2300AD

Hard Suits, Combat Walkers and Battlesuits

TRAVELLER

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Dedication:
To my wife and partner, Julia Girouard, for all of her help and support.

CONTENTS

INTRODUCTION

The three Manchurian walkers picked their way through the debris-lined streets of Tashkent. Hours before, an allied strike force of French and Japanese hardsuits had blasted through this neighbourhood, looking for an arms cache that wasn't there. Their push had ended when a small team of locals had ambushed them with RPGs, destroying two suits and disabling three more. The survivors had called for an airstrike and evac, and the results were the ruins around the Manchurian team.

The bird-like walkers negotiated the wreckage easily, sensors looking for both further ambushes and for survivors of the earlier attack. The war could not be won by force of arms anymore, but by winning the hearts and minds of the people they had tried to conquer only a few years before. Two of the walkers were standard Manchurian designs, an armoured pod on two spindly legs, with a small turret atop the pod, sporting a machinegun and auto grenade launcher. The third was something different, though. While it had the same basic layout, in place of the turret was a small crane, and a pair of heavy manipulator arms sprang from the pod just forward of the legs. A third leg, barely-visible as it walked, served as a support when the crane was in operation. A sensor pod completed the odd vehicle, including ground-penetrating radar and high-resolution thermal scanners, capable of finding survivors through over two meters of debris.

A shout from the rescue walker brought the other two racing back to it, sensors scanning the roofs of the half-destroyed buildings, on alert for a surprise attack from any allied force, or the locals. As the rescue machine's third leg thudded down into the dirt, the arms already shifting large blacks of concrete, a tag team of French hardsuits peered at them from two blocks away, effectively-hidden by the ruins of the restaurant they were

crouched in. One of them raised a laser designator, painting the rescue vehicle, while the other called for the strike.

Forty kilometres away, two armed drones banked around, bringing their missile-laden wings to bear in the general direction of the battered city…

The term combat walker has been used ambiguously in 2300AD to refer to either a small walking vehicle or to a humanoid suit of powered combat armour. A battlesuit, on the other hand, is a non-powered suit of clamshell full-body armour. This design sequence distinguishes between them, continuing to use the term battlesuit to refer to clam-shell-style unpowered armour (or with assistive exoskeletons only), hardsuit to refer to a humanoid suit of powered combat armour with enhanced capabilities, and combat walker for lightweight non-humanoid walking vehicles.

The revised chassis and construction sequences in this book reflect the changes to hardsuit construction from page 188 of the *2300AD Core Rulebook*, and add two new chassis types; the unpowered battlesuit and the combat walker. One key difference between these rules and the guidelines outlined in the *2300AD Core Rulebook* is the change in Duration. The 10% Duration has proved to be unpractical, and led to designs that were basically walking battery packs.

While walker-type vehicles can be constructed with the Vehicle Design system in *Supplement 5-6: Vehicle Handbook*, those walkers are large and over-priced in comparison to hardsuit-style humanoid walkers. Though the design sequences build off the *Vehicle Handbook*, it is not required for construction. However, useful advanced combat rules are found in the *Vehicle Handbook*, including range extensions.

WALKER AND SUIT DESIGN

Walker and suit design follows a simple process, much like vehicle design.

- Choose a chassis type and Tech Level
- Add Armour
- The cost of the chassis plus Armour is the Base Cost, used for all other modifications
- Add Modifications
- Add Weapons
- Denote any Slots for Packs
- Add utility packs

Each chassis has a table, showing performance by Tech Level.

Slots: Amount of space available in the suit for weapons and options. The increasing Slots per Tech Level more reflects miniaturisation and increased carry capacity than actual space in the suit. A Slot represents approximately a pistol-sized piece of gear.

Str Modifier: This is the DM added to the user's Strength while wearing the suit.

Dex Modifier: This is a DM applied to Dex while wearing the suit, representing the speed and stability of the suit, especially when used as a firing platform.

Base Damage: The damage caused by unarmed attacks made by the suit or walker, before being modified for Strength.

Max. Armour: This is the maximum Armour the suit can support, by Tech Level. The base Armour for any suit is 0.

Duration: Hours the suit can operate at full combat power.

Cost: Cost in Livre.

Speed: This is the walk and running speed, in metres per round.

Shipping Size: This is the volume, in starship tons, that one suit takes up as cargo.

Base Cost

The total spent on the Chassis and Armour is the Base Cost of the suit or walker, a figure used to calculate the cost of modifications that can now be added. Other equipment and weapons have a cost independent of the Chassis cost.

Armour

Armour for all battlesuits, hardsuits and walkers is Lv500 per point, up the maximum listed. Assistive exoskeletons cannot be armoured, but the operator can wear personal armour up to a full-body inertial suit.

Overloading Armour

A suit or walker can be designed with more armour than the normal maximum, but this incurs a significant penalty. There is a -1 penalty to Dex, and all physical skill checks performed while using the suit or walker, per amount of armour on the table below. So, unassisted battlesuits receive DM-1 per point of armour over the maximum, while Medium Hardsuits suffer DM-1 per 3 points of armour over the maximum listed for that chassis type.

Chassis Type	DM-1 per
Battlesuit	1
Battlesuit w/Assistive Exoskeleton	2
Light Hardsuit	2
Medium Hardsuit	3
Heavy Hardsuit	4
Light Combat Walker	3
Medium Combat Walker	4

Other Factors

Mass

An unpowered battlesuit has a mass of approximately 20-50 kg, depending on armour level and other options. Hardsuits, on the other hand, run from 100-200 kg for a light chassis, to 300-500 kg for a medium, and up to 800 kg for a large. Combat walkers run roughly 50-100 kg heavier than similarly-sized hardsuits. This is in addition to the mass of the operator.

Battlesuits, Hardsuits and Walkers in Vehicles

While based on the human frame, both battlesuits and hardsuits are bulkier than an unarmoured person.

Battlesuits require normal seating, whether or not they feature an assistive exoskeleton. Hardsuits cannot use normal seating at all, and are instead usually transported in a frame that supports suit and operator. Many vehicles that transport hardsuits will have a separate exit for each suit, and aircraft will often feature a dedicated winch for each as well. They feature a quick release winch, allowing them to be lowered and released in the same action.

Combat walkers are carried much like hardsuits, in frames that allow rapid deployment, with their own doors. Due to the balance of a combat walker, if they are lowered from aircraft it will be by

a dedicated winch attached to a harness. This requires an extra Significant Action to release the walker before it can move.

Light Hardsuits require 2 Spaces, Medium 3 Spaces, and Heavy requires 4 Spaces inside a vehicles. Light Walkers require 3 Spaces, Medium 4 Spaces, and Heavy 5 Spaces. Both types can be stored as cargo in one Space less, but require unpacking and preparation before they can be used.

Support Suit

Most battlesuits and hardsuits fit the operator snugly, preventing normal clothing or personal armour from being worn. Walkers, on the other hand, do not have this liability. Fortunately, most nations equip their battlesuit and hardsuit operators with a support suit, skin-tight clothing that features embedded heating and cooling pipes, along with data and power lines for carried equipment. The support suits tend to be identical for both battlesuits and hardsuits.

If the operator is forced to ditch the suit, this inner layer provides a modicum of protection, as outlined in the table below. As long as the operator retains the power pack, this inner layer can protect from extremes of heat and cold, down to -25° C and up to +50°. This support suit does not provide any other sort of protection or life support, however. If combined with a gas mask or respirator, it could provide some protection in a toxic environment, but would be little use against radiation exposure. While support suits are included as part of the cost of a battlesuit or hardsuit, they can also be purchased separately.

	TL10	TL11	TL12
Support Suit Protection	2	3	4
Cost	Lv400	Lv600	Lv800
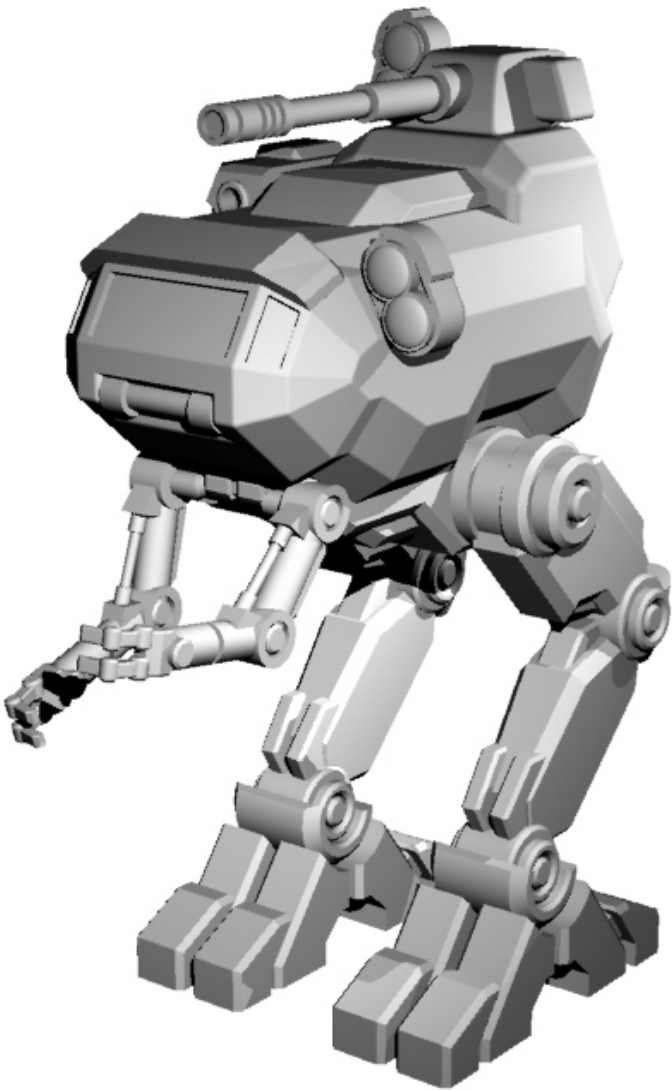
NEW CHASSIS TYPES

Battlesuits

A battlesuit is a suit of heavy armour, usually unpowered, with a self-sealing garment underneath that provides heating, cooling, and some additional protection from fragments and inner-armour spalling.

While battlesuits are typically unpowered, some varieties do incorporate load-bearing powered exoskeletons to help support the weight of the suit and carried equipment, but they do not add any additional capabilities.

At TL 12, Battlesuits can add Assistive Exoskeletons, which can help manage some of the load of heavy armour and weapons. Otherwise, they are unpowered. Battlesuits as described below do not include any sensors or life support options.

	TL 10	TL 11	TL 12
Slots	6	8	10
Str Modifier	0	0	0
Dex Modifier	-2	-1	0
Base Damage	-	-	-
Max Armour	10	12	14
Cost (Lv)	2,000	4,000	6,000
Speed	4	5	6
Duration	3 hours	4 hours	6 hours
Shipping Size	0.05	0.05	0.05

Assistive Exoskeletons

Assistive exoskeletons are a light-weight, highly-mobile chassis. While they do little to amplify the wearer strength or speed, they do provide effectively unlimited endurance for the purposes of determining fatigue. Most can also provide short-duration boosts to strength, allowing a nurse to pick up and move a patient, for example, or a worker to retrieve a heavy object from a high shelf. The second value for STR in the table below provides this boosted value. Each minute at this boosted value use 10 minutes of power.

