

Armor Tables

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Miscellaneous Armor Items

- 1 Gauntlets
- 2 Spiked Gauntlets
- 3 Neck Guard
- 4 Crotch Guard

Table

D100

Miscellaneous	1-15
Shield	16-40
Helmet	41-55
Armor	56-97
*Set	98-100

* =Armor+shield+helm+misc, etc. a 'whole' set

Helmets

P - Requires power source, usually provided by associated power suit armor

#	Item	Adjustments/Modifiers	
1	Plastic	+1 SV-falling objects	-1RF Cutting and blunt blows to the head
2	Baseball	+1 SV-falling objects	-1RF Cutting and blunt blows to the head
3	Football	+1 SV-falling	-1RF Cutting and blunt blows to the head
4	Hockey	+1 SV-falling	-1RF Cutting and blunt blows to the head
5	Motorcycle	+2 SV-falling	-1RF Cutting and blunt blows to the head
6	Bicycle	+1 SV-falling	-1RF Cutting and blunt blows to the head
7	Infantry, Field P	+1RF/+2SV-falling	-1RF Cutting and blunt blows to the head
8	Infantry, Tactical P	+1RF/+2SV-falling	-1RF Cutting and blunt blows to the head
9	Commercial Safety Hat	+1SV-falling object	-1RF Cutting and blunt blows to the head
10	Steel Infantry, Old	+2SV-falling	-1RF Cutting and blunt blows to the head
11	Leather	+0	-1RF Cutting and blunt blows to the head
12	Riot Helmet w/ face shield	+1RF/Thrown objects/+1 Fall	-1RF Cutting and blunt blows to the head

Shields

#	Material	Column Adjustment	Notes
1	Wood	0	-
2	Leather	0	-
3	Plastic	-1	-
4	Carapace	-1	-
5	Plasteel	-2	-
6	Metal	-2	-
7	*Duralloy	Varies	-3CS vs Energy

*Duralloy receives only size CS adjustment against physical attacks

Shield Table

#	Size	CS Adj	Base Wt	Material	Wt Adj
1	Small (Buckler)	0	3	Wood/Leather	+1
2	Medium (Chest)	-1	5	Plastic/Carapace	-1
3	Large (Body)	-2	10	Metal	+1
*Duralloy receives only size CS adjustment against physical attacks				Plasteel	-1
				*Duralloy	-2

Armor Materials List

Chiten/Carapace
 Plant Fiber/Wood
 Metal
 Plasteel
 Plastic
 Leather/Animal Skin
 Ceramic

Kevlar/Twaron/Polyethylene
 Reactive
 Armorlon
 Hercuweave
 Energy
 Duralloy

Armor

#	Type	AC	Notes	WT
1	Bark	2(-10)	No Purchase	20
2	Leather	2(-10)		10
3	Studded Leather Barding	2(-10)		25
4	Ballistic Cloth, Armorlon	2(-10)		1
5	Studded Leather	3(-15)		15
6	Sheath	3(-15)		10
7	Vest, Kevlar Body Armor	3(-15)		3
8	Carapace, Partial	3(-15)	No Purchase	15
9	Chainmail Vest	3(-15)		10
10	Plasteel Vest/Type II,III Kevlar Body Armor	3(-15)		5
11	Ballistic Cloth, Hercuweave	3(-15)		5
12	Ringmail	4(-20)		20
13	Platemail Vest	4(-20)		15
14	Chainmail Barding	4(-20)		30
15	Fiber Armor/Type IV, V Kevlar Body Armor	5(-25)		10/15-25
16	Chainmail	5(-25)	Includes neck and crotch guard	20
17	Plate Barding	5(-25)		50
18	Carapace, Total	6(-30)	No Purchase	35
19	Inertia Armor	6(-30)	Includes neck and crotch guard	40
20	Plasteel	6(-30)	Includes neck and crotch guard	15
21	Plate	6(-30)	Includes neck and crotch guard	30
22	Plasteel Barding	6(-30)		20
23	Plated Aluminum Alloy	6(-30)		15
24	Powered Plate Barding	6(-30)		200
25	Energized	7(-35)		20
26	Powered Plate	7(-35)		100
27	Powered Alloy Plate	8(-40)		40
28	Powered Scout	8(-40)/-1RF	Force Field	250
29	Powered Battle	9(-45)/-1RF	Force Field	300
30	Powered Attack	10(-50)/-2RF	Force Field	450
31	Powered Assault	10(-50)/-3RF	Force Field	500
32	Force Field Belt	-1RF		5

Armor Sets

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Roll D8	Armor Set
1	Complete Set-light
2	Complete Set-heavy
3	Patrolman's Issue
4	Swat Issue
5	Field Infantry Mark I
6	Field Infantry Mark IIIa
7	Field Infantry Mark IIIb
8	Intruder System, Light Recon

1 : A '**Complete Set-light**' of armor includes any of the standard armors on the armor charts of AC4 or less, but also includes a shield and helm.

2 : A '**Complete Set-heavy**' of armor includes any of the standard armors on the armor charts of AC5 or greater, but also includes a shield and helm. *Power armor is excluded

3 : **Patrolman's Issue**

- Helmet w/face shield +1RF vs Thrown Objects / -1RF Fall damage and melee & Gorget damage against the head.
- Body Armor AC3(-15)
- Official Department Coveralls -Ballistic Cloth, Armorlon AC2(-10)
- Heavy High Boots
- Leather Gloves w/ cuffs

4 : **Swat Issue**

- Helmet w/face shield +1RF vs Thrown objects / -1RF fall damage and melee & Gorget damage against the head.
- Body Armor w/Hip & Joint guards AC4(-20)
- Official Department Coveralls-Ballistic Cloth, Armorlon AC2(-10)
- Heavy high Boots
- Leather Gloves w/cuffs

5 : **Field Infantry Mark I**

- Helmet w/face shield and commlink and bio/chem. Protection. +1RF vs thrown objects / -1RF fall damage and melee damage against the head.
- Body Armor Type IV w/Hip, joint, leg and arm guards AC6(-30)
- Heavy High Boots w/steel reinforcement
- Leather Gloves w/cuffs and insert straps for electronics
- 1-50% = No Ballistic cloth Coveralls included
- 51-75% = Ballistic Cloth, Armorlon AC2(-10) included
- 76-100% = Ballistic Cloth, Hercuweave AC3(-15) included

6 : Field Infantry Mark IIIa

- Helmet w/face shield, commlink, targeting system +1RF and bio/chem. Protection. +1RF vs thrown objects / -1RF fall damage and melee damage against the head.
- Body Armor Type V w/articulated hip, joint, leg and arm guards. AC6(-30)
- Heavy High Boots w/steel reinforcement
- Powered Gauntlets w/ flashlight and computer
- 1-50% = No Ballistic cloth Coveralls included
- 51-75% = Ballistic Cloth, Armorlon AC2(-10) included
- 76-100% = Ballistic Cloth, Hercuweave AC3(-15) included

7 : Field Infantry Mark IIIb

- As above +
- Powered Exoskeleton – double move and carry weight
+1RF unarmed combat damage

8 : Intruder System, Light Recon

- Helmet w/face shield, commlink, infrared and Starlight vision enhancement, Audio enhancer, and bio/chem. Protection. +1RF vs thrown objects / -1RF fall damage and melee damage against the head.
- Ballistic Cloth, Hercuweave AC3(-15) w/ Chameleon capability –2CS spot and target penalties for attackers
- Heavy High Boots
- Powered Gauntlets w/ flashlight, computer w/ lifeforce detection 50m range