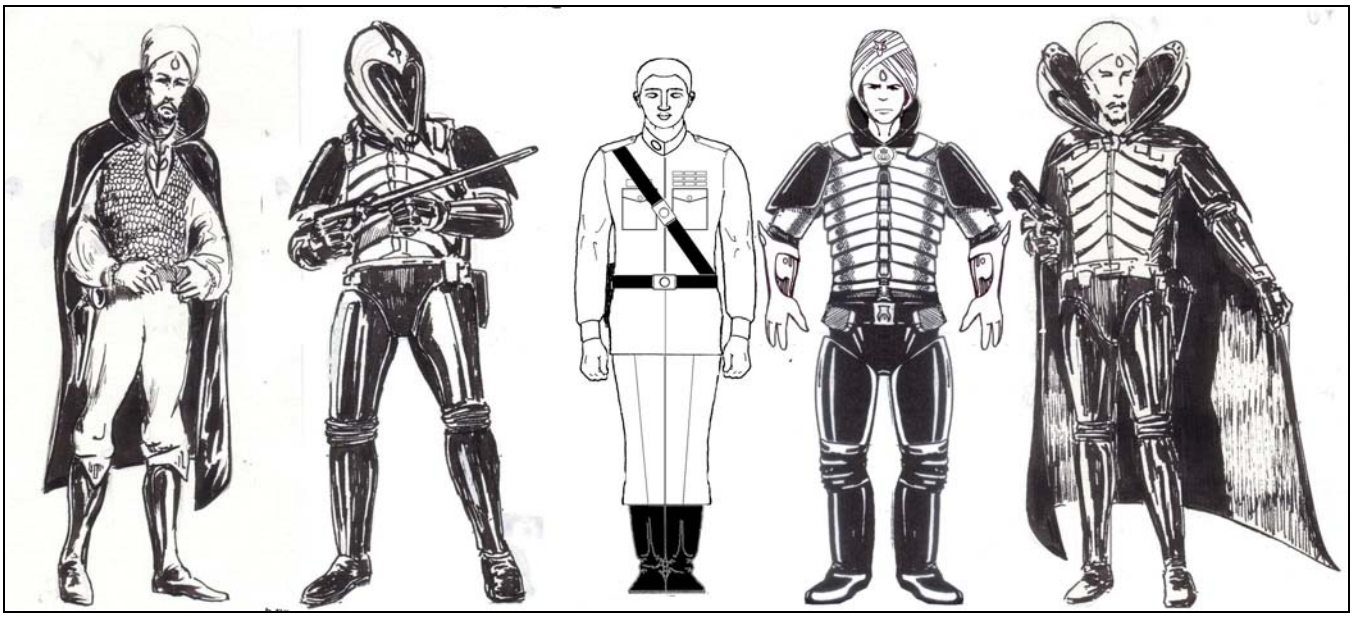


Left to Right. Goggles-4. Cool Sunglasses-5. Flash Goggles-8. Ear Protectors-4. Filter-5. Respirator-5 (Combination-5 looks the same). Gill-9. Respirator-5 (Aslan). Combination-5 (Plexxan).