Typically unarmoured, Assistive Exoskeletons are used to assist people with mobility issues, including elders, people recovering from surgery, and people from lower-gravity environments. Assistive exoskeletons are also used in warehouses, hospitals, and some types of manual labour. They are also occasionally used with battlesuits to carry some of the load of the heavy armour.

Assistive exoskeletons have between two and four hours of power, though additional battery packs can be added to increase their duration. A heavily-loaded exoskeleton, like on a battle suit, may have only half that duration.

The column listed as Battlesuit is the addition to the capabilities of a battlesuit that an assistive exoskeleton of the TL will provide.

	TL 10	TL 11	TL 12	Battlesuit
Slots	2	3	4	+1
Str Modifier	0/+1	0/+2	+1/3	+1
Dex Modifier	-2	-1	0	-1
Base Damage	-	-	-	-
Max Armour	N/A	N/A	N/A	+2
Cost (Lv)	1,200	2,000	3,000	+4,000
Speed (Walk/ Run)	5/25	5/25	6/30	+1
Duration	2 hours	3 hours	4 hours	+2 hours
Shipping Size	0.01	0.01	0.01	-

Hardsuits

Hardsuits are anthropomorphic powered exoskeletons, capable of augmenting the wearer's strength. Unlike walkers, they are worn, like a suit, with the legs and arms controlled by the operator through force-feedback controls. Approximately 90% of the power needed to move or lift an object is provided by the suit, with the reminder provided by the operator. Certain upgrades can improve that ratio as well, typically for cargo movers and artillery support suits. However, the force-feedback controls and heavy actuators have a cost, in reaction time and decreased manual dexterity. All hard suits provide effectively unlimited Endurance for purposes of determining fatigue. They are limited only by the duration of their power cells and their operators.

Though somewhat cumbersome, they are capable of keeping up with conventional infantry in most environments, though all but the very smallest are incapable of entering a conventional residential structure or other light construction building. All too often, in urban situations, hardsuits will often just go through such structures.

Aside from heavy infantry, hardsuits are commonly used in construction, emergency responders, hazmat operations, search and rescue, and even police duties.

Hardsuits can accept any accessory, Slot-based or Mount-Point based.

Light Hardsuits

Light Hardsuits are seldom seen in military inventories, due to their limited abilities compared to heavier suits. However, with an increase in augmented crime in the Core and the near colonies, police forces are starting to express interest in light-weight suits like this for fast-intervention SWAT teams equipped to handle these sorts of 'hardened' criminals

	TL 10	TL 11	TL 12
Slots	9	10	11
Str Modifier	+1	+2	+3
Dex Modifier	-2	-1	0
Base Damage	2D	2D	2D
Max Armour	14	16	18
Cost (Lv)	5,000	8,000	11,000
Speed	5/25	6/30	6/30
Duration	1 hour	2 hours	4 hours
Shipping Size	0.07	0.07	0.07

Medium Hardsuits

The medium-sized hardsuit is a fairly common military choice, due to its combination of carrying capacity, armour, and speed. Unlike the heavy chassis, the medium is able to keep pace with unaugmented infantry, allowing the suit and infantry to effectively support one another in highly-mobile situations.

Medium suits are usually equipped with heavy support weapons like heavy machineguns, autocannons, and plasma guns, along with missiles and grenade launchers. Many suits also incorporate anti-missile systems, though the common explosive belt anti-missile system is dangerous when operating with close-supporting infantry.

	TL 10	TL 11	TL 12
Slots	12	14	16
Str Modifier	+2	+3	+4
Dex Modifier	-3	-2	-1
Base Damage	2D	2D	2D
Max Armour	18	20	22
Cost (Lv)	20,000	25,000	30,000
Speed	4/20	5/25	6/30
Duration	2 hours	4 hours	6 hours
Shipping Size	0.1	0.1	0.1

Heavy Hardsuits

Due to their slow speed and mass, heavy suits are uncommon on the modern battlefield, and are more likely to be found behind the lines in load-carrying and artillery support roles. They can sometimes be found in assault roles, carrying heavy weapons and anti-missile systems in support of the main force.

	TL 10	TL 11	TL 12
Slots	17	20	23
Str Modifier	+3	+4	+5
Dex Modifier	-4	-3	-2
Base Damage	3D	3D	3D
Max Armour	22	24	26
Cost (Lv)	50,000	60,000	70,000
Speed	3/15	4/20	5/25
Duration	3 hours	5 hours	7 hours
Shipping Size	0.15	0.15	0.15

Combat Walkers

The vehicle design system includes Light and Heavy Walkers, with sizes down to only 1 Space, just barely able to accept a single crew member. Even then, they are larger and far less capable, than hardsuits. Most Ultra-Light walkers consist of a pod carried atop two chicken-like legs. Much rarer is a walker that uses four or more legs, which are normally found only in civilian use.

This sequence presents Ultra-Light Walkers, which use computer-controlled legs to walk, rather than force-feedback-actuated limbs. They are otherwise treated like the other suits described here, using Slots and Mount Points for expansion rather than Spaces. While they do not have the ability to manipulate the environment, save through relatively-clumsy remote manipulators, they can mount turrets as a type of Mount Point, unlike humanoid suits. Such turrets can either be mounted on top of the pod, or else under the 'chin' at the front of the pod. Ultra-light walkers are somewhat more stable than the humanoid types, and can typically carry heavier weaponry.

Combat walkers are available in Light and Medium sizes, while a Heavy would be equivalent to a multi-Space Vehicle.

While these light-weight vehicles are sometimes used in non-combat roles, like racing, the most common use for them is military. In civilian roles, the more robust vehicular walkers are preferred.

As computer-controlled vehicles, walkers do not have either a STR or DEX characteristic, unless they have some sort of manipulator arms. Both Light and Medium combat walkers have the equivalent of +1 Agility in vehicle terms. Walkers suffer from an Initiative penalty of -2 for Light Walkers, and -3 for Medium Walkers, when facing vehicles or other powered armour.

Light Combat Walker

The light chassis is still larger than most hardsuits, which accounts for the greater cost and greater expansion capabilities. More than capable of keeping pace with conventional infantry, light combat walkers are often used to carry spare ammunition and equipment for the infantry accompanying it. Along with these spares, though, they will also carry an assortment of heavy weapons.

	TL 10	TL 11	TL 12
Slots	16	18	20
Str Modifier	N/A	N/A	N/A
Dex Modifier	N/A	N/A	N/A
Base Damage	-	-	-
Max Armour	18	20	22
Cost (Lv)	6,000	8,000	10,000
Speed	8	10	12
Duration	4 hours	6 hours	8 hours
Shipping Size	0.5	0.5	0.5

Medium Combat Walker

The medium chassis is slower but more capable than the light chassis. When accompanying conventional infantry, medium combat walkers usually provide support with a variety of heavy weapons.

	TL 10	TL 11	TL 12
Slots	20	22	24
Str Modifier	N/A	N/A	N/A
Dex Modifier	N/A	N/A	N/A
Base Damage	-	-	-
Max Armour	22	24	26
Cost (Lv)	10,000	15,000	20,000
Speed	6	8	10
Duration	4 hours	6 hours	8 hours
Shipping Size	0.8	0.8	0.8

OPTIONAL RULES:

SLOT DISTRIBUTION

In order to keep things simple, Slot distribution is normally not an issue, in much the same way hit locations are not an issues. However, those desiring a little added realism, and complexity, can make use of location-specific Slot Distribution. In some cases, rounding can increase the available Slots, as each location must have at least 1 full Slot. Note that legs receives a disproportionately-smaller number of slots, as they are ill-suited to hold most weapons and equipment. This table is used for Hardsuits and Battlesuits only.

Location	% of Slots	Minimum
Head	10%	1
Torso	40%	3
Right Arm	15%	2
Left Arm	15%	2
Right Leg	10%	1
Left Leg	10%	1

SLOTS

Equipment slots are available space for mounting modifications, equipment and small arms. Heavy weapons have to be either carried or installed on Mount Points.

An equipment Slot is approximately the same size as a shoe box. Pistols take one Slot, SMGs and carbines 2 Slots, and rifles 3 Slots.

Slot weapons are interchangeable but it require the services of an armourer (with Mechanic-1) to do the change. Normal weapons cannot be placed into a Slot without an extensive amount of work, typically costing up to 50% of the value of the weapon.

ArmPacks and BodyPacks

ArmPacks and BodyPacks are modular tools and devices first manufactured by the French Arms giant Fusilé a Trois. Battlesuits, hardsuits and even walkers can be designed to accommodate Pack devices, allowing weapons and equipment to be quickly swapped out depending on mission requirements. Pack devices use Slots, just like every other modification. ArmPacks can have two Slots, while BodyPacks can have up to four. The size of a Pack mount has to be specified at time of construction, and is fixed for that suit without substantial reconstruction. A Pack mount costs Lv500 per Slot devoted to the Pack, so if a suit devotes 4 Slots to 2 Packs, the cost is Lv2000.

If the Slot is configured to accept Packs, however, they can be interchanged in the field with a minimal amount of effort.

MOUNT POINTS

In addition to Slots, powered suits and walkers may also mount heavy weapons in Mount Points. Mount Points are areas of a suit that can be locked and stabilised to withstand the recoil of a heavy weapon.

Mount Points allow vehicle-scale heavy weapons to be used on a suit or walker. Each Space of heavy weapons on a vehicle requires eight Slots on a hardsuit or combat walker. A 1 Space weapon can be arm-mounted, taking up the entire arm. A 2 Space weapon can be shoulder mounted, while 3 Space weapons have to be back-mounted. Back-mounted either fire vertically, or the suit has to incline itself to fire the weapon in the direction of the target. Heavy weapons of this size are more commonly mounted on walkers than on hardsuits.

Mount Point weapons cannot be fired in the same round that a hardsuit has moved, unless they are turreted, where they can be fired if the unit moves, subject to weapon stabilisation just like any other vehicle.

A turret costs Lv10,000, plus 20% of the cost of the weapons installed in it, and uses 1 Slot in addition to the Slots required by the weapons. A walker can have up to 50% of its total Slots in turrets, and up to two turrets. Turrets are either located on the walker's ventral surface, or front dorsal, on the pod's 'chin'.

CARRIED WEAPONS

In addition to weapons in Slots or on Mount Points, a hardsuit can also carry weapons, much as a soldier carries an assault rifle. Combat walkers, on the other hand, must use weapons in Slots or on Mount Points. Even if they have arms, the arms are typically unsuited to carrying and firing weapons.

Battlesuits, whether or not they are unaugmented, can use any standard infantry weapon. Light hardsuits can use adapted handguns and submachineguns, and any long arm without modification. These adaptions usually involve enlarging or removing the trigger guard, and changes to make the action easier for the suit's large hands to cycle. Medium and heavy hardsuits, on the other hand, can only use small arms that have been modified for their use, and typically cannont use handguns that are not purpose-built for use by a hardsuit. If the trigger guard is removed, it is occasionally possible for these heavier suits to use otherwise unmodified small arms, but with DM-1 for medium suits and DM-2 for heavy suits.

