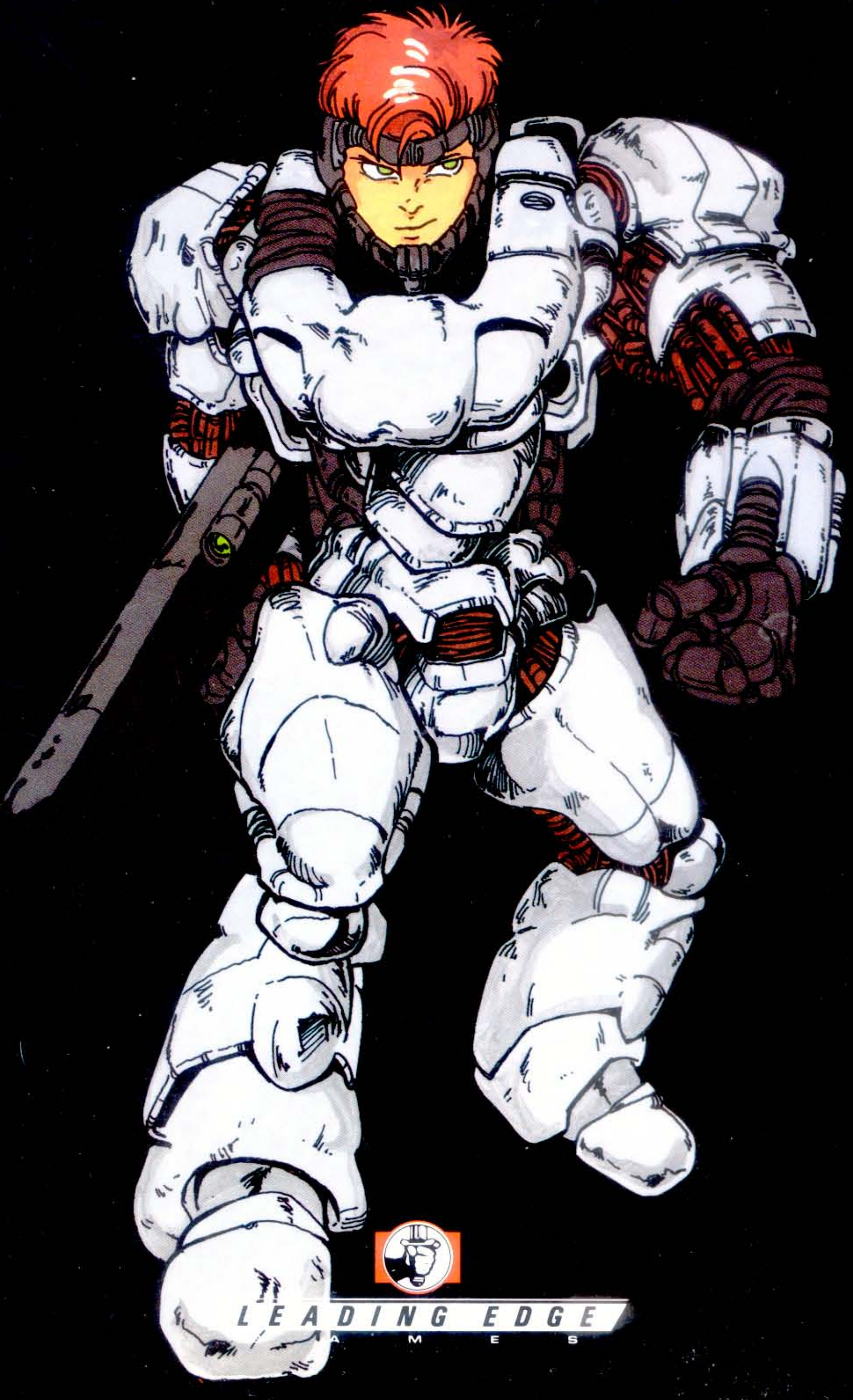
LIVING STEEL

PHOENIX COMMAND

HEAVY METAL

Power Armor Sourcebook



LEADING EDGE GAMES

INTRODUCTION

This supplement contains full information regarding the use of **Power Armor** in the **Living Steel Adventure Game**. It expands greatly on the effectiveness and durability of Power Armor in the game, through the use of an improved damage system and a closer look at the many systems in the armor. Twenty-eight different weapons are also presented, including both Battlepacks and Auxiliary Packs, all of them specifically designed for use with Power Armor. Full Status Sheets are included for eleven different types of Power Armor, including all the major types used by the Seven Worlds, the Starguild, and the Dragoncrests. For players interested in the earlier periods of the Living Steel storyline, data is given for all armor and weapons from 2146 to 2349.

The data presented can also be used with the **Phoenix Command Small Arms Combat System**, and a number of tables have been included specifically for that game. These tables may look a little intimidating to Living Steel players, but they are absolutely not necessary to use this product with **Living Steel**. They have been included for Phoenix Command players only, and can be ignored by Living Steel players. For those who use both systems, it is possible to pick and choose from among the data given, and to arrive at any desired level of detail.

Some of the material in this book was originally published as part of **Dragonstar Rising**, which covered the period of the First Seven Worlds - Starguild War. Players of that game will find that this material is completely compatible with it, and can be directly added to it.

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1

BACKGROUND

For two centuries, the battlefields of the Seven Worlds and the Starguild Imperium have been dominated by a single force; Power Armor. From its first use in boarding actions against a disabled Imperial Starfleet in 2167 to the Spectral Invasion of Rhand in 2349, Power Armor has amplified the combat abilities of individual soldiers to unprecedented levels and allowed small, elite units to easily defeat much larger forces.

To the Dragoncrests, it is an extension of the warrior's spirit into the physical world.

To the Swords of the Seven Worlds, it is Living Steel.

The Starguild's soldiers are less poetic. They just call it Heavy Metal.

1.1

HISTORY

This supplement covers the development and use of Power Armor by the Seven Worlds, the Starguild Imperium, and the alien Dragoncrests, from 2146 to 2349. During this time these three great powers fought several wars over the control of the rich Seven Worlds system, and the fate of Humanity. Each power was unique, and very unlike its two opponents.

Within the **Starguild**, people were divided into three hereditary classes; Starcaste, Landcaste, and Bondsmen. The Starcaste consisted of the families which led the corporations of the Starguild, and as rulers of the Imperium they were the only ones to fully benefit from Humanity's advances. Their stature was secured by their great wealth, their monopoly on advanced technology, and the military superiority that those things guaranteed. They were supported by the Landcaste, a class of people who oversaw production and who managed the lives of the Bondsmen. The Bondsmen were by far the most numerous, and by far the least privileged. They were the common people, the ones who did the work and whose lives were filled with labor and struggle, but held little hope.

The Starguild Imperium was created in the aftermath of the Corporate Wars of the mid-21st Century. Those wars saw the use of nuclear and biological weapons, as well as the other horrors of modern warfare. To prevent the loss of life and the financial devastation caused by uncontrolled war, the Corporations which handled high technology were formed into the Starguild Imperium and given complete control of advanced weaponry, space travel, and other technology-dependent areas. The prominence of the Imperium increased greatly during the Colonial Wars (2080 - 2086), when it proved to be the only force capable of halting the conflicts between the individual Corporations of Earth and their rebellious Colonies.

The caste system which supported the Starguild was presented as a benign and somewhat flexible way of restricting access to technology, in which those who could be trusted with power would be those who would wield it. Unfortunately it left both complete military power and financial control in the hands of a small group of people, and it was quickly corrupted. Within a few years the rights of the lower classes were being stripped away and dissidents were suggesting that the entire Starguild system had been created solely as a mechanism by which the powerful could cement their control over Humanity.

Dissatisfaction grew, and riots and civil disorder became increasingly common during the early years of the 22nd Century. A group of rebels, led by members of the Starcaste who could not accept the way their peers ruled Humanity, left the settled areas of space behind and set out to establish their own society. By 2140 they had turned the free **Seven Worlds** system, which contained seven habitable worlds in orbit around a single sun, into a rallying point for those who wanted a chance to control their own lives. The Starguild could not accept this rival power, and countless battles were fought on dozens of worlds as the Starguild sought to destroy the Seven Worlds. In 2170, the

"Daddy, tell me the story about Upward Mobility again."

A child asking to hear a popular Bondsmen fairy tale.

Dragoncrests™ entered the scene. A saurian race of warriors, the Dragoncrests were rulers of a vast empire of their own, and they considered the Seven Worlds system to be an irresistible prize. They joined in the battle, making war with both the Seven Worlds and the Starguild.

Assailed by two powerful enemies, the Seven Worlds system was at last overwhelmed in 2194, and the Imperial flag was raised in the system. War between the Dragoncrests and the Starguild continued, however, and the Starguild was unable to consolidate its gains. By 2220 the Dragoncrests were winning the war, and the sons and daughters of the Seven Worlds were able to rise up again, and resist the Starguild. Generations of warfare followed, still centered on the Seven Worlds system, until the closing years of the 23rd century, when the Dragoncrests suddenly withdrew to face an unknown threat from the other side of their empire. What remained of the battered Seven Worlds society fought a final engagement with the Imperium, and then vanished from known space with their entire space fleet. The victorious Starguild entered a Golden Age.

A generation later, in 2337, both the Dragoncrests and the fleet of the Seven Worlds returned to the Seven Worlds system as a united force, and the Third Seven Worlds-Starguild War was begun. This war was soon interrupted by the alien race which had devastated the Dragoncrests: the **Spectrals**™. They invaded human space in force, their attack clearly aimed at genocide. All available Starguild forces rallied to face this new opponent, and contact with the Seven Worlds ended.

The Spectral invasion has been Humanity's greatest test. The mighty Starguild Imperium is collapsing under the onslaught and desperate struggles have broken out on dozens of worlds.

1.2

THE DRAGONCRESTS

Humanity has encountered many alien lifeforms during its time in space. A few, such as the powerful Larden and the swift, slender Strak, have had recognizable intelligence and civilization. None have been anything at all like the **Dragoncrests**.

The Dragoncrests are a highly intelligent, technologically sophisticated race which look like bipedal reptiles. They apparently rule their own vast interstellar empire, and seem to have been a spacefaring race for far longer than Humanity. They are also extremely warlike, and have an overwhelming devotion to their unique code of honor in battle. They have demonstrated their substantial combat skills on countless occasions, in space and on planetary surfaces.

Dragoncrests weigh roughly 240 pounds, are built along saurian lines, and are warm-blooded omnivores. From the waist up they are essentially humanoid; their torso includes a spine and ribcage, and their powerful arms have the same general uses and range of motion as those of humans. Their legs and lower torso, however, are very different. These are similar to those of a dinosaur, with a wide carriage, reverse jointed legs, and a powerful, agile tail that is used for balancing and in combat. Their hands have three fingers and two thumbs, and Dragoncrests also sport the spiked crest which earned them their name; it runs from the forehead all the way down the back and onto the tail. Although their skin appears scaly, it is in fact made of a thick, finely woven mat of fur.

Most of their senses are acute. Dragoncrest vision spans into the infrared, and their eyes are shielded by three sets of eyelids; in addition to the normal type, they have a protective lid that is transparent, and another layer that filters out ultraviolet radiation. Several different eye colors are possible, but this has no known significance. Smell and hearing are likewise good, and the Dragoncrest's ears are deployable.

Their tactile senses, however, are poor. In spite of this weak sense of touch, they have extremely good eye-hand coordination, and are therefore very talented in combat and with manipulating technology. Their balance is also superb, aided as it is by use of the tail.

Their needs for food, water and air are quite similar to those of Humanity. Despite this relative similarity of physiology, they are apparently immune to bacteria, viruses, and poison. This is probably due to one of their most noteworthy attributes, their exceptional regenerative ability. Virtually any wound which does not kill a Dragoncrest outright will heal, and without scarring or long term disability. In fact, the Dragoncrests are fully capable of regrowing entire limbs when necessary. Evidence even exists that the Dragoncrests have a form of immortality. They certainly have no fear of death.

Their body temperature is somewhat lower than a Human's, and is regulated by panting and by use of the crest. The spines in this can be raised or lowered as necessary, to radiate or conserve heat. Dragoncrests do not perspire, and they do not like water. Their coat absorbs it quickly, becomes rather bedraggled, and dries slowly.

"No longer will the powers of Technology run wild, to imperil all our lives. No longer will the spectres of war and nuclear annihilation haunt us. From this day forward, the power of the Starguild will preserve and protect all Humanity."

Mark Heisson, at the signing of the Starguild Conventions 2065

Among themselves, Dragoncrests are telepathic. They do not speak to each other at all, and their awareness of each other's activities is phenomenal. Evidence indicates that a Dragoncrest can broadcast its experiences directly to any or all other Dragoncrests, regardless of how near or far away they are; this ability spans light years. Dragoncrests can learn to speak Human languages, however, although they have heavy accents and are very difficult to understand. Whether they speak or not, all Dragoncrests comprehend human speech, and most of them are literate as well. The race as a whole has an excellent grasp of Humanity's history, in sharp contrast to Humanity's knowledge of them.

Dragoncrest Honor

In spite of their many oddities, it is the Dragoncrests' unwavering commitment to their code of battle which is their most unusual trait. This code is an absolute among Dragoncrests; it is not subject to interpretation, and there are no Dragoncrests anywhere who do not whole-heartedly live by its rules. To call it a code, in fact, is perhaps misleading. It is not written, and it has no specific clauses or guidelines. It is simply the way in which the Dragoncrests live, and it is utterly unquestioned.

The code is built on warfare, and on honor. Dragoncrests live to fight. Not to kill, or to conquer, or for any of the other reasons for which Humanity wages war, but simply for the fight itself. To them, all learning and growth come from battle, and for them this may be true. They certainly do very little else. Fighting, however, is not enough.

The Dragoncrests feel combat must be honorable to be of value, and they base their actions (and their choice of foes) on this. Battles should be one-on-one, whenever possible, and the odds must certainly never be weighted in favor of the Dragoncrests. Technologies used should also be balanced; a Dragoncrest thinks nothing of removing its armor to do battle with a roving beast of prey, for example, or a technologically unsophisticated opponent. They also have no interest in involving beings which do not wish to fight. A non-combatant is utterly safe from Dragoncrest fire.

It is possible that much of what humans perceive as odd about the Dragoncrests is a result of their long mastery of their environment. Being completely telepathic and highly advanced, they never fight among themselves; they are unified in purpose and vision. What is more, until they encountered Humanity, the Dragoncrests had never met a species which could match them. These two facts, when combined with their warlike nature, have left them with a unique view of battle. They do not perceive anything in the universe as a threat or an enemy, because they have never been threatened. Combat is simply a testing process, in which they seek growth.

Dragoncrest Tiers

There are four **Tiers** of Dragoncrests, representing different levels of maturity. Roughly 30% of Dragoncrests are 1st Tier, 60% are 2nd Tier, and 10% are 3rd Tier. Only one Dragoncrest in 1,000 is 4th Tier. As a Dragoncrest advances through the four Tiers, a process which may take many, many decades, it acquires greater and greater levels of wisdom and sophistication. 1st Tier Dragoncrests are still somewhat infatuated with the thrill and exhiliration of battle, while those of higher Tiers are increasingly focused on the reasons behind a combat.

The following **Dragoncrest Statistic Table** presents statistics for each Dragoncrest Tier. Normal rules apply to all aspects of combat, but special rules must be used when handling Physical Damage and Knockout due to the Dragoncrest's tremendous recuperative powers, discussed in Section 3.3.

DRAGONCREST STATISTIC TABLE

Ranking	STR	INT	WILL	HLT	AGI	Level	CA	KV
1st Tier	12	12	20	Spec	20	6	11	300
2nd Tier	12	13	20	Spec	20	8	12	600
3rd Tier	14	14	20	Spec	20	12	13	2700
4th Tier	16	16	20	Spec	20	16	13	7700

"We thinks, therefore we ams."

Announcement of Dragoncrest Chief Speaker
(The Dragoncrests' grasp of grammar has always been weak)

"Power Armor amplifies the physical, allowing it to keep pace with the spirit."

Dragoncrest, 4th Tier

"Take me to your leader."

Dragoncrest / Human Phrasebook

2

POWER ARMOR

Power Armor is a natural extension of combat technology in an envionrment where restraints on personnel and transport dictate the use of elite and highly trained units employed in precise and well-defined missions. It was not Humanity which was the first to develop it, however. Power Armor was originally created by the alien Dragoncrests and later copied by the Seven Worlds and Starguild. This Chapter presents a discussion of the history of Power Armor and the types and models which have been developed. It also presents an overview of Power Armor's key components and Subsystems.

2.1

POWER ARMOR CONFIGURATIONS

Power Armor is a full coverage exoskeleton with its own power supply and servos. First developed by the Dragoncrests, it was adopted by the Seven Worlds because it maximized the effectiveness of their limited manpower. The Imperium was forced to begin fielding Power Armor units in response, although they still prefer to use the more numerous, and cheaper, Non-Powered Infantry.

In order to use Power Armor, the wearer must have surgically implanted **Reference Nodes**. These small metal plates are attached to the bone and are used to precisely monitor the user's body attitude and location. They are vital to control the suit's movement and are a key factor in the precise command and control of the suit. Because of the expense involved in preparing and training someone in the use of Power Armor, the warriors are far more valuable than their suits. Only the most highly qualified are selected for assignment to Power Armor units.

The Armor Panels on each suit are replaceable, and are mounted to an internal structural frame. The frame provides all joints, hydraulic mounts, and equipment mounts, as well as structural strength. The size and strength of the frame determines the suit's combat load and the weight of armor that may be carried.

One of the primary limitations on Power Armor is that its great weight can collapse normal floors and structures which are not designed for heavy loads. Because of this, the Starguild has developed several different Power Armor models, each for a separate purpose. **Heavy** Power Armor is used for field combat, **Medium** for cities, and **Light** for Starfleet vessels. Other types exist as well, particularly **Skiffdress**, which is used when boarding commercial spacecraft. Within the Starguild, warriors who use one type of Power Armor are not generally skilled in the use of the other types.

The Seven Worlds and the Dragoncrests handle this problem in a very different way, and for rather different reasons. Seven Worlds economic and manpower limitations force them to field Power Armor soldiers who can be used anywhere. The Dragoncrests, on the other hand, cannot bear to miss a good fight, and need to be able to adapt quickly to changing circumstances.

Regardless, the weight of the Power Armor of both groups can be easily altered, to conform to whatever environment presents itself. In just a few minutes, these suits can be changed from full weight Heavy Power Armor, through Medium and on down to Light configuration. This is done through the removal of Armor Panels; the suit's primary computer, called a BiComp, automatically adjusts for changes in mass loading.

While these suits are not as effective in the lighter classes, pound for pound, as their Starguild counterparts, this approach does allow each Power Armor warrior to make his presence felt on any battlefield.

"No one ever won a war by spending his economy into bankruptcy. He won the war by making the other poor dumb guy spend *his* economy into bankruptcy."

Marshall Paul "Blood 'n Bucks" Maul

2.2

SEVEN SWORDS POWER ARMOR: LIVING STEEL

Seven Swords Power Armor (7SPA) was developed on the Seven Worlds long before the Starguild introduced Power Armor into service. It is based on Dragoncrest Power Armor, and was refined during the Seven Worlds' many battles with the Dragoncrests and the Starguild. The code name for 7SPA is **Living Steel**, which is a direct translation of the Dragoncrests' word for their own Power Armor suits.

Currently, Living Steel is the ultimate in Human Power Armor systems. Its principal weapon is the **Seven Swords Battlepack**, but a variety of **Auxiliary Packs** round out its offensive abilities. Auxiliary Packs are specialized weapon and equipment packages which can be added to the suit to tailor it for a specific mission. The selection of these Auxiliary Packs is up to the user's tastes and style of combat, and they contribute significantly to overall performance. Dozens of varieties are in use, and they are discussed in Chapter 5.

Living Steel can be adapted to three configurations, all of which are derived from the same model. The first has a ground pressure equivalent to Heavy Power Armor. The second has an outer layer of armor panels removed, reducing the ground pressure to Medium class, while the third has been stripped to its basic frame and inner armor panels and has a ground pressure equivalent to Light Power Armor. This configuration is used for Starfleet operations.

Living Steel was first fielded in 2146. This **First Generation** of Living Steel saw service from 2146 to 2180. In 2181 the Seven Worlds' Power Armor was updated to a Second Generation model. These suits were identical in design and function, but improvements in efficiency allowed a greater weight of armor to be carried and resulted in a significant improvement in armor protection. The **Second Generation** models saw service from 2181 to 2194, when the Seven Worlds fell to Starguild forces. The Dragoncrest War with the Starguild and the subsequent liberation of the Seven Worlds led to the development of a **Third Generation** of Seven Swords Power Armor in 2230, with more improvements in armor protection. This design saw service from 2230 to 2292 with little change. The constant wars with the Dragoncrests and Starguild left little time or resources for product improvement, and Power Armor using existing Human technology had essentially advanced to a final stage. When the Seven Legions and the Dragoncrests returned to the Seven Worlds system in 2337, it was discovered that the Seven Legions troops had been re-equipped with Living Steel suits of **Dragoncrest** manufacture. These suits were first made in 2309 and are effectively the same as Third Generation Living Steel, with a slight improvement in protection, but they have clearly been manufactured using very different techniques. There are still many Third Generation models in use by other Seven Worlds troops, which have been produced by Seven World rebels and by RMBK on the planet Rhand.

"No, you can't fill your Aux Pack with junk food."

Derek

"No, you won't need a sleeping bag. It's not that kind of Backpack."

Derek

2.3

STARGUILD POWER ARMOR

Starguild development of Power Armor began immediately after the destruction of the Imperial Guard on Getra in 2180, by Dragoncrests equipped with Power Armor. Up to that time the Starguild was unaware of the existence of such an offensive weapon and the Seven Worlds had not used Power Armor on any of its raids into the Starguild. Shortly after the destruction of the Guard, the Seven Worlds began using its Power Armor in Dragonstar raids into the Starguild. The Starguild had been made painfully aware of this new threat, and the Seven Worlds aggressively exploited their advantage.

These were bleak times for the Starguild. Their ground forces had few weapons capable of dealing with Living Steel, and heavy weapon emplacements were no match for Power Armor's mobility and firepower. In response, the Starguild began a top priority development of their own Power Armor and introduced high penetration weapons into their inventories. By 2187, the **First Generation** of Starguild Power Armor was in the field, primarily being used to guard key installations and facilities. This First Generation Power Armor was crude and lacked the protection offered by Seven Worlds suits, but it was augmented by powerful **Gauss Machine Guns** and was soon available in larger numbers than the Seven Worlds could field. First Generation Power Armor served the Starguild well and played a key role in the ultimate defeat of the Seven Worlds in 2194. Throughout 2187 to 2194, Starguild Power Armor became available in increasing numbers. One on one, the Starguild's Power Armor was no match for the Seven Worlds models, but the Starguild had almost unlimited resources and Seven Worlds forces were unable to turn the tide.

"It wasn't honorable in the least, but it was effective."

Senator P. B. Judik
Starguild Appropriations Committee

First Generation Starguild Power Armor (2187 to 2208)

The Starguild's original Power Armor design was available in four models; Heavy, Medium, Light, and Cargo. The Heavy, Medium, and Light were identical to their equivalents in the Seven Worlds while the fourth, the Cargo model, was designed to keep up with Non-Powered Infantry. It was an excellent weapon platform, and soon replaced fixed and vehicle mounted weapons at Starguild sites and significantly improved Non-Powered Infantry firepower.

Unlike the Seven Worlds, Starguild models are specific in application. They cannot be modified from one configuration to another. This specialization made the lighter models more efficient than the Seven Worlds counterparts and was feasible only because the Starguild had large enough resources to have all types of Power Armor available for a given operation.

The biggest difference between Starguild Power Armor and that of the Seven Worlds was in weaponry. The Starguild relied on powerful **Gauss Machine Gun Battlepacks (GMG)** whose weight and bulk made additional weaponry such as Auxiliary Packs impractical. The GMG is a potent weapon whose major advantage is its long range. While the Seven Worlds relied on the single shot Rocket Rifle, the Starguild GMG was equally effective at short and long range and was a perfect offensive weapon for the assault on the Seven Worlds. Seven Worlds weapons and Power Armor were designed for close combat and the use of the Dragonstar Teleporter, which allowed the Seven Worlds to introduce the Strike Team directly into the target site.

Two other major reasons for the difference in weapons were economics and logistics. The Starguild could easily afford to supply expensive weapons with costly ammunition to their troops, while the Seven Worlds was stretching itself economically to field as many Living Steel warriors as possible; the comparatively inexpensive Lase Cannons and similar weapons used by Living Steel helped limit the price of the very expensive suits. Additionally, the Gauss Machine Gun Battlepack has a fairly low ammunition capacity, and must be frequently reloaded. This means that the Power Armor soldier must be out of combat a higher percentage of the time, and that large quantities of ammunition must be supplied for long engagements. The Lase Cannons of the Seven Worlds allow the user to remain in the field for extended periods, and require nothing more than the replacement of a rechargeable power pack. This minimizes the need for supply depots and personnel, and is another reduction in cost.

"If you have enough ammo, it doesn't matter how badly you aim."

Axly Suregrip

Second Generation Starguild Power Armor (2209 to 2251)

After the defeat of the Seven Worlds in 2194, the Starguild introduced a Second Generation of Power Armor models. These were based on the First Generation, but took advantage of designs and product improvement captured from the fall of the Seven Worlds.

Apart from a general improvement in armor protection, the Starguild made no major changes or advances in Power Armor design or configuration.

Third Generation Starguild Power Armor (2251 to 2349)

In 2251 the Starguild's military was equipped with updated and standardized weapons. A Third Generation of Power Armor suits was introduced, which were simple updates of existing models. The Starguild rearmament was a massive project and set the stage for the reconquest of the Seven Worlds and later expansion into Dragoncrest territory. It was an undertaking which stressed production, cost, and schedule and left little room for improvement in design. It did result in a coordinated refitting of the Starguild military, however, and provided the weapons which would serve the Starguild in the decades to come.

"How To Get Promotions That Others Deserve."

From Axly Suregrip's
Combat Command Series of
Officer Training Manuals

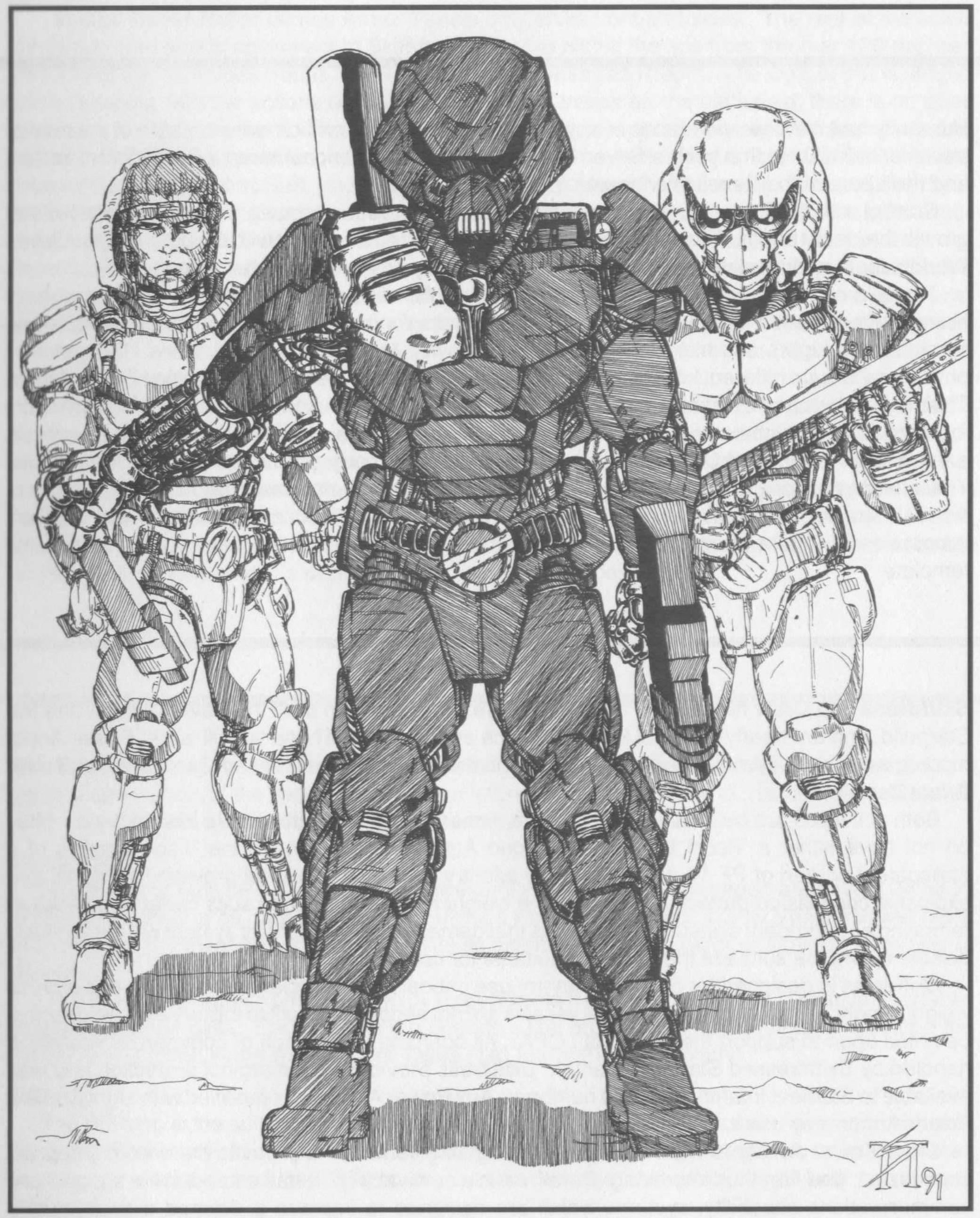
The following are a number of Power Armor models used throughout the Starguild.

Heavy Combat Power Armor (HCPA)

HCPA is the standard Starguild ground combat model. Its gross weight is 900 pounds and is limited by its resulting ground pressure. Any greater weight would be too heavy for common ground conditions, and the 900 pound gross weight limit has become standard. Eighty percent of all Starguild Power Armor units are armored in HCPA.

Medium Combat Power Armor (MCPA)

MCPA is found in Medium Power Armor units and is used in areas where the footing, whether ground, buildings, or other structures, will not support the weight of HCPA. MCPA units are used in city and street fighting and are made up of recruits showing the highest initiative and morale, as these play a key role in close combat. Its gross weight is 600 pounds



Starguild Medium Power Armor (foreground)
Starguild Light Power Armor (background)

Light Combat Power Armor (LCPA)

LCPA is a suit of Starfleet Power Armor with a gross weight of 300 pounds. It is designed for use onboard military starcraft, as MCPA and HCPA are too heavy for this role. While Power Armor is a minority within Starmarine forces, the **Starfleet Infantry** which serve in space are entirely Power Armor trained and equipped. They are a small and highly trained body of men and women, and are rarely employed in ground combat.

Slow Cargo Carrier (SCC)

SCC is designed specifically for supporting Non-Powered Infantry. It has a maximum speed of 4 Hexes Per Phase (HPP) and a high Combat Load, allowing it to carry the Cargo Battlepack or two Heavy Battlepacks. It is used by Starmarine forces and a few elite Landcaste units to carry ammunition, Battlepacks, and heavy ordinance, and has a gross weight of 900 pounds.

"How To Lead Without Getting Shot."

From Axly Suregrip's
Combat Command Series of
Officer Training Manuals

"How To Avoid Going Into Battle Without Looking Like a Coward."

From Axly Suregrip's
Combat Command Series of
Officer Training Manuals

"How To Give Speeches Without Really Saying Anything."

From Axly Suregrip's
Combat Command Series of
Officer Training Manuals

2.4

DRAGONCREST POWER ARMOR

Humanity had met few alien races of any intelligence, and none which were capable of interstellar travel, until 2140. In that year, a Seven Worlds research base encountered a Dragoncrest vessel, and the future of the Seven Worlds was irrevocably altered.

Conflict with the Dragoncrests was unavoidable; they live for combat, and for the wisdom and growth they feel it brings. They seemed particularly interested in combat with the people of the Seven Worlds, for they apparently felt they had found a society worthy of their full attention.

There is only one model of **Dragoncrest Power Armor** and it has not changed throughout Humanity's contact with them. It is easily altered into each of the three configurations (Heavy, Medium, and Light), and has all the functions of Power Armor made for Humans. Dragoncrest physiology is quite different from Human and in many respects superior for supporting Power Armor. Their wide pelvis and oversized feet spread out the weight of their Power Armor, making it possible for them to field much heavier armor for the same ground pressure. This gives the Dragoncrests a large edge in terms of Combat Load and allows them to carry additional equipment and tools. These pieces of equipment are the subject of Section 3.5. In all other aspects, Dragoncrest Power Armor is similar to Power Armor for Humans and rules and descriptions of its function are identical. It most closely matches Seven Swords Power Armor, which used the Dragoncrest model as a design template.

"Isn't it enough that the Dragoncrests are in armor? Do they have to have weapons too?"

Sgt. Servo

2.5

SKIFFDRESS AND CREW POWER ARMOR

Skiffdress and **Crew** models of Power Armor are in service with both the Seven Worlds and the Starguild, and are nearly identical in performance and function. These two ultralight Power Armor models were each introduced into their respective militaries in the Second Generation of Power Armor design.

Both suit types are built on very light Power Armor frames with **Ultrasonic Vision Gear**. They do not have either a Visual Unit or an opaque Armor Visor. Instead, the Visor consists of a transparent screen of PF 10 and a standard infantry Ultrasonic Headset providing shrapnel and explosive concussion protection. Most of the weight reduction in these suits came as a result of removing all redundant systems. This means that damage to any major suit system will immediately disable it, and the suits are therefore not suitable for combat.

Skiffdress is designed for Starfleet Infantry use onboard commercial starcraft, and has a gross weight of only 300 pounds. Commercial vessels are not necessarily built to military code and cannot be relied upon to support the weight of LCPA. All boarding and search of commercial vessels is handled by Skiffdressed Starfleet Infantry. Skiffdress provides only marginal protection and was available to Starfleet Infantry in limited numbers. Any Power Armor user qualified with Light Combat Power Armor may use it.

Crew Power Armor is worn by the crew of fighting vehicles. It protects them from shrapnel, concussion, and fire, thus improving overall vehicle survivability. It has extended life support and communications capability, systems which are designed to improve a downed crewmember's chance of rescue. Crew Power Armor has no additional armor over the basic frame.

2.6

TEMPLAR POWER ARMOR: NEEMIS ENTERPRISES

Templar Power Armor is a lightweight form of Power Armor designed for **Neemis Enterprises' Drop Troops**, expendable soldiers equipped with the deadly drug Amphicane (Section 7.1). Templar Power Armor is unique in many respects. While Power Armor is in general designed for reliability and survivability, Neemis Enterprises gave the Templar suit simple electronics and no redundant systems. The suit's low weight allows it access to all but the weakest structures and its simple design allows it to carry armor equivalent to most Medium configurations. It is little more than an armored version of Skiffdress, but since it is used with expendable infantry it is only natural the suit not be designed to outlast the wearer.