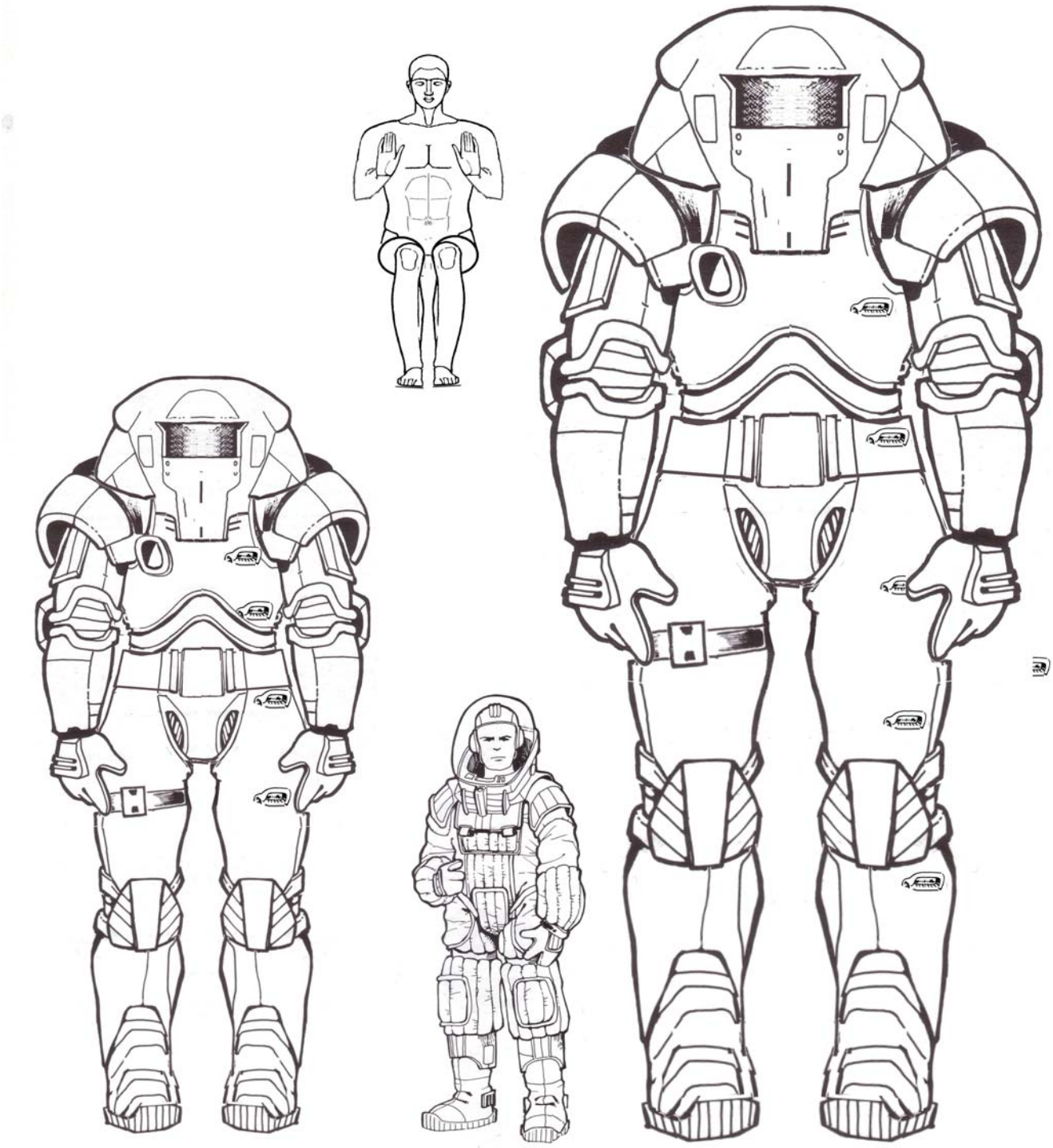
Left To Right. Beret. Full Helmet with Visor-8. Crew Helmet-9. Psionic Shield Helmet-12. Desert Scarf/ Shemagh-2. Military Helmet-4. Military Helmet-4 (Vargr). Desert Cloak. Respirator-5 (K'kree).



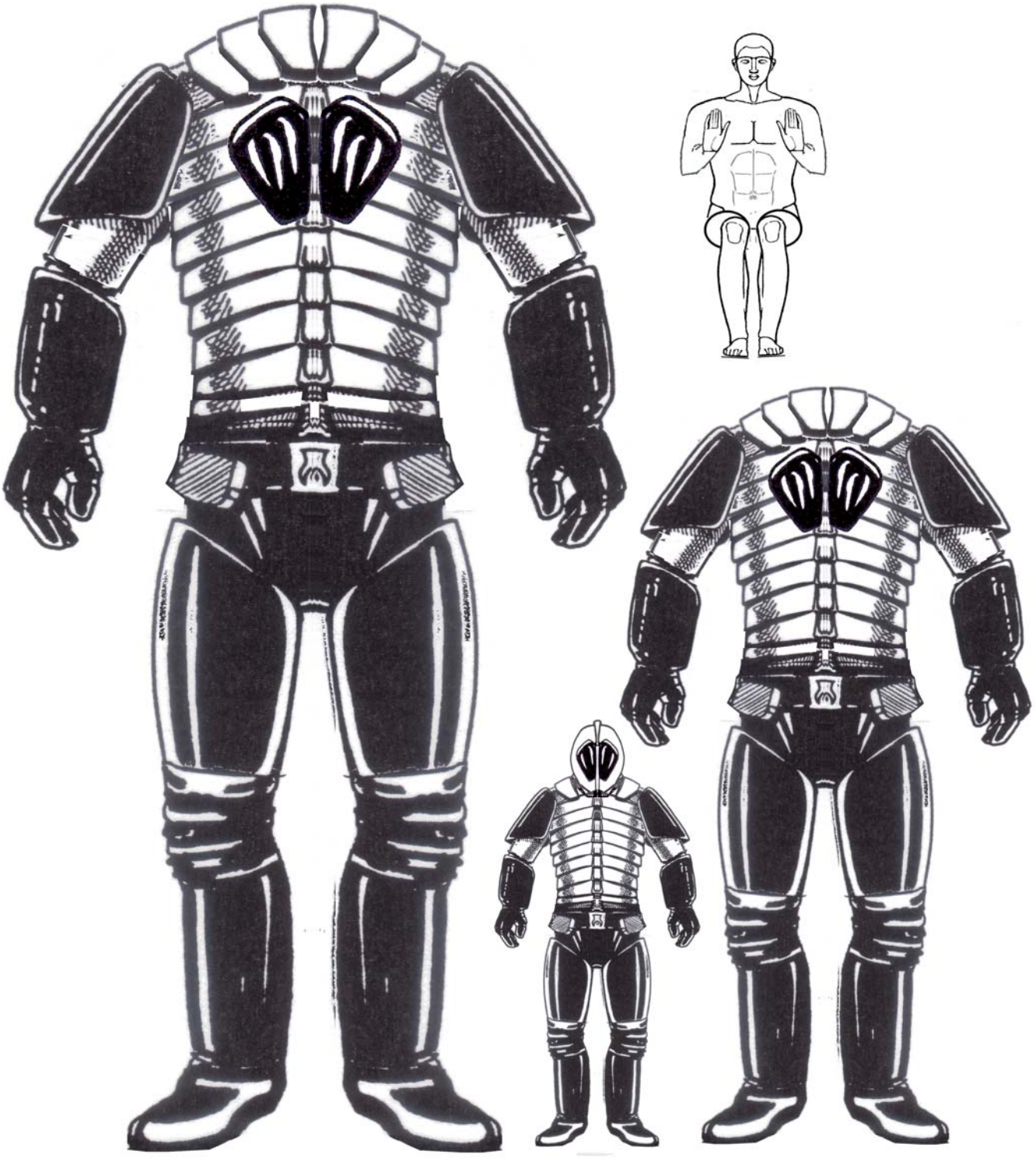
Left to Right. Battle Dress-13. Heavy Hostile Environ Armor-10. Vacc Suit-9. Improved Vacc Suit-10 (Vargr). Combat Armor-11 (Aslan).