Weapons have a STR listed in the Weapon Table. This is the minimum required strength for that weapon, either by an unaugmented character, or by the suit. For every point below the minimum, there is DM-1 to fire the weapon, and at DM-3, the weapon cannot be fired at all.

MODIFICATIONS AND EQUIPMENT

The following items are modifications used with hardsuits, walkers, and assistive exoskeletons, as appropriate.

PERFORMANCE MODIFICATIONS

Strength Increase (Hardsuits and Assistive Exoskeletons only)
Strength can be increased by +1, at a cost of 10% of the Base Cost. This may be done up to ten times.

Extended Duration (Hardsuits, Assistive Exoskeletons and Walkers)
This adds additional power cells to the suit. Every 50% increase in duration costs Lv10,000 and uses one Slot. This cannot be used on the same unit as Decreased Duration.

Decreased Duration (Hardsuits, Assistive Exoskeletons and Walkers)
Decreased duration uses smaller or lower-powered power cells to save cost. Each 10% decrease in Duration reduces the Base Cost by Lv5,000. This cannot be used on the same unit as Extended Duration.

Increased Speed (Hardsuits, Assistive Exoskeletons and Walkers)
The maximum speed of hardsuits and walkers can be increased. For every 10% increase in Speed, increase the cost by 25% of Base Cost. There is a limit to how much speed can be increased by, based on suit type and TL.

Armour Type	TL 10	TL 11	TL 12
Assistive Exoskeleton	N/A	+10%	+15%
Light Hardsuit	+10%	+15%	+20%
Medium Hardsuit	N/A	+10%	+20%
Heavy Hardsuit	N/A	N/A	+10%
Light Walker	+20%	+30%	+40%
Medium Walker	+10%	+20%	+30%

Decreased Speed (Hardsuits, Assistive Exoskeletons and Walkers)
Speed can also be decreased. For each 33% decrease in Speed, decrease Base Cost by 25%. Minimum speed for all unit types is 1

Enhanced Manoeuvrability (Hardsuits, Assistive Exoskeletons and Walkers)
Each point of Dex penalty can be removed at a cost of 50% of the Base Cost. This can reduce the Dex penalty to 0 but cannot add a bonus.

Lowered Manoeuvrability (Any)
Lowering manoeuvrability can either increase the Maximum Armour permitted or, as here, reduce the price of the unit. Each point of Dex penalty taken, to a maximum of -3, will reduce the Base Cost of the suit by 10%.

ENVIRONMENTAL SYSTEMS

Nuclear. Bacteriological, and Chemical (NBC) Protection
NBC protection is an over-pressure and filtration system designed to allow the suit is operate in toxicological environments. NBC Protection uses 1 Slot and costs 5% of the Base Cost, with a minimum cost of Lv10,000

Extended Life Support
Extended Life Support provides complete life support, including food, water, waste collection and recycling for up to 72 hours. Extended Life Support uses two Slots and costs 10% of the Base Cost. Duration is dependent on power and a supply of filters and bottled oxygen.

Corrosive Environment Protection
This coating provides effectively unlimited protection in a corrosive environment. It is integral, costs 25% of the Base Cost and requires no Spaces.

Insidious Environment Protection
Suits can be designed to be resistant to Insidious atmospheres. Insidious Environment Protection will provide protection for 72 hours before it starts to degrade, at the rate of one point of Armour per hour. Insidious Environment Protection costs 100% of the Base Cost of the suit, as every component has to be protected.

Vacuum Protection
Vacuum Protection Effectively makes a hardsuit, battlesuit or walker into a spacesuit. Extended life support is still required,

on top of the vacuum protection. Vacuum protection takes 1 Slot and costs 50% of the Base Cost.

Oxygen Bottles

Hardsuits and battlesuits require bottled oxygen in addition to the extended life support system. Each air bottle provides 2 hours of oxygen. With the scrubbers in the extended life support pack, this can be extended to 4 hours. 2 Slots and Lv800 per bottle.

Electronics

Computer

All hardsuits and combat walkers have a computer to run the suit or vehicle itself. This is factored into the cost of the unit. They, along with battlesuits, can also be equipped with a computer to perform ancillary functions. The primary value of a computer is to interface with other systems on the suit and run applications to support and enhance these functions. Computers use the rules from page 92 of the Traveller Core Rulebook.

In 2300AD, computers are treated as being two TLs higher than would otherwise be the case. So a TL 12 hardsuit would use a TL14 computer.

Typical Expert System skills includes Sensors and Recon, to assist in spotting targets. At TL 12 and higher, an Expert system on an onboard computer can take control of the suit even if the operator is dead or incapacitated. It generally is not so well-known that such an Expert system can potentially also take control of the suit even if the operator is conscious and resisting.

TL	Computer/Power	Slots	Cost (Lv)
12 (10)	Computer/3	1	1,000
13 (11)	Computer/4	1	1,500
14 (12)	Computer/6	0	5,000

Neural Jacks

Neural jacks are not required to operate any kind of suit or combat walker. They can only be incorporated into a design at TL12 and higher, and increase the Base Cost of the suit or walker by 10%. They can be incorporated into battlesuits, but only give some sort of bonus if the suit has an assistive exoskeleton.

Neural Jacks provide DM+1 to initiative checks and any Combat Walker-related skill check. They do not provide any other sort of bonus.

Laser Designators

Laser designators are used to 'mark' targets for smart missiles. While some missiles require the laser to paint the target until impact, more sophisticated models can remember the painted target and continue to home in. A laser designator requires 1 Slot, and costs Lv200.

Navigation

These are enhanced tools for making your way through the world. There are three different categories of navigation systems; Basic, Standard and Advanced.

Type	TL	Slots	Navigation DM	Cost (Lv)
Basic	5	1	+1	2,000
Standard	9	2	+2	10,000
Advanced	12	3	+3	50,000

Communications

Most communications use electromagnetic radiation, whether in the form of radio, lasers or masers.

Basic communicators are first available at TL 4, have a range of Distant, and cost Lv1,000. They can support Boosted Range.

Standard communicators are first available at TL7, have a range of Very Distant, and cost Lv2,000. They can support Boosted Range, Satellite Uplink and Encryption.

Advanced communicators are first available at TL 10, have a range of Extreme, and cost Lv4,000. They can support all options.

Type	TL	Range	Slots	Cost (Lv)
Basic	4	Dist	1	1,000
Standard	7	Very Distant	2	2,000
Advanced	10	Continental	3	4,000

Communications Modifications

Modification	TL	Range	Slots	Cost
Boosted Range	4	+1 Range band	+1	x2 per Range band
Tightbeam	9	—	+1	x3
Uplink	7	Orbital	+2	x3
Encrypted	9	—	—	x2

Boosted Range

Each additional range band desired doubles the cost of the communicator.

Tightbeam

Tightbeam uses a laser or maser to precisely aim the signal so it cannot be intercepted.

Satellite Uplink

This allows a communications system to communicate with a satellite or ship in orbit. It includes the necessary tracking equipment to stay locked on and is often combined with a tight-beam system.

Encrypted

At the same Tech Level, Encrypted communications are Formidable to crack. Tech Level difference represents a DM, depending on whether the reading equipment is from a higher or lower tech. So, if invading TL 15 Imperial marines intercept a TL12 encrypted communiqué from insurgent forces, they have DM+3 to decode it. If those insurgents managed to intercept an encrypted TL15 transmission, they would have DM-3 on their roll to decode it.

Electronic Countermeasures

Like most electronics and their counter-measures, the relative Tech Levels are critically important. Basic communications and sensors are relatively easy to intercept and/or jam, while Standard and Advanced become increasingly more difficult. Tightbeam communications cannot be intercepted, save by pure luck, but they can be jammed. TL difference is a negative or positive DM in all attempts to jam communications

Countermeasures

Type	TL	Range	Slots	Bonus	Cost (Lv)
Basic	8	Long	1	+1	10,000
Standard	11	Distant	2	+2	20,000
Advanced	14	Very Distant	4	+3	40,000

Countermeasures Skill Checks

Sensor/Comm Class	Basic	Standard	Advanced
Task	Difficult	Hard	Impossible

Sensors

Hardsuits and Ultra-light Walker Chassis types come with some manner of visual sensors, usually an array of redundant cameras on the exterior of the vehicle or suit. Battlesuits and assistive exoskeletons do not come with such sensors, and instead rely on the operator's unaugmented vision. Either can be enhanced by the additional of upgrades and add-ons to the visual sensor system.

Other sensors are available, including ground-penetrating radar, radiation detectors, chemscanners and magnetic anomaly detectors. The base Tech Level for all sensors is TL8.

Standard Sensors

Using a combination of active and passive electromagnetic sensors, the standard packages provide effective sensor coverage out to the listed range. When used in active mode, sensors are detectable by passive sensors at up to twice the listed range. Passive sensors are more subtle, but not as effective, giving DM-2 to Sensor Skills checks.

Sensors are rated within their Tech Level. The difference in TL is used as a positive or negative DM. This is in addition to any effects from Stealth.

Class	Bonus	Slots	Range	Cost (Lv)
Basic	+0	1	Long	10,000
Standard	+1	2	Very Long	20,000
Advanced	+1	3	Distant	35,000

Underwater Sensors

Class	Bonus	Slots	Range	Cost (Lv)
Basic	+1	1	Long	5,000
Standard	+2	2	Very Long	15,000
Advanced	+3	3	Distant	25,000

The basic Tech Level for underwater sensors is also 8 and they have the same modifications as standard sensors. Surface sensors cannot be used underwater, and vice versa.

Modifying Sensors

The following items can be used to modify sensors.

Range Increase: Sensor range can be increased at a cost of doubling the sensor's cost for every additional Range Band desired.

Sensory Extensions: A boom mount (often called 'rabbit ears') is available for video and audio sensors, allowing the suit to peek around corners without exposing itself to fire. Uses one Slot, and costs Lv1,000.

Enhanced Visual Sensors: These sensors add low-light, telescopic optics and thermal imaging to a suit's capabilities. They take up no Slots, and cost Lv15,000. These can be added to battlesuits and assistive exoskeletons as well.

Enhanced Audio Sensors: These sensors add high and low-frequency hearings, audio enhancement and, when required, audio dampening to a suit. They take up no Slots, and cost Lv7,000.

Magnetic Anomaly Detectors: Magnetic Anomaly Detectors (MAD) sensors detect unusual level of magnetism or magnetic objects. Such sensors can detect the 'spike' of a gauss weapon or plasma gun firing, hidden ferromagnetic materials, and artificial magnetic fields. MAD sensors can detect a gauss rifle firing from 100 metres, a plasma gun from 500 metres, and a mass driver cannon from 5000 metres. Range to detect ferromagnetic materials is approximately 10 metres per kilogram, with larger objects detectable from further away, with a maximum range of about 5,000 metres (Very Distant). MAD sensors are Lv1,000, and take up 1 Slot.

Radiation Detector: Radiation detectors detect radiation sources higher than the current background level, and typically have to be calibrated from world to world (needing an Average Sensors check). Their size is negligible, and they cost Lv1,000.