The name Templar was apparently given to these suits in honor of the bravery of the Knights Templar of the Crusades on Earth in the 12th and 13th Centuries. Military analysts have found the name to be very appropriate, as the image of heavily armored knights blundering off through the desert to their doom seems to fit rather well.

"The armor sucks, but we all get real big guns."

Neemis Enterprises Templar soldier.

Templar Power Armor carries Armor Panels only on its front and sides. The rear of the suit is lightly armored and is equivalent to Skiffdress; any fire hitting the suit from the rear 120 degrees should use the Skiffdress Status Sheet to determine penetration depth. The logic of this is simple, and in keeping with the actions of Neemis Enterprises troops on the battlefield; there is no good reason to get shot in the back. The suit's visuals consist of a simple infantry style Ultrasonic headset behind a PF 10 transparent visor; like Skiffdress, there is no Armor Visor. Inside the suit the user wears a **Level 2 Combat Suit**, and has a **Neemis Enterprises PortoCannon** strapped directly to it. This design allows the user to abandon the Templar suit quickly by firing explosive bolts which detach the rear portion of the suit. The user then simply steps out of the suit, picks up the PortoCannon, and is back in action, a process which takes 10 Actions. Neemis Enterprises' use of Amphicane normally means the wearer outlives the Templar suit, which simply improves overall action time as it reduces most incoming fire to Low Velocity Damage. As mentioned above, the user is wearing a Level 2 Combat Suit and Helm inside the Power Armor; the protection of this Combat Suit is included in the Power Armor's overall protection.

One item of merit on Templar Power Armor is an **Escape Decoy** designed to cover the user's exit from the suit. This Escape Decoy inflates into a 1 hex spherical balloon blocking Ultrasonics and all forms of vision. It is semi-rigidly supported and will not deflate when punctured. After the user has emerged from the Power Armor and readied himself, the balloon bursts, releasing him into the battle. The balloon material later deflates and can be reassembled as a body bag. Neemis Enterprises solicits ads and promotional material for printing on these balloons. Unsold ad space is given to the Templar suit's wearer for his own personal messages.

"We were going to call it Cyclops, because he didn't have a redundant system either."

Neemis Enterprises Sales Representative talking about Templar Power Armor

2.7

POWER ARMOR SYSTEMS

This section examines the basic systems of which Power Armor is composed. It is intended as a general description of the systems with some information on service and maintenance. Detailed rules on how these systems apply in game terms are contained in Section 3.4.

Power Unit

Power Armor runs off a rechargeable power unit which must be recharged after every 24 hours of operation. Recharge may be performed using a Power Receiver or a Grav Vehicle power plant. Full recharge of Power Armor Power Units takes one hour, but half charge is attained in the first 15 minutes.

Power Armor may also be recharged by **Expendable Power Packs (EPP)**. These are portable, single use power cells. Each weighs ten pounds. The number of EPP required to recharge the Power Unit is given in the **Armor Data Table (1A)** under the EPP column.

BiComp

The BiComp is the suit's computer and target designator. It regulates suit movement, sensors, equipment, communications, and balance, and passes all significant information to the suit's wearer. In action, the wearer and the BiComp are a team with the best attributes of both human and computer.

The BiComp is a state of the art processor. It responds to voice and physical commands and can be programmed to take control of some of the suit's functions if the user becomes incapacitated. Simple activities, such as activating medical circuits, maintaining communications, and crawling toward safety, are possible; other actions, such as aiming and firing, or walking upright, are not a part of standard programming. The BiComp is a sophisticated processor capable of complex programming, but does not have its own intelligence. It is capable only of preprogrammed decisions.

Trident's RMBK team on Rhand was working secretly on a BiComp with artificial intelligence, code named **ICON**. Such research violated all conventions of the Starguild, and the project was assumed destroyed during the Spectral invasion of Rhand in 2349.

"If You Can Read This, You're Doomed."

Printed on a Templar Escape Decoy Balloon

Life Support

Power Armor includes a Life Support system with air rebreather and thermal control. The Life Support system draws air, water, and power from a small pack; most Human suits have a rated capacity of 24 hours. For extended use, extra packs can be carried. A pack designed for operation in a lethal atmosphere weighs 7 pounds. Packs for worlds in which breathing air can be filtered from the atmosphere weigh 2 pounds.

"High Casualties? Call Neemis Temp. Warm bodies when you need them."

Neemis Enterprises ad

"Scouting reports underestimated enemy forces? Call Neemis Temp. No foe is too big, no fee is too big."

Neemis Enterprises ad

"Offensive opportunity of a lifetime? Call Neemis Temp. Expendable troops in a hurry."

Neemis Enterprises ad.

Medical Aid

Power Armor not only protects the user from his environment, it provides **Autonomous Puncture Repair** and medical aid. When a suit is punctured, it automatically attempts to seal the breach. The chance of successfully accomplishing this depends on the Damage Class (DC) of the injury. The wounded man should roll a 1-20 random number each time he takes a penetrating hit. If the number rolled is less than the Damage Class of the injury received, the suit failed to seal. If he is in a hostile environment, this is a major problem. If he is still conscious he can attempt to patch the hole with a **Sealing Unit** located in the palm of each hand. Using this unit takes only 1 Action Count and all he need do is place the unit over the breach. Chemicals released by the suit in the breach location will automatically activate the sealing unit. The system does not work for punctures he cannot reach.

The **Medical Aid** system is simple and effective. Whenever the suit is punctured and the user's body functions indicate he has been incapacitated, the suit liner automatically constricts about all wounds. This limits bleeding and doubles the injured's **Critical Time Period (CTP)**. The suit then activates a **Homing Beacon** and continues to monitor body functions. When the user's body functions indicate impending death, the suit injects him with the drug **Oxyspan** (see Section 7.1). This increases his Critical Time Period to two hours, or 100 times his CTP, whichever is less. Only one dose of Oxyspan can be taken, and at this point the suit has done all it can. If the user dies, it modifies its beacon signal letting would-be rescuers know there is no need to hurry. The Suit also transmits the drug status of the user so a combat medic can assess which Combat Drugs have been taken.

Armor Panels

Power Armor has replaceable Armor Panels which mount to an internal structural frame. Starguild Armor Panels can only be removed and replaced at a repair facility. Living Steel and Dragoncrest Armor Panels can be removed, in part or totally, under field conditions and without affecting the suit's function. Anyone skilled with Power Armor may make the adjustment, although repair technicians usually do the work. The BiComp will automatically adjust for changes in mass loading.

Power Armor **Configuration Changes** for Living Steel and Dragoncrest suits involve the removal or addition of Armor Panels and equipment such as Power Packs. Normally the addition of Armor Panels from Medium to Heavy or Light to Heavy configuration takes one technician 8 hours to perform, test, and verify. Up to 4 technicians can be put to work and reduce this time to 2 hours. Removal of the equipment from Heavy to Medium or Medium to Light configuration takes one tech 1 hour and up to 4 technicians can work simultaneously. In the field, the Power Armor can go from Heavy to Medium to Light by firing **Explosive Inserts** in sequence. This nonreversible alteration takes only 30 seconds per stage. It requires no outside help and can be performed by the user. Refitting the suit back to heavier configurations once the explosive inserts have been fired requires double normal buildup times and may be performed in the field.

Hydraulic System

The suit's motion is powered by two redundant hydraulic systems. Either one will provide full function. The two for one redundancy improves reliability and survivability. It also provides the capability for **Boost Power**, which uses both hydraulic systems simultaneously, rather than one. It consumes twice the power and generates twice the waste heat, but allows the user to jump further, accelerate quicker, and produce greater static strength.

Boost Power is limited to short emergency actions, and can fatigue and damage the suit if used at full combat load. In game terms, this allows someone using Boost Power to perform certain actions which are beyond the suit's normal limitations. The wearer may jump 40% further, lift or push with twice as much force, or carry double the NonCombat Load (see Table 1A) at low speeds (2 HPP maximum). Each Phase the wearer attempts to prolong one of these feats, or moves at a higher speed, there is a 10% chance of significant damage being done to the structure of the suit. Each time damage occurs, the Action Count cost for all uses of the limb(s) involved is doubled.

Defensive Systems

Even with its tremendous offensive capabilities, Power Armor is primarily a defensive system. It was originally adopted to protect the user from explosive concussion and penetrating damage, and the power necessary to move the armor naturally resulted in greater carrying capacity. This in turn allowed heavier and more lethal weapons to be carried, as well as the wide variety of sophisticated defensive measures built into the armor.

To confuse enemy auto-detection and targeting systems, the outside of a suit has **Radar Damping Surfaces** and a passive **Spectrum Regulation System**. This system controls the reflection of light striking the armor, allowing it to produce any color or pattern of colors desired. This provides a chameleon-like ability and enhances stealth and concealability in any environment. Pattern color and shape are controlled by the suit's BiComp. In noncombat conditions, this system is used to display badges of rank, unit logos, and color schemes which take the place of uniforms.

The release of heat is kept to a minimum, and is directionally emitted from the backpack. This reduces the thermal profile when viewed from the front. In an emergency, a suit equipped with a **Thermal Dam** can go to maximum shutdown mode, with waste heat stored in the dam. This dam has a one hour capacity in maximum shutdown mode, and a one minute capacity at normal operations. After that time, normal thermal emissions must be resumed to prevent overheating. This Thermal Dam can be emptied by spending one minute at maximum shutdown with normal thermal emission.

Power Armor is also equipped with a passive **Target Warning Device**, which automatically informs the user if he is being aimed at by a weapon which has an Advanced Aiming System. These systems use laser range finders and radar to track target motion, to determine the range to the target for lase beam focusing, and to adjust for wind and other conditions. The Target Warning Device tells the user how many weapons with Advanced Aiming Systems are being aimed at him, and allows him to take appropriate action.

Visual Sensors

Power Armor contains two sets of visual sensors; a wide angle **Bifocal Unit** mounted on top of the helm and a tight angle **Gun Camera** mounted at gun level on the external Armor Visor.

The Bifocal Unit acts as the eyes of a man in Power Armor when he has his Armor Visor closed. It is a multiwave optical camera and millimeter radar, which provides bifocal optical light amplifying imaging as well as radar ranging and imaging. This means that the wearer can see through fog, clouds, and common smoke screens, as well as being able to magnify individual objects as a 40x telescope.

The **Armor Visor** is an opaque armor plate protecting the eyes. If the Bifocal Unit is destroyed, the Armor Visor must be removed if the wearer desires unrestricted vision. With the Armor Visor open, protection of the Eye-Nose hit location is provided only by a transparent shield of PF = 10.

The Gun Camera is mounted on the Armor Visor so that the user can aim weapons which have only fixed sights. This functions like a remote eye, for firing weapons which are not designed for Power Armor use, and does not inhibit accuracy.

The Armor Visor also includes an external **Holographic Display**. This display is often used to project the user's face during normal conversation, thereby improving personal communications and interactions. This display is controlled by the suit's BiComp and may be used to display maps and information, diagnostics and schematics, or video imagery. Troops often use it to personalize their armor, although such display violates regulations.

Starforce weapons are equipped with an optical and millimeter wave radar sighting system. These **Advanced Aiming Systems (AAS)** function much like 20th century optical scopes, but provide light amplifying and radar imaging as well as radar ranging. Power Armor is equipped with a handgrip pickup which hooks it directly to the AAS. The AAS is thus directly connected to the suit's target designator screen, bypassing the external Gun Camera. This allows Power Armored troops to use the weapon-mounted AAS as a remote visual sensor. The AAS provides only a tight angle field of view, but is useful since the weapon can be stuck around cover for observation and fire without exposing the user.

Ultrasonic Sensors

Power Armor has Ultrasonic Sensors which allow the user to navigate in smoke screens. This system is used whenever the standard optical and radar systems are blocked. Its image resolution is coarse and it cannot pick up objects smaller than six inches in size. When the user is immobile this system can be used as a **Motion Detector**. As a motion detector it has a range of 20 hexes and resolution of six inches. This system is located with the Bifocal Unit.

Ground Sensors

Power Armor has both active and passive ground seismic sensors which warn of potentially dangerous footing or structures that will not support the user's weight. They are located in the feet of the suit and in a passive mode can sense the movement of ground vehicles in the distance.

"The Government says you can't have it. We say you can. We're Neemis Enterprises."

Popular and long-running ad campaign from Neemis Enterprises

3

POWER ARMOR RULES

Heavy Metal has been designed for use with the **Living Steel Adventure Game** or with the **Phoenix Command Combat System**. Those products supply the rules for weapon accuracy and odds of hitting. **Heavy Metal** provides a special Hit Location and Damage System for Power Armor and expands the weapons, equipment, and level of detail contained in those products.

At the heart of this system are the detail Power Armor Hit Location and Damage Tables. There are eight pages of tables covering Living Steel, Starguild, Dragoncrest, Skiffdress and Crew, and Neemis Enterprises' Templar Power Armor. To support these tables there are eleven pages of Power Armor Status Sheets covering each model at the back of this book. All Status Sheets in this book may be photocopied for the personal use of the book's owner.

3.1

POWER ARMOR STATUS SHEETS

The **Status Sheet** contains all the necessary information for a Power Armor warrior. Different sheets are used for each of the types of Power Armor, but they all have the same general design. Many of the terms are probably unfamiliar; they are fully defined in the rules, particularly in Section 3.4, on Hit Location and Damage, and Section 2.7, on Power Armor.

The Status Sheet contains front and side views of the appropriate Power Armor suit, a general layout of the various systems in the suit based on which limb they are located in, as well as a section listing the systems located in different areas of the suit's body. When a system takes damage in combat, it is crossed off; as damage mounts, the user of the suit can find himself badly restricted or even immobilized. The effects of destroyed equipment are found in Section 3.4 for each system. As damage is taken, the effects are immediate.

"He was wrong, so I shot him. Where's the harm in that?"

Hamilcar

Status Lines and Ammunition Expended

Also included on the sheet are key Status Lines. These indicate basic information, such as the Character's Name and Skill Level, as well as Physical Damage taken and the use of ammunition and supplies. Each time a weapon with limited ammunition is fired, a dash should be placed next to the weapon or Ammunition Bay from which the ammunition was drawn. This makes it easy for the player to keep track of ammunition expended as well as the use of Auxiliary Packs.

Battlepack Bays

The primary weapons of Power Armor are **Battlepacks**. These weapon systems are carried in Battlepack Bays on the rear of the suit. The number of Bays open for these weapons is given on each Status Sheet. Note that Light and Medium Power Armor have four Bays, while Heavy Power Armor has 8 and Cargo Power Armor 16. Power Armor can only carry Battlepack weapons for which they have enough Bays available. Each Battlepack weapon has its number of Bays shown on the **Weapon Data Table**. Players should record the function of each Bay of their chosen weapon on their Status Sheet for future reference.

Heavy Power Armor can carry two Light Battlepacks rather than a single Heavy Battlepack. Cargo Power Armor may carry two Heavy Battlepacks rather than a single Cargo Battlepack. If carrying two weapons, each is fired and aimed independently using its own Action Counts. The Visual Unit has a split screen for such functions. When carrying two Light Battlepacks, Bays 1 to 4 are for the right hand weapon, while 5 to 8 for the left hand. When carrying two Heavy Battlepacks, Bays 1 to 8 are for the right hand and 9 to 16 for the left.

Auxiliary Packs

Seven Worlds and Dragoncrest suits also have spaces for Auxiliary Packs, on each limb and on the body. These are small, semi-independent weapon systems and equipment packages which enhance the ability and efficiency of Power Armor. They are defined in Chapter 5. Players should select Auxiliary Packs and record their selection on the Status Sheet. Note that the number and location of Auxiliary Packs is dependent on the Power Armor's configuration. Not all Auxiliary Pack locations are available in all configurations. Rules for this are given in **Chapter 5**, and on **Table 1B**.

Armor Penetration Line Table

At the upper right of each Status Sheet is an **Armor Penetration Line Table**. This table represents the effective protection supplied by the Power Armor, depending on the power of the incoming shot. This has a significant effect on the Glancing Roll discussed in Section 3.2. There are normally three columns of Weapon PEN values on the right side of the table. Each represents a different Generation of the Power Armor in question. To choose the appropriate Penetration Line, simply find the greatest number which is less than or equal to the weapon's PEN value on the appropriate column and read off the Penetration Line on the left column. If the weapon's PEN value is less than the first line, the weapon cannot penetrate the armor.

"Hand me my crowbar. I must pry out the bullet."

Dr. Oscar Schneiderbunk

Example:

A shot strikes a Second Generation suit of Heavy Living Steel Power Armor. If the shot's PEN were less than 91, the shot could not penetrate. If the shot's PEN were from 91 to 118, it would strike on PEN Line 1. Shots with PEN 119 to 153 would use PEN Line 2, shots with PEN 154 to 200 PEN Line 3, shots with PEN over 201 to 260 PEN Line 4, and shots with PEN over 261 would use PEN Line 5.

This Penetration Line is used in the Hit Location and Damage rules of the next section. The **Overpenetration Roll (OP Roll)** given next to the PEN Line is used in the optional Overpenetrating Damage rules of Section 7.6. The Overpenetration Roll gives the chance of the round penetrating the armor with enough force to cause Overpenetrating Physical Damage rather than Low Velocity Damage.

3.2

POWER ARMOR HIT LOCATION AND DAMAGE TABLES

Whenever a target is hit, one of the **Power Armor Hit Location and Damage Tables** is used. One table is used for Living Steel, one for the Starguild, one for the Dragoncrests, one for Skiffdress and Crew, and one for Neemis Enterprises' Templar Power Armor. Each table breaks the target down into its significant areas, or Hit Locations, and shows the appropriate injury and equipment damage caused by the shot, depending on a number of factors. These factors are discussed below.

Target Position

There are two columns of Target Position; **Firing Around Cover** and **In The Open**. The Open column is used for targets who are largely or entirely visible to the shooter, and includes all possible Hit Locations from head to foot. The Firing Around Cover is used for Targets who are somewhat concealed or firing around or over cover.

Hit Locations

This is simply a list of the various body and armor areas which can be hit. Glance hits are assumed to cut across the target shallowly, and to ricochet off bone if not sufficiently powerful. Graze hits indicate that only the armor has been hit; the great thickness of Power Armor makes this quite possible. Having selected the appropriate Target Position column, the firing player simply rolls a 000-999 number to determine the Hit Location.

Penetration Line

The **Penetration Line (PEN Line)** represents the effective protection supplied by the target's armor, depending on the power of the incoming shot. This has a significant effect on the Glancing Roll, as discussed below.

At the upper right of each Power Armor Status Sheet is an **Armor Penetration Line Table**, which was described briefly above. This table gives the data necessary for determining the PEN Line. There are typically three columns of Weapon PEN values on the right side of the table. Each represents a different Generation of the Power Armor in question. To find the PEN Line, simply find the greatest number which is less than or equal to the weapon's PEN value on the appropriate column and read off the Penetration Line on the left column. If the weapon's PEN value is less than the first line, the weapon cannot penetrate the armor.

Glancing Roll

The protection afforded by armor is not determined simply by its thickness. An important factor is its ability to deflect fire, by the use of slope, layering, and reactive armor or reflective shielding. In these ways, well-designed armor can often preserve the life of its wearer from even high-powered weapons.

This is reflected by the use of a Glancing Roll. For each shot that hits an opponent, a 0-9 number is rolled. This is then cross-indexed on the appropriate **PEN Line** to determine how deeply the shot penetrates, and therefore how severe it is. The higher the number, the deeper the penetration. The shot moves to the right across the table, penetrating and causing further damage.

If the number rolled is lower than the number in the first column for the PEN Line, then the shot has glanced off the armor and the target suffers no damage whatsoever.

When a number is rolled equal to or greater than the number in the first column, then damage may occur. Weapons with a PEN Line of 5 automatically penetrate into the Outer Pack and may inflict **Overpenetrating Damage** as defined in the optional rules of Section 7.6.

"I think I just got a three asterisk injury."

Mojo Whiteleg

Power Armor includes many important components, and these may be damaged as well as the wearer. To represent this, there are five columns indicating various depths of penetration. They are the Front Suit Layer, Inner Suit Layer, Rear Suit Layer, Inner Pack, and Outer Pack. The further to the right a shot goes, the deeper it has penetrated. A quick scan of the table will show that different areas of the suit generally feature different types of equipment. Full details on Power Armor and its components are given in Section 3.4.

When doing damage, simply cross-index the Hit Location with the Glancing Roll on the appropriate PEN Line. All hits indicated in that column and all columns to the left are then assessed against the target.

Example:

Lance is wearing Third Generation Living Steel in Heavy configuration. He is in the open and is hit with a Lase shot, which has PEN 180. This is a Penetration Line 3 hit (PEN is from 171 to 222). The Glance Roll is a 4, and the Hit Location is 392; the Abdomen. Simply read across the table, column by column. The first column, Front Suit Layer, is empty; the hit does no significant damage to the front of the suit. The second column is Physical Damage; 21 PD, a Medium Wound. This should be recorded on Lance's Status Sheet. The next column is the Rear Suit Layer; Hydraulic System 1 is hit, and marked off on Lance's sheet. This is as far as this hit penetrated. If a 5 or more had been rolled for Glancing, then Lance would also have taken damage to his Inner Pack, Battlepack Bay 7.

3.3

DISABLING INJURIES AND PHYSICAL DAMAGE

Physical Damage and **Disabling Injuries** should be recorded on the Status Sheet as they occur. Normal Disabling Injury and Incapacitation rules apply. Disabling Injuries are indicated by an asterisk in the Physical Damage column. They are hits which have significantly damaged or broken the limb in question. These hits prevent the combatant from using the injured limb for the remainder of the battle and until completely healed.

For Power Armor troops, a Disabling Leg Injury increases the cost of movement to 4 Action Counts per hex, while a Disabling Arm Injury causes a 1 Action Penalty to all actions involving that arm. This includes all Aim Times.

Combat Drugs

There are a number of **Combat Drugs** available which increase the user's resistance to pain and damage. Each of these drugs is detailed in Section 7.1. In general, they effectively increase the user's Knockout Value for the purposes of Incapacitation and nullify the effects of all but Double Asterisk Disabling Injuries.

Dragoncrest Physical Damage

One thing which is apparent from the **Dragoncrest Statistic Table** (Section 1.3) is that they have very high **Knockout Values (KV)**. Unlike Human KV's, these values indicate the point at which a Dragoncrest chooses to retire from a battle, rather than the point at which it becomes incapacitated.

Unless killed outright by a single wound of more than 200,000 PD, a Dragoncrest remains fully conscious and is only disabled by double asterisk (**) Disabling Injuries. A failed KV Roll just means that the Dragoncrest considers itself out of the game. Dragoncrests heal at ten times normal rates, make no Recovery Rolls, and are not affected by Permanent Disabling Injuries.

When a Dragoncrest fails its KV, it immediately stops offensive action and begins to leave the field. It will even start repairs on its Power Armor, if this is necessary. Opponents continuing to fire at a Dragoncrest who has failed KV will be engaged by other Dragoncrests, or by the targeted Dragoncrest itself. This behavior makes it very difficult to pursue and follow up a victory, as the "defeated" Dragoncrests are still capable of combat, and are simply retiring to fight another day. Pursuit merely extends the combat, as the Dragoncrests are willing and able to continue the engagement if they are not left in peace.

Dragoncrests do not use Combat Drugs, and their KV's are not subject to modification.

"Good shot...Ams must leave now."

Dragoncrest / Human Phrasebook

3.4

POWER ARMOR SYSTEMS AND DAMAGE

A Suit of Power Armor is an impressive and complex device. Its 900 pounds of powerful hydraulics, sophisticated computers, and high density armor plate combine to make its wearer more than human. Despite its tremendous weight and bulk, the suit is extremely agile; hydraulics and servos which control the suit allow the wearer to maneuver as if unencumbered. The technology behind all this is fully described in Chapter 2, but of more immediate concern are a suit's combat abilities.

This section gives the rules for utilizing Power Armor in combat, and keeping track of damage to a combatant's suit. There are numerous systems on each suit, ranging from weaponry to subtle sensing devices. Their abilities, and the consequences of damage to them, are described below. Players should just skim lightly through this Section, and return to it as needed during play.

System Damage

As discussed in the Hit Location and Damage section, the Power Armor Damage Tables include a wide variety of hits which represent equipment damage. Whenever such as hit is indicated, the player should find the system on his Status Sheet and put an "X" through the appropriate box. For example, if the Damage Table indicates a hit to Helm Traverse 1, then the player should cross out the box labelled Helm Traverse 1. The actual effects of each of these hits is shown in detail below.

A listing of the various Power Armor Systems follows, including their uses and the results of damage to them. Note that many systems have Redundancy; that is, there are two identical systems which perform the same function. In all cases, the system function is only lost if both systems are destroyed. Obviously, this is to improve suit survivability.

Helm Traverse

Power Armor weighs far too much for any human to move in it unaided. One of the systems which allows the user free movement in Power Armor is the Helm Traverse. This handles all movement of the helmet. This system usually has redundancy; either Helm Traverse 1 or 2 is sufficient to handle all helm motion.

Loss of Helm Traverse: The wearer's **Field of View** is immediately restricted to 60°, the same area covered by his Field of Fire. The user must make a facing change in order to change this Field of View. Incidentally, the system has a fault lockup in forward facing. This means that if it loses power, it automatically rotates to normal front facing, regardless of what direction it had been pointed in.

"Well...Don't look at me! I'm not the only one who breaks things around here."

Axly

Armor Visor

This is an opaque armor plate which gives protection to the Eye-Nose Hit Location. If necessary, it can be blown free of the suit with exploding bolts, to allow the user unrestricted vision. If this is done, then any future hit to the Eye-Nose area is resisted only by a transparent visor of PF 10.

The Visor is not a system as such, and therefore cannot be damaged. It is only important if other systems, such as the Bifocal/Ultrasonic unit, give out.

Bifocal / Ultrasonic Unit

This is a pair of sensing devices located on the top of the faceplate on the helmet.

The **Bifocal Unit** is a multiwave optical camera and millimeter radar. It provides bifocal optical light amplifying imaging as well as radar ranging and imaging. This unit serves as the eyes of a man in Power Armor while he has his Armor Visor closed.

The **Ultrasonic Unit** allows the user to see while in smoke, and to see through smoke screens. It only has a resolution of 6 inches, however. This is quite coarse, and all fire which relies exclusively on Ultrasonics is at a Shot Accuracy Modifier of -4.

The Ultrasonic Unit also allows the wearer to sense target motion around corners while in a building. This is a sonar system, which can bounce sound waves off walls to take readings in unseen corridors and rooms. This system can "read" activity around up to two corners. When outside it must have a direct line of sight to the target to sense position or motion. It does not work in vacuum.

The Bifocal/Ultrasonic Unit is not protected by Armor Panels. Any hit into this location whose PEN is greater than 10 destroys the unit. Further penetration is resisted by the suit's external armor.

"Can I get corrective lenses in my Bifocal Unit?"

Burce

Loss of Bifocal/Ultrasonics: With the loss of the Bifocal/Ultrasonic Unit, the user has his Field of View and Field of Fire restricted to the information the Advanced Aiming System of his weapon and Gun Camera can feed him; this is a one hex wide line of sight. Movement is also far more difficult. It costs the wearer 4 Action Counts to move each hex. Loss of the Ultrasonics simply prevents the user from using any of the abilities described above for that unit.

These penalties can be avoided if the Armor Visor in front of the eyes is blown clear. This is covered under the Armor Visor.

For those using the **Smoke Rules** from the **Advanced Phoenix Command Supplement**, troops using Ultrasonics can apply a +6 modifier to the **Smoke Value** up to a maximum of 0. For situations where visibility is normally completely **Blocked (B)**, troops equipped with Ultrasonics have a visibility modifier of -8. For example, if the normal Smoke visibility modifier would be a -10, the modifier applied to a trooper with Ultrasonics would be -4; if the modifier was -5, the Ultrasonics would raise it to 0, but no higher.

Visual Unit

This is how the user receives most of his information. There is a full visual display on the interior of the helm, along with readouts of all sensors.

Loss of the Visual Unit: When this unit is destroyed, the wearer loses the benefits and information from his Bifocal/Ultrasonic Unit as well as any Gun Cameras and Advanced Aiming Systems. This effectively renders the user blind. He may remove his Armor Visor for unrestricted vision, as discussed above, but still has lost the use of his Ultrasonics.

Gun Camera

This is a small Gun Camera on the Armor Visor, so that the user can aim weapons which have only fixed sights. This functions like a remote eye, for firing weapons which are not designed for Power Armor use, and does not inhibit accuracy. The Gun Camera itself is protected only by a transparent screen of PF 10. Any weapon with a PEN greater than 10 which hits the Gun Camera destroys it. Further penetration is resisted by the suit's Armor Visor.

For unrestricted movement and visibility, all visual sensors must be functional. If a user loses his weapon's AAS, he may switch to his Armor Visor's Gun Camera without penalty. If both the AAS and Gun Camera are out, he may use his Bifocal Unit for aiming as discussed below, or open his Armor Visor for unrestricted aim.

"No, there isn't any place to put the film. It's not that kind of Gun Camera."

Sgt Wily Bob McDraco

Loss of the Gun Camera: Any weapon without an Advanced Aiming System and pickup grip for Power Armor can only be fired with a Shot Accuracy Modifier of -4. This assumes the use of the Bifocal/Ultrasonic Unit for firing. Without using the Bifocal/Ultrasonic Unit, fire is impossible unless the Armor Visor is blown clear.

Communications

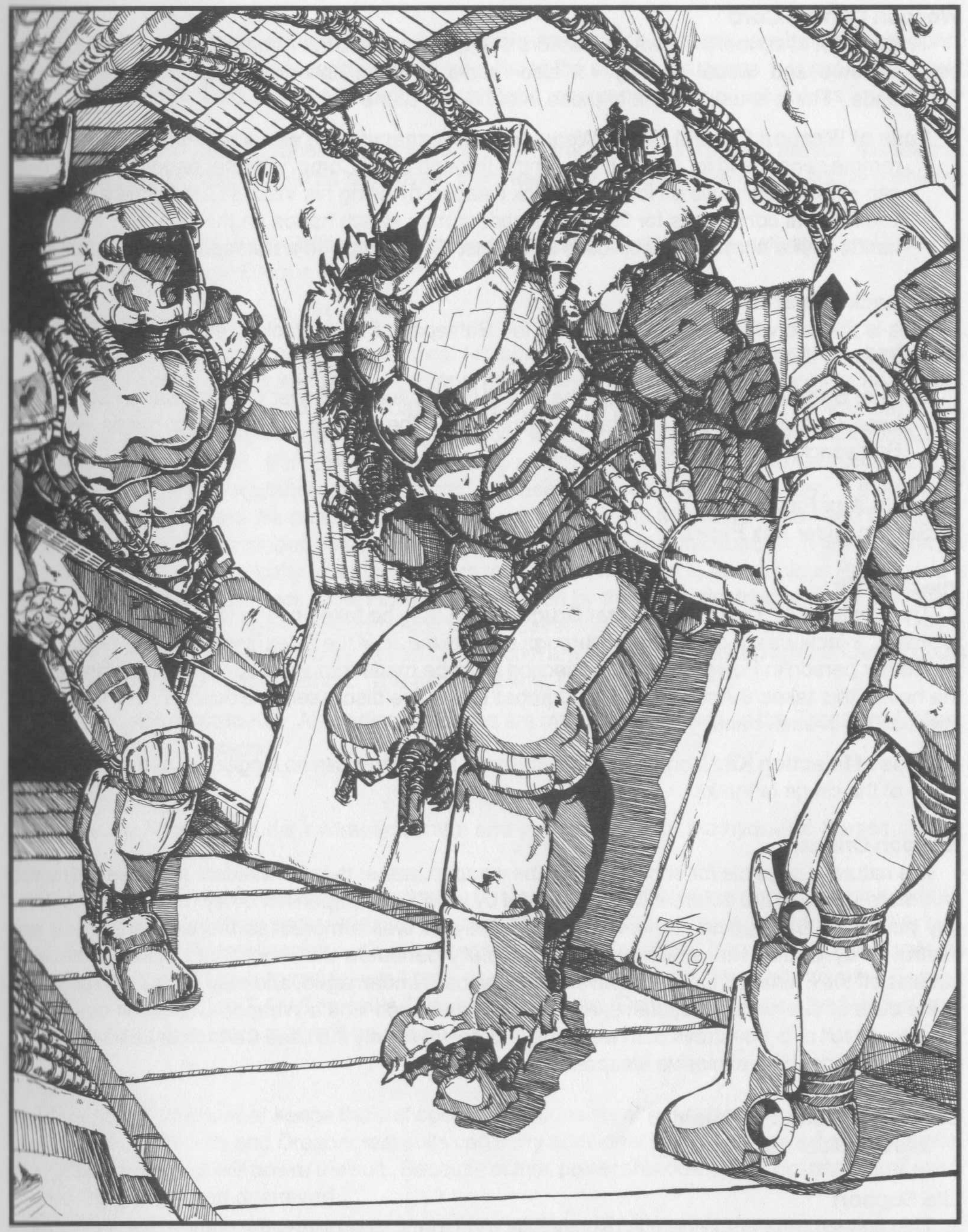
An encoded communications system that allows contact with the entire team on the field. Maximum Range is 10 miles. The system automatically stores all communications, and has playback monitor ability.

Loss of Communications: Combatant may no longer communicate with his team members, unless they are face to face at short range or use prearranged hand signals.

Shoulder Aux Pack

This is the first of the **Auxiliary Pack** entries. Living Steel and Dragoncrest Power Armor sport numerous mounting points for small weapons and equipment. These Aux Packs are detailed in Chapter 5.

Loss of Shoulder Aux Pack: The entire pack has been destroyed. It cannot be fired or used in any way, and should simply be crossed off and ignored.



Seven Worlds LCPA Investigating the Ruins of the Starguild Base on Triton 2233

"What do you think? Is this one Bonnie or is it Clyde?"

Alexander Century

Servo System

This is another system which is redundant on most suits. The motion of each arm and leg of the suit is controlled and powered by a set of servos. These hydraulic actuators respond to the user's command, and move the suit. Each portion of a limb has a separate system or set of systems. Note that a given Servo, such as Upper Arm Servo System 1, is present in more than a single table entry.

Loss of Servo System: If all of the Servos for a particular portion of a limb are destroyed, then the limb is disabled. A hit into any entry of a given Servo is sufficient to destroy the use of its entire length. That is, Upper Arm Servo 1 need only be hit once to ruin it, whether that hit comes in the Graze area or in the Upper Arm Flesh area.

Since each limb has a separate system, the loss of one limb does not in any way damage the functioning of the other limbs. The loss of both systems in any portion of a limb causes the loss of that limb. If an arm is disabled, it cannot be used in any way. If a leg is disabled, movement is greatly reduced. It will cost the user 4 Actions to move each hex.

Weapon Control Cord

This is a set of control lines which run from the pistol grip with the Aiming System Hookup to the suit's BiComp and Visual Display. It also relays all firing commands and weapon function commands. There is usually one of these in each arm of the suit.

Loss of Weapon Control Cord: Wearer can no longer use the weapon's Aiming System as a remote sensor and for weapon fire control through the BiComp, with that hand/arm. The user can still manually use a Non-Battlepack weapon by using his Visor's Gun Camera, and can use manual commands for fire and reload, or may switch hands on the weapon. Switching hands with a normal weapon uses 2 Actions. Switching with a Battlepack uses 6 Actions.

