Equipment D6 / Akira Wolf-5 Body Armour

Akira Wolf-5 Body Armour

The Wolf-4 was rumored to have been pursuing a dedicated Commando vector while the mark V was being designed simultaneously.The Wolf-4 was rumroed to have been testing cutting edge stealth technology, but the project bottomed out and the model was scrapped. The Wolf-5 was instead focused more on tactical combat applciation. The same basic design concept was used but a more reliable plastoid type material was used and no joints were left exposed. Instead special servomtors were added which amplify the wearer's every movement. A negative feedback system was used so that every mvoe the wearer makes is mirrored by the suit they wear. However it takes a great deal of practice to get used to the augmented strength and speed of the armour. the same multi-frequency iamging system is emplyoed on the mark V but another new feature was added. A small device monitors the wearer's vital signs and when they are seriously injrued applies a one use sort of 'auto-medpac' which can stabilise the wearer until real medical help arrives. This new addition is cosndiered to be a stroke of genious on the part of Akira.

Model: Akira Armour Co Wolf mark V Bodyarmour
Type: Tactical Combat Armour
Scale: Character
skill: Powersuit Operation
Cost: 5,300 credits
Availability: 3, R or X
Game Notes:Basic Suit: Adds +2D to phpysical and +2D to energy resist, 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.

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

Servo-motors: special augmenting servomotrs add +2D to the wearer's strength for the purposes of Lifting,Climbing/Jumping, and Damage rolls. the wearer also gets +3 to their move rating.

Automatic-Medpac: One effective use until refilled. Triggers when the wearer is Incapciatted or worse, unless manualy triggered. Has a First Aid skill of 5D.
The medpac refil costs 400 credits.

Envirofilter: Filters out harmful molecules from the air. May seal and run off one hour of internal air.

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