Chemscanner: The chemscanner in normal operation uses its air intake to sample the surrounding atmosphere and test it for the presence of a variety of chemicals, including biological materials and chemical weapons. It does this on a more-or-less continuous basis. It can also scan small samples loaded into it, which takes about 5 minutes. This can identify any known material, and adds DM+2 to any attempt to determine what an unknown material is. It is usually mated with an expert system running on the hardsuit or walker's computer. Together, these two components can reliably analyse just about anything. As the testing of samples is destructive, it cannot always determine the makeup of any substance. The chemscanner takes up 2 Slots, and cost Lv10,000.

Ground-Penetrating Radar (Hardsuits and Walkers only): This sensor system uses high-frequency radio waves to achieve high-resolution images up to up to 10 metres underground under ideal circumstances, though in damp terrain this can be reduced to a metre or less. With hardsuits and walkers, this sensor is usually used by civilian scouts and prospectors, along with search and rescue teams. In military use, ground-penetrating radar is used to search for mines and other explosives, and also in emergency situations to aid in rescue and recovery efforts. Ground penetrating radar is mounted in the legs of suits and walkers, and takes up 2 Slots. Cost for the system is Lv2,500.

Stealth and Camouflage

Stealth
Stealth is the art of rendering a suit of armour undetectable to sensors.

The listed bonus is applied against sensors of the same Tech Level. Cost is based on the Base Cost.

Stealth Class	Stealth Bonus	Cost
I	+1	200%
II	+2	400%
III	+3	600%

Basic Camo
Shatter-pattern paint scheme in colours designed to help blend into the local environment. This adds DM+1 to Stealth checks, and costs Lv500.

IR Camo (TL8)
IR camo selectively bleeds the suit's temperature to match background levels. It does not work in vacuum environments. This adds DM+2 to Stealth checks vs. heat-seeking and IR sensors, and costs Lv25,000.

Active Camo (TL10)
Active camo allows a choice of camo patterns and colours, and instantly changes the suit's surface to match. This adds DM+2 to Stealth checks, and costs Lv10,000. This bonus is reduced to DM+1 if the suit is not standing still.

Thermoptic Camouflage (TL12)
Thermoptic camouflage turns the entire surface of the suit into a display surface that mimics its surroundings. The System also incorporates a thermal system that accomplishes the same thing for the suits heat signature. Use of the thermoptic system gives DM+4 to Stealth checks as long as the suit stands still. If it attempts to move, then the bonus is only DM+2. Thermoptic camouflage costs Lv50,000 for battlesuits, and Lv75,000 for hardsuits. It can only be used on small hardsuits, and cannot be used at all on combat walkers.

Sonic Suppresser (TL10)
An active system that constantly monitors the sounds being made by the suit and broadcasts sound waves in direct opposition, in order to cancel them out. Takes up one Space. It costs Lv20,000, and adds DM+2 to Stealth checks.

Defences

Anti-missile Systems
Missiles, rockets and launched grenades are a nightmare to battle dress. While the suits have enough armour to withstand small-arms attacks, the concentrated firepower of explosive weapons can often crack many suits, making them an effective equaliser.

To combat this threat, a variety of anti-missile systems have been developed. They are often used in concert.

These systems will negate an incoming missile, rocket, launched grenade or mortar round on a roll of 8+. Some systems have Target DMs that modify this, and every system will suffer DM-1 for every additional target it is forced to engage in each round.

Explosive Belt (TL 8)
An Explosive Belt system is an array of explosive mine blocks attached to the exterior of the battle dress. This system uses the hardsuit or walker' sensor system to detect incoming warheads. They detonate an outward-facing charge loaded with hundreds of small steel and ceramic buck shot. The explosive belt can also be detonated manually, often for defence against infantry in close quarters. In such cases, the Explosive Belt causes 4D damage up to Short Range and is treated like a giant shotgun. The belt can target any threat fired from Short Range or longer.

The Explosive Belt costs Lv5,000, and reloads cost Lv400 per shot. It uses 1 Slot.

Damage	Shots	Target DM
4D	5	+0

Laser Anti-Missile System (TL10)

Laser-based anti-missile systems is available at TL 12, and uses a relatively low-powered laser to damage or destroy the seeker heads of missiles, sending them off-course. It is only effective against guided weapons and smart weapons. It cannot engage anything fired from Short Range or closer. The Laser Anti-Missile System takes up 1 Mount Point and costs Lv150,000.

Weapon	DAM	DM
TL10	—	+1

Phalanx Anti-Missile System (TL8)

This system uses a small-calibre, very high rate of fire minigun to intercept and destroy incoming projectiles. It is first available at TL 8. These systems cannot target anything fired from Short Range or closer. This system takes up 1 Mount Point and costs Lv30,000, while reloads Lv2,000.

Weapon	TL	DAM	Shots	DM
Minigun	8	1D	10	+0

Smoke Discharger

This pack include three smoke dispensers, which can lay down a cloud of thermally-opaque smoke giving DM-2 on all to hit rolls. At TL 7, radar-based targeting renders smoke dischargers largely ineffective. They remain effective against laser weapons, reducing damage by 3D. They use 1 Slot, and cost Lv500 per pack.

Prismatic Aerosol Dispenser

Similar to the smoke discharger, the prismatic aerosol dispenser fires a cloud of diamonoid dust, which refracts and breaks up laser fire, including laser designators for smart weapons. This provides DM-2 on all to hit rolls for all laser weapons for D3 rounds, including designators. It uses 1 Slot, and costs Lv1,000 per pack.

Chaff Dispenser

The Chaff dispenser fires a cloud of radar-reflective strips, which confuse active sensors systems and missile guidance systems, giving DM-2 on to hit rolls for all radar-guided missiles for D3 rounds. It uses 1 Slot, and costs Lv1,000 for three dischargers.

Mobility Options

Powered Wheels (TL11)

This is a set of pop-down powered wheels that give battle dress high mobility on smooth roadways. Powered wheels consume 2 Slots and cost Lv10,000. They allow the hardsuit or walker to travel at up to 40 km/h on roads but are unusable off-road, only very flat, smooth terrain.

Parachute (Any)

The Parachute is a simple harness and deployment system for a large canopy capable of supporting the weight of a suit or walker. It takes 3 Slots. Lv4,000.

Swimmer System

The swimmer system allows a hardsuit or combat walker to move around unrestricted under water, at speeds up to the suit's running speed. Life support must be purchased separately. The Swimmer System uses 2 Slots and costs Lv15,000.

Safe depth for a hardsuit is 100 metres, while crush depth is 250 metres. Safe and crush depths can be improved: Each 50% increase in Safe Depth/Crush Depth costs 100% of the Base Cost of the hardsuit. Walkers have a Safe Depth of 200 metres, with a Crush Depth of 500 metres, and these depths can likewise be improved

EVA Manoeuvre System

An EVA system is a small thruster pack attached to a vacuum-enabled hardsuit, walker or battlesuit. The controls are integrated into the other controls of the suit, and all the operator has to do is use the included joystick to move in the desired direction, and the system takes care of the rest. For advanced operators, the system can be disengaged and the system controlled manually. This makes the suit or walker less stable, but more manoeuvrable.

EVA systems have 100 rounds of propellant available, with a delta-V of 10m per round. They take up 6 Slots, and cost Lv80,000.

Miscellaneous

Armoured Coveralls

Armoured coveralls are only available for hardsuits, and while it provides some additional protection to the suit, the primary function is to keep contaminants and debris out of the complex limb joints. Coveralls provide an additional two points of Armour (which can take the hardsuit above its normal maximum Armour) and cost Lv10,000. They use no Slots.

Tool Kit

A set of basic mechanic tools, powered off the suit's own power supply. This includes screwdrivers, drill, wrench and saw. Uses 2 Slots, and costs Lv1800. It is also available in a Pack mount for Lv2000

Food and Water
All suits are assumed to have a small bottle of water accessible to the operator, enough to provide the occasional short drink. Additional supplies can be provided, and one day of food and water take up 1 Slot, and cost Lv500.

Waste Handling
As most suits only have short operating times, the provision of waste-handling systems is considered unnecessary. At most, operators might be issued a disposable diaper-type garment, which most will go to great lengths to avoid using.. This diaper can handle urine, but not faeces. It is generally considered usable for trips of up to 4 hours.

For longer excursions, a type of heavy diaper, called the Maximum Absorbent Garment (MAG), can handle both liquid and solid waste, though can become very uncomfortable after use. The MAG is used for missions of up to 12 hours.

The stock waste collection system uses a catheter and gekkocotte-fastened faecal collection system. The faecal collection system seldom functions correctly, and is only ever used as a last resort. This system is good for 12 to 24 hours, however.

Waste Handling

Item	Slots	Mass	Price
Standard Diaper	-	0.25kg	Lv5
MAG	-	0.5kg	Lv20
Waste Collection	1	6kg	Lv1200

Manipulators
Manipulators are used by combat walker operators to manipulate their external environment. These computer-controlled limbs require some training to operate, and are not as dextrous as limbs controlled by force-feedback systems. While similar to the manipulator arms used by their large kin, the limbs used by small walkers are usually of lightweight construction, and are not intended to engage in combat or heavy labour.

Manipulators have a STR of 5 and a base DEX of 5. They cost Lv10,000 for a pair, and take up two Slots. DEX can be improved to 7 at a cost of Lv5,000 per point.

Heavy Manipulators
Heavy Manipulators are more robust, and capable of lifting considerable more weight than standard manipulator arms, but they are even slower and less precise. Base STR is 15, and DEX is 3. They cost Lv20,000 for a pair, and take up 4 slots.

Crane
Heavy Hardsuits and Medium Walkers can make use of a crane, which allows the suit to lift up to 500kg. Cranes are used for everything from loading heavy weapons to conducting search and rescue operations. They take up 8 Slots (one Mount Point), and cost Lv5,000.

Grapple Cannon
This compressed air cannon can be used to fire grappling hooks, with a line designed to hold up to 2000 kg in normal gravity. A winch is not included, but highly recommended. The grapple cannon takes up 6 Slots, and costs Lv8,000.

Winch
A winch with 200 metres of 2,000 kg cable costs Lv1,200, and takes up 3 Slots. The winch can raise or lower its load at the rate of 20 metres per round.

Stabilising Leg (Hardsuits and Walkers only)
The stabiliser is a third 'leg' that can fold down to support and stabilise a hardsuit or walker while it is doing heavy lifting, or using a crane or other heavy equipment. Use of the stabilizing leg adds DM+2 to all STR-based Checks by the suit's operator. The suit itself cannot move while the leg is deployed. The leg takes up 6 Slots, and costs 10% of the base cost of the suit or walker

Med Pack
The med pack is an advanced 'smart' medical diagnostic and dispensary, which the operator of the suit can use to diagnose and treat others. The operator would have to dismount the suit in order to use the med pack on themselves.

It contains up to five doses of a variety of drugs and is equipped with an expert system that either gives DM+1 on all Medic checks, or else can operate on its own as if it had Medic-1. It costs Lv5,000, and requires 1 Slot.

Medikit (TL9)
This internal medikit provides support and assistance to the wearer. It can diagnose medical emergencies as if it had Medic-2 and can heal up to four points of damage instantly, though the effects only last for 1D hours. It takes up one Slot and costs Lv25,000.