Battlepack Power Cord

This is the line which feeds power from the Battlepack Power Pack to the weapon. There is usually one of these in each arm of the suit.

Loss of Battlepack Power Cord: The loss of the Battlepack Power Cord inhibits all Battlepack Lase Cannon and Gauss Machine Gun fire. The wearer may change hands with the Battlepack. This requires 6 Actions.

"It was an accident. No, really, this time it was. Let me explain."

Axly

Forearm Aux Packs

See Shoulder Aux Packs

Injection Kit

This contains 12 doses of **Combat Drugs**, which may be taken by the wearer or administered to others. Injections are administered through a port in the tip of the index finger. To give an injection to another person in Power Armor the injection must be made through a special port at the base of the helm; this takes 8 Action Counts. Combat Drugs are discussed in Section 7.1. There is an Injection Kit in each hand.

Loss of Injection Kit: If both Kits are destroyed, the wearer can no longer use or administer any of the drugs in the kit.

Weapon Critical

It is naturally possible for shots to strike the weapon, rather than its wielder. Most weapons are unarmored. These are automatically destroyed by a Critical Weapon hit. They may not be used for any purpose. Battlepacks, however, are normally as well armored as the wielder. They are destroyed by Critical Hits which would successfully penetrate the Front Suit Layer. If the shot glances off the Front Suit Layer, however, the weapon is undamaged, and may continue to be used. In the case of dual weapon systems, roll a 0-9 number each time a Weapon Critical hit destroys a weapon. A roll of 0-1 destroys both weapons, 2-5 destroys only the Lase Cannon or Lase Rifle, and 6-9 destroys only the explosive weapon.

Body Aux Packs 1 through 10

See Shoulder Aux Packs

Life Support

This self-explanatory system is usually fully redundant. It provides the wearer with everything necessary to allow survival within the suit; thermal control, air supply, acoustic monitoring, and so forth. The system can filter air from the outside, or operate on its own air tanks.

Due to the extreme importance of these systems, they are aligned on the back of the suit and run down the length of the spine.

Loss of Life Support: If all Life Support systems are lost, the suit becomes uninhabitable in 10 minutes. In a normal environment, bypass vents are forced open, allowing the wearer to pull in air from the atmosphere. If there is enough oxygen, then he is fine. Filters stop most poisons and pollutants.

If in a vacuum or in a non-oxygen bearing environment, however, the wearer is obviously in extreme trouble. Without aid, he will become incapacitated in 3 minutes, at which point the suit will inject him with the drug **Oxyspan** (Section 7.1). He will then be incapacitated and will survive for 2 hours. Without Oxyspan he will die in 10 minutes. With Living Steel or Dragoncrest Power Armor it is possible for a medic or other personnel to replace a damaged Life Support unit with a Life Support Aux Pack (see Section 5.4). This replacement takes100 AC to perform.

BiComp

This is the suit's internal computer. It regulates movement, sensors, equipment, weapons, communications, and balance, and is absolutely vital to the suit's functioning. It is not a redundant system, although Living Steel and Dragoncrest troops may carry a redundant unit as an Auxiliary Pack.

The BiComp has been placed directly behind the wearer's heart for a simple reason; it is felt that this way, if the BiComp should be destroyed, the wearer will already have more serious problems to deal with.

Loss of BiComp: If the BiComp is destroyed, the suit is completely deactivated and loses all functions except Escape (Section 7.4).

"If we put armor on the back, it will just encourage them to get shot there."

Design Engineer, Neemis Enterprises' Templar Power Armor

Auto Medic Kit

This is a sophisticated automatic medical kit, similar to the kind used by combat medics. It constantly monitors the wearer's body functions, and if they indicate that he has been incapacitated the Auto Medic Kit takes action. It automatically causes the suit to constrict about all wounds, which limits bleeding. It then activates a **Homing Beacon**, which is broadcast to all team members, and begins to apply First Aid. If it appears that death is near, the suit will administer **Oxyspan**, a drug which slows down the metabolism and greatly increases life span during adversity. If the wearer dies, then the suit alters the beacon, to inform would-be rescuers that there is no need to hurry.

This system also includes simple **Transport Rollers** on the backpack. If the wearer is Incapacitated, it automatically uses the BiComp to roll him on his back, and deploys Rollers and a Tow Cord from the Battlepack. The Rollers are powered by the suit's electrical system, and allow either Power Armor or Non-Powered troops to maneuver the injured combatant to safety. This is generally easily done; the only extra Action Counts cost are incurred during facing changes. It costs 2 Actions Counts for each hexside. The actual pulling, however, is free.

Loss of Auto Medic Kit: All medical functions are inoperable, as well as the Transport Rollers and Homing Beacon.

Hydraulic System

This system manages the hydraulic control and pump stages for the hydraulic Servos, and is usually redundant.

Loss of Hydraulic System: If all Hydraulic Systems are hit, the full weight of the suit suddenly settles around the wearer; it is only the Hydraulics which allow the wearer to move the suit. Without the Hydraulics, the suit is rendered immobile immediately. Internal shutdown systems cause the suit to automatically fall onto its front. This allows the wearer to use the Escape function (Section 7.4). The suit's Shoulder Aux Packs, Communications, Life Support, and Smoke Generators may still be used.

Power Unit

The Power Unit is what keeps the suit operating; it consists of a number of independent **Power Packs**. Seven Worlds and Dragoncrest suits can carry additional Power Packs as Auxiliary Packs. Any one Power Pack will power the suit. Because of this, power shutdown does not occur until every Power Pack has been destroyed.

Loss of Power Unit: Once all Power Packs have been destroyed, the suit immediately shuts down. The shutdown program automatically causes the suit to fall forward onto its face, and the only function which will still work is Escape (Section 7.4).

"Besides, if they get shot in the back they deserve it."

Design Engineer, Neemis Enterprises' Templar Power Armor

Battlepack Bays

Every Battlepack is divided into Bays, or compartments. The Weapon Tables indicate what is contained in each Bay. The consequences of damage to the various systems are given below.

Ammunition Bay: This is where the ammunition for the weapon is stored. When all Bays have been expended or destroyed, the weapon may not be fired until reloaded.

Belt Feed: This transfers ammunition from the Ammunition Bays to the weapon, in certain Battlepacks. If this is damaged, the weapon is disabled.

Critical Electronics: This Bay contains vital power electronics and controls for the weapon. If any one of these Bays is disabled, the weapon can no longer function.

Laser Critical: The Lase weapon is completely disabled if this Bay is destroyed.

Power Pack: These supply power to the weapon. When the last of these has been disabled, the weapon is useless until new Power Packs have been loaded in.

Rocket or Grenade Feed: This is the Auto-Assisted Reloading System (AARS) which automatically reloads the weapon once it is mated to the Feed System. If it is destroyed, the weapon can no longer be reloaded.

Non-Critical Equipment: This part of the Battlepack has no critical function. Damage to it does not penalize Battlepack function.

Leg Auxiliary Packs

See Shoulder Aux Packs

Ground Sensors

These sensors inform the user of dangerous footing and of structures which will not support the weight of the suit. They also pick up ground vibrations, and allow the wearer to track the movement of ground vehicles.

Loss of Ground Sensors: If the Ground Sensors on both legs are lost, then all of the above abilities are lost to the wearer.

3.5

SPECIAL DRAGONCREST POWER ARMOR SYSTEMS

The following systems are unique to Dragoncrest Power Armor. Many are not actually part of the armor, but implanted devices in the Dragoncrest's body. They are discussed here for simplicity and because they appear on the Dragoncrest Power Armor Hit Location and Damage Table.

ICON Module

The ICON Module is a small electronic package which is present in the suits of only a small number of 4th Tier Dragoncrests operating on the planet Rhand in 2349. All Dragoncrest suits after 2345 have been modified for acceptance of the ICON Module, but to date few are in circulation. The Module was produced on the planet Rhand by RMBK late in 2348. Its function and purpose remain unknown. It does not serve any known function on the Power Armor.

Vir Gate

The Vir Gate is a device implanted in the roof of the mouth and base of the nose of the Dragoncrest. It has a small aperature in the mouth and its function is unknown. The Vir Gate is part of the Dragoncrest, not the Power Armor, and it is neurally connected to the Vir Pack implanted in the Dragoncrest's tail. Its function and purpose have eluded definition, but there is speculation that it is some type of recording or imaging device. Dragoncrest morphology makes it impossible to determine when implant occurs, but it seems the unit can be replaced as needed. Neural connections and assimilation are automatic.

Shoulder Ripple Pack

The **Dragoncrest Shoulder Ripple Pack** is a six tube, PEN 107 Ripple Pack with an autoloader system. It functions identically to a Seven Swords Shoulder Mounted Ripple Pack (Section 5.1) but can fire up to six tubes simultaneously. The device is automatically reloaded from three Ammunition Bays on the rear of the body. Each **Ammunition Bay** contains 14 tubes of ammunition and each tube is individually reloaded. Reloading is done through a **Shoulder Ripple Pack Feed Mechanism** located on the shoulder. If the Pack is damaged, it is no longer functional. If the Feed Mechanism is damaged the pack can no longer be reloaded, and if an Ammunition Bay is damaged, its ammunition is lost.

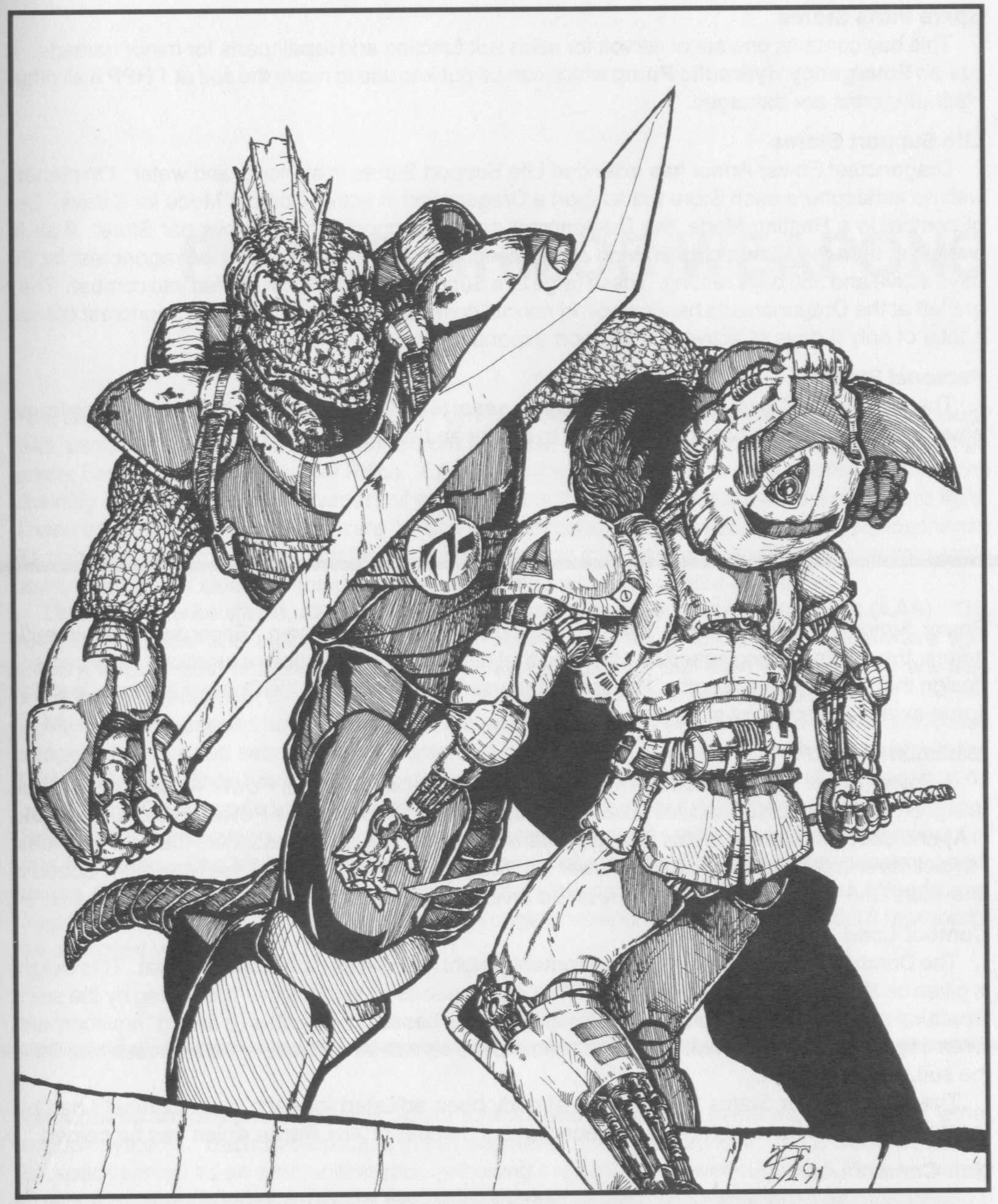
Virca

Each Dragoncrest carries a Virca in the base of the right hand. This is an energy device which deploys into a 36 inch cutting sword. It has a central rod with two parallel beams forming its two cutting edges. Normal material entering the beam is cut by the energy discharge along the field line. The central rod is made of an unknown metal which is impervious to the field.

The sword will cut through organic material with ease and can even disable Light Power Armor. Dragoncrests have not been known to use it on human foes, and there has been no success in activating or energizing a captured Virca. Like much of Dragoncrest technology, it has eluded investigation and reproduction. The Virca, like the Vir Gate, is implanted into the Dragoncrest's hand and forearm. It is not attached to the Power Armor and is in essence a part of the Dragoncrest. There is no known energy source for the Virca.

"I'm not worried about artificial intelligence. It's the artificial humanity that bothers me."

Niki



Battle of the Thirty: This annual "event" took place on Alpha from 2260 to 2285. Each year ten Dragoncrests and twenty Seven Worlds Legionnaires met in tournament combat to determine certain aspects of the coming year's military campaigns, including the location of battles and who would have the honor of attacking.

"Remember, Humans fatigue easily. After only a few hours of intense activity, they will begin to tire and lose efficiency. When this happens, allow them six to eight hours rest before continuing the battle."

"The Care and Maintenance of Humans"; a Dragoncrest Manual

Human Care Kit

These systems are identical to a Field Aid Kit carried by a Non-Powered Infantry medic. Each has enough supplies to treat four persons.

Vir Pack

The Vir Pack is neurally connected to the Vir Gate and Virca. Its function and purpose remain unknown. It is located near the base of the tail and has direct neural connection to the pelvic nerve bank. This cluster of neural synapses is equivalent to a hind brain, but its function is unknown. The Vir Pack, like the Vir Gate and Virca, is implanted inside the Dragoncrest's body and is not a part of the Power Armor.

Tool Kit

Small tool kit designed for replacing damaged servos and for general Power Armor repair.

Spare Parts Stores

This bay contains one set of servos for each suit function and repair parts for minor damage. It has an **Emergency Hydraulic Pump** which can be put into use to move the suit at 1 HPP if all other Hydraulic units are damaged.

Life Support Stores

Dragoncrest Power Armor has extended Life Support Stores in air, food, and water. On planets with no atmosphere each Store will support a Dragoncrest in active Combat Mode for 6 days. Out of combat in a Resting Mode, the Dragoncrest can be supported for 60 days per Store. If air is available, then the Stores contain food and water only and each will support a Dragoncrest for 24 days active and 360 days resting. These large Life Support Stores are not carried into combat. They are left at the Dragoncrest's basecamp. In normal combat configurations, the Dragoncrest carries a total of only 6 days of active Life Support expendables.

Personal Stores

This is a personal storage box. Dragoncrests seem to be fond of human collectibles. Items found have ranged from jewelry and holographs to poetry and stuffed animals.

3.6

POWER ARMOR CHARACTER GENERATION

Power Armor is a self contained, hydraulically powered weapon system. Because of its hydraulic nature, the user's running speed and the load that can be carried are more a function of skill and suit design than the user's strength. The speed the user can maneuver, his Combat Actions, is still to some extent a function of strength.

Maximum Speed

A Power Armor character's **Maximum Speed (MS)** depends on his Power Armor skill and suit design. This Maximum Speed, in Hexes Per Phase (HPP), is found on the **Power Armor Data Table (1A)** and does not depend on his Strength characteristics. This speed assumes the user is at least 7th skill level in the Qualified Skill of Power Armor. If he is 4th to 6th level, his Maximum Speed is one-fourth the value listed. If he is 1st to 3rd level he cannot move safely over speeds of 1 HPP.

Combat Load

The Combat Load is the maximum equipment weight that can be carried into combat. This weight is given on the **Power Armor Data Table (1A)** and depends on suit design. It is limited by the suit's structural capability during combat accelerations and is based on weights in a one "g" environment. Even if fighting in low "g" conditions, this Combat Load cannot be exceeded; it is the mass that limits the suit, not the weight.

The Power Armor Status Sheets have already been adjusted for each suit's Combat Load by restricting the number and type of Battlepacks and number of Aux Packs which can be carried.

Non-Combat Load

In noncombat conditions where the user can carefully and slowly walk and maneuver, the suit's Combat Load can be exceeded. This weight limit is given by the **Non-Combat Load** value of **Table 1A**. This load can be carried at low speed (2 HPP or less), but no quick accelerations or movement are possible. This is discussed in greater detail in Section 2.7, on the Hydraulic System.

Combat Actions (CA)

A Power Armored character's **Combat Actions (CA)** depend on his Strength, Agility, and skill. While the Power Armor provides the actual power for motion, it is the user's abilities which dictate the speed commands can be carried out.

To find a Power Armored character's Combat Actions (CA) in Living Steel simply follow the directions given in Step 5 of Character Generation (Section 1.8). In brief, Power Armor gives the wearer 4 extra Combat Actions.

To find a Power Armored character's CA in **Phoenix Command**, find his Maximum Speed (MS) using Table (1) of **Phoenix Command** for an Encumbrance of 10 pounds. Cross-index this MS with his Intelligence Skill Factor in the normal fashion to find his CA. Note that this MS is used to find the CA only; his actual maximum running speed is given on the **Power Armor Data Table (1A)**.

> **"Tell the patients to stay calm. There are plenty of body bags for everyone."**
>
> Dr. Millstone

4

POWER ARMOR WEAPONS

This Chapter describes the weapons used by Power Armor forces in the wars of the 22nd through 24th centuries. These weapons range from caseless munition Flechette and Sliverguns to high power Lase Cannon and Rocket Rifles. Each type of weapon has its own characteristics, and the diversity stems from the wide variety of environments in which Starforces were expected to fight. These environments range from zero "g" and vacuum conditions to heavy corrosive atmospheres. As shipping and supply are major factors, most weapons are Lase models which use rechargeable power packs, and save the shipping costs associated with expendable munitions.

Unless otherwise stated, all of these weapons have **Advanced Aiming Systems (AAS)**. The AAS is an optical and millimeter wave radar sighting system which provides multi-wave light amplifying and radar imaging. Radar ranging and indirect fire elevation and targeting are also provided. The effects of the AAS have already been included in the weapon data.

Many of the weapons have two different model numbers listed (Model 7 and Model 8) and these weapons all have two sets of Weapon Data. Usually this data is presented within one entry in the Table, with each Model having its own column of **Living Steel** data, and its own Ballistic Data section for **Phoenix Command**. In the case of dual weapon systems like the Dragoncrest Lase Cannon / Rocket Rifle combination, each Model has a separate entry in the table, because of the amount of data necessary. The Models represent the upgrading of equipment as technology advanced and, for the Starguild, the process of trying to match the performance of its Seven Worlds and Dragoncrest opponents. Model 7 data is for the original weapon designs, while Model 8 represents the improved version.

4.1

BATTLEPACKS

Battlepacks are designed for Power Armor infantry and provide the users with a variety of lethal weapon systems. Each Battlepack is in two segments; the Weapon itself, and a Backpack. The Backpack serves as an ammunition rack, reloading system, and power supply. A Backpack may be reloaded or replaced as a unit. As Battlepacks use the Power Armor's target designating system and assume the user is protected from back blast and recoil, they cannot be used by anyone not in Power Armor.

Ammunition for many Battlepacks is transported from the Backpack through a **Belt Feed Mechanism** to the weapon. This makes the entire Backpack ammunition load available to the Weapon without reloading. Power from the Backpack power packs to the Weapon is transferred through a **Battlepack Power Cord**, which runs from the Backpack through the suit itself. There is one in each arm of the suit.

Battlepack Weapons have no triggers and there are few breaks in their smooth outlines. They are connected directly to the Power Armor's targeting system through a **Weapon Control Cord** which mates to a pickup in the pistol grip. This Cord is paired with the Battlepack Power Cords, and again there is one in each arm. All weapon commands are relayed directly through this Cord to mechanisms within the Weapon. This means the user need never remove his hand from the pistol grip; Starmarines call this "keeping in touch". The stock of the Weapon is usually just a rod ending in a ball joint. This joint mates to a socket in the suit's shoulder, providing a firm and stable firing rest. As mentioned above, the suit protects the user from the recoil pressure.

The bulky appearance of some of the Weapons is due to armor; many armored Battlepacks are as well protected as their users. The armor **Protection Factor (PF)** for Backpack and Weapon is given under the Battlepack Bay Functions column of the **Weapon Data Tables**.

4.2

FLECHETTE AND SLIVERGUNS

Flechette Guns use high-efficiency caseless munitions which fire a small metal dart enclosed in a sabot that protects the dart from damage during firing. After leaving the barrel, the sabot falls away leaving only the dart to continue on. The sabot is of light weight and is not dangerous to anyone with eye protection.

Flechette darts are unstabilized, and count on their aerodynamic form for flight stabilization in an atmosphere. The limited effective range of flechette guns (under 100 yards) is due to the ammunition's inherent inaccuracy. Manufacturing tolerances and sabot ejection tipoff contribute to this inaccuracy.

Sliverguns are mechanically and operationally nearly identical to Flechette Guns, but fire a fin-stabilized dart. The fin-stabilization gives the dart a truer flight and longer effective range than the Flechette, making the weapon ideal for military and law enforcement activities in urban areas. The sabot fired from the Slivergun is much larger than that used by a Flechette Gun and is dangerous to unarmored targets within 5 hexes and 60° of the weapon's line of fire. Within this area, the sabot has a PEN of 4.0 and DC of 1, and a Base Hit Chance of 1% per round fired. Outside 5 hexes the sabot tumbles and its penetration drops to safe levels for any personnel with eye protection.

Both Flechette and Slivergun Battlepacks have a **Belt Feed Mechanism** which transports ammunition from the backpack to the weapon making the entire ammunition load available without interruption. Ammunition is contained in two Bays. If either **Ammunition Bay** is hit, half the ammunition load is lost. Both the Belt Feed and the **Weapon Control Cord** must be operational for the weapon to function. The weapon's firing mechanism has six chambers which function like the cylinder of a revolver. As each chamber passes the feed port, it is fed a round from the Belt Feed. As it passes the barrel, it may be fired.

> **"The FMPX is designed to defeat Heavy Power Armor. It's badly designed, but that's not my problem."**
>
> Valent Sespin
> Imperial Engineer

BP-FMP: Light Battlepack 1.5mm Flechette Machine Pistol

The BP-FMP is a compact machine pistol designed for close combat. It is a popular Light Battlepack for engaging Non-Powered Infantry and Light Power Armor, but its short effective range has limited its use as a military weapon.

The BP-FMP is available throughout the Starguild and has been used by the Seven Worlds as well. It is very popular with Starfleet Light Power Armor and has a special ammunition designed for Starfleet operation. Combat within the delicate confines of a Starship demands special weapons, ones which are capable of penetrating an opponent's armor but which will not destroy the ship's vital controls and equipment. To this end, a special **Starfleet Flechette** has been created. It is 38mm long and is attached to an impact-absorbing base plate. The base plate limits penetration to an effective overall PEN of 1.0. The dart head, however, has a much greater PEN and is able to defeat armor. Starships built to commercial and military codes prior to 2201 were designed with a minimum Protection Factor (PF) of 1.0 and 1.5 inch standoff on vital components. This minimized the danger of disabling a ship in a boarding action.

When firing Starfleet Flechettes, the weapon is treated as a normal weapon in all respects except that its **Effective Penetration (EPEN)** and **Damage Class (DC)** are limited to 1.0. The projectile has a sealing compound on the base plate which maintains a vacuum seal once it penetrates Power Armor or a Combat Suit. This item reduces the fatalities in Starfleet operation and is one of the factors in its popularity. In 2251 it was updated and it is still in service.

BP-FMPX: Light Battlepack 2.8mm Flechette Machine Pistol

The BP-FMPX is another compact machine pistol, and was designed specifically to defeat Power Armor at close range. It was produced by the Starguild after the devastating defeat they suffered in 2180, at the hands of Dragoncrests equipped with Power Armor. While not as effective against Heavy Power Armor as intended, it is very effective against Medium Power Armor and offers a great deal of firepower in a small package. This capability makes it popular with Medium Power Armor troops and with infiltration and high level security teams. It proved very effective against armored Non-Powered Infantry and was updated in 2251.

BP-SAR: Light Battlepack 2.1mm Slivergun Assault Rifle

In 2187 the Starguild rearmament mandated weapons capable of dealing with Heavy Power Armor, and the Light Battlepack Slivergun was produced. It was not significantly more powerful than the BP-FMPX, and enjoyed little popularity in spite of its improved range. When upgraded in 2251, the designers were very conscious of the importance of improved performance against Heavy Power Armor. As a result, the Model 8 is noticeably more effective against well-armored opponents than the Flechette Guns.

4.3

GAUSS GUNS

Gauss Guns use a magnetic field to accelerate fin-stabilized darts. These darts are similar to those used by Sliverguns, but have no sabot. Gauss Guns provide superb penetration capability and better accuracy than Sliverguns, since they are not penalized by sabot ejection tipoff. Their disadvantages are a heavy power electronics package and high cost. They are powered by rechargeable **Power Packs** located in the backpack. Weapon power is transferred from the backpack to the weapon through the **Battlepack Power Cord**, and the weapon sight picture is transmitted through the **Weapon Control Cord** to the Power Armor Visual Display. Weapon fire and function commands also go through the Weapon Control Cord. Both the Weapon Control Cord and Battlepack Power Cord must be operational for weapon function.

For many years, weight and cost limited the Gauss Machine Gun's acceptance by Starforces. The advent of Power Armor and the need for a weapon with high penetration and limited ammunition weight renewed interest in the Gauss Machine Gun. The first units were fielded in 2187.

> **"I don't understand, Axly. Nobody else runs out of ammunition on their Lase Cannon."**
>
> Sandy Jorden

BP-GMG Light Battlepack 1.7mm Gauss Machine Gun

The BP-GMG was the first Starguild weapon placed into large scale service which was effective against Power Armor. It is an infantry GMG7 Gauss Machine Gun mounted in a Light Battlepack. The Backpack contains four Magazines in two Bays, the Power Electronics, and a single Power Pack. Each Magazine contains 24 Bursts of fire, but must be manually reloaded when expended; the weapon does not have an ammunition feed from the Backpack to the weapon. The Power Pack will sustain 5 Magazines of fire before it must be recharged or replaced.

BP-GMGL: Heavy Battlepack 2.8mm Gauss Machine Gun

Infantry HGMG Heavy Gauss Machine Gun mounted in a Heavy Battlepack. The backpack carries 6 Magazines with a Capacity of 24 Bursts each, and its Power Packs will sustain 7 Magazines of fire. To fire more than 7 Magazines, two fresh power packs (3.3 lb each) must be installed. Each Magazine must be manually reloaded when expended, as the weapon does not have an ammunition feed from the backpack to the weapon.

BP-GMGH: Cargo Battlepack 3.3mm Heavy Gauss Machine Gun

The BP-GMGH mounts a 3.3mm Heavy Gauss Machine Gun in a Cargo Battlepack. This Battlepack can only be carried by Starguild Slow Cargo Carrier Power Armor, which is specially designed for this purpose. The weapon has a **Belt Feed Mechanism** which transports ammunition from the backpack to the weapon, making the entire ammunition load available without reloading. Ammunition is contained in four Bays. If an Ammunition Bay is hit, a quarter of the ammunition load is lost. The Belt Feed, the Battlepack Power Cord, and the Weapon Control Cord must all be operational for the weapon to function.

4.4

LASE WEAPONS

Lase Weapons are powered by rechargeable **Power Packs** stored in the Backpacks. To reload, fresh Power Packs can be exchanged for the spent units or they can be recharged from a Power Receiver, Grav Vehicle Power Plant, or Expendable Power Packs.

Man-portable lase weapons have a limited range, due to losses in the atmosphere and limitations in the ability to focus the beam. The large aperature, or muzzle, is a focusing unit. The larger the diameter of this unit, the greater the range at which the beam can be focused. For practicality, lase weapons have a 55mm aperature which gives them a range of 100 hexes (200 yards). Larger aperatures are heavy, expensive, and prone to damage.

The ability to focus the beam also limits the laser's total penetration depth to R / 3 inches, where R is the laser's **Aperature Range** in hexes. The Aperature Range is the range at which the beam's Damage Class (DC) is still 2 for most weapons. This means that Lase Machine Pistols, with a range of only 20 hexes, can penetrate only 7 inches regardless of their PEN value. This means they cannot penetrate into the Rear Suit Layer or Backpack of Power Armor when hitting from the front, and are safe to use on modern starcraft (built after 2201) at any power setting.

Beyond the weapon's Aperature Range the beam can no longer be focused. It spreads and, as a result, penetration is reduced while the beam diameter increases. Some high-powered weapons are effective beyond their Aperature Range. For these weapons, the larger beam diameter results in a larger Damage Class (DC) beyond their Aperature Range.

Lase weapons have a number of **Power Settings** rather than ammunition types in the Ballistic Data section of the **Weapon Data Tables**. The first setting, marked (1), is for Single Shot fire. The other settings are for fully automatic fire and give the **Rates of Fire (ROF)** in shots per burst. Note that the Penetration (PEN) value for a lase weapon in fully automatic fire is less than the full power single shot setting.

A lase weapon's **Ammunition Capacity** is given in Bursts of automatic fire for those using **Living Steel**. For **Phoenix Command** users, the Ammunition Capacity (Cap) gives the number of Single Shot full power shots which can be fired. Each burst of fully automatic fire uses three Single Shot charges of power, independent of the ROF.

4.5

SEVEN SWORDS BATTLEPACKS

The primary weapon systems of Living Steel soldiers are **Seven Swords Battlepacks**. These Battlepacks are based on Dragoncrest models and are designed for combat flexibility. Like Living Steel, the Seven Swords Battlepacks are designed for use in Light, Medium, and Heavy configurations. This allows one weapon to support all modes of operation. The Battlepacks rely on high-powered lase cannon for their primary firepower. The Lase Cannon requires a functioning **Weapon Control Cord** and **Battlepack Power Cord** for operation.

The Explosive weapons are supported by an **Auto-Assisted Reloading System (AARS)**. This AARS allows the user to swing the weapon onto the shoulder where it mates to the AARS Feed System. Once mated, ammunition is automatically reloaded into the weapon from the backpack Ammunition Bays. The **Reload Time** gives the time in Action Counts to mate the weapon to the AARS, for the AARS to reload the weapon, and for the weapon to be removed from the AARS for use. Explosive weapons require a Weapon Control Cord and Battlepack Power Cord for operation.

7SLR: Heavy Battlepack Lase Cannon / Rocket Rifle

This dual weapon Heavy Battlepack combines a Lase Cannon and a 15 or 20mm Rocket Rifle into one deadly system. This allows the user to engage targets efficiently at both long and short ranges. The Rocket Rifle is a semi-automatic high velocity rocket launcher with a high explosive armor piercing warhead. It is ideal for engaging Power Armor at long to extreme range. The backpack contains an Auto-Assisted Reloading System for the Rocket Rifle.

The Lase Cannon is powered by two 2.5 pound power packs contained in the backpack. Power is transferred through an armored Battlepack Power Cord from backpack to weapon. The Rocket Rifle can be stripped off, leaving only the Lase Cannon for use with Light or Medium Living Steel configurations.

Two versions are given; the 7SLR7, used from 2160 through 2194, and the 7SLR8 which has been used from 2226 to the present.

7SLG: Heavy Battlepack Lase Cannon / 30mm Grenade Launcher

The 7SLG is another dual weapon system, this one combining a high-powered Lase Cannon and a 30mm Grenade Launcher. It is designed for maximum firepower in close contact with Starguild forces.

The Lase Cannon is identical to that in the 7SLR. The Grenade Launcher has a five shot semi-automatic action similar to the Starguild BP-GL discussed in Section 4.9. Like the Lase Cannon / Rocket Rifle dual system, the Grenade Launcher can be stripped off leaving only the Lase Cannon for use with Light or Medium Seven Swords Power Armor configurations.

Again, two versions have been shown; the 7SLG7 for use from 2186 through 2194, and the 7SLG8 from 2226 through 2349.

7SLAR-L: Light Battlepack Lase Assault Rifle - Light Configuration

This Light Battlepack Lase Cannon is identical to the Lase Cannon of the 7SLR Lase Cannon / Rocket Rifle and 7SLG Lase Cannon / Grenade Launcher dual weapon systems. It is derived from those dual systems by stripping off the explosive weapon, Backpack ammunition bays, feed system, and some armor. This can be performed in the field in a matter of minutes.

7SLAR-M: Light Battlepack Lase Assault Rifle - Medium Configuration

This Light Battlepack Lase Cannon is identical to the Lase Cannon of the 7SLR Lase Cannon / Rocket Rifle and 7SLG Lase Cannon / Grenade Launcher dual weapon systems. It is the same as the 7SLAR-L but has increased armor protection on the weapon and Backpack.

"There is a time and place for everything, except peace."

Corley Norris

7SLC: Heavy Battlepack Lase Cannon

Sturdy, formidable Lase Cannon designed specifically to defeat Power Armor and armored vehicles. The backpack contains six 2.5 lb power packs. Power is transferred through an armored Battlepack Power Cord from Backpack to weapon.

4.6

DRAGONCREST BATTLEPACKS

The primary weapon systems of Dragoncrests are the X3LR Lase Cannon / Rocket Rifle and the X3LC Heavy Lase Cannon. These Battlepacks are designed for combat flexibility, like the Dragoncrests' Power Armor, and the X3LR can be used in Light, Medium, and Heavy configurations. This allows it to support all modes of operation. The Lase Cannon requires an operational **Weapon Control Cord** and **Battlepack Power Cord** for operation.

The Rocket Rifle is supported by an **Auto-Assisted Reloading System (AARS)**. This AARS is similar to that described in Section 4.5 for Seven Swords Battlepacks. The Rocket Rifle requires a Weapon Control Cord and Battlepack Power Cord for operation.

X3LR: Heavy Battlepack Lase Cannon / Rocket Rifle

This dual weapon Heavy Battlepack combines a Lase Cannon and a 15mm Rocket Rifle, allowing the user to engage targets efficiently at both long and short ranges. The Rocket Rifle is a semi-automatic high velocity rocket launcher with a high explosive armor piercing warhead. It is ideal for engaging Power Armor at long to extreme range. The Rocket Rifle fires a single type of ammunition which has two **Penetration Settings**. The low penetration setting is used against living targets, and the high penetration setting is reserved for use against inanimate objects, vehicles, and fortifications.

