

Selono "Techniflex" TASS Body Armor

Body armor is essential to the survival of expensively-trained and irreplaceable combat soldiers. Personal armor can range from simple blast and flak vests to bulky, full-body suits. While these body armors provide protection for their user, each of them has their own drawback.

Shock troops are constantly under attack, and movement and flexibility during combat-tense situations is absolutely vital. Too many body suits intended to protect the soldier inside reduce the user's agility and ease of movement, causing him severe discomfort and danger on the battlefield. Even the Empire's highly-potent stormtrooper armor restricts the soldier's ability to perform in combat; however, the Empire has invested thousands of untold credits into dexterous-armor programs for use with their forces.

The solution is the Selono "Techniflex" system. Selono "Techniflex" is a revolutionary breakthrough in personal armor, providing maximum protection along with maximum flexibility. The TASS, or Total Armored Support System, is the finest combat armor available on the open market.

"Techniflex" armor incorporates a flexible body glove with state-of-the-art graphite plating. The graphite of the TASS is extremely light, but is quite capable of stopping a blaster rifle bolt from fifty meters or greater, depending on conditions. The body glove is made out of soft nylon material that is inter-twined with Kevlar, making the armor almost completely waterproof. The body glove is 'wooven' so tightly that it can even offer protection against under-powered knife and melee weapon attacks.

The Selono "Techniflex" system includes a coverall-body glove and armor protection for the chest, back, torso, elbows, groin, hands, thighs, and shins, with optional shoulder armor. A helmet is also available, and is made out of the same material as the rest of the armor. Any piece of the TASS system can be removed at a soldier's discretion with extreme ease.

Model: Selono "Techniflex" TASS Body Armor

Type: Dexterity-improved combat armor

Scale: Character

Cost: 2,250 credits (new)

Availability: 2, F, R or X

Game Notes: Adds +2D+2 versus physical and +1D+2 versus energy damage (chest, back, torso), +2D versus physical and +1D versus energy damage (arms, groin, legs, helmet). No Dexterity penalties. Armor is waterproof to depths of 4.5 meters, and has support rings for an Infantry Combat Pack.

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