Advanced Medikit (TL12)
This internal medikit is more effective than the standard model. It can repair up to six points of damage instantly, though the effects only last for 1D hours. It also has the equivalent of Medic-3 for treatment and diagnostic purposes. It takes up one Slot and costs Lv50,000.

Reflex Booster Technology
Available only in Japan, the Reflex Booster technology incorporates a learning neural net computer. Momotaro, the developer of the system, is very careful to point out that this neural net system is by no means an artificial intelligence. To receive the bonus, the operator has to work with the same suit for several weeks. A Difficult (-2) Drive (walker), Dex check must then be made The pilot receives a bonus to the suit's Dex penalty equal to the Effect-3. If the result is greater than 1, then 1 point can be added to the wearer's initiative whenever they are the wearer of that particular suit. The bonus disappears if the

operator uses a different suit, even if they are the same design. Note that this bonus will stack with a neural jack. Ref boosters cost 100% of the Base Cost of the suit, and require 1 Slot.

Survival Kit (TL11)
The survival kit is an emergency kit for use by the operator if they are forced to ditch the suit. It includes a short-range encrypted radio, a small medikit, a couple of spare batteries for the support suit heat/cooler, a pair of shoes to go over the support suit, a compacted set of coveralls, a forage cap, sunglasses, a 9mm pistol with 2 20 round magazines, a flare gun with 4 rounds, 2 days of emergency rations, 3 days of water, a survival knife, and a suicide pill. It takes up two Slots, and cost Lv2,000.

Black Box Recorder
The Black Box is a small block of high-density memory that captures all sensor, camera, and operator input, including medical sensors. It is used to provide data for after-action analyses, and to assist in operator training. The coin-sized chunk of memory has sufficient space to record all inputs in raw format for up to 48 hours, and costs Lv10.

Ammunition Capacities with a * indicates weapons that can be powered off a hardsuit or walker's internal power supply. Each 2D of damage potential requires 1 minute of power, so the F-19, with 6D, requires 3 minutes of power for each shot.

Indicated ammunition capacities are for weapons that are carried externally. Mounted weapons can increase their ammunition capacity. Each doubling of the number of slots consumed by the weapon and ammo doubles the ammunition capacity.

Stracher L100 and LR200: The Stracher L100 pistol and LR200 rifle are purpose-built weapons designed for use by hardsuits. They fire the same 12x95 mm ammunition as the older Type-12 machinegun.

Seeker Guns: Seeker Guns fire a 15mm homing rocket. Seekers re-roll a single miss.

120mm Mortar: The 120mm mortar is a light artillery piece that is usually used to fire High-Explosive rounds. The weapon requires a third leg to be fired properly, otherwise it has DM-2 to hit. It cannot be fired in the same round the suit or walker moves.

6mm Railgun: The railgun can engage light armour and aircraft at ranges of up to 10 km. It is very susceptible to minor movements of a suit, and so like the mortar requires a third leg for effective fire. Often called a sniper cannon

Pack Weapons
ArmPack weapons and tools can be attached to the arms of the suit, but only one per arm. ArmPack devices can only take up a maximum of two Slots. BodyPacks can be mounted anywhere, and in the case of Burst Packs and Ripple Packs. It should be noted whether the Pack points to the front or to the rear.

ArmPack Gun Pod: The Gun pod combines a 6.7mm automatic carbine with 4 seeker missiles, and is light enough to be mounted on unpowered suits. This is the standard weapon on the American HULC battlesuit.

ArmPack Laser Pistol: Laser weapons have the advantage of not requiring ammunition, and instead feed off the suit's own power cell. Each shot from a laser pistol uses one minute of suit power. If used by unpowered infantry, they require a standard 7 Mj FDLMS cell, which provides 35 shots.

ArmPack Laser Carbine: Laser Carbines, like laser pistols, do not require ammunition, using the suit's own power cell. Each shot uses 2 minutes of power from the cell. Unlike ArmPack laser pistols however, ArmPack Carbines cannot be mounted on unpowered suits, even those that use an assistive exoskeleton.

ArmPack Autoshotgun: The ArmPack autoshotgun can only be used by hardsuits. It is identical in effect to the DunArmCo Close Assault Gun, on page 149 of the *2300AD Core Rulebook*.

Burst Pack: A burst pack is a directional mine mounted on the exterior of a suit. Only hardsuits and combat walkers can use burst packs, as the explosion would maim or kill the operator of even a battlesuit. A burst pack is reloaded by replacing the entire unit.

Ripple Pack: A Ripple Pack fires a rolling burst of flechettes from a cluster of short barrels. These high-powered flechettes have significant penetration. Though they cannot punch most hardsuits or combat walkers, they can be dangerous to battlesuit or conventional infantry. These weapons can only be mounted on hardsuits and walkers. Ripple packs are typically reloaded by replacing the entire unit, though it is possible to only replace the flechettes and propellant charge. This is usually only done in depots, however, and not in the field.

Weapons

Handheld, Slot and Mount Point Weapons

The ranges listed below in the tables use the same range bands as mounted weaponry. For weapons used by battle suits, use the standard ranges for personal weapons from the *2300AD Core Rulebook*.

Weapon	TL	Cost (Lv)	Damage	Auto	STR	Slots	Range	Magazine
Stracher P-11m	9	350	4D	No	8	1	Long	10
Stracher M-6	11	370	3D AP	No	7	1	Long	22
Traylor T-50	11	700	3D	No	8	1	Medium	40
Stracher L100 12mm pistol	10	1,100	5D	No	10	1	Vey Long	10
Stracher MP-67	11	1,100	3D AP	4	7	2	Long	50
DunArmCo Close Assault Gun	10	1,340	4D	4	9	3	Long	20
Sk-19	12	1,300	4D SAP	6	8	3	Distant	50
FAM-90	12	2,100	4D+1	4	7	3	Distant	40
FTE-10	12	3,000	6D AP	No	10	4	Distant	10
Type-81 Storm Gun	11	1,700	5D AP	No	11	4	Distant	10
Stracher LR200 12mm assault rifle	10	2,200	5D	4	12	3	Distant	30
MG-7 Machinegun	9	800	3D+1	6	8	3	Distant	200
M-97 Machinegun	12	1,400	4D SAP	6	9	3	Distant	200
Type 381 Machinegun	10	800	3D+3	4	9	3	Distant	150

Weapon	TL	Cost (Lv)	Damage	Auto	STR	Slots	Range	Magazine
DunArmCo Mini 12	10	900	5D	6	12	4	Distant	100
Guiscard F-44	12	2,500	4D+1	8	11	4	Distant	5000
DunArmCo M-600	11	1,400	4D AP	10	10	6	Distant	1500
Rorttman LK-1 Laser	11	2,500	4D	No	7	2	Distant	30*
Mueller-Rivera F-19	12	2,000	6D	No	7	2	Distant	15*
A-9 Plasma Gun	12	5,000	8D Destructive	No	9	2	V. Long	6
Kurita Type 21-F Plasma Gunn	11	4,000	12D Destructive	No	10	3	Distant	4
Quinn-Darlan Mk2A2 Plasma Gun	12	6,000	1D Destructive	No	10	3	Distant	10
Darlan CLP-1A	11	27,000	16D Destructive	No	14	6	Distant	10
Jaschonek A4 Plasma Gun	12	16,000	14D Destructive	No	12	4	Distant	5
Type 17 HEPC	11	12,000	14D Destructive	No	14	4	Distant	10
Quinn M-22 Plasma Bazooka	11	7,500	10D Destructive	No	8	4	V. Long	1
Flamethrower	10	4,000	3D+6 Flame	No	7	3	Long	25
Stun Carbine	11	600	Special	No	6	2	Long	15
Disposable Rocket Launcher	9	600	7D AP	No	6	2	Distant	1
Mortar, Light	10	1,200	7D	No	10	4	Distant	3
Grenade Launcher	10	1,000	6D	No	8	3	Distant	6
Automatic Grenade Launcher	11	2,500	6D	4	11	4	Distant	50
Recoilless Rifle, 80mm	10	900	9D AP	No	8	3	Distant	3
RPG Launcher	10	500	8D AP	No	7	3	Distant	1
Antichar-14	12	6,000	8D SAP	No	7	3	Distant	1
Panzerfaust 93	12	9,000	9D SAP	No	7	3	Distant	1
Martel	12	8,000	7D	No	7	3	Extreme	1
Hornisse-4	11	21,000	9D	No	7	4	Extreme	1
Seeker Missile	12	3,000	4D	No	5	1	Distant	4
Supercav Microtorp	11	2,000	5D AP	No	8	3	Distant	2
20mm Autocannon	11	1,000	6D AP	4	14	8	Distant	400
30mm Autocannon	10	3,000	7D AP	6	16	16	Distant	400
6mm railgun	12	9,000	8D SAP	No	15	10	Very Distant	20
120mm mortar	10	12,000	10D	No	16	16	Very Distant	3
Rocket Pod	6	10,000	6D	4	18	16	Distant	8

FRANCE

BH-12 Hardsuit

Though it was a long time coming, the Central Asian War nonetheless took military observers by surprise; not so much that the war happened, but that it happened when it did, and that it got so large, so quickly, involving nations from across the Eurasian continent. It is the closest thing humanity has had to a world war since Twilight.

Like many such wars, the CAW became the testing ground for number of technologies that were barely past the prototype stage. High-mobility hovertanks, combat robots, and hardsuits were the biggest innovations to come out of that war. The first hardsuit to see action was the French-built BH-12, an armoured exoskeleton that carried an autocannon and magazine-fed rocket-propelled grenade launcher. It was used in support of ground troops in the vicious house-to-house clearing actions of the latter part of the war. Lightly armoured compared to modern walkers, the BH-12 was nonetheless proof against small arms and even heavy machineguns, though armour-piercing rounds from autocannons and similar weapons could still defeat it.

Lessons learned from the BH-12 fed French design and innovation on the next generation of combat walkers, including the current BH-21.

The BH-12 was never manufactured in large numbers, and with the advent of the BH-21, the design was declared surplus

TL	10
Slots	12/0
STR Modifier	+2
DEX Modifier	-2
Base Damage	2d6
Armour	14
Duration	2 hours
Cost	Lv42,500
Speed	4/20
Shipping Size	0.15 tons

Modifications: Basic Camouflage, Basic Communications (Encrypted), Basic Navigation (+1), Basic Sensors (+0)

Armament: Carried 20mm Autocannon, Recoilless Rifle with 3 reloads on shoulder Mount Point

before the end of the War. Many were scrapped, but most were transferred to colony police and militia services, as a sort of one-person SWAT team. Texas purchased a number as training units in 2295, as they had just signed a deal with France to purchase 80 of the newer BH-21s. In this role it is usually equipped with a large-calibre sniper rifle and a machinegun. A few frames were even made available for the civilian market, with their armour stripped off and weapon links removed. These frames can be found for Lv20,000 or less on the open market.

BH-21 Hardsuit

The BH-21 is a French-made hardsuit, licensed-built across French-allied nations. It first debuted during the final years of the Central Asian War, a response to the poor showing of the BH-12 hardsuit..

The BH-21's powerful limb motors are slaved to the pilot's movements, and has an internal monitor that can expand up to a 360-degree view of the surrounding area. The operator has heavy NBC filters to provide clean air, and the suit is equipped with a variety of weapons and Slot points, with a plasma gun in the left arm.