The lase cannon is powered by two 2 pound Power Packs contained in the backpack. Power is transferred through an armored Battlepack Power Cord from Backpack to weapon. The Backpack contains a Auto-Assisted Reloading System for the Rocket Rifle.

X3LAR-L: Light Battlepack Lase Assault Rifle - Light Configuration

This Light Battlepack Lase Cannon is identical to the Lase Cannon of the X3LR dual weapon system. It is derived by stripping off the explosive weapon, Backpack ammunition bays, feed system, and some armor. This can be performed in the field in a matter of minutes.

X3LAR-M: Light Battlepack Lase Assault Rifle - Medium Configuration

This Light Battlepack Lase Cannon is identical to the Lase Cannon of the X3LR dual weapon system. It is identical to the X3LAR-L but has increased armor protection on weapon and Backpack.

X3LC: Heavy Battlepack Lase Cannon

This heavy Lase Cannon is one of the most formidable weapons encountered. The Backpack contains six 2 pound power packs. Power is transferred through an armored Battlepack Power Cord from Backpack to weapon.

"Try not to bleed so much in the waiting room. It's uncomfortable for the ones who might survive."

Dr. Oscar Schneiderbunk

4.7

NEEMIS ENTERPRISES WEAPONS

Neemis Enterprises was once a Starguild corporation, but it was thrown out of the Starguild for running guns and Starships to the rebel Colonies during the Colonial Wars. The Corporation survives to this day as a rogue living on the outskirts of the Starguild, however, and has never changed its policy of gun running, piracy, mercenary activities, and selling lethal combat drugs and other contraband.

Neemis Porto-Cannon 4.8mm Machine Gun / 20mm Cannon

The Neemis Porto-Cannon is used by Neemis Drop Troops as a close range support weapon. It combines a 4.8mm Machine Gun having a high Rate of Fire with a twin barrel 20mm Cannon. The 20mm Cannon has a limited ammunition supply and is used to handle "hard" targets or simply to augment the Machine Gun's fire. The Machine Gun is belt fed from a backpack magazine. The 20mm Cannon is fed from a drum magazine on the weapon and must be reloaded manually. Extra Magazines are carried in the Backpack.

4.8

EXPLOSIVE WEAPONS

Explosive Weapons include Rocket Launchers, Grenade Launchers, Rocket Rifles, and Rocket Propelled Grenades. Since the end of the Second Corporate War in 2097, explosive weapons have been greatly reduced in military forces. Their use against people represents an escalation of a conflict beyond the **Starguild Articles of War** and would be accompanied by Imperial intervention. As a result, few explosive weapons were issued as the Starguild attempted to lower the death rate among its own combatants and minimize the damage and threat to facilities and civilians. This restriction came from within the Starguild, for many felt the creation of more destructive weapons could escalate into the resumption of the wars and chaos of the 20th and 21st Centuries, something the Starguild had been set up to avoid.

The Starguild's inability to handle the Dragoncrest threat or crush the Seven Worlds gave rise to a modification of the Articles of War when applied to alien races and traitors to the Starguild. Explosive weapons were included in a Waiver and were to be used only in **"War Zones"** as defined by the Starguild Senate. Such Zones included all of the Dragoncrest frontier and the Seven Worlds. Even with these provisions, few units outside the Imperial Guard were equipped with explosive weapons.

"If you don't shoot me, I'll be your best friend."

S. Silver

Since 2295, there have been few planetary or system "War Zones" in the Starguild. The Third Seven Worlds-Starguild War in 2337 established a War Zone covering the entire Seven Worlds System, and the turmoil between the Imperium and Trident's RMBK division on the planet Rhand led to the declaration of Rhand as a War Zone in 2349. Additionally, the entire frontier which faced the Spectral Invasion became a War Zone in 2340. Apart from these recent disasters, the Starguild was relatively peaceful and explosive weapons were rarely released from inventories after 2295.

Explosive weapons are supported by an **Auto-Assisted Reloading System (AARS)**. This AARS allows the user to swing the weapon onto the shoulder where it mates to the AARS Feed System. Once mated, ammunition is automatically reloaded into the weapon from the backpack **Ammunition Bays**. The **Reload Time** gives the time in Action Counts to mate the weapon to the AARS, for the AARS to reload the weapon, and for the weapon to be removed from the AARS for use. Explosive weapons require a **Weapon Control Cord**, and **Battlepack Power Cord** for operation.

4.9

GRENADE LAUNCHERS

Grenade Launchers were introduced in 2187 in response to Dragoncrest and Seven Worlds Power Armor. They were issued primarily to the Imperial Guard and to security forces of high priority targets, with the explicit orders that they not be used within sensitive facilities. This made their deployment almost impossible and few commanders issued them to any but the most trustworthy and responsible troops.

BP-GL: Heavy Battlepack 30mm Grenade Launcher

High velocity Grenade Launcher in Battlepack form. It has an Auto-Assisted Reloading System and is a five round semi-automatic weapon. It can fire standard 30mm grenades but usually uses its own high velocity ammunition. This high velocity ammunition will not feed in the normal infantry Grenade Launchers, as those weapons will not take the higher loads.

4.10

ROCKET RIFLES

The **Rocket Rifle** is the product of a top priority program which began shortly after the start of the Dragoncrest wars. It is a copy of the Dragoncrest X3LR shoulder-fired high velocity Rocket Rifle. During the Dragoncrest Wars it was available in three calibers; 20, 35, and 45mm. Since 2251, only the 45mm version remains in service.

The Rocket Rifle fires a high velocity rocket with a HEAT warhead designed to defeat Power Armor at long range. It was never popular with the Starguild due to its inefficiency and the expense of its ammunition, and saw limited service before being replaced by the Gauss Machine Gun.

BP-RR20: Heavy Battlepack 20mm Rocket Rifle

This was the smallest infantry Rocket Rifle produced and was intended for use against Power Armor at extended range. In some respects it is similar to anti-tank rifles of the 20th century. The weapon is breech loaded and fires a high velocity fin-stabilized missile.

BP-RR35: Heavy Battlepack 35mm Rocket Rifle

This is a larger version of the BP-RR20, which fired a 35mm missile. It was designed to knock out light vehicles and fortifications. The BP-RR35 was produced in limited numbers and was replaced by the BP-RR45.

BP-RR45: Heavy Battlepack 45mm Rocket Rifle

The Starguild quickly abandoned the idea of the Rocket Rifle as a long range anti-Power Armor weapon. A larger 45mm version suited for use against light fortifications and vehicles met with approval. The 45mm Rocket Rifle is an accurate weapon with long range at a fraction of a Rocket Launcher's weight. It was seen as an ideal combination of weight and accuracy and is still in service.

4.11

ROCKET PROPELLED GRENADES AND ROCKET LAUNCHERS

Rocket Launchers and **Rocket Propelled Grenades (RPG)** represent the most powerful explosive weapons issued to infantry. They are specialty items designed for the completion of specific missions and are rarely issued as standard equipment. These weapons were introduced in 2187 and have not changed appreciably since that time. The Starguild has not placed much emphasis on infantry portable explosives. Their concern that such weapons would cause more damage to their own facilities and profits outweighed any benefit they felt could be gained in combat.

BP-RPG: Heavy Battlepack 80mm Rocket Propelled Grenade Launcher

Shoulder-fired low velocity Rocket Propelled Grenade Launcher ideal for close combat support. It is a light, maneuverable weapon which is breech loaded from an **Auto-Assisted Reloading System (AARS)** which is part of the backpack. The Rounds are prepared for firing within the weapon once they are transported from the backpack Ammunition Bay.

BP-RL: Heavy Battlepack 70mm Rocket Launcher

Shoulder-fired low velocity Rocket Launcher effective against light fortifications and medium armored vehicles. It is a breech loaded weapon which is similar to the BP-RPG in most respects.

5

AUXILIARY PACKS

Seven Swords and Dragoncrest **Auxiliary Packs** are an important feature incorporated into the design of Seven Swords and Dragoncrest Power Armors. The Auxiliary Packs enhanced the flexibility of the armor and fit well with the removable Armor Panels which allowed a single model to be used in Light, Medium, or Heavy configuration. The Aux Packs substantially augmented the firepower of Seven Swords and Dragoncrest Power Armor and were an important advantage the Seven Worlds had over the Starguild.

Seven Swords and Dragoncrest Power Armor have locations for 20 Auxiliary Packs. These Aux Packs are auxiliary equipment and weapon bays designed into the Power Armor making it easier to fit the armor to any particular mission. They range from supplemental weapons to power tools and smoke launchers. The number of Aux Packs that can be carried by the Power Armor depends on its mass configuration. This number is represented on the **Power Armor Status Sheets** which show the open locations available for Aux Packs.

5.1

WEAPON AUX PACKS

There are five basic types of **Weapon Aux Packs**; the Lase Pistol, Flechette Pistol, Grenade Launcher, Ripple Pack, and Scatter Pack. Each of these is discussed below in terms of **Phoenix Command**. Living Steel players will find all the values required for play specified below for each Aux Pack. Living Steel players should refer to the rules on page 96 of **Living Steel** (2nd Edition) for weapon accuracy and number of hits for Ripple Packs and Scatter Packs.

Seven Swords Ripple Pack PEN 43

A Ripple Pack is an area saturation weapon especially suited to the close combat of Dragonstar raids where Seven Sword forces often found themselves outnumbered and outflanked. A PEN 43 Ripple Pack consists of a reloadable explosive cartridge and eight tubes or barrels. Each tube fires 18 flechettes into a 60° arc of fire. From 1 to 8 tubes can be fired simultaneously. The pack is treated as fully automatic fire with one Odds of Hitting roll for all tubes fired. If the target(s) are hit by the burst, each target in the Arc of Fire is attacked by each tube fired. Each flechette's PEN is 43 and their DC is 2.

The Ripple Pack is reloaded by replacing the ammunition pack located behind the tubes. This ammunition pack contains eight new charges and flechettes. It may not be partially reloaded; all eight tubes are reloaded at once. The number of tubes fired simultaneously may be set by the user. It takes 1 AC to change this setting.

> **"Of course I appreciate the Dragoncrests making my Power Armor. But I'd appreciate it even more if it didn't have a tail."**
>
> Marduk

Dragoncrest and Seven Worlds Ripple Pack PEN 107

The PEN 107 Ripple Pack has three tubes. Its function and operation are identical to the PEN 43 model. One, two, or all three tubes can be fired simultaneously. The Damage Class (DC) of the flechettes is 2.

Dragoncrest Shoulder Mounted Ripple Pack

While Seven Swords and Dragoncrest body and arm-mounted PEN 107 Ripple Packs are essentially identical, the Dragoncrests' **Shoulder Mounted Ripple Pack** is substantially different. Dragoncrests are not as maneuverable as a human in turning from side to side. Their waist does not have the axial mobility nor are their legs and hips designed for turning in place. To compensate for this, their Power Armor has special Shoulder Mounted Ripple Packs. These Packs are automatically reloaded from ammunition bays through their own feed system. Each consist of a dual PEN 107 Ripple Pack which is automatically reloaded each Impulse. From one to six tubes can be fired simultaneously each Impulse until the Ammunition Bays are empty.

If the Dragoncrest Shoulder Ripple Pack (SRP) is damaged it may no longer be used. If the **SRP Feed** is damaged, the SRP can no longer be reloaded. Damage to the **SRP Ammunition Bays** means their ammunition is lost.

Scatter Pack

The Scatter Pack is similar to the PEN 107 Ripple Pack. It fires all three tubes simultaneously, filling a 60° cone with flechettes. There are three types of ammunition packs; PEN 7, PEN 43, and PEN 107. The DC of the PEN 7 pack is 1, while the PEN 43 and PEN 107 packs have a DC of 2.

Scatter Pack accuracy and hits into each target in the cone are handled as a Shotgun (Section 3.5 of Phoenix Command). The large cone, or pattern, makes the weapon extremely accurate and it is rare to require more than 1 AC of aim to hit. This makes it ideal for close combat and clearing buildings.

> **"We need more surgeons. You there, with the two arms, grab a scalpel and get to work."**
>
> Dr. Oscar Schneiderbunk

Lase Pistol Aux Pack

This is a small pistol which can be placed in the Outer Forearm Aux Pack. It is designed to give the Power Armor warrior a quick response alternative to his slow aiming Battlepack, and uses a standard infantry lase weapon power pack. The weapon data on the **Auxiliary Pack Data Table** is in the standard **Phoenix Command** format detailed in Chapter 6. For Living Steel players, the weapon has a PEN of 146 in Single Shot, PEN of 24 at Low Rate Auto Fire (LRAF), a Damage Class of 2, Ammunition Capacity of 312 bursts, and an Effective Range of 55 hexes.

Flechette Pistol Aux Pack

This is another quick response weapon designed for the Outer Forearm Aux Pack. The weapon data on the **Auxiliary Pack Data Table** is in the standard **Phoenix Command** format detailed in Chapter 6. For Living Steel players, it has a PEN of 80 at Low Rate Auto Fire, a Damage Class of 3, Ammunition Capacity of 6 bursts, and an Effective Range of 40 hexes.

Grenade Launcher Aux Pack

This weapon mounts to the Outer Forearm Aux Pack location and is a two shot semi-automatic grenade launcher. Phoenix Command data is found on the **Explosive Weapon Data Tables**. Living Steel players should treat the weapon as a standard two shot grenade launcher.

5.2

DRAGONCREST SCYTHE

The **Scythe** is a new weapon fielded by Seven Swords forces and Dragoncrests in the Third Seven Worlds-Starguild War and is being used by Seven Swords forces in their struggle with the Spectrals. It is a Light Battlepack specifically designed for close actions aboard ships or in built up areas.

The Scythe has a Backpack electronics pack attached to a Lase Rifle. The Lase Rifle has seven short range lase tubes, providing devastating firepower at close range. It may be set on **Fully Automatic** or **Scatter Pack Mode**. As a fully automatic weapon it follows normal rules to hit and has a very high Rate of Fire due to the synchronized cycling of its seven tubes. In the Scatter Pack mode, all seven tubes are fired simultaneously, filling a 60° pattern with hits. The Scythe is powered by a standard .4 pound infantry lase power pack located in the pistol grip. Like all weapons with an Aperature Range of 20 hexes, penetration is limited to a 7 inch depth. This means it can be used aboard modern Starships but cannot penetrate into the Rear Suit Layer or Battlepacks of Power Armor when hitting from the front.

Living Steel

Living Steel players will find data for the Scythe in the lower left corner of the **Weapon Data Table**. Its Automatic Fire is handled using normal rules. The 4xHRAF setting produces 4 times the number of hits from the **Living Steel Automatic Fire Table (6B)** for HRAF.

In the Scatter Pack Mode, the Scythe should be treated as a PEN 7 Scatter Pack.

Phoenix Command

Phoenix Command players should treat the Scythe as a normal Automatic Fire weapon. In the Scatter Pack Mode, it can be set for three pattern sizes; Tight, Medium, and Wide. The Odds of Hitting are handled as if it were a Shotgun (Section 3.5 of Phoenix Command). The shot is instantaneous with the pull of the trigger, unlike automatic weapon fire which occurs over a half second burst.

The Scythe has two beam settings. One has a Damage Class = 1 and the other a DC = 3. Beam size, fire mode, and other specifics must be set prior to firing. Each control takes 1 AC to change.

5.3

HEAT ROUND INTERCEPT AUX PACK

The use of HEAT grenades and cannon posed a serious threat to Power Armor. This was countered by an autofiring **HEAT Round Intercept Aux Pack (HRI)** which fires a special multiprojectile Scatter Pack timed to intercept incoming grenades, rockets, or cannon rounds. It uses the suit's Bifocal radar ranging for HEAT round tracking and Aux Pack firing. The HRI has three tubes identical to those of a Scatter Pack. Each tube fires thousands of PEN .5 balls into a pattern covering the user and extending forward 6 feet (1 hex) on a 60 degree cone. This will disable most HEAT rounds, but will not hurt equipment or personnel in armor of any kind. If unarmored people are in the pattern, run it as ten times the hits from a PEN7 Scatter Pack, but with a PEN of .5 and a DC of 1.

The HRI is a one shot unit, just like a Scatter Pack. It will attack all HEAT rounds from any one Burst of fire. It can be reloaded like a Scatter Pack and the suit will automatically cycle through unfired HRI Packs. The arc of fire is identical to a Scatter Pack in the same location and it can only intercept HEAT rounds fired from within its Arc of Fire.

When an HRI intercepts a HEAT round, the following table is consulted with a 00-99 roll to determine the effect. This ranges from destruction of the HEAT round to No Effect. The table is entered for each round intercepted. If more than one HRI pack is fired at a given burst of incoming fire, each HRI would roll separately for effect. Rounds larger than 30mm are autmatically destroyed.

HEAT ROUND INTERCEPT EFFECTIVENESS TABLE

HEAT Round Size			
15mm	20mm	30mm	Effect on HEAT Round
00-15	00-03	-	No Effect
16-28	04-09	00-00	60% normal PEN
29-40	10-18	01-02	40% normal PEN
41-52	19-31	03-07	20% normal PEN
53-99	32-99	08-99	Destroyed

"Yes, we have a very high Kill Ratio. I only wish it were in our favor."

Gerfel

5.4

SPARE EQUIPMENT AUX PACKS

One way in which Aux Packs are used is as extra equipment packages. These Packs act as reserve units to back up the standard equipment on the suit. They are automatically activated once the suit's primary and redundant units are damaged. These systems are listed on the **Auxiliary Pack Location Table (1B)**, and include the BiComp (which takes up the space of 2Aux Packs), Bifocal/ Ultrasonic (the size of 2 Aux Packs), Communications (1 Aux Pack), Injection Kit (1 Aux Pack), and Life Support (3 Aux Packs). In each case their function is identical to the standard equipment. Note that many of these multiple Aux Pack Equipment Packs cannot be placed on the lighter configurations, as the locations given on the **Auxiliary Pack Location Table (1B)** are not available in those configurations.

5.5

SPECIAL EQUIPMENT AUX PACKS

Many Aux Packs are **Special Equipment Aux Packs**. These are discussed below. Each may be mounted according to the **Auxiliary Pack Location Table (1B)**.

Smoke Launchers and Generators

Smoke Generators and Launchers are important factors on the high tech battlefield. These devices put out an opaque screen which blocks visibility as well as infrared and radar imaging. In the simplest game terms, a character's Field of View is blocked by Smoke.

Fitting Seven Swords Power Armor

"That's it, no more junk food. It's not as easy as letting out a few notches in a belt, you know."

Sandy Jorden, Senior Technician Power Armor requires a careful fitting for proper function. The fitting must be maintained by proper diet and excercise.

A **Smoke Launcher** is a one shot smoke rocket launcher which mounts to the Shoulder or Outer Forearm. When mounted on the Shoulder it has a 180° Field of Fire covering the user's side. It launches a smoke rocket which moves at a speed of 7 hexes per Impulse for two Impulses, producing a wall of smoke 1 hex wide and 14 hexes long.

A **Smoke Generator** is a Thigh mounted unit which can generate up to 24 Impulses of Smoke. If the user is stationary, they will produce a cloud 3 hexes in diameter (Smk = 3) in three Impulses at a rate of 1 hex per Impulse. If moving, a 1 hex wide wall of Smoke is created in the wake of the user.

Phoenix Command players should use the normal Smoke Rules of the **Advanced Phoenix Command Supplement** Section 6.6 or the **Phoenix Command Special Weapons Weapon Data Supplement** Section 2.5 should be used to determine the exact visibility, dissipation, and wind effects.

"Don't you have better things to do than setting Demo Charges around the house?"

In the Neemis Nursery

Explosive Breach Equipment

This is a Forearm mounted unit which can be used to create holes in doors, windows, and walls. It consists of a small applicator the size of a pistol, and a 3 inch square explosive gel pack. The pack has enough explosive gel for one application and can be reloaded in 8 AC. Application of the gel to make a man sized breach takes 18 AC. A timed detonator with delay from one-tenth of a second to 58.25 hours can then be set.

When the gel detonates it blasts a hole in the wall, door, or window. The **Penetration (PEN)** of the charge is 12 and the **Blast** is treated as a 45mm HE Rocket Rifle Round.

A loaded Explosive Breach Device weighs 3 pounds, and reloads weigh 2 pounds each. The applicator can be set for a single **Hollow Charge** rather than a linear breaching charge. This takes 12 AC and results in all the explosive being set as one large charge. The resulting blast has a PEN of 1700 and blast equivalent to a 2 pound charge of TNT; in general, this will create a 6" diameter hole.

Explosive Breach Devices and their reload packs are dangerous to carry when coming under Lase fire. Normal projectile hits into a pack will not detonate it, but Lase fire will result in an explosion equivalent to 2 pounds of TNT. If a loaded Explosive Breach Device takes a hit from Lase Fire, there is an 80% chance it will detonate. The same applies to Explosive Breach reload packs.

Demo Charge

This is a 3 pound shaped charge and thermite bomb designed to destroy equipment. It may also be used to blow open doors, but is not effective against personnel or for breaching walls.

The explosion is a controlled one, and eats its way through equipment, shorting out circuitry and melting metal. The charge takes 12 AC to set.

Barricade

A Barricade takes 6 AC to set, and when detonated it forms a spider web of barbed metal wire which is anchored in the walls, floor, and ceiling by Anchor Lugs. This effectively seals off a corridor, as the durable web must be cut clear. A man can cut through a Barricade in 160 AC, if equipped with manual cutting tools. If power tools are employed, the Barricade can be torn down in 60 AC.

Non-Powered infantry running into the web automatically become entangled by the barbed wire. An infantryman requires 24 AC to make his first escape attempt, and 8 AC for each subsequent effort. A 0-9 number is rolled with each attempt. On a roll of 9, he has escaped the wire. For each subsequent attempt made, 1 is added to the die roll. Thus, the second attempt is at +1, and the third at +2. Only three efforts may be made; if he has not escaped by that time, then he is hopelessly enmeshed in the wire and must be cut free. No damage is done by a Barricade. Although an unarmored person would be very badly scratched, there is almost no chance of a serious injury occurring.

"I'd feel better about the new Lieutenant if he weren't still reading the Owner's Manual for his mess kit."

Sgt. Ingram

Power Armor can attempt to smash through a Barricade. A 0-9 roll is made, and on a 4 or greater, the Barricade is destroyed and the Power Armor combatant may continue unobstructed. On a roll of 0 or 1, however, the Power Armor combatant becomes tangled in the web; it has been specifically designed for this effect, and features a wide variety of loose ends, barbs, and hooks. Once entangled, the Power Armor soldier can attempt to escape by spending 8 Actions. A 0-9 number is rolled. The first time he attempts to escape, he must roll a 9 to get free. His chances improve by 1 with each attempt. Unlike Non-Powered Infantry, a Power Armor combatant may continue to try to escape until successful.

Barricades do not show up on Ultrasonics, and can be deployed and hidden inside an area covered with Smoke.

A Barricade Mine weighs 3 pounds and is roughly 3 inches on a side. Each has a timed detonator, and the Mine is usually placed in the middle of a corridor with the arrow marked on the case parallel to the aisle. After the preset time delay (.1 second to 58.25 hours) it detonates, firing 12 radial anchor lugs into a plane perpendicular to the arrow. These lugs overpenetrate the walls and are attached to high tensile strength steel lines which form a web blocking the corridor. The anchor lugs have a PEN of 32 but will not penetrate more than 3 inches. They have a nonretractable head which prevents them from being pulled through the hole they make in the wall.

An anchor lug hitting a person in rigid armor has a PEN of 32, EPEN of 1 and DC = 3. Hitting a person in flexible or no armor, the lug has a PEN of 8 and DC of 5. Note that the lugs are fired radially into one plane. The target must be in this plane to be hit, either standing directly over the mine or with the mine placed with its axis vertical. The lugs fire into this plane, with one lug roughly every 30°. If a lug does not hit a wall within 10 feet, it is decelerated by the wire and tumbles. It is of minor risk to personnel over 12 feet from the detonation. Because there are only 12 lugs, the Base Chance a target would be hit at range 0 is 49 and at range 1 is 24. Normal adjustments for Target Size apply.

Cutting Tools

This is an electrical abrasive saw, attached to the Outer Forearm Aux Pack of Power Armor. It is designed to cut through rebar and other metals. This Aux Pack also includes other small hand tools, such as a drill, screwdriver, impact hammer, and so forth.

Stunner

A Stunner is a tranquilizer pistol which fires drug laced darts. Its aim and accuracy are as a Lase Pistol Aux Pack and the effects of the Tranq Darts are detailed in Section 7.1.

5.6

RELOAD AND SUPPLY AUX PACKS

Aux Packs may be used to carry reloads and additional supplies. In general, reloading an Aux Pack takes 10 Actions.

An Aux Pack can carry 3 Scatter Pack reloads, 3 Ripple Pack reloads, 3 Lase or Flechette Pistol reloads, 3 Smoke Launcher reloads, or a single Smoke Generator or Explosive Breach reload. Other Aux Packs available include an **Extended Life Support Aux Pack** and **Emergency Power Unit**. The Extended Life Support pack will support the user an additional 10 hours in an environment with no oxygen or 36 hours in an environment where oxygen can be drawn from the atmosphere. The Emergency Power Unit will power the suit for 1 hour.

5.7

ADDITIONAL ARMOR AUX PACKS

Heavy Living Steel Power Armor can be equipped with additional armor. This armor is available only in the Heavy configuration and provides substantial increased protection to the head and body. It is available in three locations and reduces the effective PEN Line of a hit into its area by 1. These Armor Aux Packs can be life saving when going up against Starguild Heavy Gauss Machine Guns equipped with Armor Piercing Ammunition.

The Helm added armor applies to all head hits and requires the user sacrifice 5 Aux Pack locations. It is attached to the helm by the Armor Visor. If the Armor Visor is removed, the additional armor is also removed.

There are two Body Armor Aux Packs. The first covers all Chest hit locations and takes the place of Body Aux Packs 1 through 5. The second covers the Base of Neck, Heart, and all Spine hit locations and takes the place of Body Aux Packs 6 through 10.

6

WEAPON DATA TABLES

Information on the Battlepacks and weapons used by Power Armor is found on the **Weapon Data Tables** at the back of this book. Each of these tables is divided into two pages. The left hand page contains basic weapon characteristics and information used in the **Living Steel Adventure Game.** The right hand page contains data in the **Phoenix Command** format. In this way each weapon is covered in detail, fulfilling the requirements of each game.

The left hand page includes a description of the weapon, a list of physical parameters, the configuration of its Battlepack Bays, and the Living Steel performance values such as PEN and DC. The Battlepack Bays and functions are discussed in Sections 3.1 and 3.4.

The right hand page contains the Living Steel Explosive Weapon Damage and the Phoenix Command data for the weapon. The Phoenix Command Ballistic Data is given versus target range and ammunition type or Lase Cannon Rate of Fire. These values should be familiar to Phoenix Command players and are discussed in detail below.

6.1

POINT FIRE WEAPONS

This section describes the **Phoenix Command** weapon characteristics found on the right hand page of the **Weapon Data Tables**. In the interest of space, the values presented have been abbreviated.

Length (L)

Overall weapon length in inches. If two numbers are shown separated by a slash (/), the first number is the weapon's folded length and the second its overall deployed length.

Weight (W)

The loaded weapon weight in pounds. This includes both weapon and Battlepack.

Reload Time (RT)

The time, in Action Counts, required to fully reload the weapon. An entry in parentheses is the **Battlepack Reload Time** and includes replacing all Power Packs and Ammunition Bays. It assumes the person doing the reloading has free access to the rear of the Battlepack as would be the case if the Battlepack were removed from the Power Armor, or if reloading someone else's suit. Removal of a Battlepack takes only 15 Actions. Replacing it requires 30 Actions.

Rate of Fire (ROF)

The time, in Action Counts, required to chamber a round from the weapon's magazine.

An asterisk (*) indicates a Self-Loading Action in which a round is chambered automatically after each shot is fired. With this type of weapon, a round is always ready for fire until the magazine is empty. A number following an * indicates the weapon is capable of Fully Automatic Fire and gives the number of rounds fired per half second burst.

A double asterisk (**) indicates the weapon has Three Round Burst (3RB) capability, which is defined in the **Advanced Phoenix Command Supplement**. A number after a ** indicates it is also capable of Fully Automatic Fire and is the number of rounds fired per half second burst. Weapons marked with a *V or **V are capable of variable rates of fully automatic fire. Weapons with no ROF entry have no magazine; the time required to prepare a shot is given by the Reload Time (RT).

Lase weapons have a number of **Power Settings** rather than ammunition types in the Ballistic Data section of the **Weapon Data Tables**. The first setting, marked (1), is for Single Shot fire. The other settings are for fully automatic fire and are the Rates of Fire (ROF) in shots per burst. Note that the Penetration (PEN) value for a lase weapon in fully automatic fire is less than the full power single shot setting. The PEN of each round in a three round burst is given by the 3RB autofire entry.

"How To Lead When You Don't Know What You're Doing."

From Axly Suregrip's
Combat Command Series of
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Ammunition Capacity (Cap)

The maximum number of rounds held in the weapon's magazine.

Ammunition Weight (AW) and Feed Device

The weight in pounds per drum (Drum), magazine (Mag), pack (Pack), or individual round (Rnd).

Knock Down (KD)

Measure of the weapon's Knock Down capability. This has nothing to do with physical damage or incapacitation, but can be used to determine if the projectile's momentum knocks the target off balance. This is discussed in 3rd Edition **Phoenix Command.**

Sustained Automatic Burst (SAB)

Measure of the weapon's recoil and its accuracy during long bursts of automatic fire.

Aim Time Modifier (Aim Time Mod)

The combined measure of the weapon's accuracy and speed of aim. There are several Aim Time Modifiers, one for each Aim Time listed in the third column. The greater the Aim Time Modifier, the greater the weapon's accuracy.

"How To Blame Others For Your Mistakes."

From Axly Suregrip's
Combat Command Series of
Officer Training Manuals

Penetration (PEN) and Damage Class (DC)

PEN measures bullet penetrating power, and DC measures bullet damage capability. The greater the PEN and DC, the greater the penetration and damage. The PEN and DC are given for target ranges 10, 20, 40, 70, 100, 200, 300, and 400 hexes. A hex is two yards across. There are three sets of PEN and DC values. Each set represents a different type of ammunition as given to the left of these values: Armor Piercing (AP), Full Metal Jacket (FMJ), High Explosive (HE), High Explosive Anti-Tank (HEAT), Jacketed Hollow Point (JHP), Soft Steel Dart (SSD), and Standard Dart (SD). Players not using the **Advanced Phoenix Command Supplement** should not use data from the shaded portion of the tables. This represents performance beyond the weapon's Effective Range and is used only in **Advanced Phoenix Command.**

Three Round Burst (3RB)

The measure of weapon control during a three round burst. The larger the 3RB the larger the pattern of the burst. This value is used in the **Advanced Phoenix Command Supplement**.

Minimum Arc (MA)

The minimum number of hexes over which a burst of fully automatic weapon fire must be spread. The greater the weapon's recoil, the greater the Minimum Arc.

Ballistic Accuracy (BA)

The measure of weapon / ammunition accuracy potential. The larger the BA, the greater this potential. This is used in the **Advanced Phoenix Command Supplement.**

Time of Flight (TOF)

The projectile's time of flight in tenths of seconds (Master Phasing Counts (MPC)). This value is used in the **Advanced Phoenix Command Supplement**.

6.2

EXPLOSIVE WEAPONS

Explosive Direct Fire Weapons include rocket and grenade launchers. They are listed in a separate section because their entries differ somewhat from those of the standard small arms.

The **Explosive Direct Fire Weapon Tables** have been divided into two sections. The values on the left side of the right hand page are identical to those in the Point Fire Weapon section. The **Maximum Range (MR)** entry gives the weapon's maximum range in 2 yard hexes, and the PEN and DC values on this side give the projectile's penetration and damage capability. The values on the right side represent explosive effects. The PEN and DC values here give the explosive's shrapnel penetration and damage, depending on the target's range from the burst in 2 yard hexes. A "C" in the range category is for when the explosive is in direct Contact with the target. The **Base Shrapnel Hit Chance (BSHC)** gives the percent chance of hitting each target in the burst area with shrapnel. The Base Concussion (BC) measures concussion damage.

The **Angle of Incidence (AOI)** measures the projectile's striking angle and is not used in the basic game. This value will be used in our **Mechanized Combat System**.

6.3

AREA WEAPONS

This supplement contains a number of **Area Weapons** which can be treated like 20th century Shotguns. These weapons include the Ripple and Scatter Packs as well as the Dragoncrest Scythe. Because they fire a number of flechettes or pieces of shot rather than a single projectile, they must be treated using special rules. These rules are contained in Section 3.5 of the **Phoenix Command Combat System** and refer to the following values.

Shotgun Accuracy Level Modifier (SALM)

The SALM measures the shotgun's pattern accuracy when firing shot. This modifies the Odds of Hitting a target with the shotgun's pattern.

Base Pellet Hit Chance (BPHC)

The BPHC is the percent chance of hitting each target in the pattern with projectiles. A BPHC value preceded by an asterisk (*) indicates the number of projectiles hitting. Thus a value of *9 indicates nine projectiles hit the target. Note that the maximum number of projectile hits is equal to the number of projectiles in the round as given to the left of the BPHC value.

Pattern Radius (PR)

The PR gives the pattern size in 2 yard hexes. All targets within this Pattern Radius are subject to being hit by the weapon's projectiles.

Point Blank Penetration and Damage

At point blank range, the shot is essentially one mass when it strikes. This can increase its penetrating power. At point blank range, the BPHC value is not used and damage is determined as if the shot were a single projectile.

"Break the law with a name you can trust. Smuggle with Neemis Enterprises."

Popular and long-running ad campaign from Neemis Enterprises

7

OPTIONAL RULES

This Chapter includes information on some of the most common and most important pieces of medical and military equipment used between 2145 and 2349. Some of the following material will be familiar to players of **Living Steel** and **Dragonstar Rising**, but those who do not play those games will find that these Sections add interesting color to high-tech battles.

7.1

COMBAT DRUGS

The following is a list of Combat Drugs available for use in Power Armor **Injection Kits**, or in hypodermic syringes. The drugs produce a wide range of effects, and most of them are used on every Starguild or Seven Worlds battlefield.

Herculon

Herculon is a Combat Drug whose effects last 20 minutes. It increases the user's Combat Actions by 1, multiplies his Knockout Value and Disabling Injury limit by 5, and temporarily reduces his Health characteristic by 3-5 points for one week. The following description has been written specifically for this drug, but the rules for Herculon are representative of those used on each of the other drugs.

Although the drug is neither addictive nor possessed of major negative side effects, it does put a good deal of stress on the system of the user. Because of this, troops do not use Herculon until they are damaged. When a soldier is seriously injured, however, Herculon can be automatically injected into his system from an Injection Kit by his suit's BiComp. This can allow him to continue in the battle, in spite of the pain or injury, and increases both the effectiveness of the warrior in combat and his chance of safely leaving the field at the end of the encounter.

In game terms, Herculon is injected into Power Armor troops and any suitably equipped Non-Powered Infantry as soon as they fail an Incapacitation Roll. The combatant loses one full Impulse as the drug takes effect; during this Impulse he may do nothing at all. At the end of the Impulse, his Knockout Value is multiplied by 5 and he receives another Incapacitation Roll against the increased KV. If he succeeds, he is once again fully capable of combat. The effects of the drug cannot be stacked or combined; only one injection is effective at any one time. To extend the duration, additional injections may be taken. This is only limited by the point at which the user's Health goes to zero; when that happens, he dies.

