

Akira Wolf-6 Body Armour

The Wolf-6 far surpassed the mark V both in features and in price. One rather embarrassing flaw in the -3 and -5 designs was the lack of a helmet comlink. Soemthing so simple they managed to froget it. Comlinks could be added in to the old models but there were complaints about it not coming already installed. The -6 fixed this problem by adding a state of the art military comlink in the helmet and a subspace radio capable of reaching out 500 clicks. Besides the resolving of this issue the -6 added an Ultra-Violet optical feature and a fairly advanced image compsoer that took the datat from all the optical lenses and the motion sensor and generated a useful composite image with a HUD for the wearer, on the inside of their faceplate. This allows the wearer to make sue of all the optic features simultaenously giving him a much clearer view of what is going on around him, and eliminates cycling between optic modes.

D6

Model: Akira Armour Co Wolf mark VI Bodyarmour

Type: Tactical Combat Armour

Scale: Character

skill: Powersuit Operation

Cost: 8,650 credits

Availability: 3, R or X

Game Notes:Basic Suit: Adds +2D to pphysical 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.

UV Spectrum analyser: allows the wearer to see into the Ultra-Violet range.

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

Multi-Frequency Imaging Compiler: Utilizes Microwave, PLE, 'normal', and UV optictla mdoes as well as

the motion sensor to

compile one complete image of what the wearer is seeing using the data from all of those modes and plugging it into a

Heads-up-Display(HUD). (see above for effects)

Servo-motors: Special augmenting servomotors 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 Incapacitated or worse, unless manually triggered. Has a First Aid skill of 5D. The medpac refill costs 400 credits.

Comlink and subspace Radio: Military grade helmet comlink with several preset tactical frequencies and easy frequency cycling. The subspace radio has an effective range of 500 kilometers and both it and the comlink have high grade encryption software built in.

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

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All text and stats by Dave Maloney, Set Anu-bith, HTML and logos done by FreddyB

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