In addition to the Mk4-A3 PGCW on the left arm, typical weapons load-out includes either a DunArmCo 9mm rotary gun on the right shoulder, or a drone mount or a point-defense weapon on the left shoulder.

TL	11
Slots	18/2
STR Modifier	+4
DEX Modifier	-3
Armour	22
Duration	15 hours
Cost	Lv147,150
Speed	4/20
Shipping Size	0.15 tons

Modifications: Basic Sensors (+0), Basic Commo, Basic Navigation, Rad Sensors, NBC Protection, Smoke Discharger (6 reloads), Prismatic Aerosol Discharger (6 reloads), Enhanced Visual Sensors, Enhanced Audio Sensors, Increased Duration (+40,000), Survival Pack, Food/Water Pack

Armament: PGMP Mk2A3 in left arm, 9mm Gatling on right shoulder,

Defences: Belt-based Anti-missile system

TL	12
Slots	10/6
STR Modifier	0
DEX Modifier	0
Armour	10
Duration	6 hours
Cost	Lv15,000
Speed	6/30
Shipping Size	0.05 tons

Modifications: NBC protection, Basic Communications with Encryption, Laser Designator, Computer/1,

Armament: None integral, typically a carried FAM-90

Gabarit-20 AE Battlesuit

The Gabarit (Build) 20 battlesuit was one of the last procurements undertaken by the military dictatorship before they were forced to step down in the wake of the War of German Independence. The concept was to create a non-augmented battlesuit that was inexpensive enough for use by line infantry. While the Gabarit-20 failed in this task, it did introduce some innovations, and continues to be used by French colonial troops in a hard assault role. The battlesuit's low-mass and NBC protection make it a good choice for soldiers assaulting Kaefer burrows on Aurore, even if the protection is less than ideal. Powered-assisted suits are often too bulky for this role, and hardsuits and combat walkers are too big and slow for the task.

GERMANY

Kz-7 (Kampfanzug-7) Hardsuit

The Kz-7 Combat Walker was developed by Hanover toward the end of the War of German Reunification in preparation for an invasion of France, an invasion that France halted at the Somme, suing for peace and accepting the reunification of the previously separate German states. Intended as a response to the French BH-21 Combat Walker, the Kz-7 was made much stronger and more flexible.

The Kz-7's plasma gun was mounted on the walker's shoulder in order to have its considerable recoil nearer the suit's center of balance than if the weapon had been mounted on an arm. As well, extra armament was included on the walker in the form of a laser in the suit's right arm.

The laser can be used against soft-skinned targets, saving the plasma gun's limited ammunition for hard targets. There is currently only one model of Kz-7 Combat Walker, and given the emphasis on mobility, it is unlikely that any variants will be created with the bulky equipment needed for use in space

TL	12
Slots	20/4
STR Modifier	+7
DEX Modifier	-2
Armour	20
Duration	7 hours
Cost	Lv238,500
Speed	2/25
Shipping Size	0.15 tons

Modifications: Increased Strength (+2), Basic Camouflage, NBC Protection, IR Camo, Enhanced Visual Sensors, Enhanced Audio Sensors, Standard Sensors (+1), Standard Nav (+2), Standard Comm with encryption, Waste Handling, Food/Water, Computer/3

Armament: A-4 Plasma Gun in Shoulder Mount Point, 35-01 laser carbine in left arm

Defences: Explosive Anti-Missile System, 3 Prismatic Aerosol Dispensers
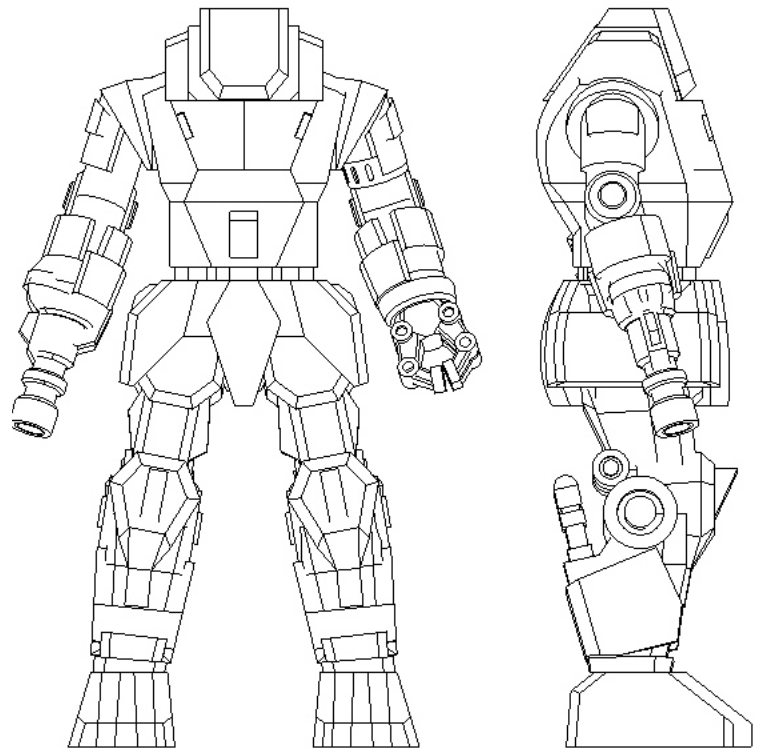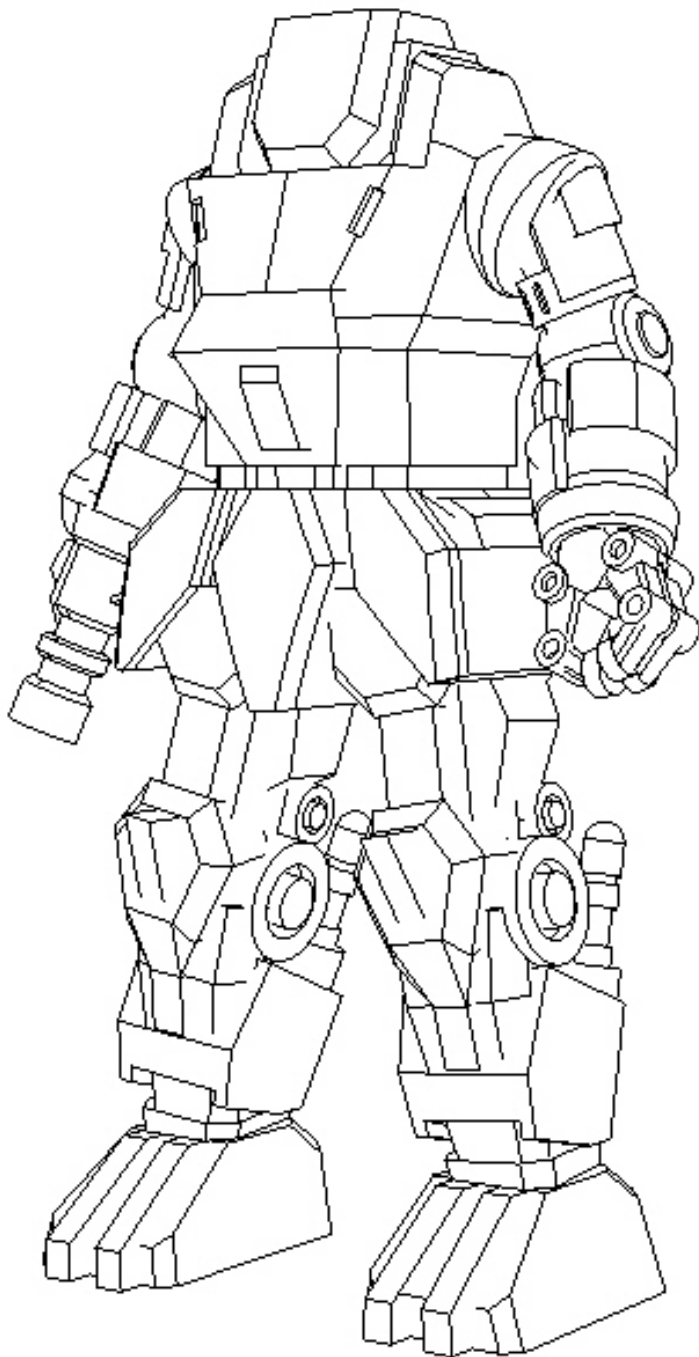
Drachenzahn (Dragon's Tooth) Battlesuit

First used with the GPz-9 Infantry Fighting Vehicle, the Drachenzahn battlesuit is a heavy, unaugmented suit used in lightning raids. Combat endurance is low for operators of these suits, usually only a few hours. The GPz-9 contains support and ammunition for its carried troops, who carry little into combat.

TL	11
Slots	8/5
STR Modifier	0
DEX Modifier	-1
Armour	12
Duration	6 hours
Cost	Lv32,100
Speed	5/25
Shipping Size	0.05 tons

Modifications: NBC protection, Basic Communications with Encryption, Enhanced Visual Sensors, Laser Designator, Computer/3

Armament: Typically a carried Sk-19 or A-9 Plasma Gun

BRITAIN

Cavalier

The *Cavalier* is based on the very successful BH-21 hardsuit, incorporating lessons learned over the past 20+ years. While newer, the underlying chassis is still that of a BH-21, the rest of it, however, is made in Britain, and simplifies the British supply chain. Units equipped with these walkers are widely deployed, including Beowulf, Crater, Joi, and Beta Canum. Armament is typically light, though most carry either 20mm or 30mm cannon as the primary armament.

The Cavalier is far lighter than the old BH-21, however, and is capable of operating in a number of environments, including vacuum.

TL	12
Slots	16/0
STR Modifier	+4
DEX Modifier	-1
Armour	18
Duration	9 hours
Cost	Lv144,700
Speed	6/30
Shipping Size	0.1 tons

Modifications: Basic Camouflage, Extended Duration (50%), Standard Communications (Encrypted), Basic Navigation (+1), Standard Sensors (+1), Extended Life Support, 1 Oxygen Bottle, Vacuum Protection, MedPack, Enhanced Visual Sensors

Armament: Carried 20mm Autocannon

Defences: 6 Prismatic Aerosols, 6 Smoke Dischargers

D9 Battlesuit

First used in 2299 during the Crater Incident, the D9 is a heavy, unaugmented battlesuit, similar to the German Drachenzahn, but with improved life support options and some basic integral weaponry. While the D9 is not intended for use in vacuum environments, it is suitable for most other terrestrial environments.

TL	12
Slots	10/4
STR Modifier	0
DEX Modifier	0
Armour	14
Duration	6 hours
Cost	Lv33,300
Speed	6/30
Shipping Size	0.1 tons

Modifications: Basic Camouflage, Standard Communications (Encrypted), Basic Navigation (+1), Extended Life Support, Enhanced Visual Sensors

Armament: M67 in right arm w/40 rounds, carried FAM-90 Assault Rifle with Grenade Launcher

Defences: None

UNITED STATES

Kodiak Hardsuit

The Kodiak is the standard suit of powered armour in use by both the US Army and the US Marine Corps for ground-based actions. It has been in use for nearly 30 years, and it is stating to show its age. High mass and low-mobility makes it less suitable for modern combat. For vacuum operations, the marines use a variant of the French-built BH-24 hardsuit.