As a byproduct of the increased resistance to pain and the heightened rigidity of muscle tissue caused by the drug, the combatant on Herculon may ignore all single asterisk (*) Disabling Injuries, whether they are received before or after the injection. For those using **Living Steel**, only Double Asterisk (**) Disabling Injuries will disable the limb of a soldier on Herculon. For those using **Phoenix Command**, Herculon multiplies the Disabling Injury PD Limit by a factor of 5.

Anestalon

This is another combat drug with a duration of 20 minutes. It multiplies the Knockout Value and Disabling Injury limit by 10, and gives the user two attempts to make his Knockout Roll each time he is injured. If it is injected into an Incapacitated person, it gives him two Knockout Rolls at Knockout Value times 10 to regain consciousness immediately. If he regains consciousness he is limited only by Double Asterisk (**) Disabling Injuries. Anestalon is limited to one use and cannot be used with other drugs. It temporarily reduces the HLT characteristic by 4-6 points for one week. If it is used with any other drug, including Oxyspan, it reduces the user's HLT by an additional 7-12 points for one week. If the user's HLT goes to zero, he dies.

"Buttering Up Your Superiors and Other Winning Strategies."

From Axly Suregrip's Combat Command Series of Officer Training Manuals

"I've been taking Amne-forte since um, well... and it's done wonders for... well, time for a nap."

Humbert No-Dose

Amphicane

Amphicane is a very dangerous combat drug of unknown composition, whose distribution is traced to **Neemis Enterprises**. Once widely used on expendable Drop Infantry, it is now highly illegal, although it is still rumored to be available to Imperial Guard units. Amphicane multiplies the Knockout Value and Disabling Injury limits by 100, and increases the Combat Actions by 1. Like Anestalon, it gives the user two Knockout Rolls each time injured, needing to make only one. The danger is that it reduces the HLT characteristic temporarily (for a week) by 1-6 points, every 10 minutes following injection. If the user's HLT goes to zero he dies. This can only be countered by its antidote injection, which has the effects of Somalon, described below. Amphicane has the same effects on an Incapacitated target as Anestalon, but at 100 times the normal Knockout Value and Disabling Injury limit. Amphicane is not generally available.

Oxyspan

Oxyspan is a life preserving drug which Incapacitates the user and multiplies his Critical Time Period by 100, up to a maximum of 2 hours. It is limited to one use, and temporarily reduces the Health characteristic by 1-6 points for one week.

Amne-forte

Amne-forte incapacitates the target for 12 hours and erases all memory of the 48 hours preceding injection. It is commonly issued on Espionage and Intelligence missions.

Tranq Darts

Tranq Darts are a standard tranquilizer fired from Stunners. The darts are laced with a tranquilizer in a solid form. The drug puts a human target to sleep for 1 to 2 hours. The drug does 40 PD* each Impulse for three Impulses. The PD* is treated as normal PD for Knockout but is not included in the Damage Total; this represents the soporific effect of the drug. It reduces the victim's Health characteristic by 1 to 6 points temporarily for two weeks and can be lethal in multiple injections. Each time a person is hit he should roll two six sided dice. If the sum is greater than his temporary Health characteristic he takes 500 PD from the drug dose. The drug then reduces the target's Health by 1-6 points temporarily for two weeks. As an example, if the target were hit by two darts, the first would be handled normally. The second would compare the sum of the two six sided dice against the target's Health characteristic which has been lowered by the first injection. This process continues with each additional injection until the target automatically fails his roll and takes 500 PD with each overdose. If the target's Health becomes less than or equal to zero, he dies.

Somalon

Somalon is a standard tranquilizer commonly fired from Tranq Guns and used in Injection Kits and syringes. It puts a human target to sleep for 9 to 10 hours. It does 120 PD* the Impulse it hits. The effects of the drug and overdose are identical to those listed under Tranq Darts above.

7.2

STARGUILD INSTALLATIONS

In the time of the Starguild, all important installations are built to the same codes and standards. Whether a research facility, a high-tech factory, or a military Headquarters, they all have the standard features discussed below.

In general, all doors are considered to be fully automatic, and to be shut and locked. Personnel with **Security Access** carry sensors which allow them to pass through doors without delay. The sensors are worn at the wrist, and if removed improperly are inoperative. Additionally, the doors are heavily reinforced, for security and durability.

This means that an intruder will have a difficult time passing through doors. An **Explosive Breach Device** can be used to force a door, but small arms fire will not open one, nor can infantry break one down. Explosive Breach Devices are discussed later in this section and in Section 7.4.

Power Armor personnel can attempt to open doors by sheer force, however. Each attempt uses 8 Actions, and allows the combatant to roll a 0-9 die. On a roll of 8 or 9, the door opens. For each subsequent attempt made, 1 is added to the die roll. Thus, the second attempt is at +1, the third at +2, and so forth.

Since security and durability are important considerations, all **Exterior Walls** are extremely strong. They cannot be breached by Rocket Rifles, Grenades, or any similar device; even Explosive Breach Devices cannot tear down these walls in a single charge.

The **Explosive Breach Device** will rip a hole through the wall, but the reinforcing material within the wall will remain. This may be cut out with Cutting Tools (60AC), or another charge of Explosive Breach gel must be applied to the material.

Technicians Servicing Starguild Heavy Power Armor

"I say we hit the Self Destruct and start fresh in the morning."

Overworked Starguild Technician

Interior Walls are also fairly substantial. Made of a composite laminate material, they have a Protection Factor (PF) of 10. An Explosive Breach Device will create a man-sized hole with one charge, and Power Armor can attempt to break through the wall by force.

This follows the guidelines given above for breaking down doors, but requires an adjusted roll of 9. Again, each attempt uses 8 Actions, and 1 is added to the roll for each subsequent attempt.

Windows are fixed panes and are covered by military grade composite transparent armor, like that used on armored faceplates. An Explosive Breach Device can open a man-sized hole through one of these windows, and a Rocket Rifle or Grenade will also suffice. A Power Armor combatant can break open a window on an adjusted roll of 6, as discussed above.

Lase Fire through a window has a -10 Shot Accuracy modifier. The Field of Fire out an unbreached window is a 60° cone.

7.3

LASE FIRE AND EXPLOSIVES

Explosives and rocket propellants used in the weapons of this period are inert to hits from conventional projectiles. Such hits will destroy the magazine and feed system of the weapon, but will not result in detonation of the explosive or propellant.

Lase Fire will often cause the detonation of the caseless propellant and explosives. For caseless propellants, the ignition of one round in the magazine will result in the destruction of the magazine but no explosion. One or more rounds of propellant charge may burn, but the magazine will vent, relieving pressure and preventing any explosion. Lase fire hitting rocket rounds has a similar result, as long as only the propellant charge is hit. If the explosive charge of a round or grenade is hit, it will detonate. The resulting explosion is handled using normal rules. The odds that a **Weapon Critical** hit will detonate a round are given below, as are the chances that a hit into an **Battlepack Ammunition Bay** will cause its detonation.

To use this table simply roll a 00-99 number for each lase fire critical hit into the weapon to find whether the explosive is hit. If the explosive is hit, the round detonates as a normal blast in **Contact** with the Power Armor. Only the round hit detonates and this explosion destroys the entire weapon or Battlepack. Note that whether the explosive is detonated or not, the hit into the Bay or Weapon Critical area disables the Bay or weapon.

> "I don't want to see you. I don't even want to see you dead."
>
> Captain Austin D. Blackwell

LASE FIRE EXPLOSIVE ROUND DETONATION CHANCE

Weapon Being Hit	Weapon Critical	Battlepack Ammo Bay
7SLR or X3LR	00	05
7SLG	05	59
Neemis Porto Cannon	08	21
Grenade Aux Pack	44	–
BP-GL	08	59
BP-RR20	00	05
BP-RR35	01	05
BP-RR45	01	05
BP-RPG	08	54
BP-RL	12	31
Explosive Breach Equip	80	–

7.4

POWER ARMOR SPECIAL FUNCTIONS

In addition to the systems discussed in Section 3.4, Power Armor features several preprogrammed functions which are used in emergencies. These are discussed below.

Escape

This is a special function of Power Armor. If a suit is disabled, whether through loss of power, hydraulics damage, or some other cause, the user can opt to **Escape**.

Standard programming in all Power Armor suits causes them to fall forward in the event of emergency or catastrophic shutdown. This leaves the suit hatch up. If the wearer chooses to Escape, the hatch cycles, and the backpack and rear armor panels open, allowing the wearer to climb out.

The complete Escape sequence takes 10 Action Counts, including opening the suit and climbing to freedom. If the wearer has suffered Disabling Injuries, multiply this time by 2 for each one. Thus, a combatant with one limb disabled would need 20 Actions, with two he would need 40, and so forth. If someone is assisting a disabled person out, it takes 20 Impulses. Pulling an Incapacitated person out of a suit takes 30 Impulses.

Combatants leaving a suit are unarmored. A Lase Pistol or Flechette Pistol Aux Pack may be disengaged from the suit to serve as a sidearm if desired; this takes 8 Actions.

Note that a suit with power or other system failure falls face forward, to allow the wearer to climb out, while a suit with a disabled user falls backward, to allow the Transport Rollers to deploy. For details of the Transport Rollers see the Medical Aid system discussed in Section 3.4.

Final Strike

Power Armor suits may be set to **Final Strike** if the user is Incapacitated. This will occur on the Impulse after the user fails his Incapacitation Roll, as the suit falls over. In a Final Strike, all remaining ordnance is discharged in the direction of the wearer's last aim. This includes all available Auxiliary Packs.

The suit is capable of stepping out from behind cover into an Exposed position, if that is necessary to carry out this action.

> "How To Get Medals That Should Have Gone To Dead Guys."
>
> From Axly Suregrip's Combat Command Series of Officer Training Manuals

Self Destruct

This is a Seven Swords Power Armor special function. While neither obvious nor flamboyant, the **Self Destruct** is a very effective way of preventing the Starguild from using or studying captured suits. Self Destruct is only applied to suits which are not able to return from a Dragonstar Mission.

All the suits have a **Mission Timer**, and know when they have missed pickup. Once pickup has been missed, the suit will Self Destruct when the user is Incapacitated, or on command. A controlled set of charges within the suit is detonated, destroying vital components and electronics. It is not a massive explosion, and has no effect outside the suit. In fact, the wearer of the suit is also completely unharmed. The Escape function is automatically executed during the Self Destruct, allowing the user easy exit if desired.

7.5

POWER ARMOR GROUND SERVICE EQUIPMENT

Power Armor is normally supported by Grav Vehicles. The Vehicles act as Armored Personnel Carriers and service Vehicles, providing power recharge and Power Armor racks for convenient suit-up and exit.

Power Armor is normally stored in its own **Ground Service Equipment** which supports the suit and has test and service ports. This provides convenient crew exit but is not necessary for operation. When Power Armor is stored in the field it is normally placed face down. The user is then free to get in and out through the backpack area. In this position all Power Armor functions except the body Aux Packs can be serviced. Exit from the suit in the field takes 10 Action Counts. Getting into the suit in the field takes 60 Action Counts. When the Power Armor is in the normal Power Armor service racks, getting out takes 8 Action Counts and getting in takes 40 Actions.

Both in the field and from the service racks, the suit requires 2 Phases to close, power up, and become fully functional.

7.6

OVERPENETRATING DAMAGE

When a weapon whose penetration is PEN Line 4 or higher strikes Power Armor, the armor cannot stop the shot's penetration. PEN Line 4 shots penetrate at least into the Front Suit Layer and more often than not all the way into the Rear Backpack, while PEN Line 5 hits penetrate into the Rear Battlepack automatically. Under this type of fire, the armor may not even slow the shot enough to reduce the Physical Damage to Low Velocity Damage. The normal Glancing Roll is made. If the Glancing Roll is greater than or equal to the **Overpenetration Roll (OP Roll)** listed next to the PEN Line entry on the **Power Armor Status Sheet**, the shot inflicts High Velocity or **Overpenetrating Physical Damage**.

To determine the PD inflicted, use the Overpenetrating Damage section of the standard **Hit Location and Damage Table (7)** from **Living Steel** or **Tables (3) or (6)** from **Phoenix Command**. Cross index the weapon's Damage Class (DC) with the Power Armor Hit Location to find the Overpenetrating Damage inflicted. Phoenix Command players using the advanced Table (6) can find the appropriate Hit Location by comparing the Power Armor Hit Locations Tables DC 1 Physical Damage with that on Table (6) of Phoenix Command.

Example:

Lance is hit by two rounds of Heavy Gauss Machine Gun fire. The shots are PEN Line 5 on his armor and automatically penetrate through the armor. The Overpenetrating Roll (OP Roll) for PEN Line 5 is 6+. A 4 is rolled for the Glancing Roll on the first hit, indicating that it does Low Velocity Damage. The normal Power Armor Hit Location and Damage Table PD is used. The second round's Glancing Roll is a 9. The second shot does Overpenetrating Damage and the Hit Location and Damage Table (7) of Living Steel or Table (3) of Phoenix Command must be used to determine PD.

If the second round hit the Abdomen, had a DC = 5, and the players were using Living Steel or the basic Phoenix Command system, the Overpenetrating Damage would be 900 PD.

If the players were using the Advanced Rules of Phoenix Command Table (6) and the hit on the Power Armor Hit Location and Damage Table would have inflicted 58 PD, it would correspond to a hit into the Intestines on Phoenix Command Table (6). This location was chosen by comparing the DC 1 PD inflicted on the Power Armor Hit Location and Damage Table (here 58 PD) to the DC 1 PD on Phoenix Command Table (6). The Overpenetrating Damage inflicted for a DC = 5 hit would then be 1000 PD.

7.7

PENETRATING EXPLOSIVE DAMAGE

In **Living Steel**, the normal Explosive Damage given for weapons gives the explosive effect on Unarmored Targets, targets in Combat Suits, and targets in Power Armor assuming the round does not penetrate the armor. If the round penetrates and does Physical Damage (PD) however, the explosion actually penetrates the suit and the damage done should be as an Unarmored Target. If the explosion penetrates and does only **Low Velocity Damage**, the concussion damage is as an Unarmored Target at Range 0 from the blast. If the explosion penetrates and does **Over Penetrating Damage** (see Section 7.6), the concussion damage is as an Unarmored Target in Contact (C) with the blast.

Example:

Two 7SLR rocket rifle rounds strike an Imperial Guardsman in Power Armor. The rounds are PEN Line 3. For the first round a 2 is rolled for the Glancing Roll. The round penetrates into the Front Suit Layer but does not penetrate the Inner Suit Layer and causes no penetrating PD. It therefore causes only normal explosion PD. The normal explosion damage for a Rocket Rifle in Contact with Power Armor is 5 PD.

The second round rolls a 7 for the Glancing Roll and penetrates the Inner Suit Layer inflicting 35 PD of penetrating damage. In addition to the penetrating damage, the target also takes explosion damage as an Unarmored Target at Range 0 from the blast, here 74 PD.

Advanced Phoenix Command

For those using **Advanced Phoenix Command** rules, the normal .01 Blast Modifier for all Power Armor applies to all explosive damage which fails to penetrate the Inner Suit Layer and inflict PD. If the explosion hits the user and penetrates inflicting PD, the Blast Modifier becomes 1.0 for that explosion and is run as Range 0 or C, based on overpenetration.

Explosive Damage to Subsystems

When explosive weapons hit Power Armor they may disable adjacent Subsystems in addition to those they strike directly. To find the level of damage done to surrounding areas refer to the following **Explosive Subsystem Damage Table**. This table provides a **Hit Location Spacing (HLS)** based on the explosive's Contact (C) range Physical Damage and whether the explosive penetrating inflicted **Low Velocity (LV)** Damage or **Over Penetrating (OP)** Damage as defined in Section 7.6. The HLS is used on the **In the Open** Hit Location column of the **Power Armor Hit Location and Damage Tables,** and gives the range of numbers above and below the actual Hit Location where Subsystems are disabled.

When applying the HLS, common sense must be used. A hit into the lower left forearm will inflict damage down the length of the arm to the hand and weapon, but will not cross over to the right shoulder. The HLS can extend up the arm through the upper arm to the left shoulder. The same would apply to the legs. When applying the HLS to the body, it can extend down one leg or up into the head or shoulder. Hits to the head can extend down into the body or shoulder.

The HLS damage applies to all hit locations penetrated, not just the Front Suit Layer. When determining Physical Damage to the suit's user, the worst hit location from within the HLS is used to determine PD.

"How To Get Promotions That Others Deserve."

From Axly Suregrip's
Combat Command Series of
Officer Training Manuals

EXPLOSIVE SUBSYSTEM DAMAGE TABLE

Contact			Contact			Contact			Contact		
PD	LV	OP	PD	LV	OP	PD	LV	OP	PD	LV	OP
40	-	1	1200	2	6	10K	6	20	40K	27	90
130	-	2	2100	2	8	13K	8	26	60K	50	170
300	1	3	3300	3	10	17K	10	33	80K	80	270
500	1	4	55H	3	14	20K	12	38	120K	170	560
800	2	5	75H	5	16	30K	18	61	160K	280	950

Example:

If a 083 were rolled for a Rocket Rifle (521 PD) hitting Heavy Starguild Power Armor, all Subsystems from 082 to 084 would be disabled; in the case of the Front Suit Layer, everything from Upper Arm Servo 1 to the Weapon Control Cord. If the Rocket Rifle had hit Medium Starguild Power Armor causing Overpenetrating Damage as defined in Section 7.6, the Hit Location Spacing would have been a 4 and all Subsystems from 079 to 087 would have been disabled. The PD would have been taken from the worst case location, here the Upper Arm Bone.

"I make all my own decisions, as long as everyone else agrees."

Big Dirk

7.8

SUBSYSTEM DAMAGE AND REPAIR

Whenever a Power Armor Subsystem is hit and penetrated, it is disabled. In game terms it can no longer be used. In a role playing or campaign setting, Repair of the Subsystem becomes a major issue. The following rules outline how to determine the level of damage done to a Subsystem, and the chances of making Repairs. These **Levels of Damage** are MIN for Minor, MAJ for Major, REP for Replacement, and DES for Destroyed. These levels are used with the Construction and Repair rules of the **Living Steel Adventure Game**.

The level of damage sustained by each Subsystem disabled can be found by a 0 - 9 roll on the following **Subsystem Damage Level Table**. Simply find the appropriate Subsystem and roll a 0 - 9 number under the appropriate weapon type.

SUBSYSTEM DAMAGE LEVEL TABLE

	Lase Weapon				Projectile Weapon				Explosive Weapon			
Subsystem	MIN	MAJ	REP	DES	MIN	MAJ	REP	DES	MIN	MAJ	REP	DES
Auto Medic Kit Auxiliary Pack Injection Kit Thermal Dam Projectile Weapon	0-2	3-6	7-8	9	0-1	2-5	6-7	8-9	-	0-2	3-4	5-9
Communications Ground Sensors Life Support Servos Visual Unit Battlepck AmmoBay Battlepck Feed Sys Explosive Weapon	0-1	2-4	5-8	9	0	1-3	4-7	8-9	-	-	0-2	3-9
BiComp Bifocal / Ultrasonics Gun Camera Hydraulics Power Pack Power/Control Cord Battlepck Crit Elect Battlepck Laser Crit Lase Weapon	0	1	2-6	7-9	-	0	1-5	6-9	-	-	0-2	3-9

"1001 Popular Rallying Cries."

From Axly Suregrip's
Combat Command Series of
Officer Training Manuals

Example:
A Servo is disabled by Lase Fire. A 7 is rolled indicating the servo has taken REP Damage.

Repair Chances
Power Armor uses very sophisticated technology which makes Repair of certain components difficult. When Repairing its Subsystems, the following rules are used. To repair MIN damage, MT II Tools are required, the Base Odds are 10, and the Time required is 16 hours. For MAJ damage, parts must be taken from an identical unit which has sustained MAJ damage or less. If this is done, the other unit is considered Destroyed, MT II and MI II Tools are required, Base Odds are 7 each, and the Time is 32 hours each. REP Damage can be fixed in a similar way; an identical Component of MAJ damage or less is required (and Destroyed in the process), MT II and MI II Tools are needed, and the Base Odds are 4. Units which have sustained Damage Levels of REP or DES are useless for scrap.

7.9

POWER ARMOR CONFIGURATIONS AND STRUCTURES

Medium Power Armor is designed for unlimited operation within commercial buildings and structures. Such structures are equivalent to 20th century modern highrises. Light Power Armor is designed for unlimited operation in Starfleet vessels. Starship structures are equivalent to 20th century wood frame houses in floor strength. As a general guide, any structure designed to take the weight of vehicles such as cars can handle Heavy Power Armor. Structures which will support large numbers of people such as public buildings will support the weight of Medium Power Armor, and Light Power Armor is safe for operation in any ground facility.

Power Armor which is one level heavier than it should be can operate in a structure, but must limit its operation to a speed of 1 HPP, and moving each hex costs 2 AC. Power Armor two levels heavier can only operate in a structure on a Ground Service Transporter or on its Transport Rollers.

Operation of a heavier configuration at speed over 1 HPP may result in failure of the structure to support the Power Armor. For each HPP over 1 there is a 30% chance per hex moved of floor failure. If the floor fails, the Power Armor breaks through. Roll a 0-9 number and reference the following table for the result. If the Power Armor has no operational Ground Sensors, double the above odds.

> **"Axly says the building has two sub-basements and wants an infantry team with ropes to stand by."**
>
> Corwin

Roll	Result
0 - 1	Break through floor and drop 1 level; 70% failure of next floor
2 - 4	Leg Breaks through, Immobilized; 24 Actions to clear
5 - 8	Foot Breaks through, Immobilized; 8 Actions to clear
9	Stumble for 2 Impulses; 50% recover, 50% chance roll again

Damage to the user of Power Armor taking a fall is covered in the standard rules in **Living Steel** Section 2.3. It is treated as a fall onto a soft surface regardless of the surface which is hit. The percent chance of the suit being disabled is equal to the PD taken by the user in the fall. If the suit is disabled all its functions except Escape (see Section 7.4) are lost.

7.10

HAND-TO-HAND COMBAT

Obviously, the majority of battle in this time period involves lase and projectile weapons. Sometimes in close quarters, however, the battle will result in **Hand-to-Hand Combat**. Troops in Power Armor are essentially immune to Hand-to-Hand Combat, unless very specialized weapons are used, and so these rules cover Power Armor effects on unarmored personnel or combatants in Combat Suits.

Troops in Power Armor automatically hit Non-Powered targets, unless the target dodges. This is because of the blow's quickness, and the fact that it is impossible to parry or deflect the tremendous power of the fist. Power Armor hitting a target inflicts six times the normal Impact Damage with whatever weapon is being used. The PD inflicted follow normal Hand-to-Hand Combat rules.

POWER ARMOR DATA TABLE / 1A

Power Armor Model	Gross Weight	Maximum Speed (HPP)	Combat Load	NonCombat Load	Life Support (hours)	Power Unit Cap (hr)	Power Unit EPP	Armor PF Generation 1	2	3	DC	BPF
Seven Worlds												
Heavy Configuration	900	8	185	480	24	24	4	80	90	100	104	10
Medium Configuration	600	9	70	650	24	12	2	35	43	54	55	9
Light Configuration	450	11	45	740	24	16	2	8	14	18	19	8
Dragoncrest												
Heavy Configuration	1440	8	210	720	144	48	14				105	10
Medium Configuration	960	9	130	1000	144	24	5				71	9
Light Configuration	720	11	110	1140	144	32	5				28	8
Starguild												
Heavy	900	8	130	440	24	24	4	64	93	100	—	10
Medium	600	8	40	300	24	24	3	35	60	70	—	9
Light	450	8	40	220	24	24	3	14	26	27	—	8
Cargo	900	4	220	620	24	24	2	47	67	76	—	9
Skiffdress	300	8	12	300	8	8	1	—	12	13	—	7
Crew	300	8	12	240	216	8	1	—	4	4	—	7
Neemis Enterprises	300	8	90	200	8	8	1		60		—	8

AUXILIARY PACK LOCATION TABLE / 1B

Auxiliary Pack	Outer Forearm	Inner Forearm	Shoulder	Body Auxiliary Packs 1 - 3	4 - 5	6 - 7	8 - 10	Front Leg	Rear Leg
Weapon Packs									
Lase Pistols	X	-	-	-	-	-	-	-	-
Flechette Pistol	X	-	-	-	-	-	-	-	-
Grenade Launcher	X	-	-	-	-	-	-	-	-
Ripple Packs	X	X	X	X	X	X	X	-	-
Scatter Packs	X	X	X	X	X	X	X	-	-
Defensive Packs									
Smoke Launcher	X	-	X	-	-	-	-	-	-
Smoke Generator	-	-	-	-	-	-	-	X	X
HEAT Round Intercept	X	X	X	X	X	X	X	-	-
Spare Equipment									
Auto-medic Kit	-	-	-	X	X	-	-	-	-
BiComp (2packs)	-	-	-	X	X	-	-	-	-
Bifocal / Ultrasonic (2p)	-	-	-	X	X	-	-	-	-
Communications	-	-	-	X	X	X	X	-	-
Injection Kit	-	X	-	-	-	-	-	-	-
Life Support (3 packs)	-	-	-	X	-	-	-	-	-
Equipment Packs									
Barricade	-	-	-	X	X	X	X	X	X
Cutting Tool	-	X	-	-	-	-	-	-	-
Demolition Charge	-	-	-	X	X	X	X	X	X
Explosive Breach Equip	X	X	-	-	-	-	-	-	-
Reloads and Supplies									
3 Scatter / Ripple Pack	-	-	-	X	X	X	X	X	X
3 Pistol Magazines	-	-	-	X	X	X	X	X	X
3 Smoke Launcher	-	-	-	X	X	X	X	X	X
3 HEAT Intercept	-	-	-	X	X	X	X	X	X
1 Smoke Generator	-	-	-	X	X	X	X	X	X
Emergency Power (1hr)	-	-	-	X	X	X	X	X	X
Extra Life Support (10hr)	-	-	-	X	X	X	X	X	X

LIVING STEEL POWER ARMOR HIT LOCATION AND DAMAGE TABLE

HIT LOCATION		PEN Line	GLANCING ROLL (0 - 9)				
Firing Around Cover	In The Open	4 3 2 1	– 2 5 8 Front Suit Layer	0 3 6 9 Inner Suit Layer	1 4 7 – Rear Suit Layer	2 5 8 – Inner Pack	3 - 9 6 - 9 9 – Outer Pack
		HEAD					
000-106	000-017	Graze	—	—			
107-123	018-020	Graze	Helm Traverse 1	—			
124-140	021-023	Graze	Helm Traverse 2	—			
141-166	024-027	Graze	Bifocal Ultrasonic Unit	—			
167-182	028-030	Glance	Communication 2	7 Light			
183-206	031-034	Forehead	—	2000 Critical			
207-218	035-036	Forehead	Visual Unit	2000 Critical			
219-230	037-038	Eye - Nose	Visual Unit	3000 Critical			
231-236	039-039	Eye - Nose	Gun Camera	3000 Critical			
237-271	040-045	Mouth	Visual Unit	200 Critical			
272-283	046-047	Mouth	Communication 1	10 Light			
284-295	048-049	Neck - Flesh	—	3 Superficial			
296-301	050-050	Neck - Spine	—	200 Critical			
		LEFT SHOULDER					
302-330	051-055	Graze	Shoulder Aux Pack	—			
331-348	056-058	Graze	Shoulder Servo 1	—			
349-366	059-061	Graze	Shoulder Servo 2	—			
367-401	062-067	Glance	—	1 Superficial			
402-449	068-075	Flesh	—	4 Light			
450-461	076-077	Flesh	Shoulder Servo 1	4 Light			
462-473	078-079	Socket	Shoulder Servo 2	*21 Disabling			
		LEFT UPPER ARM					
474-478	080-080	Graze	Upper Arm Servo 1	—			
479-484	081-081	Graze	Upper Arm Servo 2	—			
485-490	082-082	Flesh	Upper Arm Servo 1	3 Superficial			
491-496	083-083	Flesh	Upper Arm Servo 2	3 Superficial			
497-502	084-084	Flesh	Weapon Control Cord	3 Superficial			
503-508	085-085	Flesh	Battlepack Power Cord	3 Superficial			
509-520	086-087	Bone	—	*7 Disabling			
		LEFT FOREARM					
521-526	088-088	Flesh	Inner Aux Pack	3 Superficial	Servo 1		
527-532	089-089	Flesh	Outer Aux Pack	3 Superficial	Servo 2		
533-538	090-090	Bone	Inner Aux Pack	*6 Disabling	Servo 1		
539-544	091-091	Bone	Outer Aux Pack	*6 Disabling	Servo 2		
545-562	092-094	Flesh	Inner Aux Pack	3 Superficial			
563-580	095-097	Bone	Outer Aux Pack	*6 Disabling			
581-597	098-100	Hand	Injection Kit	3 Superficial			
598-650	101-109	Weapon	Weapon Critical	—			
		RIGHT SHOULDER					
651-680	110-114	Graze	Shoulder Aux Pack	—			
681-697	115-117	Graze	Shoulder Servo 1	—			
698-715	118-120	Graze	Shoulder Servo 2	—			
716-751	121-126	Glance	—	1 Superficial			
752-798	127-134	Flesh	—	4 Light			
799-810	135-136	Flesh	Shoulder Servo 1	4 Light			
811-822	137-138	Socket	Shoulder Servo 2	*21 Disabling			
		RIGHT UPPER ARM					
823-827	139-139	Graze	Upper Arm Servo 1	—			
828-833	140-140	Graze	Upper Arm Servo 2	—			
834-839	141-141	Flesh	Upper Arm Servo 1	3 Superficial			
840-845	142-142	Flesh	Upper Arm Servo 2	3 Superficial			
846-851	143-143	Flesh	Weapon Control Cord	3 Superficial			
852-857	144-144	Flesh	Battlepack Power Cord	3 Superficial			
858-869	145-146	Bone	—	*7 Disabling			
		RIGHT FOREARM					
870-875	147-147	Flesh	Inner Aux Pack	3 Superficial	Servo 1		
876-881	148-148	Flesh	Outer Aux Pack	3 Superficial	Servo 2		
882-887	149-149	Bone	Inner Aux Pack	*6 Disabling	Servo 1		
888-893	150-150	Bone	Outer Aux Pack	*6 Disabling	Servo 2		
894-910	151-153	Flesh	Inner Aux Pack	3 Superficial			
911-928	154-156	Bone	Outer Aux Pack	*6 Disabling			
929-946	157-159	Hand	Injection Kit	3 Superficial			
947-999	160-168	Weapon	Weapon Critical	—			

LIVING STEEL POWER ARMOR HIT LOCATION AND DAMAGE TABLE

HIT LOCATION		PEN Line	GLANCING ROLL (0 - 9)				
Firing Around Cover	In The Open	4 3 2 1	– 2 5 8 Front Suit Layer	0 3 6 9 Inner Suit Layer	1 4 7 – Rear Suit Layer	2 5 8 – Inner Pack	3 - 9 6 - 9 9 – Outer Pack
		BODY					
	169-214	Graze	—	—			
	215-228	Glance	—	1 Superficial			
	229-271	Chest	—	51 Heavy			
	272-277	Chest	Aux Pack 1	35 Heavy			
	278-283	Chest	Aux Pack 2	35 Heavy			
	284-289	Chest	Aux Pack 3	28 Medium			
	290-295	Chest	Aux Pack 4	28 Medium			
	296-301	Chest	Aux Pack 5	50 Heavy	Power Pack 1	Pwr Pk 1	
	302-307	Base of Neck	—	300 Critical	Life Support 1	Pwr Pk 2	
	308-313	Base of Neck	Aux Pack 6	300 Critical	Life Support 1	Pwr Pk 2	
	314-319	Heart	Aux Pack 7	4000 Critical	BiComp	Pwr Pk 3	Btl Pk 1
	320-325	Heart	—	4000 Critical	BiComp (ICON)	Pwr Pk 3	Btl Pk 1
	326-331	Spine	—	300 Critical	Life Support 2	Pwr Pk 4	Btl Pk 2
	332-337	Spine	—	300 Critical	Life Support 2	Pwr Pk 4	Btl Pk 2
	338-343	Spine	—	300 Critical	Auto Medic Kit	Pwr Pk 5	Btl Pk 3
	344-349	Spine	Aux Pack 8	300 Critical	Auto Medic Kit	Pwr Pk 5	Btl Pk 3
	350-355	Spine	Aux Pack 9	300 Critical	Auto Medic Kit	Pwr Pk 6	Btl Pk 4
	356-361	Spine	Aux Pack 10	300 Critical	Auto Medic Kit	Pwr Pk 6	Btl Pk 4
	362-373	Abdomen	—	58 Heavy	Hydraulic Unit 1	Thm Dam	Btl Pk 5
	374-385	Abdomen	—	53 Heavy	Hydraulic Unit 2	Btl Pk 6	
	386-409	Abdomen	—	21 Medium	Hydraulic Unit 1	Btl Pk 7	
	410-433	Abdomen	—	21 Medium	Hydraulic Unit 2	Btl Pk 8	
	434-501	Pelvis	—	21 Medium	—		
		LEFT HIP					
	502-519	Hip	—	6 Light			
	520-527	Hip	Hip Servo 1	9 Light			
	528-535	Hip Socket	Hip Servo 2	*29 Disabling			
		LEFT THIGH					
	536-605	Graze	—	—			
	606-671	Flesh	—	3 Superficial			
	672-674	Flesh	Thigh Servo 1	3 Superficial	Rear Aux Pack		
	675-677	Flesh	Thigh Servo 2	3 Superficial			
	678-680	Flesh	Front Aux Pack	3 Superficial			
	681-689	Bone	—	*16 Disabling			
	690-691	Bone	Thigh Servo 1	*16 Disabling			
	692-693	Bone	Thigh Servo 2	*16 Disabling	Rear Aux Pack		
	694-695	Bone	Front Aux Pack	*16 Disabling			
		LEFT SHIN					
	696-736	Shin	—	*14 Disabling			
	737-738	Shin	Shin Servo 1	3 Superficial			
	739-740	Shin	Shin Servo 2	3 Superficial			
	741-744	Foot	—	3 Superficial			
	745-750	Foot	Ground Sensor	3 Superficial			
		RIGHT HIP					
	751-768	Hip	—	6 Light			
	769-776	Hip	Hip Servo 1	9 Light			
	777-784	Hip Socket	Hip Servo 2	*29 Disabling			
		RIGHT THIGH					
	785-854	Graze	—	—			
	855-920	Flesh	—	3 Superficial			
	921-923	Flesh	Thigh Servo 1	3 Superficial	Rear Aux Pack		
	924-926	Flesh	Thigh Servo 2	3 Superficial			
	927-929	Flesh	Front Aux Pack	3 Superficial			
	930-938	Bone	—	*16 Disabling			
	939-940	Bone	Thigh Servo 1	*16 Disabling			
	941-942	Bone	Thigh Servo 2	*16 Disabling	Rear Aux Pack		
	943-944	Bone	Front Aux Pack	*16 Disabling			
		RIGHT SHIN					
	945-985	Shin	—	*14 Disabling			
	986-987	Shin	Shin Servo 1	3 Superficial			
	988-989	Shin	Shin Servo 2	3 Superficial			
	990-993	Foot	—	3 Superficial			
	994-999	Foot	Ground Sensor	3 Superficial			

