

## Equipment D6 / 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 colors 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: Tactical Combat Armour

Scale: Character

Cost: 3,700 credits

Availability: 3, R or X

Game Notes: Basic Suit: Adds +2D to physical and +1D to energy resist, except at the joints where the protection only

gives +1D for physical and +2 for energy resists (-1D needed shot to hit a joint). no Dexterity Penalties.

Motion Sensor: +1D Search against moving targets under 50m.

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

Passive Light Enhancement: Subtracts 2D from all darkness penalties in effect. cannot reduce the penalties below 0D.

Macrobinoculars: May be used in conjunction with either of the above imaging modes. +2D to search past 100 meters.

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