Equipment D6 / Hardcorps Armor

Hardcorps Armor

A heavy plastoid shell armor, the Hardcorps is one of the best you can get outside a powersuit. Thought it causes some encumberance it makes up for it with a strong shell and reflective coating. The helmet is designed just like that of the Softshell, with a single horizontal visor strip for the eyepeice with a thin white prertrusion running the length of it just above to shade it. The rest of the armor is smooth and a very dark blue that blends into the night. A substance known as reflec is coated on it to protect it from passive sensors in the area.

Model: Akira Armor Company Hardcorps
Type: Specialized Infantry Armor
Scale: Character
Cost: 6,900 credits
Availability: 3, R or X
Game Notes: +2D physical +2D energy -1D to dexterity

Comlink Helmet:
The comlink system itself is a small unit that fits inside the helmet. Effective range of up to a kilometer.

Reflec:
+2D to sneak in low lgiht conditions, also adds +2D to difficulty for sensors to detect the wearer.

Targeting Acquisition System:
Face visor displays red target display that is linked directly to the soldier's main weapon +1D to ranged weapons skill.

Visor:
Capable of standard light amplification (no penalty for darkness, smoke, etc), infrared (views via heat signatures) and magnification (standard macrobinoculars).

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