STARGUILD POWER ARMOR HIT LOCATION AND DAMAGE TABLE

HIT LOCATION		PEN Line	GLANCING ROLL (0 - 9)				
		4 3 2 1	– 2 5 8	0 3 6 9	1 4 7 –	2 5 8 –	3 - 9 6 - 9 9 –
Firing Around Cover	In The Open		Front Suit Layer	Inner Suit Layer	Rear Suit Layer	Inner Pack	Outer Pack
		HEAD					
000-106	000-017	Graze	—	—			
107-123	018-020	Graze	Helm Traverse 1	—			
124-140	021-023	Graze	Helm Traverse 2	—			
141-166	024-027	Graze	Bifocal Ultrasonic Unit	—			
167-182	028-030	Glance	Communication 2	7 Light			
183-206	031-034	Forehead	—	2000 Critical			
207-218	035-036	Forehead	Visual Unit	2000 Critical			
219-230	037-038	Eye - Nose	Visual Unit	3000 Critical			
231-236	039-039	Eye - Nose	Gun Camera	3000 Critical			
237-271	040-045	Mouth	Visual Unit	200 Critical			
272-283	046-047	Mouth	Communication 1	10 Light			
284-295	048-049	Neck - Flesh	—	3 Superficial			
296-301	050-050	Neck - Spine	—	200 Critical			
		LEFT SHOULDER					
302-319	051-053	Graze	—	—			
320-342	054-057	Graze	Shoulder Servo 1	—			
343-366	058-061	Graze	Shoulder Servo 2	—			
367-401	062-067	Glance	—	1 Superficial			
402-449	068-075	Flesh	—	4 Light			
450-461	076-077	Flesh	Shoulder Servo 1	4 Light			
462-472	078-079	Socket	Shoulder Servo 2	*21 Disabling			
		LEFT UPPER ARM					
473-478	080-080	Graze	Upper Arm Servo 1	—			
479-484	081-081	Graze	Upper Arm Servo 2	—			
485-490	082-082	Flesh	Upper Arm Servo 1	3 Superficial			
491-496	083-083	Flesh	Upper Arm Servo 2	3 Superficial			
497-502	084-084	Flesh	Weapon Control Cord	3 Superficial			
503-508	085-085	Flesh	Battlepack Power Cord	3 Superficial			
509-520	086-087	Bone	—	*7 Disabling			
		LEFT FOREARM					
521-538	088-090	Flesh	—	3 Superficial			
539-543	091-091	Flesh	Forearm Servo 1	3 Superficial			
544-549	092-092	Flesh	Forearm Servo 2	3 Disabling			
550-567	093-095	Bone	—	*6 Disabling			
568-573	096-096	Bone	Forearm Servo 1	*6 Superficial			
574-579	097-097	Bone	Forearm Servo 2	*6 Disabling			
580-597	098-100	Hand	Injection Kit	3 Superficial			
598-650	101-109	Weapon	Weapon Critical	—			
		RIGHT SHOULDER					
651-668	110-112	Graze	—	—			
669-691	113-116	Graze	Shoulder Servo 1	—			
692-715	117-120	Graze	Shoulder Servo 2	—			
716-751	121-126	Glance	—	1 Superficial			
752-798	127-134	Flesh	—	4 Light			
799-810	135-136	Flesh	Shoulder Servo 1	4 Light			
811-822	137-138	Socket	Shoulder Servo 2	*21 Disabling			
		RIGHT UPPER ARM					
823-827	139-139	Graze	Upper Arm Servo 1	—			
828-833	140-140	Graze	Upper Arm Servo 2	—			
834-839	141-141	Flesh	Upper Arm Servo 1	3 Superficial			
840-845	142-142	Flesh	Upper Arm Servo 2	3 Superficial			
846-851	143-143	Flesh	Weapon Control Cord	3 Superficial			
852-857	144-144	Flesh	Battlepack Power Cord	3 Superficial			
858-869	145-146	Bone	—	*7 Disabling			
		RIGHT FOREARM					
870-887	147-149	Flesh	—	3 Superficial			
888-893	150-150	Flesh	Forearm Servo 1	3 Superficial			
894-898	151-151	Flesh	Forearm Servo 2	3 Disabling			
899-916	152-154	Bone	—	*6 Disabling			
917-922	155-155	Bone	Forearm Servo 1	*6 Superficial			
923-928	156-156	Bone	Forearm Servo 2	*6 Disabling			
929-946	157-159	Hand	Injection Kit	3 Superficial			
947-999	160-168	Weapon	Weapon Critical	—			

STARGUILD POWER ARMOR HIT LOCATION AND DAMAGE TABLE

HIT LOCATION		PEN Line	GLANCING ROLL (0 - 9)				
		4 3 2 1	– 2 5 8	0 3 6 9	1 4 7 –	2 5 8 –	3 - 9 6 - 9 9 –
Firing Around Cover	In The Open		Front Suit Layer	Inner Suit Layer	Rear Suit Layer	Inner Pack	Outer Pack
		BODY					
	169-214	Graze	—	—			
	215-228	Glance	—	1 Superficial			
	229-271	Chest	—	51 Heavy			
	272-277	Chest	Power Pack 1	35 Heavy			
	278-283	Chest	Power Pack 1	35 Heavy			
	284-289	Chest	Power Pack 2	28 Medium			
	290-295	Chest	Power Pack 2	28 Medium	Power Pack 3		
	296-301	Chest	Auto Medic Kit	50 Heavy	Power Pack 3		
	302-307	Base of Neck	—	300 Critical	Life Support 2		
	308-313	Base of Neck	—	300 Critical	Life Support 2		
	314-319	Heart	Life Support 1	4000 Critical	BiComp	Btl Pk 1	Btl Pk 9
	320-325	Heart	Life Support 1	4000 Critical	BiComp	Btl Pk 1	Btl Pk 9
	326-331	Spine	—	300 Critical	Power Pack 4	Btl Pk 2	Btl Pk 10
	332-337	Spine	—	300 Critical	Power Pack 4	Btl Pk 2	Btl Pk 10
	338-343	Spine	—	300 Critical	Power Pack 5	Btl Pk 3	Btl Pk 11
	344-349	Spine	Auto Medic Kit	300 Critical	Power Pack 5	Btl Pk 3	Btl Pk 11
	350-355	Spine	Auto Medic Kit	300 Critical	Power Pack 6	Btl Pk 4	Btl Pk 12
	356-361	Spine	Auto Medic Kit	300 Critical	Power Pack 6	Btl Pk 4	Btl Pk 12
	362-373	Abdomen	—	58 Heavy	Hydraulic Unit 1	Btl Pk 5	Btl Pk 13
	374-385	Abdomen	—	53 Heavy	Hydraulic Unit 2	Btl Pk 6	Btl Pk 14
	386-409	Abdomen	—	21 Medium	Hydraulic Unit 1	Btl Pk 7	Btl Pk 15
	410-433	Abdomen	—	21 Medium	Hydraulic Unit 2	Btl Pk 8	Btl Pk 16
	434-501	Pelvis	—	21 Medium	—		
		LEFT HIP					
	502-517	Hip	—	6 Light			
	518-526	Hip	Hip Servo 1	9 Light			
	527-535	Hip Socket	Hip Servo 2	*29 Disabling			
		LEFT THIGH					
	536-605	Graze	—	—			
	606-669	Flesh	—	3 Superficial			
	670-673	Flesh	Thigh Servo 1	3 Superficial			
	674-677	Flesh	Thigh Servo 2	3 Superficial			
	678-680	Flesh	Smoke Generator	3 Superficial			
	681-689	Bone	—	*16 Disabling			
	690-691	Bone	Thigh Servo 1	*16 Disabling			
	692-693	Bone	Thigh Servo 2	*16 Disabling			
	694-695	Bone	Smoke Generator	*16 Disabling			
		LEFT SHIN					
	696-736	Shin	—	*14 Disabling			
	737-738	Shin	Shin Servo 1	3 Superficial			
	739-740	Shin	Shin Servo 2	3 Superficial			
	741-744	Foot	—	3 Superficial			
	745-750	Foot	Ground Sensor	3 Superficial			
		RIGHT HIP					
	751-766	Hip	—	6 Light			
	767-775	Hip	Hip Servo 1	9 Light			
	776-784	Hip Socket	Hip Servo 2	*29 Disabling			
		RIGHT THIGH					
	785-854	Graze	—	—			
	855-918	Flesh	—	3 Superficial			
	919-922	Flesh	Thigh Servo 1	3 Superficial			
	923-926	Flesh	Thigh Servo 2	3 Superficial			
	927-929	Flesh	Smoke Generator	3 Superficial			
	930-938	Bone	—	*16 Disabling			
	939-940	Bone	Thigh Servo 1	*16 Disabling			
	941-942	Bone	Thigh Servo 2	*16 Disabling			
	943-944	Bone	Smoke Generator	*16 Disabling			
		RIGHT SHIN					
	945-985	Shin	—	*14 Disabling			
	986-987	Shin	Shin Servo 1	3 Superficial			
	988-989	Shin	Shin Servo 2	3 Superficial			
	990-993	Foot	—	3 Superficial			
	994-999	Foot	Ground Sensor	3 Superficial			

DRAGONCREST POWER ARMOR HIT LOCATION AND DAMAGE TABLE

HIT LOCATION		PEN Line	GLANCING ROLL (0 - 9)				
		4 3 2 1	— 2 5 8	0 3 6 9	1 4 7 —	2 5 8 —	3 - 9 6 - 9 9 —
Firing Around Cover	**In The Open**		**Front Suit Layer**	**Inner Suit Layer**	**Rear Suit Layer**	**Inner Pack**	**Outer Pack**
		HEAD					
000-064	000-010	Graze	—	—			
065-076	011-012	Graze	Helm Traverse 1	—	Human Comm 1		
077-087	013-014	Graze	Helm Traverse 2	—	Human Comm 2		
088-105	015-017	Graze	Bifocal Ultrasonic 1	—			
106-123	018-020	Glance	Bifocal Ultrasonic 2	7 Insignificant			
124-140	021-023	Glance	Bifocal Ultrasonic 3	7 Insignificant			
141-158	024-026	Forehead	Visual Unit	2000 Highly Inconv			
159-176	027-029	Eye	Visual Unit	3000 Highly Inconv			
177-181	030-030	Nose	Vir Gate	200 Inconvenient			
182-187	031-031	Nose	Vir Gate	200 Inconvenient	—	—	ICON
188-205	032-034	Mouth	Visual Unit	200 Inconvenient			
206-211	035-035	Mouth	Gun Camera	10 Insignificant			
212-228	036-038	Neck - Flesh	—	3 Insignificant			
229-235	039-039	Neck - Spine	—	200 Inconvenient			
		LEFT SHOULDER					
236-246	040-041	Graze	—	—			
247-299	042-050	Graze	Shoulder Ripple Pack	—			
300-334	051-056	Graze	Shoulder Servo 1	—			
335-370	057-062	Graze	Shoulder Servo 2	—			
371-417	063-070	Flesh	—	4 Insignificant			
418-423	071-071	Flesh	Shoulder Servo 1	4 Insignificant			
424-428	072-072	Flesh	Shoulder Servo 2	4 Insignificant			
429-440	073-074	Socket	Shoulder RP Feed	21 Annoying			
		LEFT UPPER ARM					
441-452	075-076	Flesh	Upper Arm Servo 1	3 Insignificant			
453-464	077-078	Flesh	Upper Arm Servo 2	3 Insignificant			
465-476	079-080	Bone	—	7 Annoying			
		LEFT FOREARM					
477-481	081-081	Flesh	Weapon Control Cord	3 Insignificant			
482-487	082-082	Flesh	Battlepack Power Cord	3 Insignificant			
488-493	083-083	Flesh	Inner Aux Pack	3 Insignificant			
494-499	084-084	Flesh	Outer Aux Pack	3 Insignificant			
500-511	085-086	Flesh	Inner Aux Pack	3 Insignificant	Servo 1		
512-523	087-088	Flesh	Outer Aux Pack	3 Insignificant	Servo 2		
524-534	089-090	Bone	Inner Aux Pack	6 Annoying	Servo 1		
535-546	091-092	Bone	Outer Aux Pack	6 Annoying	Servo 2		
547-564	093-095	Hand	Injection Kit	3 Insignificant			
565-617	096-104	Weapon	Weapon Critical	—			
		RIGHT SHOULDER					
618-628	105-106	Graze	—	—			
629-681	107-115	Graze	Shoulder Ripple Pack	—			
682-717	116-121	Graze	Shoulder Servo 1	—			
718-752	122-127	Graze	Shoulder Servo 2	—			
753-799	128-135	Flesh	—	4 Insignificant			
800-805	136-136	Flesh	Shoulder Servo 1	4 Insignificant			
806-811	137-137	Flesh	Shoulder Servo 2	4 Insignificant			
812-823	138-139	Socket	Shoulder RP Feed	21 Annoying			
		RIGHT UPPER ARM					
824-834	140-141	Flesh	Upper Arm Servo 1	3 Insignificant			
835-846	142-143	Flesh	Upper Arm Servo 2	3 Insignificant			
847-858	144-145	Bone	—	7 Annoying			
		RIGHT FOREARM					
859-864	146-146	Flesh	Weapon Control Cord	3 Insignificant			
865-870	147-147	Flesh	Battlepack Power Cord	3 Insignificant			
871-976	148-148	Flesh	Inner Aux Pack	3 Insignificant			
977-881	149-149	Flesh	Outer Aux Pack	3 Insignificant			
882-893	150-151	Flesh	Inner Aux Pack	3 Insignificant	Servo 1		
894-905	152-153	Flesh	Outer Aux Pack	3 Insignificant	Servo 2		
906-917	154-155	Bone	Inner Aux Pack	6 Annoying	Servo 1		
918-928	156-157	Bone	Outer Aux Pack	6 Annoying	Servo 2		
929-940	158-159	Hand	—	3 Insignificant			
941-946	160-160	Hand	Injection Kit	3 Insignificant	Virca		
947-999	161-169	Weapon	Weapon Critical	—			

DRAGONCREST POWER ARMOR HIT LOCATION AND DAMAGE TABLE

HIT LOCATION		PEN Line	GLANCING ROLL (0 - 9)				
		4 3 2 1	— 2 5 8	0 3 6 9	1 4 7 —	2 5 8 —	3 - 9 6 - 9 9 —
Firing Around Cover	**In The Open**		**Front Suit Layer**	**Inner Suit Layer**	**Rear Suit Layer**	**Inner Pack**	**Outer Pack**
		BODY					
	170-233	Graze	—	—			
	234-267	Chest	—	51 Distracting			
	268-273	Chest	Aux Pack 1	35 Distracting	Right SRP Bay 1		
	274-279	Chest	Aux Pack 2	35 Distracting	Right SRP Bay 2		
	280-285	Chest	Aux Pack 3	28 Annoying	Right SRP Bay 3		
	286-291	Chest	Aux Pack 4	28 Annoying	Left SRP Bay 1		
	292-297	Chest	Aux Pack 5	50 Distracting	Left SRP Bay 2		
	298-303	Chest	Aux Pack 6	50 Distracting	Left SRP Bay 3		
	304-309	Base of Neck	—	300 Inconvenient	Life Support 1	Life Spt 1	
	310-315	Base of Neck	Aux Pack 7	300 Inconvenient	Life Support 2	Life Spt 2	
	316-321	Heart	Aux Pack 8	4000 Highly Inconv	Personal Storage	BiComp 1	
	322-327	Heart	—	4000 Highly Inconv	Personal Storage	BiComp 2	
	328-333	Spine	—	300 Inconvenient	Hydraulic Unit 1	Hyd 1	
	334-339	Spine	—	300 Inconvenient	Hydraulic Unit 1	Hyd 1	
	340-345	Spine	—	300 Inconvenient	Thermal Dam	Btl Pk 1	Btl Pk 1
	346-351	Spine	Aux Pack 9	300 Inconvenient	Power Pack 1	Btl Pk 2	Btl Pk 2
	352-357	Spine	Aux Pack 10	300 Inconvenient	Power Pack 2	Btl Pk 3	Btl Pk 3
	358-363	Spine	—	300 Inconvenient	Power Pack 3	Btl Pk 4	Btl Pk 4
	364-387	Abdomen	Tool Kit	21 Annoying	Hydraulic Unit 2	Btl Pk 5	Btl Pk 5
	388-411	Abdomen	Spare Part Stores	21 Annoying	Hydraulic Unit 3	Btl Pk 7	Btl Pk 8
	412-459	Pelvis	Life Support Store 1	21 Annoying	Life Support Store 4		
	460-507	Pelvis	Life Support Store 2	21 Annoying	Life Support Store 5		
	508-555	Pelvis	Life Support Store 3	21 Annoying	Life Support Store 6		
		LEFT LEG					
	556-594	Hip	—	6 Insignificant			
	595-610	Hip	Hip Servo 1	9 Insignificant			
	611-626	Hip Socket	Hip Servo 2	29 Annoying			
		LEFT THIGH					
	627-658	Graze	—	—			
	659-661	Graze	Thigh Servo 1	—			
	662-664	Graze	Thigh Servo 2	—			
	665-695	Flesh	—	3 Insignificant			
	696-702	Flesh	Thigh Servo 1	3 Insignificant	Rear Aux Pack 1		
	703-709	Flesh	Thigh Servo 2	3 Insignificant	Rear Aux Pack 2		
	710-719	Bone	Thigh Servo 3	16 Annoying			
		LEFT SHIN					
	720-724	Shin	Front Aux Pack	14 Annoying			
	725-729	Shin	Shin Servo 1	14 Annoying			
	730-734	Shin	Shin Servo 2	14 Annoying			
	735-739	Shin	Shin Servo 3	3 Insignificant			
	740-752	Foot	Ground Sensor	3 Insignificant			
		RIGHT LEG					
	753-791	Hip	—	6 Insignificant			
	792-807	Hip	Hip Servo 1	9 Insignificant			
	808-823	Hip Socket	Hip Servo 2	29 Annoying			
		RIGHT THIGH					
	824-855	Graze	—	—			
	856-858	Graze	Thigh Servo 1	—			
	859-861	Graze	Thigh Servo 2	—			
	862-892	Flesh	—	3 Insignificant			
	893-899	Flesh	Thigh Servo 1	3 Insignificant	Rear Aux Pack 1		
	900-906	Flesh	Thigh Servo 2	3 Insignificant	Rear Aux Pack 2		
	907-916	Bone	Thigh Servo 3	16 Annoying			
		RIGHT SHIN					
	917-921	Shin	Front Aux Pack	14 Annoying			
	922-926	Shin	Shin Servo 1	14 Annoying			
	927-931	Shin	Shin Servo 2	14 Annoying			
	932-936	Shin	Shin Servo 3	3 Insignificant			
	937-949	Foot	Ground Sensor	3 Insignificant			
		TAIL					
	950-965	Graze	—	—			
	966-977	Flesh	Tail Servo 1	3 Insignificant	Human Care Kit 1	Pwr Pk 4	
	978-989	Flesh	Tail Servo 2	3 Insignificant	Human Care Kit 2	Pwr Pk 5	
	990-999	Bone	Life Support 3	9 Insignificant	Vir Pack	Pwr Pk 6	

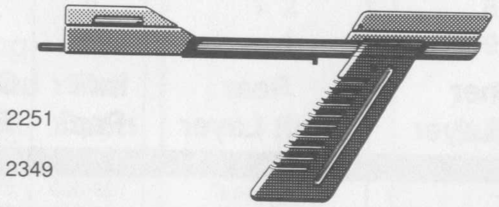
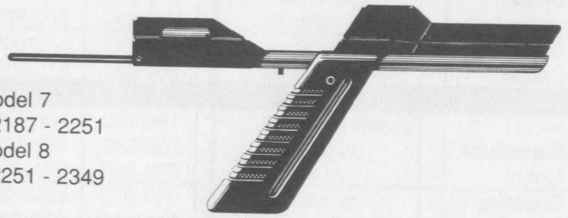
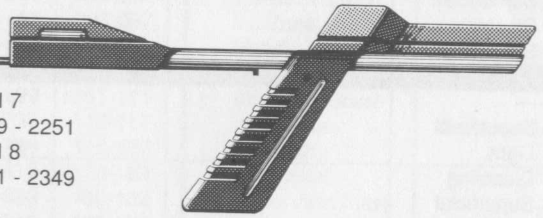
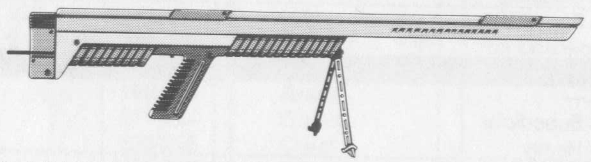
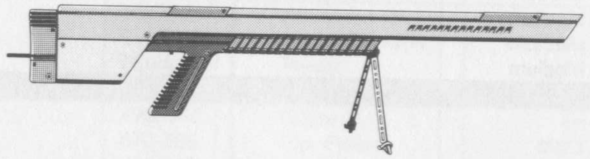
NEEMIS ENTERPRISES POWER ARMOR HIT LOCATION AND DAMAGE TABLE

HIT LOCATION		PEN Line	GLANCING ROLL (0 - 9)				
		4	—	0	1	2	3 - 9
		3	2	3	4	5	6 - 9
		2	5	6	7	8	9
		1	8	9	—	—	—
Firing Around Cover	In The Open		Front Suit Layer	Inner Suit Layer	Rear Suit Layer	Inner Pack	Outer Pack
		HEAD					
000-175	000-027	Graze	—	—			
176-193	028-030	Glance	Communications 1	7 Light			
194-230	031-036	Forehead	—	2000 Critical			
231-249	037-039	Eye - Nose	Ultrasonic Unit	3000 Critical			
250-287	040-045	Mouth	—	200 Critical			
288-299	046-047	Mouth	Communications 2	10 Light			
300-312	048-049	Neck - Flesh	—	3 Superficial			
313-318	050-050	Neck - Spine	—	200 Critical	Helm Traverse		
		LEFT ARM					
319-387	051-061	Shoulder Graze	—	—			
388-424	062-067	Glance	Shoulder Servo	1 Superficial			
425-487	068-077	Flesh	—	4 Light			
488-499	078-079	Socket	—	*21 Disabling			
500-518	080-082	Upper Arm Flesh	—	3 Superficial			
519-537	083-085	Flesh	Upper Arm Servo	3 Superficial			
538-549	086-087	Bone	—	*7 Disabling			
550-580	088-092	Forearm Flesh	Forearm Servo	3 Superficial			
581-612	093-097	Bone	—	*6 Disabling			
613-630	098-100	Hand	Injection Kit	3 Superficial			
		RIGHT ARM					
631-699	101-111	Shoulder Graze	—	—			
700-737	112-117	Glance	Shoulder Servo	1 Superficial			
738-799	118-127	Flesh	—	4 Light			
800-812	128-129	Socket	—	*21 Disabling			
813-830	130-132	Upper Arm Flesh	—	3 Superficial			
831-849	133-135	Flesh	Upper Arm Servo	3 Superficial			
850-862	136-137	Bone	—	*7 Disabling			
863-893	138-142	Forearm Flesh	Forearm Servo	3 Superficial			
894-925	143-147	Bone	—	*6 Disabling			
926-943	148-150	Hand	—	3 Superficial			
944-999	151-159	Weapon	Portocannon Critical	—			
		BODY					
	160-210	Graze	—	—			
	211-224	Glance	—	1 Superficial			
	225-285	Chest	—	51 Heavy			
	286-297	Chest		35 Heavy			
	298-309	Base of Neck	Life Support	300 Critical	—		
	310-321	Heart	BiComp	4000 Critical	Machine Gun Feed		
	322-333	Spine	Power Pack 1	300 Critical	MG Ammo Bay 1		
	334-345	Spine	Power Pack 2	300 Critical	Cannon Mag Bay 1		
	346-357	Spine		300 Critical	Cannon Mag Bay 2		
	358-393	Abdomen	—	58 Medium			
	394-429	Abdomen	—	21 Medium	Hydraulics		
	430-497	Pelvis	—	21 Medium	Escape Decoy		
		LEFT LEG					
	498-569	Graze	—	—			
	570-595	Hip Flesh	—	9 Light			
	596-603	Socket	Hip Servo	*29 Disabling			
	604-672	Thigh Flesh	—	3 Superficial			
	673-678	Flesh	Thigh Servo	3 Superficial			
	679-693	Bone	—	*16 Disabling			
	694-734	Shin Bone	—	*14 Disabling			
	735-738	Flesh	Shin Servo	3 Superficial			
	739-748	Foot	—	3 Superficial			
		RIGHT LEG					
	749-820	Graze	—	—			
	821-846	Hip Flesh	—	9 Light			
	847-854	Socket	Hip Servo	*29 Disabling			
	855-923	Thigh Flesh	—	3 Superficial			
	924-929	Flesh	Thigh Servo	3 Superficial			
	930-944	Bone	—	*16 Disabling			
	945-985	Shin Bone	—	*14 Disabling			
	986-989	Flesh	Shin Servo	3 Superficial			
	990-999	Foot	—	3 Superficial			

SKIFFDRESS and CREW POWER ARMOR HIT LOCATION AND DAMAGE TABLE

HIT LOCATION		PEN Line	GLANCING ROLL (0 - 9)				
		4	—	0	1	2	3 - 9
		3	2	3	4	5	6 - 9
		2	5	6	7	8	9
		1	8	9	—	—	—
Firing Around Cover	In The Open		Front Suit Layer	Inner Suit Layer	Rear Suit Layer	Inner Pack	Outer Pack
		HEAD					
000-175	000-027	Graze	—	—			
176-193	028-030	Glance	Communications 1	7 Light			
194-230	031-036	Forehead	—	2000 Critical			
231-249	037-039	Eye - Nose	Ultrasonic Unit	3000 Critical			
250-287	040-045	Mouth	—	200 Critical			
288-299	046-047	Mouth	Communications 2	10 Light			
300-312	048-049	Neck - Flesh	—	3 Superficial			
313-318	050-050	Neck - Spine	—	200 Critical	Helm Traverse		
		LEFT ARM					
319-387	051-061	Shoulder Graze	—	—			
388-424	062-067	Glance	Shoulder Servo	1 Superficial			
425-487	068-077	Flesh	—	4 Light			
488-499	078-079	Socket	—	*21 Disabling			
500-518	080-082	Upper Arm Flesh	—	3 Superficial			
519-537	083-085	Flesh	Upper Arm Servo	3 Superficial			
538-549	086-087	Bone	—	*7 Disabling			
550-580	088-092	Forearm Flesh	Forearm Servo	3 Superficial			
581-612	093-097	Bone	—	*6 Disabling			
613-630	098-100	Hand	Injection Kit	3 Superficial			
		RIGHT ARM					
631-699	101-111	Shoulder Graze	—	—			
700-737	112-117	Glance	Shoulder Servo	1 Superficial			
738-799	118-127	Flesh	—	4 Light			
800-812	128-129	Socket	—	*21 Disabling			
813-830	130-132	Upper Arm Flesh	—	3 Superficial			
831-849	133-135	Flesh	Upper Arm Servo	3 Superficial			
850-862	136-137	Bone	—	*7 Disabling			
863-893	138-142	Forearm Flesh	Forearm Servo	3 Superficial			
894-925	143-147	Bone	—	*6 Disabling			
926-943	148-150	Hand	—	3 Superficial			
944-999	151-159	Weapon	Portocannon Critical	—			
		BODY					
	160-210	Graze	—	—			
	211-224	Glance	—	1 Superficial			
	225-285	Chest	—	51 Heavy			
	286-297	Chest	—	35 Heavy			
	298-309	Base of Neck	—	300 Critical	Life Support 1	Life Bay 1	
	310-321	Heart	—	4000 Critical	BiComp	Life Bay 2	
	322-333	Spine	—	300 Critical	Power Pack 1	Life Bay 3	
	334-345	Spine	—	300 Critical	Power Pack 2	Life Bay 4	
	346-357	Spine	—	300 Critical	Life Support 2	Life Bay 5	
	358-393	Abdomen	—	58 Medium	—	Life Bay 6	
	394-429	Abdomen	—	21 Medium	Hydraulics	Life Bay 7	
	430-497	Pelvis	—	21 Medium	—	Life Bay 8	
		LEFT LEG					
	498-569	Graze	—	—			
	570-595	Hip Flesh	—	9 Light			
	596-603	Socket	Hip Servo	*29 Disabling			
	604-672	Thigh Flesh	—	3 Superficial			
	673-678	Flesh	Thigh Servo	3 Superficial			
	679-693	Bone	—	*16 Disabling			
	694-734	Shin Bone	—	*14 Disabling			
	735-738	Flesh	Shin Servo	3 Superficial			
	739-748	Foot	—	3 Superficial			
		RIGHT LEG					
	749-820	Graze	—	—			
	821-846	Hip Flesh	—	9 Light			
	847-854	Socket	Hip Servo	*29 Disabling			
	855-923	Thigh Flesh	—	3 Superficial			
	924-929	Flesh	Thigh Servo	3 Superficial			
	930-944	Bone	—	*16 Disabling			
	945-985	Shin Bone	—	*14 Disabling			
	986-989	Flesh	Shin Servo	3 Superficial			
	990-999	Foot	—	3 Superficial			

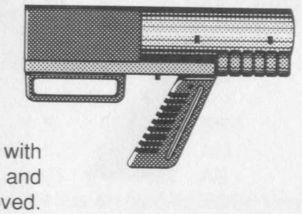
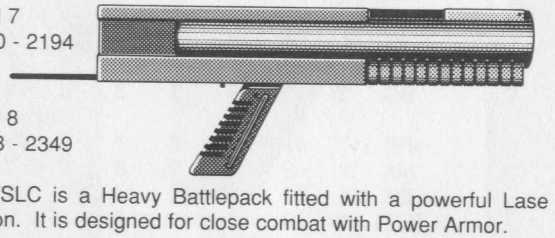
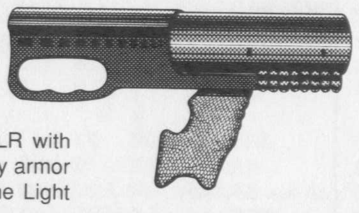
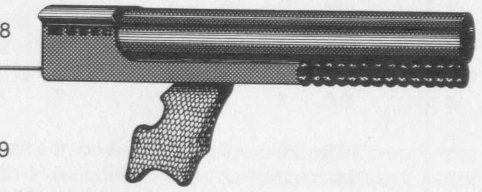
BATTLEPACK WEAPON DATA TABLE

Battlepack Weapon	Aim Time	Aim Mod	Living Steel Weapon Values	Model 7	Model 8	Battlepack Bays and Function
BP-FMP **1.5mm Light Battlepack Flechette Machine Pistol** 	1	-21	Weight	27.7	27.3	1 NonCritical Equipment
	2	-10				2 Ammunition Feed
	3	-7	Ammunition Capacity	132	132	3 Ammunition 66 bursts
	4	-4	Weight	3.3	3.3	4 Ammunition 66 bursts
Model 7 2187 - 2251 Model 8 2251 - 2349	5	-1				
	6	0	Penetration (HRAF)			
	7	2	Standard	16	17	
			Armor Piercing	44	47	
			Damage Class (DC)	2	2	Weapon PF 20
The BP-FMP was designed for use on Non-Powered Infantry.			Effective Range	40	40	Backpack PF 20
BP-FMPX **2.8mm Light Battlepack Flechette Machine Pistol** 	1	-24	Weight	34.6	34.0	1 NonCritical Equipment
	2	-13				2 Ammunition Feed
	3	-7	Ammunition Capacity	60	60	3 Ammunition 30 bursts
	4	-4	Weight	4.8	4.8	4 Ammunition 30 bursts
Model 7 2187 - 2251 Model 8 2251 - 2349	5	-2				
	6	-1	Penetration (MRAF)			
	7	2	Standard	37	40	
	8	3	Armor Piercing	105	113	
			Damage Class (DC)	4	5	Weapon PF 20
Effective against MCPA, it was used by the Starguild & 7 Worlds.			Effective Range	70	70	Backpack PF 20
BP-SAR **2.1mm Light Battlepack Slivergun Assault Rifle** 	1	-24	Weight	37.0	36.9	1 NonCritical Equipment
	2	-13				2 Ammunition Feed
	3	-8	Ammunition Capacity	50	50	3 Ammunition 25 bursts
	4	-4	Weight	3.1	3.1	4 Ammunition 25 bursts
Model 7 2189 - 2251 Model 8 2251 - 2349	5	-2				
	6	-1	Penetration (LRAF)			
	7	2	Standard	39	52	
	8	3	Armor Piercing	110	148	
			Damage Class (DC)	3	3	Weapon PF 20
Light SAR designed to engage Power Armor.			Effective Range	100	100	Backpack PF 20
BP-GMG **1.7mm Light Battlepack Gauss Machine Gun** 	1	-24	Weight	37.4	33.5	1 Power Pack
	2	-13	Ammunition Capacity	24	24	2 Critical Electronics
	3	-8	Weight	1.0	1.0	3 Ammo Bay 2 Mags
	4	-5	Number Magazines	5	5	4 Ammo Bay 2 Mags
	5	-2				
	6	-1	Penetration (LRAF)			
	7	1	Standard	51	52	
	8	2	Armor Piercing	145	145	
Model 7 (2187 - 2251) Model 8 (2251 - 2349)	9	4				
This is the standard light battlepack of Starguild Power Armor. It is identical to the GMG7 and GMG8 Infantry weapons.	10	5	Damage Class (DC)	3	3	Weapon PF 4
	12	7	Effective Range	600	600	Backpack PF 4
BP-GMGL **2.8mm Heavy Battlepack Gauss Machine Gun** 	1	-30	Weight	126.0	126.9	1 Power Pack
	2	-19	Ammunition Capacity	24	24	2 Critical Electronics
	3	-13	Weight	1.2	1.7	3 Critical Electronics
	4	-7	Number Magazines	7	7	4 Critical Electronics
	5	-4				5 Critical Electronics
	6	-3	Penetration (LRAF)			6 Power Pack
	7	0	Standard	76	109	7 Ammo Bay 3 Mags
	8	1	Armor Piercing	213	306	8 Ammo Bay 3 Mags
Model 7 (2187 - 2251) Model 8 (2251 - 2349)	9	3				
This is the standard weapon of Starguild Heavy Power Armor. It is a formidable weapon designed to defeat Power Armor.	11	5	Damage Class (DC)	5	6	Weapon PF 4
	13	8	Effective Range	600	600	Backpack PF 100
BP-GMGH **3.3mm Cargo Battlepack Heavy GMG**	1	-33	Weight	170.0	198.0	1 Power Pack
	2	-22				2 Ammunition Feed
Model 7 2190 - 2250 Model 8 2251 - 2349	3	-16	Ammunition Capacity	192	192	3 Power Pack
	4	-11	Weight	11.3	18.1	4&12 Critical Electronics
	5	-6				5&13 Critical Electronics
	6	-4	Penetration (LRAF)			6&14 Critical Electronics
	7	-1	Standard	94	141	7&15 Ammo Bay 48 bursts
This weapon can only be carried by Starguild Cargo Power Armor. It is more than a match for Power Armor and replaces heavy weapons normally found on vehicles and fixed positions on Starguild bases.	8	0	Armor Piercing	265	396	8&16 Ammo Bay 48 bursts
	9	2				9 Power Pack
	11	5	Damage Class (DC)	6	7	10 Power Pack
	13	8	Effective Range	600	600	11 Critical Electronics

