



# Equipment D20 / Akira Wolf-3 Body Arm

## Akira Wolf-3 Body Armour

The Wolf-3 is the first unit of the Wolf series that Akira ever released. It is effectively a combat jumpsuit with hardened pieces of palstoid on the torso, head, arms and legs, cut out away from the joints so as not to interfere with the wearer's range of movement. The armour is all black though can be painted other colours if so desired. The helmet has several short optical lenses coming out the center of the face which provide different imaging modes which the wearer can flip through. All of these lenses have substandard macrobinocular functions set into them as well, allowing the wearer to get a wide range of imaging options. Microwave imaging allows for infrared detection through walls, while a motion sensor provides more immediate tactical response and warning, and a PLE unit allows for low light operations. The Wolf-3 is an excellent commando suit and thusly has earned its being outlawed in some parts of space.

Model: Akira Armour Co Wolf mark III Bodyarmour

Type: Medium (Tactical Combat Armour)

Cost: 3,700 credits

DR: 4

Max Dex Bonus: +4

Armor Check Penalty: 0

Speed: (10 m), (6 m)

Weight: 10 kg

Notes:

Motion Sensor: +3 Search against moving targets under 50m.

Microwave Imaging: May be used to see through walls (Search vs. cover strength) if there is thermal variations on the other side.

Passive Light Enhancement: Subtracts 6 from all darkness penalties in effect. Cannot reduce the penalties below 0.

Macrobinoculars: May be used in conjunction with either of the above imaging modes. +6 to search past 100 meters.

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