The Kodiak is built on a Heavy chassis, and is not suitable for urban operations. The typical role is stand-off support and theatre missile defence.

Armament includes an arm-mounted machinegun and a pod of vertical-launch missiles, along with a laser-based anti-missile system. It is equipped with arm and torso Pack systems, and often carries a 30mm autocannon.

The Marine Corps has been looking into commissioning a new suit, built on a medium frame, that will be able to keep up with troops in any theatre. They are only in the initial trial stages at the moment, with a decision unlikely before 2303.

TL	11
Slots	18/0
STR Modifier	+4
DEX Modifier	-3
Armour	12
Duration	5 hours
Cost	Lv158,800
Speed	4/20
Shipping Size	0.15 tons

Modifications: Basic Camouflage, NBC Protection, Enhanced Visual Sensors, Medikit, Computer/2, Advanced Sensors, Standard Commo with Encryption

Armament: Carried 30mm Autocannon, Explosive Anti-Missile System, 3 shot pod for Antichar-14 missiles on back

Defences: Explosive Anti-Missile System

TL	11
Slots	4/3
STR Modifier	+4/+6
DEX Modifier	-1
Armour	0
Duration	4.5 hours
Cost	Lv13,000
Speed	5/25
Shipping Size	0.01 tons

Modifications: Increased Strength (+4), (The +6 Strength Bonus is only for short periods of activity), Increased Duration (+50%)

Armament: None

'Queen' High-Gee Assistive Exoskeleton

The so-called 'Queen' is designed to allow unmodified humans to visit the surface of King for extended periods of time. Even with the exoskeleton, however, a regime of pharmaceuticals and extended periods of rest in supportive beds is necessary. Maximum activity time for a person from a standard gravity, even with the frame, is only about 4 hours.

King natives regard the frames and their users with a mixture of scorn and pity.

APE Battlesuit

The APE (Armour, Power-Enhanced) is a battlesuit with an assistive exoskeleton to help move the mass of the suit and the operator's weapons. Unlike most battlesuits, the APE is designed to stay in the field for upwards of 12 hours at a time, with a significant amount of its load being in the extra power packs.

It is equipped with a two-Slot Pack on each arm, and two two-Slot Packs on the torso. In addition to simple battlefield sensors, the APE is also equipped with a survival pack, in case the operator needs to ditch.

American armour development has been leaning towards enhanced protection for standard infantry. While the APE is still too expensive to properly fill that goal, it is a step in the right direction. Standard armament is a heavy assault rifle or magazine-fed grenade launcher

TL	12
Slots	11/0
STR Modifier	+1
DEX Modifier	-1
Armour	15
Duration	6 hours
Cost	Lv58,500
Speed	6/30
Shipping Size	0.05 tons

Modifications: NBC Protection, Increased Duration (50%), Basic Camouflage, Basic Communications (Encrypted), Basic Navigation (+1), Basic Sensors (0), 1 2-Slot Pack on the right or left arm, 1 2-Slot Pack on the Torso, Survival Kit

Armament: Arm-mounted GunPack

JAPAN

Shirow J70 Hardsuit

The J70 hardsuit is generally considered to be the most technologically-advanced suit in use with any nation in human space. In addition to a sophisticated anti-missile system and an array of Pack weapons and expansions, the J70 also incorporates a 'reflex booster' that uses a learning computer to anticipate pilot actions, and over time results in a removal of the DEX penalties associated with a hardsuit. This technology is unique to Japanese suits, and the secret is widely-sought by other nations.

The J70 is actually under-armoured for its size, relying on its speed and anti-missile systems for defense. For ground transit, the suit is equipped with a powered-wheel system that can propel it at speeds of up to 4h0 km/h, allowing it to keep pace with typical armoured vehicles in most terrains.

TL	12
Slots	16/2
STR Modifier	+4
DEX Modifier	-1
Armour	16
Duration	6 hours
Cost	Lv142,350
Speed	6/30
Shipping Size	0.1 tons

Modifications: Computer/4, Reflex Booster, Standard Sensors (+1), Basic Navigation (+1), Standard Commo with Encryption, Enhanced Visual, Sensory Extension, Enhanced Audio, Medikit, Powered Wheels, NBC Protection, Armoured Coveralls

Armament: Carried F-44 Gauss Machinegun

Defences: Explosive Belt Anti-Missile system, Prismatic Aerosol Dispenser (3 shots)

TL	12
Slots	11/8
STR Modifier	+1
DEX Modifier	0
Armour	10
Duration	6 hours
Cost	Lv26,500
Speed	3/15
Shipping Size	0.05 tons

Modifications: Basic Camouflage, Basic Communications (Encrypted), Basic Sensors, Reflex Booster

Armament: Kurita 66 (Licensed-built FAM-90 with Grenade Launcher), Combat Knife

Okuninushi Combat Armour (Battlesuit)

The Ōkuninushi (named after a hero from Japanese mythology), is a lightweight battlesuit equipped with an assistive exoskeleton. Coupled with Japanese 'reflex booster' technology, with training this suit can actually provide improved reaction times for the operator when using the armour.

The Ōkuninushi is not equipped with any Pack mounted weapons or devices, and usually carries a heavy assault rifle with grenade launcher, along with a limited sensor suite. The reflex booster is still considered to be in the pre-deployment stage for this battlesuit, and is unlikely to be seen in the field. However, there are persistent rumours of a sort of 'special forces' unit using a stealthed version of this suit, complete with thermoptic camouflage and advanced personal weapons. The Ministry of Defense dismisses these stories outright.

Manchuria

Type A6 combat walker

Manchuria used combat walkers throughout the Central Asian War, but the results from these early hardsuits was mixed. Even against the BH-12, they were not effective, and once the BH-21 entered service, they were seriously-outclassed. The Imperial House contracted Wu-Being, a leading Manchurian arm company, to produce an effective counterpart to the French suit. The result was the Wu-Beijing Type-A6, commonly called the 'Clam' by service members of other nations. It entered service just before the end of the War, and covered the withdrawal of Manchurian units from Tashkent and other CAR cities. Once on the open steppes, the faster speed of the A6s gave it a significant benefit over the then-new BH-21s. It differed markedly from other designs at the time.

First, the Type-A6 is not, strictly speaking, a suit of powered combat armor. The operator's arms and legs do not fit into the machine's limbs. Instead, the operator is entirely enclosed within the body of the walker; the machine's arms are small appendages operated by remote control, and the legs are 'walked' by an advanced computer program. The main advantage to all of this is that the main body is much more horizontal, allowing its armor to deflect enemy fire more easily, and making the entire construct much more stable during movement. These designs are also faster and less expensive than a hardsuit.

The Type-A6 is also airtight, allowing it to operate in hazardous atmospheres, and it floats, allowing it to swim small, inland bodies of water. Life-support ability is limited, however.

TL	11
Slots	22/0
STR Modifier	-
DEX Modifier	-
Armour	22
Duration	6 hours
Cost	Lv110,800
Speed	8
Shipping Size	0.8 tons

Modifications: Basic Communications (Encrypted), Basic Navigation (+1), Basic Sensors (+0), NBC Protection, Swimmer, Laser Designator, Manipulators, Computer/4

Armament: Type 17 Plasma Gun in turret, 2 2-Slot Packs, normally loaded with Burst Packs

Defences: 3 smoke, 3 prismatic aerosols, phalanx antimissile system in turret

Variant: Some of these walkers have been converted into Search and Rescue units. They remove all weapons, and add a crane, sub out the manipulators for heavy manipulators, 2 external medikits, and ground-penetrating radar..

TL	12
Slots	11/4
STR Modifier	+1
DEX Modifier	0
Armour	14
Duration	3 hours
Cost	Lv62,000
Speed	6/30
Shipping Size	0.01 tons

Modifications: Active Camouflage, Basic Communications (Encrypted), Basic Sensors (+0), Enhanced Visual, Enhanced Audio, Parachute, Survival Kit

Armament: Carried Shortened Type 381 Machinegun, Armpack Laser Pistol, Combat Blade, extra ammunition

Type 8 Battlesuit

The Type 8 Battlesuit is used by the elite Marines that serve the Imperial House. It is the most advanced armour available to Manchurian infantry. It carries an ArmPack laser pistol as integral armament, and carries either a short-barrelled Type 381 Machinegun, or a G4 plasma gun (virtually identical to the German A9). This suit is equipped with an assistive exoskeleton to assist with handling the weapons and ammunition.

The common practice for these suits, due to their low endurance, is to drop them by air, using a HALO (High Altitude, Low Opening) drop. They are then on their own until the objective has been captured, and they can be resupplied. Unit morale is typically very high, even though every single deployment is potentially a suicide mission.

Chyuantii Defense Systems Type 9-3 Combat Walker

The Type 9-3 Combat Walker was developed by Chyuantii Defense Systems, a Manchurian colonial corporation on Syuhlahm, as an inexpensive alternative for smaller nations wanting a combat walker's capabilities, but unable to afford to develop their own or to purchase from a major nation. Using almost 50 years of experience in building walker vehicles, Chyuantii Defense Systems was able to develop a walker that was cheap and easy to maintain. It is not, however, designed to stand up against more powerful walkers, such as the French BH-21. Instead, it is intended to do what combat walkers were originally designed for, to operate in rough terrain as a type of very heavy infantry.

The Type 9-3 uses the computer-controlled leg design and external arms on its front face for manipulating objects and a turret mount for its autocannon. The autocannon in itself is a concession to economy, providing effective firepower against personnel and light vehicles, but not as effective as the plasma guns common to other combat walkers. Also, being of a rather upright design, if the Type 9-3 falls onto its back or side, it is nearly impossible to return to its feet unassisted. Ironically, these suits have proved a popular import item for Iran through the Libertine network. Iran, in turn, sells them to the Central Asian Republic.