BATTLEPACK WEAPON DATA TABLE

Physical Data			Ballistic Data Model 7	Range in 2 yard hexes								Ballistic Data Model 8	Range in 2 yard hexes							
	Model 7	Model 8		10	20	40	70	100	200	300	400		10	20	40	70	100	200	300	400
L	9	9	SD PEN	16	15	13	11	9.6	5.6	3.2	1.9	SD PEN	17	16	14	12	10	6.0	3.5	2.0
W	27.7	27.3	DC	2	2	1	1	1	1	1	1	DC	2	2	2	1	1	1	1	1
			SSD PEN	15	14	13	11	9.2	5.3	3.1	1.8	SSD PEN	16	15	14	12	9.9	5.7	3.3	1.9
RT	30	30	DC	3	3	2	2	2	1	1	1	DC	3	3	2	2	2	1	1	1
ROF	**18	**18	AP PEN	44	42	38	32	27	16	9.0	5.2	AP PEN	47	45	40	34	29	17	9.8	5.7
			DC	2	2	1	1	1	1	1	1	DC	2	2	1	1	1	1	1	1
Cap	2400	2400																		
AW	3.3	3.3	3RB	-13	-8	-3	1	4	9	12	14	3RB	-12	-7	-2	2	4	9	12	14
	Pack	Pack	MA	.2	.2	.3	.5	.8	2	2	3	MA	.2	.2	.3	.5	.8	2	2	3
KD	0	0	BA	33	25	17	9	5	-5	-10	-14	BA	35	27	19	12	8	-2	-7	-11
SAB	1	1	TOF	0	0	1	1	2	3	6	8	TOF	0	0	1	1	1	3	5	8
L	12	12	SD PEN	37	36	34	31	29	21	16	12	SD PEN	40	39	37	34	31	23	17	13
W	34.6	34.0	DC	5	5	4	4	4	3	3	2	DC	5	5	5	4	4	3	3	3
			SSD PEN	36	35	33	30	28	21	15	11	SSD PEN	38	37	35	32	30	22	17	13
RT	30	30	DC	7	6	6	6	6	5	4	4	DC	7	7	7	6	6	5	5	4
ROF	**12	**12	AP PEN	105	102	96	88	81	60	45	34	AP PEN	113	110	104	95	87	65	49	37
			DC	4	4	4	4	4	3	3	2	DC	5	4	4	4	4	3	3	2
Cap	720	720																		
AW	4.8	4.8	3RB	-16	-11	-6	-2	1	6	8	10	3RB	-16	-11	-6	-2	1	6	8	10
	Pack	Pack	MA	.2	.2	.3	.5	.8	2	2	3	MA	.2	.2	.3	.5	.8	2	2	3
KD	3	3	BA	38	31	23	16	11	1	-4	-8	BA	39	32	24	17	12	3	-3	-7
SAB	0	0	TOF	0	0	1	1	1	3	5	7	TOF	0	0	1	1	1	3	5	7
L	18	28	SD PEN	39	38	35	31	27	18	12	8.3	SD PEN	52	50	47	42	37	26	18	12
W	37.0	36.9	DC	3	3	3	3	3	2	2	2	DC	3	3	3	3	3	3	2	2
			SSD PEN	37	36	33	29	26	18	12	7.9	SSD PEN	50	48	45	40	36	25	17	12
RT	30	30	DC	5	5	4	4	4	3	3	2	DC	6	5	5	5	5	4	3	3
ROF	**6	**6	AP PEN	110	106	98	87	77	52	35	23	AP PEN	148	142	132	118	105	73	50	34
			DC	3	3	3	3	2	2	2	2	DC	3	3	3	3	3	2	2	2
Cap	300	300																		
AW	3.1	3.1	3RB	-18	-13	-8	-4	-2	3	6	8	3RB	-17	-12	-7	-3	-1	4	7	9
	Pack	Pack	MA	.2	.2	.3	.5	.8	2	2	3	MA	.2	.2	.3	.5	.8	2	2	3
KD	2	2	BA	35	30	24	20	16	10	6	3	BA	35	30	25	20	17	11	7	4
SAB	1	1	TOF	0	0	1	1	2	4	6	9	TOF	0	0	1	1	2	3	6	8
L	42	42	SD PEN	51	49	45	39	34	21	13	8.4	SD PEN	52	49	44	37	32	19	11	6.3
W	37.4	33.5	DC	3	3	2	2	2	2	1	1	DC	3	2	2	2	2	1	1	1
			SSD PEN	49	47	43	37	32	20	13	8.0	SSD PEN	49	47	42	36	30	18	10	6.1
RT	10(40)	10(40)	DC	4	4	4	3	3	3	2	2	DC	4	4	4	3	3	2	2	1
ROF	**8	**8	AP PEN	145	138	126	110	95	60	38	24	AP PEN	145	138	123	105	89	52	30	18
			DC	3	2	2	2	2	2	1	1	DC	2	2	2	2	2	1	1	1
Cap	144	144																		
AW	1.0	1.0	3RB	-30	-25	-20	-16	-13	-8	-6	-3	3RB	-31	-26	-21	-17	-14	-9	-6	-4
	Mag	Mag	MA	.2	.2	.3	.5	.8	2	2	3	MA	.2	.2	.3	.5	.8	2	2	3
KD	1	1	BA	46	41	36	32	29	24	21	19	BA	47	42	37	33	30	25	22	20
SAB	1	1	TOF	0	0	1	1	1	3	5	7	TOF	0	0	0	1	1	3	5	7
L	42	42	SD PEN	76	73	69	63	57	42	31	23	SD PEN	109	106	101	94	87	69	54	42
W	126.0	126.9	DC	5	5	5	5	4	4	3	3	DC	6	6	6	6	6	6	5	4
			SSD PEN	72	70	66	60	55	40	29	22	SSD PEN	104	102	97	90	84	66	52	41
RT	10(60)	10(60)	DC	7	7	7	7	6	6	5	4	DC	8	8	8	8	8	7	7	6
ROF	**6	**6	AP PEN	213	206	194	177	161	118	86	63	AP PEN	306	299	284	265	246	193	152	119
			DC	5	5	5	4	4	4	3	3	DC	6	6	6	6	6	5	5	4
Cap	144	144																		
AW	1.2	1.7	3RB	-24	-19	-14	-10	-7	-2	1	3	3RB	-21	-16	-11	-7	-4	1	4	6
	Mag	Mag	MA	.2	.2	.3	.5	.8	2	2	3	MA	.2	.2	.3	.5	.8	2	2	3
KD	4	6	BA	46	41	36	32	29	24	21	19	BA	47	42	37	33	30	25	22	20
SAB	1	1	TOF	0	0	1	1	1	3	5	7	TOF	0	0	0	1	1	3	4	6
L	42	42	SD PEN	94	92	87	81	75	59	46	36	SD PEN	141	138	133	125	118	98	81	67
W	170.0	198.0	DC	6	6	6	6	6	5	5	4	DC	8	8	8	7	7	7	7	6
			SSD PEN	90	88	84	78	72	56	44	34	SSD PEN	135	132	127	120	114	94	77	64
RT	100	100	DC	8	8	8	7	7	7	7	6	DC	9	9	9	9	9	9	8	8
ROF	**6	**6	AP PEN	265	258	246	228	212	165	129	100	AP PEN	396	389	374	353	334	275	227	187
			DC	6	6	6	6	5	5	4	4	DC	7	7	7	7	7	7	7	6
Cap	1152	1152																		
AW	11.3	18.1	3RB	-24	-19	-14	-10	-7	-2	1	3	3RB	-20	-15	-10	-6	-3	2	5	7
	Pack	Pack	MA	.2	.2	.3	.5	.8	2	2	3	MA	.2	.2	.3	.5	.8	2	2	3
KD	5	10	BA	46	41	36	32	29	24	21	19	BA	47	42	37	33	30	25	22	20
SAB	1	1	TOF	0	0	1	1	1	3	5	6	TOF	0	0	0	1	1	3	4	6

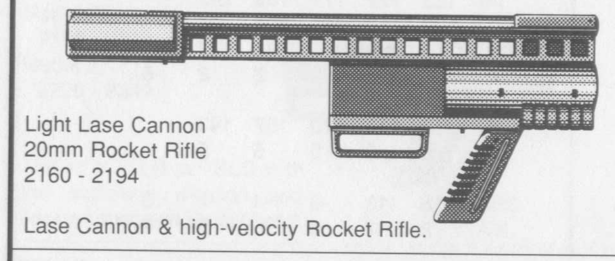
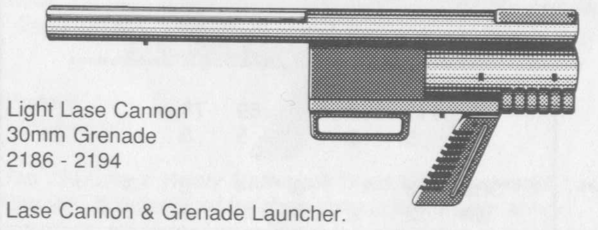
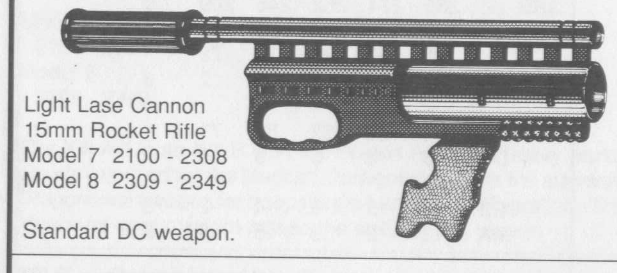
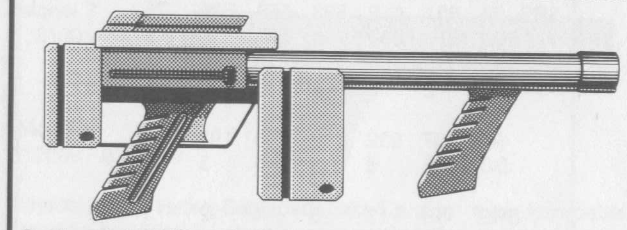
BATTLEPACK WEAPON DATA TABLE

Battlepack Weapon	Aim Time	Aim Mod	Living Steel Weapon Values	Model		Battlepack Bays and Function
				7	8	
7SLAR (light configuration) Seven Swords Lase Cannon Model 7 2160 - 2194 Model 8 2226 - 2349  This is a 7SLR or 7SLG with the explosive weapon and heavy armor panels removed.	1	-23	Weight	35.0	33.0	1 NonCritical Equipment
	2	-11	Ammunition Capacity	265	406	2 Laser Critical
	3	-7	Weight	2.5	2.5	3 Power Pack
	4	-5				4 NonCritical Equipment
	5	-2	Lase Cannon Penetration			
	6	-1	Single Shot	641	734	
	7	1	Low Rate Auto	106	122	
	8	2	Med Rate Auto	53	61	
	9	4	High Rate Auto	—	40	
	10	5	Damage Class (DC)	2	2	Model 1 PF 14
	11	7	Effective Range	100	100	Model 2 PF 20
7SLAR (medium configuration) Seven Swords Lase Cannon Model 7 2160 - 2194 Model 8 2226 - 2349 The 7SLAR is a 7SLR or 7SLG with explosive weapon and heavy armor panels removed for the Medium Configuration. It is identical to the Light Configuration except in thickness of its armor. Configuration changes from heavy to light can be made in minutes.	1	-25	Weight	49.3	45.5	1 NonCritical Equipment
	2	-14	Ammunition Capacity	530	813	2 Laser Critical
	3	-8	Weight	5.0	5.0	3 Power Pack 1/2 Cap
	4	-5				4 Power Pack 1/2 Cap
	5	-3	Lase Cannon Penetration			
	6	-1	Single Shot	641	734	
	7	1	Low Rate Auto	106	122	
	8	2	Med Rate Auto	53	61	
	9	4	High Rate Auto	—	40	
	10	5	Damage Class (DC)	2	2	Model 1 PF 43
	12	7	Effective Range	100	100	Model 2 PF 50
7SLC Seven Swords Lase Cannon Model 7 2160 - 2194  Model 8 2228 - 2349 The 7SLC is a Heavy Battlepack fitted with a powerful Lase Cannon. It is designed for close combat with Power Armor.	1	-31	Weight	109.9	120.4	1 Laser Critical
	2	-20	Ammunition Capacity	700	750	2 Laser Critical
	3	-14	Weight	15.0	15.0	3 Power Pack 1/6 Cap
	4	-8				4 Power Pack 1/6 Cap
	5	-4	Lase Cannon Penetration			5 Power Pack 1/6 Cap
	6	-3	Single Shot	1300	1800	6 Power Pack 1/6 Cap
	7	-1	Low Rate Auto	213	293	7 Power Pack 1/6 Cap
	8	1	Med Rate Auto	106	146	8 Power Pack 1/6 Cap
	9	3	High Rate Auto	—	97	
	11	5	Damage Class (DC)	2	2	Model 1 PF 90
	13	8	Effective Range	100	100	Model 2 PF 100
X3LAR (light configuration) Dragoncrest Lase Assault Rifle Model 7 2100 - 2308 Model 8 2309 - 2349  The X3LAR is an X3LR with Rocket Rifle and heavy armor panels removed for the Light Configuration.	1	-23	Weight	39.8	39.8	1 NonCritical Equipment
	2	-12	Ammunition Capacity	1300	240	2 Laser Critical
	3	-8	Weight	2.0	2.0	3 Power Pack
	4	-5				4 NonCritical Equipment
	5	-2	Lase Cannon Penetration			
	6	-1	Single Shot	906	1700	
	7	1	Low Rate Auto	151	280	
	8	2	Med Rate Auto	75	140	
	9	4	High Rate Auto	50	93	
	10	5	Damage Class (DC)	2	2	Weapon PF 27
	12	7	Effective Range	100	100	Backpack PF 27
X3LAR (med configuration) Dragoncrest Lase Assault Rifle Model 7 2100 - 2308 Model 8 2309 - 2349 The X3LAR is an X3LR with the Rocket Rifle and heavy armor panels removed for the Medium Configuration. It is the standard Dragoncrest weapon for troops in the Medium Configuration. The increased armor weight makes the weapon aim slower.	1	-26	Weight	57.6	57.6	1 NonCritical Equipment
	2	-15	Ammunition Capacity	2600	470	2 Laser Critical
	3	-9	Weight	4.0	4.0	3 Power Pack 1/2 Cap
	4	-5				4 Power Pack 1/2 Cap
	5	-3	Lase Cannon Penetration			
	6	-1	Single Shot	906	1700	
	7	1	Low Rate Auto	151	280	
	8	2	Med Rate Auto	75	140	
	9	4	High Rate Auto	50	93	
	10	5	Damage Class (DC)	2	2	Weapon PF 70
	12	7	Effective Range	100	100	Backpack PF 70
X3LC Dragoncrest Lase Cannon Model 7 2100 - 2308  Model 8 2309 - 2349 The X3LC is a Heavy Battlepack Lase Cannon. It is a formidable weapon designed for close assault against Power Armor.	1	-29	Weight	113.2	113.2	1 Laser Critical
	2	-18	Ammunition Capacity	4000	528	2 Laser Critical
	3	-12	Weight	12.0	12.0	3 Power Pack 1/6 Cap
	4	-6				4 Power Pack 1/6 Cap
	5	-4	Lase Cannon Penetration			5 Power Pack 1/6 Cap
	6	-2	Single Shot	1500	3800	6 Power Pack 1/6 Cap
	7	0	Low Rate Auto	249	631	7 Power Pack 1/6 Cap
	8	1	Med Rate Auto	124	315	8 Power Pack 1/6 Cap
	9	3	High Rate Auto	83	210	
	10	5	Damage Class (DC)	2	2	Weapon PF 104
	12	7	Effective Range	100	100	Backpack PF 104

BATTLEPACK WEAPON DATA TABLE

Physical Data			Ballistic Data Model 7	Range in 2 yard hexes								Ballistic Data Model 8	Range in 2 yard hexes							
	Model 7	Model 8		10	20	40	70	100	200	300	400		10	20	40	70	100	200	300	400
L	16	16	(1)	641	628	602	567	533	77			(1)	734	719	690	649	612	97		
W	35.0	33.0	(4)	160	156	149	138	128				(4)	183	179	171	159	147			
			3RB (6)	106	104	98	90	83				3RB (6)	122	119	113	104	96			
RT	20	20	(8)	80	77	73	67	60				(18)	40	39	36	32	27			
ROF	**V	**V	(10)	64	62	58	52	47				DC	2	2	2	2	2	6		
			(12)	53	51	48	43	38												
Cap	795	1220										(1)	183	179	170	157	143			
AW	2.5	2.5	DC	2	2	2	2	2	6			DC	5	5	5	5	5			
	Pack	Pack																		
KD	0	0	3RB	-18	-13	-8	-4	-2	3			3RB	-18	-13	-8	-4	-2	3		
SAB	1	1	MA	.2	.2	.3	.5	.8	2			MA	.2	.2	.3	.5	.8	2		
L	16	16	(1)	641	628	602	567	533	77			(1)	734	719	690	649	612	97		
W	49.3	45.5	(4)	160	156	149	138	128				(4)	183	179	171	159	147			
			3RB (6)	106	104	98	90	83				3RB (6)	122	119	113	104	96			
RT	30	30	(8)	80	77	73	67	60				(18)	40	39	36	32	27			
ROF	**V	**V	(10)	64	62	58	52	47				DC	2	2	2	2	2	6		
			(12)	53	51	48	43	38												
Cap	1590	2440										(1)	183	179	170	157	143			
AW	5.0	5.0	DC	2	2	2	2	2	6			DC	5	5	5	5	5			
	Pack	Pack																		
KD	0	0	3RB	-18	-13	-8	-4	-2	3			3RB	-18	-13	-8	-4	-2	3		
SAB	1	1	MA	.2	.2	.3	.5	.8	2			MA	.2	.2	.3	.5	.8	2		
L	28	28	(1)	13h	13h	12h	11h	11h	212			(1)	18h	18h	17h	16h	15h	321		
W	109.9	120.4	(4)	320	313	300	281	263	9.5			3RB (6)	293	286	273	263	246	5.2		
			3RB (6)	213	208	199	186	173				(12)	146	143	136	129	119			
RT	70	70	(8)	160	156	149	138	128				(18)	97	95	90	84	77			
ROF	**V	**V	(10)	128	125	118	109	101				DC	2	2	2	2	2	2		
			(12)	106	104	98	90	83												
Cap	2100	2250										(4)	111	108	100	89	78			
AW	15.0	15.0	DC	2	2	2	2	2	2			DC	5	5	5	5	5			
	Pack	Pack																		
KD	0	0	3RB	-18	-13	-8	-4	-2	3			3RB	-18	-13	-8	-4	-2	3		
SAB	1	1	MA	.2	.2	.3	.5	.8	2			MA	.2	.2	.3	.5	.8	2		
L	16	16	(1)	906	888	853	803	757	133			(1)	17h	16h	16h	15h	14h	296		
W	39.8	39.8	3RB (6)	151	147	140	130	120				3RB (6)	280	274	262	245	229	1.0		
			(10)	90	88	83	76	69				(12)	140	136	130	120	111			
RT	20	20	(12)	75	73	69	63	56				(18)	93	90	86	78	72			
ROF	**V	**V	(18)	50	48	45	40	35				DC	2	2	2	2	2	6		
			(36)	25	23	21	18	14												
Cap	710	710										(4)	104	100	93	82	71			
AW	2.0	2.0	DC	2	2	2	2	2	6			DC	5	5	5	5	5			
	Pack	Pack																		
KD	0	0	3RB	-19	-13	-8	-4	-2	3			3RB	-18	-13	-8	-4	-2	3		
SAB	1	1	MA	.2	.2	.3	.5	.8	2			MA	.2	.2	.3	.5	.8	2		
L	16	16	(1)	906	888	853	803	757	133			(1)	17h	16h	16h	15h	14h	296		
W	57.6	57.6	3RB (6)	151	147	140	130	120				3RB (6)	280	274	262	245	229	1.0		
			(10)	90	88	83	76	69				(12)	140	136	130	120	111			
RT	30	30	(12)	75	73	69	63	56				(18)	93	90	86	78	72			
ROF	**V	**V	(18)	50	48	45	40	35				DC	2	2	2	2	2	6		
			(36)	25	23	21	18	14												
Cap	1420	1420										(4)	104	100	93	82	71			
AW	4.0	4.0	DC	2	2	2	2	2	6			DC	5	5	5	5	5			
	Pack	Pack																		
KD	0	0	3RB	-19	-13	-8	-4	-2	3			3RB	-18	-13	-8	-4	-2	3		
SAB	1	1	MA	.2	.2	.3	.5	.8	2			MA	.2	.2	.3	.5	.8	2		
L	30	30	(1)	15h	15h	14h	13h	13h	258			(1)	38h	37h	36h	34h	32h	741	159	
W	113.2	113.2	3RB (6)	249	244	233	218	204	21			3RB (6)	631	618	593	558	526	75		
			(10)	149	146	139	129	119				(12)	315	309	295	277	259	8.5		
RT	70	70	(12)	124	121	115	107	98				(18)	210	205	196	183	170			
ROF	**V	**V	(18)	83	80	76	69	63				DC	2	2	2	2	2	6	8	
			(36)	41	40	37	32	28												
Cap	1580	1580										(4)	237	232	222	208	193	7.6		
AW	12.0	12.0	DC	2	2	2	2	2	6			DC	5	5	5	5	5	9		
	Pack	Pack																		
KD	0	0	3RB	-18	-13	-8	-4	-2	3			3RB	-18	-13	-8	-4	-2	3	6	
SAB	1	1	MA	.2	.2	.2	.5	.8	2			MA	.2	.2	.2	.5	.8	2	3	

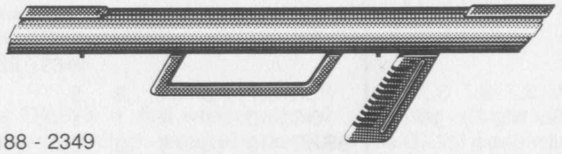
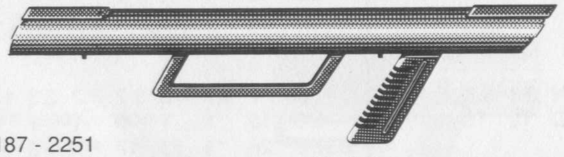
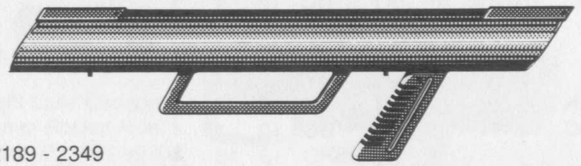
BATTLEPACK WEAPON DATA TABLE

Battlepack Weapon	Aim Time	Aim Mod	Living Steel Weapon Values		Battlepack Bays and Function	
7SLR7 Seven Swords Lase Cannon and Rocket Rifle  Light Lase Cannon 20mm Rocket Rifle 2160 - 2194 Lase Cannon & high-velocity Rocket Rifle.	1	-30	Weight	126.9	1	Rocket Feed
	2	-19	Laser Penetration DC 2		2	Laser Critical
	3	-13	Single Shot	641	3	Power Pack Cap 265b
	4	-7	Low Rate Auto	106	4	Power Pack Cap 265b
	5	-4	Med Rate Auto	53	5	Ammo Bay Cap 7
	6	-3	Effective Range	100	6	Ammo Bay Cap 7
	7	0			7	Ammo Bay Cap 14
	8	1	Rocket Rifle		8	Ammo Bay Cap 14
	9	3	Ammunition Capacity	3		
	11	6	Penetration (SS) DC10	136		Weapon PF 90
	13	8	Effective Range	400		Backpack PF 90
7SLR8 Seven Swords Lase Cannon and Rocket Rifle Light Lase Cannon 15mm Rocket Rifle 2228 - 2349 The 7SLR is a dual weapon system combining a Light Lase Cannon and a high-velocity Rocket Rifle. The 7SLR7 was the first model produced and was patterned after the Dragoncrest X3LR. It had a 20mm Rocket Rifle. In 2228, a second generation 7SLR was produced with a higher performance 15mm Rocket Rifle.	1	-29	Weight	123.9	1	Rocket Feed
	2	-18	Laser Penetration DC 2		2	Laser Critical
	3	-12	Single Shot	734	3	Power Pack Cap 406b
	4	-6	Low Rate Auto	122	4	Power Pack Cap 406b
	5	-4	High Rate Auto	40	5	Ammo Bay Cap 12
	6	-2	Effective Range	100	6	Ammo Bay Cap 12
	7	0			7	Ammo Bay Cap 24
	8	1	Rocket Rifle		8	Ammo Bay Cap 24
	9	3	Ammunition Capacity	5		
	11	6	Penetration (SS) DC10	148		Weapon PF 100
	13	8	Effective Range	600		Backpack PF 100
7SLG7 Seven Sword Lase Cannon and Grenade Launcher  Light Lase Cannon 30mm Grenade 2186 - 2194 Lase Cannon & Grenade Launcher.	1	-30	Weight	126.0	1	Grenade Feed
	2	-19	Laser Penetration DC 2		2	Laser Critical
	3	-13	Single Shot	641	3	Power Pack Cap 265b
	4	-7	Low Rate Auto	106	4	Power Pack Cap 265b
	5	-4	Med Rate Auto	53	5	Ammo Bay Cap 13
	6	-2	Effective Range	100	6	Ammo Bay Cap 13
	7	0			7	Ammo Bay Cap 26
	8	1	Grenade Launcher		8	Ammo Bay Cap 26
	9	3	Ammunition Capacity	5		
	11	6	Penetration (SS) DC10	1600		Weapon PF 90
	13	8	Effective Range	200		Backpack PF 90
7SLG8 Seven Sword Lase Cannon and Grenade Launcher Light Lase Cannon 30mm Grenade 2226 - 2349 This 7SLG combines a Light Lase Cannon and 30mm Grenade Launcher. It was produced in limited numbers and saw service against "Indiscriminant" Starguild units only. Indiscriminant units were those whosehad shown consistent and open disregard for civilian casualties in prior actions.	1	-29	Weight	123.5	1	Grenade Feed
	2	-18	Laser Penetration DC 2		2	Laser Critical
	3	-12	Single Shot	734	3	Power Pack Cap 406b
	4	-7	Low Rate Auto	122	4	Power Pack Cap 406b
	5	-4	High Rate Auto	40	5	Ammo Bay Cap 13
	6	-2	Effective Range	100	6	Ammo Bay Cap 13
	7	0			7	Ammo Bay Cap 26
	8	1	Grenade Launcher		8	Ammo Bay Cap 26
	9	3	Ammunition Capacity	5		
	11	6	Penetration (SS) DC10	1600		Weapon PF 100
	13	8	Effective Range	200		Backpack PF 100
X3LR Dragoncrest Lase Cannon and Rocket Rifle  Light Lase Cannon 15mm Rocket Rifle Model 7 2100 - 2308 Model 8 2309 - 2349 Standard DC weapon.	1	-29	Weight	127.3	1	Rocket Feed
	2	-18			2	Laser Critical
	3	-12	Lase Cannon		3	Power Pack 1/2 Cap
	4	-7	See X3LAR - M		4	Power Pack 1/2 Cap
	5	-4			5	Ammo Bay Cap 12
	6	-2			6	Ammo Bay Cap 12
	7	0	Rocket Rifle		7	Ammo Bay Cap 24
	8	1	Ammunition Capacity	5	8	Ammo Bay Cap 24
	9	3	Penetration (SS)	175		
	11	6	Damage Class	10		Weapon PF 104
	13	8	Effective Range	700		Backpack PF 104
Neemis Enterprises PortoCannon 4.8mm MG/20mm Cannon  Backpack-fed MG and twin 20mm Cannon. (2182 - 2349)	1	-29	Weight	39.6	1	Rifle Feed Mechanism
	2	-19	Machine Gun		2	Rifle Ammo Cap 20b
	3	-12	Penetration (LRAF)	59	3	Cannon Ammo 1 Mag
	4	-9	Damage Class DC	6	4	Cannon Ammo 1 Mag
	5	-7	Effective Range	600		
	6	-5				
	7	-4	Cannon			
			Ammunition Capacity	4		
			Penetration (LRAF)	298		
			Damage Class DC	10		Weapon PF 1
			Effective Range	600		Backpack PF 1

BATTLEPACK WEAPON DATA TABLE

Living Steel Explosive Data				Physical Data		Lase Cannon Data		Range in 2 yard hexes								Explosive Ballistic Data		Target Range				Explosive Data	Range from Burst in Hexes						
Rng	N	CS	PA					10	20	40	70	100	200	300	400			40	100	200	400		C	0	1	2	3	5	10
C	521	130	5	L	28		(1)	641	628	602	567	533	77			HEAT	PEN	136	136	136	136	PEN	136	.8	.7	.4			
0	74	18	1				(4)	160	156	149	138	128					DC	10	10	10	10	DC	10	1	1	1			
1	24	6		RT	30	3RB	(6)	106	104	98	90	83										BSHC	*13	18	4	0			
2	8	2		ROF	**V		(8)	80	77	73	67	60										BC	521	74	24	8	4	2	
3	4	1		AW	5.0		(10)	64	62	58	52	47																	
4	3	1					(12)	53	51	48	43	38				HE	PEN	3.7	3.7	3.7	3.7	PEN	3.7	1.3	1.1	.8	.5		
5	2			RT	8(70)												DC	10	10	10	10	DC	10	1	1	1	1		
6	1			ROF	*		DC	2	2	2	2	2	6									BSHC	*13	18	4	0	-2		
7	1			Cap	3												AOI					BC	808	105	33	11	6	2	1
8	1			AW	.17		3RB	-18	-13	-8	-4	-2	3				BA	33	24	16	8								
					Rnd		MA	.2	.2	.3	.5	.8	2				TOF	2	3	5	12								
C	521	130	5	L	28		(1)	734	719	690	649	612	97			HEAT	PEN	148	148	148	148	PEN	148	.8	.7	.4			
0	74	18	1				(4)	183	179	171	159	147					DC	10	10	10	10	DC	10	1	1	1			
1	24	6		RT	30	3RB	(6)	122	119	113	104	96										BSHC	*13	18	4	0			
2	8	2		ROF	**V		(18)	40	39	36	32	27										BC	521	74	24	8	4	2	
3	4	1		AW	5.0		DC	2	2	2	2	2	6																
4	3	1														HE	PEN	3.7	3.7	3.7	3.7	PEN	3.7	1.3	1.1	.8	.5		
5	2			RT	8(70)		(1)	183	179	170	157	143					DC	10	10	10	10	DC	10	1	1	1	1		
6	1			ROF	*		DC	5	5	5	5	5										BSHC	*13	18	4	0	-2		
7	1			Cap	5												AOI					BC	808	105	33	11	6	2	1
8	1			AW	.17		3RB	-18	-13	-8	-4	-2	3				BA	35	26	18	10								
					Rnd		MA	.2	.2	.3	.5	.8	2				TOF	2	3	5	12								
C	3300	825	33	L	28		(1)	641	628	602	567	533	77			HEAT	PEN	16h	16h	16h	16h	PEN	16h	4.6	4.3	3.7	3.1	2.3	1.0
0	280	70	3				(4)	160	156	149	138	128					DC	10	10	10	10	DC	10	1	1	1	1	1	1
1	82	20	1	RT	30	3RB	(6)	106	104	98	90	83										BSHC	*78	*1	26	6	2	0	-5
2	26	6		ROF	**V		(8)	80	77	73	67	60										BC	33h	280	82	26	13	6	1
3	13	3		AW	5.0		(10)	64	62	58	52	47																	
4	8	2					(12)	53	51	48	43	38				HE	PEN	6.4	5.8	5.3	5.3	PEN	V	4.7	4.3	3.7	3.2	2.3	1.0
5	6	1		RT	8(70)												DC	10	10	10	10	DC	10	1	1	1	1	1	1
6	4	1		ROF	*		DC	2	2	2	2	2	6									BSHC	*2h	*3	73	17	7	2	-2
7	3	1		Cap	5												AOI				1	BC	33h	280	82	26	13	6	1
8	2			AW	.25		3RB	-18	-13	-8	-4	-2	3				BA	31	18	8	-1								
10	1				Rnd		MA	.2	.2	.3	.5	.8	2				TOF	3	9	22	52								
C	3300	825	33	L	28		(1)	734	719	690	649	612	97			HEAT	PEN	16h	16h	16h	16h	PEN	16h	4.6	4.3	3.7	3.1	2.3	1.0
0	280	70	3				(4)	183	179	171	159	147					DC	10	10	10	10	DC	10	1	1	1	1	1	1
1	82	20	1	RT	30	3RB	(6)	122	119	113	104	96										BSHC	*78	*1	26	6	2	0	-5
2	26	6		ROF	**V		(18)	40	39	36	32	27										BC	33h	280	82	26	13	6	1
3	13	3		AW	5.0		DC	2	2	2	2	2	6																
4	8	2														HE	PEN	6.4	5.8	5.3	5.3	PEN	V	4.7	4.3	3.7	3.2	2.3	1.0
5	6	1		RT	8(70)		(1)	183	179	170	157	143					DC	10	10	10	10	DC	10	1	1	1	1	1	1
6	4	1		ROF	*		DC	5	5	5	5	5										BSHC	*2h	*3	73	17	7	2	-2
7	3	1		Cap	5												AOI				1	BC	33h	280	82	26	13	6	1
8	2			AW	.25		3RB	-18	-13	-8	-4	-2	3				BA	31	18	8	-1								
10	1				Rnd		MA	.2	.2	.3	.5	.8	2				TOF	3	9	22	52								
C	896	224	9	L	30		(1)	17h	16h	16h	15h	14h	296			HEAT	PEN	175	175	175	175	PEN	175	.8	.7	.4			
0	116	29	1			3RB	(6)	280	274	262	245	229	1.0			(low)	DC	10	10	10	10	DC	10	1	1	1			
1	37	9		RT	30		(10)	168	164	156	145	135										BSHC	*13	18	4	0			
2	12	3		ROF	**V		(12)	140	136	130	120	111										BC	896	116	37	12	7	2	1
3	7	2		AW	4.0		(18)	93	90	86	78	72																	
4	4	1					(36)	46	45	41	37	32				HEAT	PEN	596	596	596	596	PEN	596	.8	.7	.4			
5	2			RT	8(70)											(high)	DC	10	10	10	10	DC	10	1	1	1			
6	2			ROF	*		DC	2	2	2	2	2	6									BSHC	*13	18	4	0			
7	1			Cap	5												AOI					BC	896	116	37	12	7	2	1
8	1			AW	.21		3RB	-18	-13	-8	-4	-2	3				BA	40	31	23	15								
10	1				Rnd		MA	.2	.2	.3	.5	.8	2				TOF	2	3	5	12								
C	808	202	8	L	26	FMJ	PEN	21	20	19	17	15	10	7.3	5.0	HEAT	PEN	298	298	298	297	PEN	298						
0	105	26	1				DC	6	6	6	5	5	4	3	3		DC	10	10	10	10	DC	10						
1	33	8		RT	40	JHP	PEN	20	19	18	16	14	10	7.0	4.8							BSHC							
2	11	3		ROF	*12		DC	8	7	7	7	7	6	5	4							BC	808	105	33	11	6	2	1
3	6	2		AW	5.2	AP	PEN	59	57	53	47	42	29	20	14														
4	4	1					DC	6	6	6	5	5	4	3	3														
5	2			RT	12(30)																								
6	2			ROF	*6																								
7	1			Cap	24		MA	.2	.2	.3	.5	.8	1	2	3		MA	.2	.5	.8	2								
8	1			AW	4.0		BA	63	56	49	42	37	28	22	19		BA	45	37	28	20								
10	1				Drum		TOF	0	0	1	1	2	4	7	9		TOF	1	1	3	5								