Left to Right. Zhodani Noble. Combat Armor-11 (Zhodani with characteristic Clamshell Helmet). Zhodani Intendant. Combat Dress-13 (Zhodani; no helmet). Battle Armor-11 (Zhdodani with characteristic Clamshell Helmet and Ablat Cape).



Left to Right. Oversize Battle Dress-13. Vacc Suit-9. Titan Battle Dress-13.



Left to Right.

	Armor Model
	Model LongName
	The basic information required to describe armor.

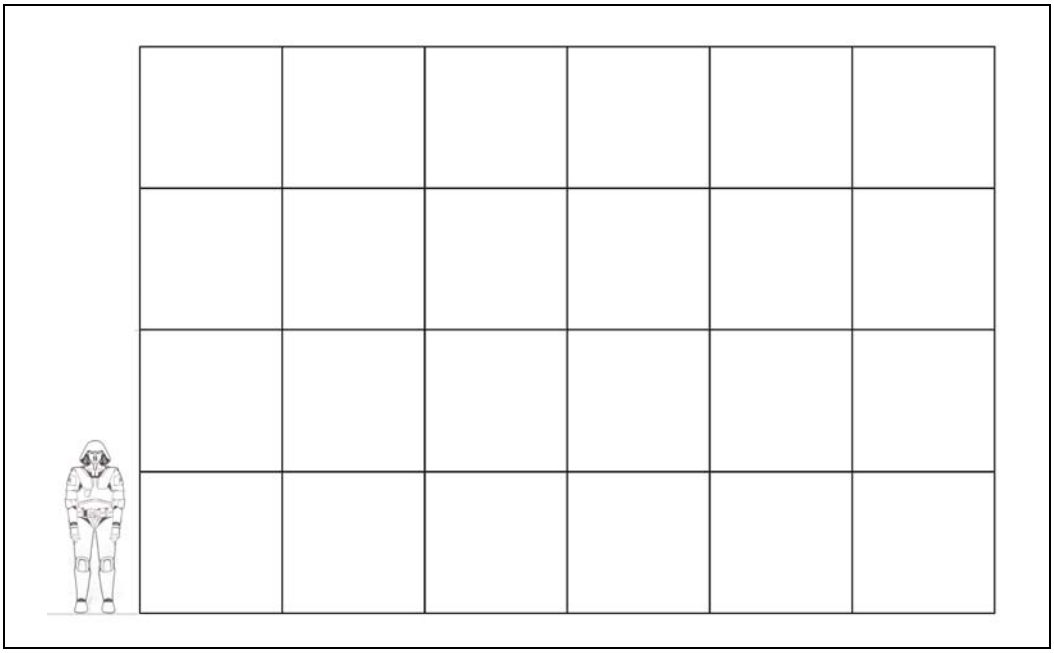
Ax: ARMOR EXTENSION

	Cost	Mass	QREBS	Ar=	Ca=	Fl=	Ra=	So=	Ps=	In=	Se=
Ax:	KCr=	kg	B=	Ar=	Ca=	Fl=	Ra=	So=	Ps=	In=	Se=

The basic information required to use armor.

HIT LOCATIONS

Comms	**2**
Cargo	**3**
Sensors	**4**
Protections	**5**
Life Support	**6**
Body Panel	**7**
Power Source	**8**
Locomotion	**9**
Weaponry	**10**
Navigation	**11**
Software	**12**



Paste any **Traveller** armor image here. Include a human figure for scale.

ARMOR / PROTECTION

Armor	
Cage	
FlashProof	
RadProof	
SoundProof	
PsiShield	
Insulated	
Sealed	

CHARACTERISTICS

C1		
C2		
C3		