TL	10
Slots	16/1
STR Modifier	-
DEX Modifier	-
Armour	12
Duration	6 hours
Cost	Lv42,100
Speed	8
Shipping Size	0.5tons

Modifications: Basic Communications (Encrypted), Basic Navigation (+1), Basic Sensors (+0)

Armament: 20mm Autocannon in turret Mount Point

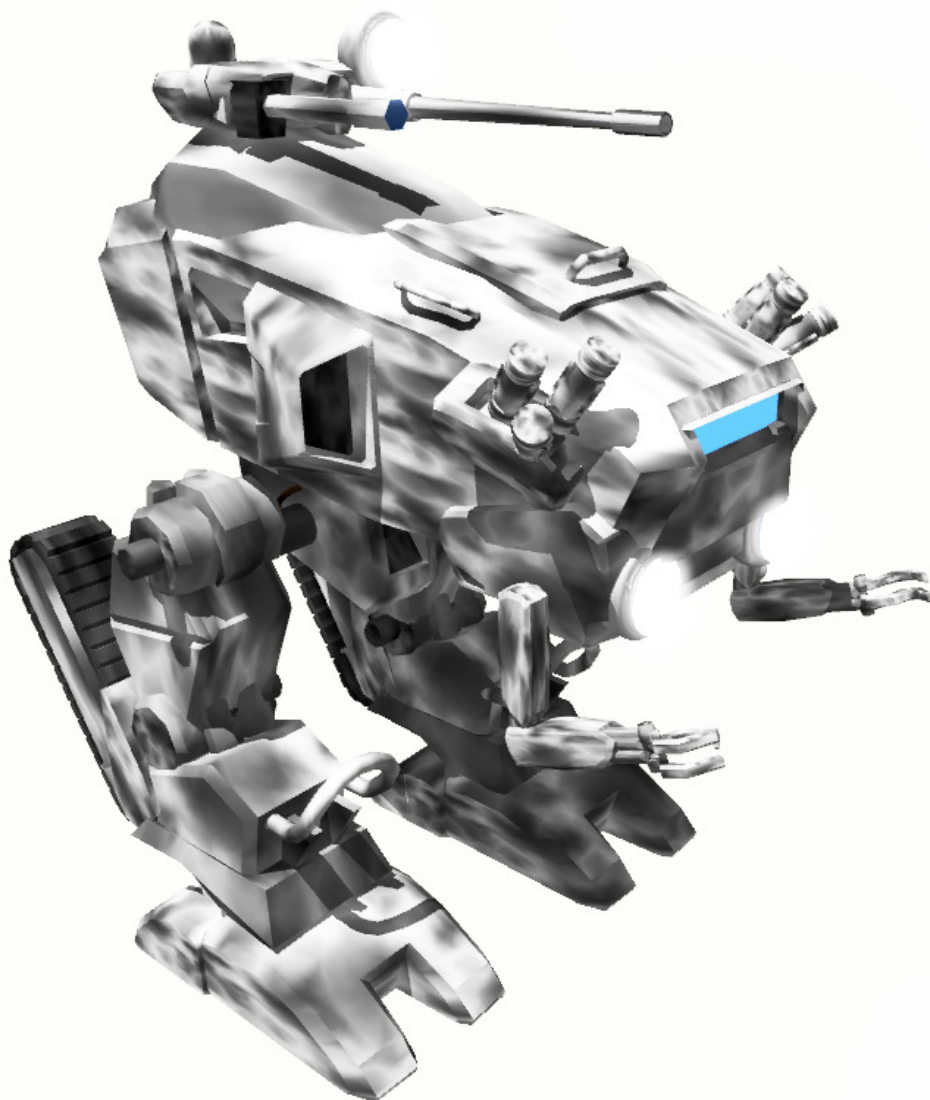**Defence:** 6 Smoke, 6 Prismatic Aerosols
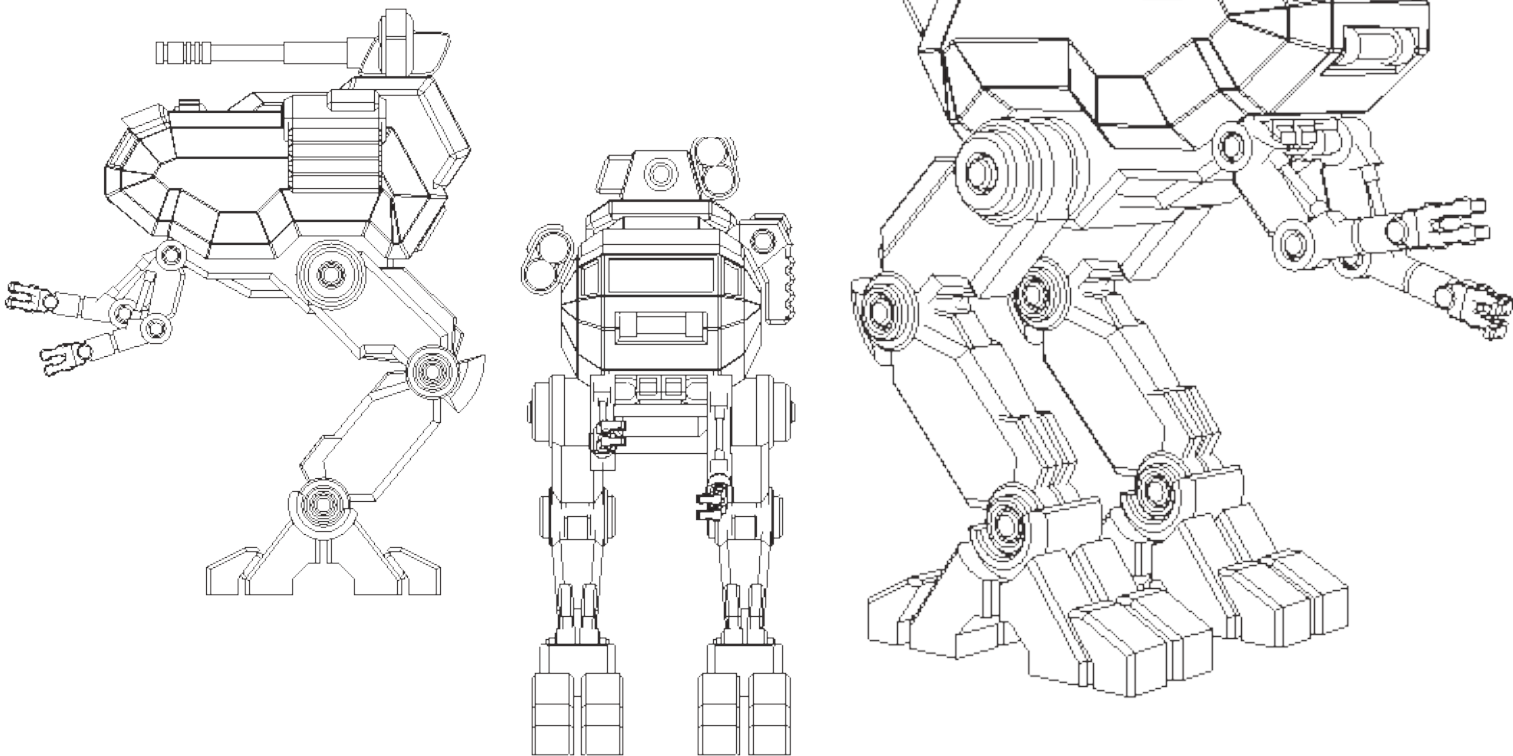
Russia

TW-9 Snow Walker

Like many French allies and client states, most of Russia's hardsuit inventory is of French design and manufacture. The TW-9 design, though, is a home-grown effort, and unlike most French designs, it is a walker. Russia has vast expanses of territory, much of it in rough, hostile terrain. The TW-9 is intended to provide a capable long-range patrol unit for these expanses, well-armed enough to deal with bandits, criminals and illegal wildcatters. However, as the design is modular, the weapons mix can be upgraded to a far more capable mix, and the unit's cross-country mobility makes it a serious, though unconventional, threat. The deployable skies and tracks turn it into a sort of snowmobile, and the included winch gives the walker impressive terrain-crossing abilities.

The TW-9 has never been tested in combat, and sees limited terrestrial use in patrols in and around arctic facilities.

TL	11
Slots	21/1
STR Modifier	-
DEX Modifier	-
Armour	20
Duration	8 hours
Cost	Lv91,650
Speed	8
Shipping Size	0.8 tons

Modifications: Basic Camouflage, Standard Communications (Encrypted), Basic Navigation (+1), Standard Sensors (+1), Powered Wheels, Manipulator Arms, Winch, NBC Protection

Armament: Automatic Grenade Launcher and FTE-10 in turret

TL	11
Slots	9/0
STR Modifier	+1
DEX Modifier	-1
Armour	10
Duration	4 hours
Cost	Lv55,000
Speed	5/25
Shipping Size	0.01 tons

Modifications: Basic Communications (Encrypted), Basic Sensors (+1), Chemscanner, Vacuum Protection, Extended Life Support, Oxygen Bottle, Assistive Exoskeleton

Armament: Carried Flamethrower or Carried Laser Carbine (same as LK-1)

(Guardian) Battlesuit

Russia is one of the three primary contributors to the forces of the Orbital Quarantine Command (OQC), inspired by the devastation suffered when an off-world fungus escaped from the Tamerlane Industries isolation lab on Novoya Zemlya in 2177. It took eight years to contain the infestation, and even today the fungus crops up on in isolated areas. High-intensity flamethrowers and napalm strikes were used to control it until a suitable bioagent could be developed to control it.

A Guardian suit as part of an OQC boarding team strikes terror in the hearts of merchants and free traders. It is not so much the enhanced sensors of the suit, but the flamethrower and the willingness to use it against biological material.

Ukraine

Zhaba-class Amphibious Hardsuit

Amphibious and swimmer units have to make trade-offs between underwater utility and surface utility, the key being to decide what the primary environment should be. Amphibious suits are primarily ground units that can move in water, for littoral operations and landings. The Ukrainians developed the Zhaba after a review of the Central Asian War, and the realization of the vulnerability of their Black Sea ports to attack from the east.

The Zhaba has only a very limited ability to actually fight in water, however, just a small 4 shot shoulder pod of super-cavitating micro-torpedoes. Otherwise their weapon mix is optimized for terrestrial use, with a carried 20mm autocannon Armour protection is good, though not outstanding.

TL	11
Slots	14/1
STR Modifier	+3
DEX Modifier	-2
Armour	20
Duration	4 hours
Cost	Lv87,000
Speed	5/25
Shipping Size	0.1 tons

Modifications: Basic Camouflage, Extended Life Support, Basic Sensors, Basic Underwater Sensors, Basic Navigation (+1), Standard Commo with Encryption, Swimmer

Armament: Carried 20mm Autocannon, 2 Super-Cavitating Microtorps,

Safe Depth: 100 metres
Crush Depth: 250 metres

TL	11
Slots	9/1
STR Modifier	+1
DEX Modifier	-2
Armour	14
Duration	4 hours
Cost	Lv50,600
Speed	6/30
Shipping Size	0.05 tons

Modifications: Extended Life Support, 1 Oxygen Bottle, Basic Camouflage, Basic Communications (Encrypted), Basic Navigation (+1), Standard Sensors (+2), Enhanced Visual Sensors, Assistive Exoskeleton

Armament: Carried DunArmCo M-600 9mm Gatling, carried 12mm Revolver

Texas

Bulldog Battlesuit

While Texas does have a heavy hardsuit force, they all use French-built BH-21 walkers, adapted for Texan service. A training company makes do with the old BH-12, which is not up for frontline service. This unit is occasionally used as a sort of ultra-heavy SWAT force, primarily called-out in cases of augmented criminals. These heavy units seldom deploy off Earth. It would take an act of Congress to provide authority for such a move.

The Bulldog was constructed to provide heavy close assault forces for rapid strikes and raids. This unit makes use of an assistive exoskeleton to take up some of the bulk of the heavy armour, which overloads the base amount an unaugmented human could wear.

Unlike many battlesuits, the Bulldog does not make use of Pack weapons or any integral weaponry at all. It is heavily-armoured, though, and equipped with enhanced sensors and life support, though it is not vacuum-capable.

In standard service, each Bulldog is equipped with a DunArmCo M-600 9mm gatling gun, fed from a back-mounted cassette. A carried 12mm revolver is the standard backup pistol issued, though many troopers privately procure P11Ms, or similar pistols. Other weapons include magazine-fed grenade launchers, and the occasional plasma gun, though these are rare in Texan service.