



Equipment D6 / Akira Wolf-7 Body Armour

Akira Wolf-7 Body Armour

The Wolf-7 has become known as one of the best and by far, most expensive, pieces of armour ever made. The suit is made from a combination of various plastoids and a polymer known as reflex, used in old storm commando armour. Reflex bends light and sensors away from it to a degree so that passive searches can easily miss the wearer's presence. However, it does not bend it strongly enough to thwart any active search. Reflex also makes the armour very sound absorbant draining away the noise from the suit's servo-motors and even the wearer's movements to an extent making them actually more stealthy. The armour is of course all black, and the headpiece is completely smooth except for the short stalks of various optical lenses sticking out of the front where the face should be. These lenses all pull in various optical data and transmit it to the new TALAS micro-computer system built into the suit. This suit takes the data from the various optical lenses as well as 360 degree scanning from a motion sensor, electro-magnetic sensor, and life sign detector. It projects a composite image on the inside of the faceplate and provides a Heads-up-Display of the 360 degree sensor info. The TALAS also keeps track of the vital signs showing them in the HUD so that the wearer constantly knows all his vitals, such as pulse, blood pressure, body temperature, and so on. This puts the wearer at a much higher level of awareness of himself and his surroundings. While the wearer's vitals are being monitored an automatic medpac system lays in wait should the wearer be seriously injured or manually trigger the system. The only other serious change from the -6 to the -7 is the improvement of the subspace radio allowing for an additional 200 kilometers range, a staggering increase. The TALAS can also use a dedicated sectioned off module of the subspace radio to continually send a copy of its data to a command center. This allows for commanders in a military op to see what their men see. Very few military organizations can afford to buy enough Wolf-7s to equip even a whole platoon, but there are a few who do and have. The suit is most notably used, however, by the bounty hunter Jade Wolf for whom it is though the armour is named. When questioned about the armour, Jade Wolf's only complaint was the lack of built in weapons.

Model: Akira Armour Co Wolf mark VII Bodyarmour

Type: Tactical Combat Armour

Scale: Character

skill: Powersuit Operation

Cost: 18,500 credits

Availability: 3, R or X

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

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

EM Band Short Range Sensor: Picks up energy signals within 100m

Short Range Life detection: +2D to search for life signs within 50m, +1D within 100m, and can detect life signs up to 150m away.

Tactical and Logistical Analysis System: All the sensors equipment listed above feeds directly into this providing a composite image of the area in all the bands listed above(see above for effects). Motion, eM Band, and Life Sensors all send specially marked data to a Heads-up-Display(HUD) on the viewscreen for quick viewing. These sensors work 360 degrees at all times. The TALAS gives the wearer +2D to detect anyone trying to sneak up on them and +1D to any Tactics roll made pertaining to their current situation. Also the TALAS allows for more accurate firing of ranged weapons giving +1D to hit at Medium and Long Ranges.

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 manually triggered. Has a First Aid skill of 5D. The medpac refill costs 400 credits.

Comlink and subsapce Radio: Military grade helmet comlink with several preset tactical frequencies and easy frequency cycling. The subsapce radio has an effective range of 700 kilometers and both it and the comlink have high grade encryption software built in.

Reflec: Reflec bends most light and sensor probes away from the armour as well as absorbing and muffling a large degree of noise, including the noise from the suit's own servomotors. When not being actively sought the wearer gets +2D to their sneak rolls and +2D is added to the difficulty of any sensor roll to detect them. If being actively sought they gain +1D to sneak, but sensors will operate within normal parameters.

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

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