EXPLOSIVE BATTLEPACK WEAPON DATA TABLE

Battlepack Weapon	Aim Time	Aim Mod	Living Steel Weapon Values	Battlepack Bays and Function
7SGL-AP 30mm Auxiliary Pack Grenade Launcher 2160 - 2349 The 7SGL-AP is a light grenade launcher Auxiliary Pack which can be fitted to the Outer Forearm Auxiliary Pack location on Seven Swords Power Armor. It is a quick action grenade launcher and has its own Gun Camera. It uses its own unique twin shot magazines and can be reloaded manually. Both High Explosive (HE) and High Explosive Anti-Tank (HEAT) rounds are available.	1 2 3 4 5 6	-18 -10 -8 -6 -4 -3	Weight 4.5 Ammunition Capacity 2 Weight .6 Mag Penetration (SS) HE 5.1 HEAT 1600 Damage Class (DC) 10 Effective Range 100	Weapon PF 8
BP-GL 30mm Heavy Battlepack Grenade Launcher  2188 - 2349 Five round semi-automatic grenade launcher. It has an auto-assisted reloading system which allows ammunition from the backpack to be reloaded into the weapon.	1 2 3 4 5 6 7 8 9 10	-24 -13 -8 -5 -2 -1 1 2 4 5	Weight 90 Ammunition Capacity 5 Weight .25 Round Penetration (SS) HE 5.1 HEAT 1600 Damage Class (DC) 10 Effective Range 200	1 Grenade Feed 2 Ammo Bay Cap 18 3 Ammo Bay Cap 18 4 Ammo Bay Cap 18 5 Ammo Bay Cap 18 6 Ammo Bay Cap 18 7 Ammo Bay Cap 36 8 Ammo Bay Cap 36 Weapon PF 21 Backpack PF 21
BP-RR 20mm / 35mm Heavy Battlepack Rocket Rifle  2187 - 2251 Starguild copy of the Dragoncrest X3LR high velocity rocket rifle. It was never popular with the Starguild due to the expense of its ammunition and was not upgraded in the rearmament of 2251.	1 2 3 4 5 6 7 8 9 10	-24 -13 -8 -5 -2 -1 1 2 4 5	Weight 89 Ammunition Capacity 1 Weight 20mm .22 35mm .75 Round Penetration (SS) 20mm 128 35mm 1800 Damage Class (DC) 10 Effective Range 200	1 Rocket Feed 2 Ammo Bay Cap 6 3 Ammo Bay Cap 6 4 Ammo Bay Cap 6 5 Ammo Bay Cap 6 6 Ammo Bay Cap 6 7 Ammo Bay Cap 12 8 Ammo Bay Cap 12 Weapon PF 21 Backpack PF 21
BP-RR45 45mm Heavy Battlepack Rocket Rifle 2186 - 2349 This 45mm Rocket Rifle was initially designed to defeat Power Armor at long to extreme range. It was found to be equally effective against lightly armored vehicles and fortifications, and was updated in the Starguild rearmament of 2251. This single shot weapon is reloaded by an Auto-Assisted Reloading System on the Backpack. The weapon looks like the BP-RR shown above.	1 2 3 4 5 6 7 8 9 11 13	-29 -18 -12 -7 -4 -2 0 1 3 6 8	Weight 93 Ammunition Capacity 1 Weight 1.2 Round Penetration (SS) HE 11 HEAT 2800 Damage Class (DC) 10 Effective Range 200	1 Rocket Feed 2 Ammo Bay Cap 3 3 Ammo Bay Cap 3 4 Ammo Bay Cap 3 5 Ammo Bay Cap 3 6 Ammo Bay Cap 3 7 Ammo Bay Cap 6 8 Ammo Bay Cap 6 Weapon PF 21 Backpack PF 21
BP-RPG 80mm Rocket Propelled Grenade Launcher  2189 - 2349 Heavy Battlepack Rocket Propelled Grenade Launcher with Auto-Assisted Reloading System. The weapon is reloaded from the backpack magazine.	1 2 3 4 5 6 7 8 9 10	-27 -16 -9 -6 -3 -2 1 2 4 5	Weight 99 Ammunition Capacity 1 Weight 3.4 Round Penetration (SS) HE 14 HEAT 6200 Damage Class (DC) 10 Effective Range 200	1 Grenade Feed 2 Ammo Bay Cap 1 3 Ammo Bay Cap 1 4 Ammo Bay Cap 1 5 Ammo Bay Cap 1 6 Ammo Bay Cap 1 7 Ammo Bay Cap 2 8 Ammo Bay Cap 2 Weapon PF 21 Backpack PF 21
BP-RL 70mm Heavy Battlepack Rocket Launcher 2189 - 2349 Shoulder fired low-velocity rocket launcher effective against light fortifications and medium armored vehicles. It is breech loaded from the backpack by an Auto-Assisted Reloading System (AARS). To reload, the user swings the weapon onto the shoulder where the AARS mates and reloads a round from the backpack magazine. The weapon is then removed from the AARS for firing. The BP-RL is similar to the BP-RPG in appearance.	1 2 3 4 5 6 7 8 9 10 12	-27 -16 -9 -6 -3 -2 0 1 3 4 7	Weight 100 Ammunition Capacity 1 Weight 3.1 Round Penetration (SS) HE 15 HEAT 5100 Damage Class (DC) 10 Effective Range 200	1 Rocket Feed 2 Ammo Bay Cap 1 3 Ammo Bay Cap 1 4 Ammo Bay Cap 1 5 Ammo Bay Cap 1 6 Ammo Bay Cap 1 7 Ammo Bay Cap 2 8 Ammo Bay Cap 2 Weapon PF 21 Backpack PF 21

EXPLOSIVE BATTLEPACK WEAPON DATA TABLE

Range	Living Steel Explosive Data			Physical Data		Explosive Ballistic Data	Target Range					Explosive Data	Range from Burst in Hexes						
	No Armor	Combat Suit	Power Armor					40	100	200	400		C	0	1	2	3	5	10
C	3300	825	33	L	10	HEAT	PEN	16h	16h			PEN	16h	4.6	4.3	3.7	3.1	2.3	1.0
0	280	70	3	W	4.5		DC	10	10			DC	10	1	1	1	1	1	1
1	82	20	1	RT	10							BSHC	*78	*1	26	6	2	0	-5
2	26	6		ROF	*							BC	33h	280	82	26	13	6	1
3	13	3																	
4	8	2		Cap	2	HE	PEN	5.1	5.1			PEN	5.1	4.7	4.3	3.7	3.2	2.3	1.0
5	6	1		AW	.6		DC	10	10			DC	10	1	1	1	1	1	1
6	4	1			Mag							BSHC	*2h	*3	73	17	7	2	-2
7	3	1		KD	11		AOI		1			BC	33h	280	82	26	13	6	1
8	2			SAB	2		BA	25	13										
10	1			MR	100		TOF	15	42										
C	3300	825	33	L	28	HEAT	PEN	16h	16h	16h	16h	PEN	16h	4.6	4.3	3.7	3.1	2.3	1.0
0	280	70	3	W	90		DC	10	10	10	10	DC	10	1	1	1	1	1	1
1	82	20	1	RT	10(100)							BSHC	*78	*1	26	6	2	0	-5
2	26	6		ROF	*							BC	33h	280	82	26	13	6	1
3	13	3																	
4	8	2		Cap	5	HE	PEN	6.4	5.8	5.3	5.1	PEN	V	4.7	4.3	3.7	3.2	2.3	1.0
5	6	1		AW	.25		DC	10	10	10	10	DC	10	1	1	1	1	1	1
6	4	1			Rnd							BSHC	*2h	*3	73	17	7	2	-2
7	3	1		KD	20		AOI				1	BC	33h	280	82	26	13	6	1
8	2			SAB	1		BA	31	18	8	-1								
10	1			MR	600		TOF	3	9	22	52								
C	521	130	5	L	28	HEAT	PEN	128	128	128	128	PEN	128	.8	.7	.4			
0	74	18	1	W	89	20mm	DC	10	10	10	10	DC	10	1	1	1			
1	24	6		RT	8(100)							BSHC	*11	15	3	0			
2	8	2										BC	521	74	24	8	4	2	1
3	4	1		Cap	1														
4	3	1		AW	.22	HEAT	PEN	18h	18h	18h	18h	PEN	18h	4.6	4.3	3.7	3.1	2.3	1.0
5	2				.75	35mm	DC	10	10	10	10	DC	10	1	1	1	1	1	1
6	1				Rnd							BSHC	*1h	*1	35	8	3	0	-5
7	1			KD	90		AOI					BC	45h	380	112	35	17	8	2
8	1			SAB	1		BA	24	13	3	-6								
10	1			MR	700		TOF	2	3	5	12								
C	13000	3250	130	L	28	HEAT	PEN	28h	28h	28h	28h	PEN	28h	4.7	4.3	3.7	3.2	2.3	1.0
0	696	174	7	W	93		DC	10	10	10	10	DC	10	1	1	1	1	1	1
1	174	44	2	RT	8(100)							BSHC	*2h	*3	62	15	6	2	-1
2	52	13	1									BC	13k	696	174	52	26	11	4
3	26	7		Cap	1														
4	16	4		AW	1.2	HE	PEN	11	11	11	11	PEN	11	4.7	4.3	3.7	3.2	2.3	1.0
5	11	3			Rnd		DC	10	10	10	10	DC	10	1	1	1	1	1	1
6	9	2										BSHC	*6h	*9	*2	54	24	8	0
7	7	2		KD	500		AOI					BC	16k	788	192	57	29	12	5
8	5	1		SAB	1		BA	25	13	3	-6								
10	4	1		MR	900		TOF	1	3	5	12								
C	88000	22000	880	L	28	HEAT	PEN	62h	62h	62h	62h	PEN	62h	16	16	15	14	13	10
0	2800	700	28	W	99		DC	10	10	10	10	DC	10	9	9	9	9	9	8
1	508	127	5	RT	10(100)							BSHC	*6	7	1	-2	-5	-9	-14
2	129	32	1									BC	88k	28h	508	129	63	27	9
3	63	16	1	Cap	1														
4	39	10		AW	3.4	HE	PEN	14	13	11	8.4	PEN	V	4.7	4.3	3.7	3.2	2.3	1.0
5	27	7			Rnd		DC	10	10	10	10	DC	10	1	1	1	1	1	1
6	20	5										BSHC	*2k	*27	*7	*2	73	26	4
7	16	4		KD	570		AOI					BC	12t	37h	622	151	73	31	10
8	12	3		SAB	1		BA	23	11	1	-8								
10	9	2		MR	600		TOF	2	7	14	33								
C	57000	14250	570	L	28	HEAT	PEN	51h	51h	51h	51h	PEN	51h	4.7	4.3	3.7	3.2	2.3	1.0
0	2000	500	20	W	100		DC	10	10	10	10	DC	10	1	1	1	1	1	1
1	390	98	4	RT	10(100)							BSHC	*3h	*4	88	21	9	3	-2
2	104	26	1	ROF								BC	57k	20h	390	104	52	22	8
3	52	13	1		1														
4	32	8		Cap	3.1	HE	PEN	15	15	15	15	PEN	15	4.7	4.3	3.7	3.2	2.3	1.0
5	22	5		AW	Rnd		DC	10	10	10	10	DC	10	1	1	1	1	1	1
6	16	4										BSHC	*2k	*27	*7	*2	73	26	4
7	13	3		KD	517		AOI					BC	72k	24h	448	116	57	24	8
8	10	2		SAB	1		BA	24	12	2	-7								
10	8	2		MR	700		TOF	2	6	14	31								

AUXILIARY PACK WEAPONS

Auxiliary Pack Weapons

Seven Worlds PEN43 Ripple Pack

2160 - 2349
Seven Worlds

The PEN43 RipplePack has eight barrels or tubes. Each tube fires 18 darts into a 60° arc. Up to eight tubes can be fired simultaneously. The Auto Hit Chance (AHC) applies to each target in the Arc of Fire. It gives the percentage chance to hit each target in the 60° arc. An AHC preceded by a asterisk (*) gives the number of hits to each target in the arc.The weapon is treated as a fully automatic weapon whose burst of fire is instantaneous. It may be manually reloaded.

Physical Data		Aim Time AC	Md	Ballistic Data		1	2	3	4	5	6	8	10	15	20	40
L	3	1	-18	43 Pk	PEN	43	43	43	42	42	42	41	41	40	38	34
		2	-10		DC	2	2	2	2	2	2	2	2	2	2	1
W	3.1	3	-8													
		4	-6	1 tube	AHC	*2	*1	67	50	40	33	24	19	13	9	4
RT	12	5	-4	2 tubes	AHC	*4	*2	*1	*1	80	67	50	40	26	19	9
ROF	*	6	-3	3 tubes	AHC	*6	*3	*2	*2	*1	*1	75	60	40	29	14
				4 tubes	AHC	*8	*4	*3	*2	*2	*1	*1	80	53	40	20
Cap	8			5 tubes	AHC	*10	*5	*3	*3	*2	*2	*1	*1	69	49	24
AW	.6			6 tubes	AHC	*12	*6	*4	*3	*2	*2	*2	*1	83	59	29
	Pack			7 tubes	AHC	*14	*7	*5	*4	*3	*2	*2	*1	97	69	34
				8 tubes	AHC	*16	*8	*6	*4	*3	*3	*2	*2	*1	79	39
KD	0															
					Arc of Fire	1	2	4	5	6	7	9	12	17	23	46
SAB	1				BA	54	49	45	43	41	39	36	34	30	27	19
					TOF	0	0	0	0	0	0	0	0	0	0	1

Dragoncrest and Seven Worlds PEN107 Ripple Pack

2160 - 2349
Dragoncrest and Seven Worlds

The PEN107 Ripple Pack has three barrels or tubes. Each tube fires 10 darts into a 60° arc. One, two, or three tubes can be fired at once. Weapon accuracy uses fully automatic fire rules and the Auto Hit Chance (AHC) applies to each target in the Arc of Fire. Note that this burst is instantaneous, with the pull of the trigger.

Physical Data		Aim Time AC	Md	Ballistic Data		1	2	3	4	5	6	8	10	15	20	40
L	3	1	-18	107 Pk	PEN	107	106	106	106	106	105	105	104	103	102	97
W	3.1	2	-10		DC	2	2	2	2	2	2	2	2	2	2	2
		3	-8													
RT	12	4	-6	1 tube	AHC	*1	55	46	34	27	22	17	13	8	6	3
ROF	*	5	-4	2 tubes	AHC	*2	*1	96	64	55	46	34	27	18	13	6
		6	-3	3 tubes	AHC	*3	*2	*1	*1	83	69	52	41	27	20	10
Cap	3															
AW	.6															
	Pack				Arc of Fire	1	2	4	5	6	7	9	12	17	23	46
KD	1				BA	59	53	50	48	46	44	42	40	36	33	25
SAB	1				TOF	0	0	0	0	0	0	0	0	0	0	1

Dragoncrest and Seven Worlds Scatter Pack

2160 - 2349
Dragoncrest and Seven Worlds

The Scatter Pack is a single shot "shotgun". It is an area saturation weapon which fires dozens of darts into a 60° cone. The weapon is treated as a shotgun for accuracy and damage.

There are three types of ammunition; one with PEN 7, one with PEN 43, and the third with PEN 107 darts. These three are interchangeable. The number of darts released is given next to the BPHC value to the right.

The weapon has three barrels. The barrels are canted to provide 60° coverage. All three are fired simultaneously. The Base Pellet Hit Chance (BPHC) gives the percentage chance to hit each target in the 60° cone. A BPHC preceded by an asterisk (*) gives the number of hits to each target in the cone.

Physical Data		Aim Time AC	Md	Ballistic Data		1	2	3	4	5	6	8	10	15	20	40
L	3	1	-18	7 Pk	PEN	7.0	6.7	6.3	6.0	5.7	5.4	4.9	4.4	3.4	2.7	1.0
W	3.1	2	-10		DC	1	1	1	1	1	1	1	1	1	1	1
		3	-8	447	BPHC	*11	*4	*2	*1	69	49	28	18	8	4	0
RT	12	4	-6													
ROF	-	5	-4													
		6	-3	43 Pk	PEN	43	43	43	42	42	42	41	41	40	38	34
Cap	1				DC	2	2	2	2	2	2	2	2	2	2	1
AW	.6			72	BPHC	*2	57	28	16	10	7	4	2	0	-1	-6
	Pack															
KD	0			107 Pk	PEN	107	106	106	106	106	105	105	104	103	102	97
	0				DC	2	2	2	2	2	2	2	2	2	2	2
	1			30	BPHC	73	23	11	6	4	2	1	0	-2	-4	-9
SAB	2															
					SALM	16	21	23	26	27	28	31	32	35	37	42
					PR	.6	1	2	2	3	4	5	6	9	12	23
					TOF	0	0	0	0	0	0	0	0	0	0	1

Dragoncrest and Seven Sword Flechette Pistol

2060 - 2349
Dragoncrest and Seven Worlds

This Flechette Pistol may be mounted to the Outer Forearm Aux Pack location and arms the user with a quick action pistol. It is normally mounted on the user's off-hand, the hand unencumbered by the primary weapon. It must be manually reloaded and includes its own Gun Camera.

Physical Data		Aim Time AC	Md	Ballistic Data		1	2	3	4	5	6	8	10	15	20	40
L	6	1	-18	FMJ	PEN	33	32	31	30	30	29	28	28	27	26	24
W	4.2	2	-10		DC	4	4	4	4	4	4	4	4	4	4	3
		3	-8	JHP	PEN	33	32	31	30	30	29	28	28	26	25	23
RT	15	4	-6		DC	6	6	6	6	6	6	6	6	6	6	5
ROF	**8	5	-4	AP	PEN	89	88	87	86	84	83	82	80	78	76	67
		6	-3		DC	3	3	3	3	3	3	3	3	3	3	3
Cap	36															
AW	.71				3RB	-28	-23	-21	-18	-17	-16	-14	-12	-9	-7	-2
	Mag				MA	.2	.2	.2	.2	.2	.2	.2	.2	.2	.2	.3
KD	3				BA	53	45	42	39	37	35	34	32	28	25	18
SAB	1				TOF	0	0	0	0	0	0	0	0	0	0	1

Dragoncrest and Seven Sword Lase Pistol

2060 - 2349
Dragoncrest and Seven Worlds

This Lase Pistol can be installed in the Outer Forearm Aux Pack location and uses a standard .4 lb infantry power pack. The weapon has a 20 hex aperature range and may be safely used in spacecraft. It has its own Gun Camera and must be manually reloaded. Like all short range lase weapons it cannot penetrate into the Rear Suit Layer or Backpack of Power Armor.

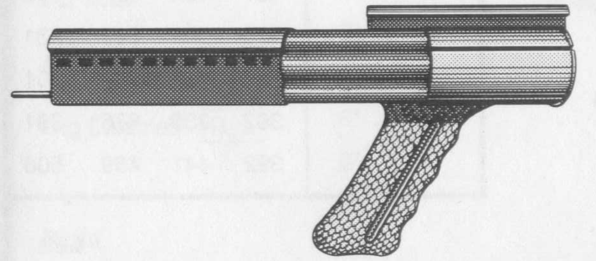
Physical Data		Aim Time AC	Md	Ballistic Data		1	2	3	4	5	6	8	10	15	20	40
L	6	1	-18		(1)	149	149	148	148	147	147	146	146	144	142	26
W	4.2	2	-10		(4)	37	37	37	37	37	36	36	36	35	35	
		3	-8	3RB	(6)	25	25	25	25	25	24	24	24	23	23	
RT	15	4	-6		DC	2	2	2	2	2	2	2	2	2	2	5
ROF	**V	5	-4													
		6	-3		(1)	37	37	36	36	35	35	34	34	33	32	
Cap	1310				(4)	9.2	8.8	8.4	8.2	7.9	7.7	7.2	6.8	5.5	4.2	
AW	.4				DC	5	5	5	5	5	5	5	5	5	5	
	Pack															
KD	0				3RB	-23	-19	-16	-14	-12	-11	-9	-7	-4	-2	5
SAB	1				MA	.2	.2	.2	.2	.2	.2	.2	.2	.2	.2	.3

DRAGONCREST SCYTHE CLOSE SUPPORT WEAPON

Dragoncrest Scythe Close Support Weapon

X3BP-LSG Scythe **Lase Shotgun**

2309 - 2349
Dragoncrest / Seven Swords



This Lase Shotgun / Minigun is a seven tube lase machine pistol built by the Dragoncrests. It is also being used by Seven Swords Power Armor in the Third Seven Worlds - Starguild War. The weapon has a high rate of fire but smaller beam size than conventional lasers. Its Scatter Pack Mode turns the weapon into a shotgun and has been designed specifically to defeat Spectrals onboard ships or in their lairs.

The weapon looks similar to the LAR8 Lase Assault Rifle and is attached to a backpack power electronics package. It uses the same .4 lb infantry power packs as standard lase rifles. This power pack fits into the pistol grip of the weapon. Like all close range lase weapons, the Scythe has a maximum penetration depth of 7 inches. This means it is safe to use on spacecraft built to the codes of 2201, but also means it cannot penetrate into the rear suit layer or backpacks of Power Armor when hitting from the front.

Physical Data		Aim Time AC	Md	Ballistic Data		1	2	3	4	5	6	8	10	15	20	40
L	16	1	-23	(1)	PEN	369	368	367	366	365	364	362	360	354	349	82
		2	-11	(7)	PEN	369	368	367	366	365	364	362	360	354	349	82
W	28.4	3	-7	(18)	PEN	142	141	141	141	140	140	139	138	136	134	29
		4	-5	(36)	PEN	72	72	72	72	71	71	71	70	69	68	12
RT	4	5	-2	(72)	PEN	36	36	36	35	35	35	35	35	34	33	3.4
		6	-1	(144)	PEN	18	18	18	18	17	17	17	17	17	16	
ROF	*V	7	1													
		8	2		DC	1	1	1	1	1	1	1	1	1	1	3
Cap	240	9	4													
		10	5													
AW	.4	11	7	(1)	PEN	93	93	92	92	92	92	91	91	89	88	3.0
	Pack			(7)	PEN	93	93	92	92	92	92	91	91	89	88	3.0
				(18)	PEN	36	35	35	35	35	35	34	34	33	32	
KD	0			(36)	PEN	18	18	18	18	18	17	17	17	16	15	
				(72)	PEN	8.9	8.8	8.6	8.5	8.4	8.2	8.0	7.7	7.0	6.3	
SAB	1			(144)	PEN	4.4	4.3	4.1	4.0	3.9	3.8	3.5	3.2	2.6	1.9	
					DC	3	3	3	3	3	3	3	3	3	3	7
					MA	.2	.2	.2	.2	.2	.2	.2	.2	.2	.2	.3
				Scatter Pack Mode												
				Tight Pattern												
					PEN	8.2	8.1	8.1	8.0	8.0	7.9	7.8	7.7	7.4	7.1	
					DC	1	1	1	1	1	1	1	1	1	1	
					SALM	-7	-2	1	3	5	6	8	10	13	15	
				63	BPHC	*63	*63	*44	*25	*16	*11	*6	*4	*2	*1	
					PR	0	.1	.1	.1	.1	.2	.2	.3	.4	.5	
					PEN	7.6	7.5	7.4	7.2	7.1	7.0	6.7	6.4	5.8	5.1	
					DC	3	3	3	3	3	3	3	3	3	3	
					SALM	-11	-6	-3	-1	0	2	4	5	8	10	
				17	BPHC	*17	*17	*17	*17	*16	*11	*6	*4	*2	*1	
					PR	0	0	0	.1	.1	.1	.1	.1	.2	.3	
				Mid Pattern												
					PEN	8.2	8.1	8.1	8.0	8.0	7.9	7.8	7.7	7.4	7.1	
					DC	1	1	1	1	1	1	1	1	1	1	
					SALM	-2	3	6	8	10	11	13	15	18	20	
				63	BPHC	*63	*25	*11	*6	*4	*3	*2	*1	43	24	
					PR	.1	.1	.2	.2	.3	.3	.4	.5	.8	1	
					PEN	7.6	7.5	7.4	7.2	7.1	7.0	6.7	6.4	5.8	5.1	
					DC	3	3	3	3	3	3	3	3	3	3	
					SALM	-6	-1	2	4	5	6	9	10	13	15	
				17	BPHC	*17	*17	*11	*6	*4	*3	*2	*1	43	24	
					PR	0	.1	.1	.1	.1	.2	.2	.3	.4	.5	
				Wide Pattern												
					PEN	8.2	8.1	8.1	8.0	8.0	7.9	7.8	7.7	7.4	7.1	
					DC	1	1	1	1	1	1	1	1	1	1	
					SALM	3	8	11	13	15	16	18	20	23	25	
				63	BPHC	*25	*6	*3	*2	*1	68	38	24	10	5	
					PR	.1	.2	.3	.4	.5	.6	.8	1	2	2	
					PEN	7.6	7.5	7.4	7.2	7.1	7.0	6.7	6.4	5.8	5.1	
					DC	3	3	3	3	3	3	3	3	3	3	
					SALM	-1	4	6	9	10	11	13	15	18	20	
				17	BPHC	*17	*6	*3	*2	*1	68	38	24	10	5	
					PR	.1	.1	.2	.2	.3	.3	.4	.5	.8	1	

LIVING STEEL SCYTHE DATA

Weight	28.4
Ammunition Capacity	80
Weight	.4
Automatic Fire Mode	
Penetration	
LRAF	369
HRAF	142
4xHRAF	36
Damage Class	1
Effective Range	20
Scatter Pack Mode	
Penetration	8
Damage Class	1
Effective Range	20

PHOENIX COMMAND DATA

Before the weapon is fired, its settings must be fixed. These include mode of fire, rate of fire, pattern size, and beam (PEN) size. Each of these takes 1 AC to set, and remains at the chosen setting until changed.

In the Scatter Pack Mode, the weapon can be set for three sizes of patterns; Tight, Medium, and Wide. For each pattern there are two sets of PEN and Damage Class (DC) data. Each setting has its own Shot Accuracy Level Modifier (SALM), Base Pellet Hit Chance (BPHC), and Pattern Radius (PR) in hexes.

Players who are not using **Phoenix Command** can use the SALM as an optional modifier to the Shot Accuracy. This makes it easier to hit a target as the shot pattern gets larger. The BPHC gives the chance of hitting each target in the Pattern. A BPHC preceded by an asterisk (*) gives the number of hits. The Pattern Radius (PR) gives the radius of the pattern in hexes.

HEAVY SEVEN SWORDS POWER ARMOR STATUS SHEET

Name: ____________ Skill: ____________

PEN Line	OP Roll	Suit Generation 1	2	3	DC
1	-	81	91	101	105
2	-	106	119	132	137
3	-	137	154	171	178
4	*9	179	201	223	231
5	*6	232	261	289	301
5	*3	302	339	376	391
5	*0	392	441	489	508

Physical Status

PD Total

Arm Disabled R L

Leg Disabled R L

Helm

1 Bifocal / Ultrasonics

1 Gun Camera

1 Visual Display

1 2 Communication

1 2 Helm Traverse

Right

1 Shoulder Aux Pack

1 2 Shoulder Servo

1 2 Upper Arm Servo

1 2 Forearm Servo

1 Weapon Control Cord

1 Battlepack Power Cord

1 Outer Forearm Aux Pack

1 Inner Forearm Aux Pack

1 Injection Kit

1 Weapon

1

1 2 Hip Servo

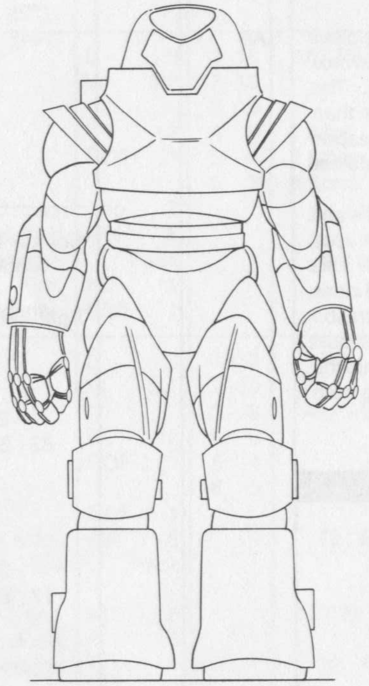
1 2 Thigh Servo

1 2 Shin Servo

1 Front Thigh Aux Pack

1 Rear Thigh Aux Pack

1 Ground Sensors



Left

Shoulder Aux Pack 1

Shoulder Servo 1 2

Upper Arm Servo 1 2

Forearm Servo 1 2

Weapon Control Cord 1

Battlepack Power Cord 1

Outer Forearm Aux Pack 1

Inner Forearm Aux Pack 1

Injection Kit 1

Weapon 1

Hip Servo 1 2

Thigh Servo 1 2

Shin Servo 1 2

Front Thigh Aux Pack 1

Rear Thigh Aux Pack 1

Ground Sensors 1

Battlepack Bays

1

2

3

4

5

6

7

8

Power Packs

1

2

3

4

5

6

Rear Suit Layer

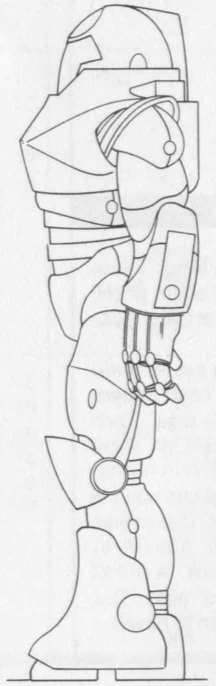
Auto Medic 1

BiComp 1

Thermal Dam 1

Life Support 1 2

Hydraulic System 1 2



Body Auxiliary Packs

1

2

3

4

5

6

7

8

9

10

MEDIUM SEVEN SWORDS POWER ARMOR STATUS SHEET

Name: ____________ Skill: ____________

PEN Line	OP Roll	Suit Generation 1	2	3	DC
1	-	36	44	55	56
2	-	47	58	72	73
3	-	61	75	94	95
4	*9	80	97	121	124
5	*6	103	126	158	161
5	*3	134	164	205	209
5	*0	175	213	267	271

Physical Status

PD Total

Arm Disabled R L

Leg Disabled R L

Helm

1 Bifocal / Ultrasonics

1 Gun Camera

1 Visual Display

1 2 Communication

1 2 Helm Traverse

Right

1 Shoulder Aux Pack

1 2 Shoulder Servo

1 2 Upper Arm Servo

1 2 Forearm Servo

1 Weapon Control Cord

1 Battlepack Power Cord

1 Injection Kit

1 Weapon

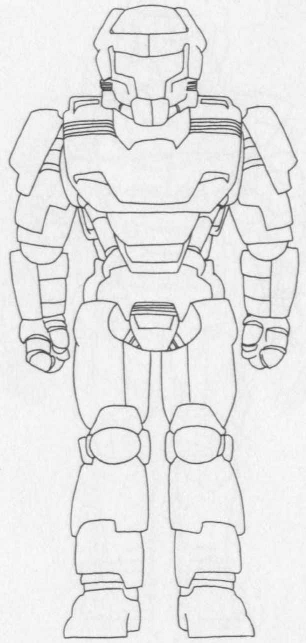
1 2 Hip Servo

1 2 Thigh Servo

1 2 Shin Servo

1 Rear Thigh Aux Pack

1 Ground Sensors



Left

Shoulder Aux Pack 1

Shoulder Servo 1 2

Upper Arm Servo 1 2

Forearm Servo 1 2

Weapon Control Cord 1

Battlepack Power Cord 1

Outer Forearm Aux Pack 1

Injection Kit 1

Hip Servo 1 2

Thigh Servo 1 2

Shin Servo 1 2

Rear Thigh Aux Pack 1

Ground Sensors 1

Battlepack Bays

1

2

3

4

Power Packs

1

3

Rear Suit Layer

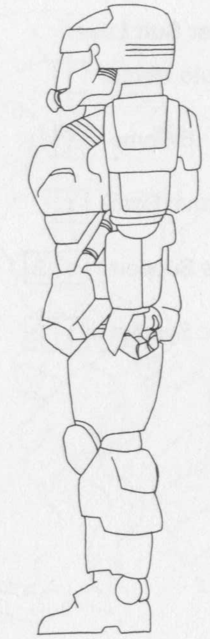
Auto Medic 1

BiComp 1

Thermal Dam 1

Life Support 1 2

Hydraulic System 1 2



Body Auxiliary Packs

1

2

LIGHT SEVEN SWORDS POWER ARMOR STATUS SHEET

Name: ____ Skill: ____

PEN Line	OP Roll	Suit Generation 1	2	3	DC
1	-	9	15	19	20
2	-	12	20	25	26
3	-	16	26	33	34
4	*9	20	33	42	44
5	*6	26	43	55	58
5	*3	34	56	71	75
5	*0	44	73	92	97

Physical Status

PD Total

Arm Disabled R L

Leg Disabled R L

Helm

1 Bifocal / Ultrasonics
1 Gun Camera
1 Visual Display
1 2 Communication
1 2 Helm Traverse

Right

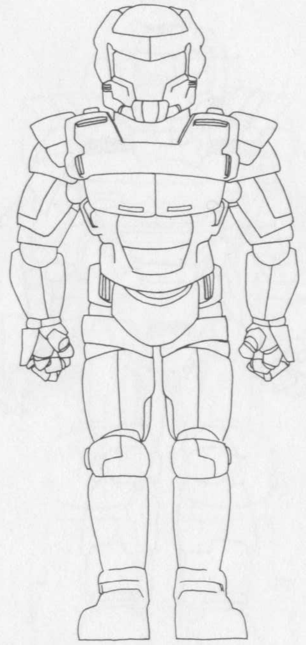
1 2 Shoulder Servo
1 2 Upper Arm Servo
1 2 Forearm Servo
1 Weapon Control Cord
1 Battlepack Power Cord

1 Injection Kit

____ 1 Weapon

1 2 Hip Servo
1 2 Thigh Servo
1 2 Shin Servo

1 Ground Sensors



Left

Shoulder Servo 1 2
Upper Arm Servo 1 2
Forearm Servo 1 2
Weapon Control Cord 1
Battlepack Power Cord 1
Outer Forearm Aux Pack 1 ____

Injection Kit 1

Hip Servo 1 2
Thigh Servo 1 2
Shin Servo 1 2

Rear Thigh Aux Pack 1 ____

Ground Sensors 1

Battlepack Bays

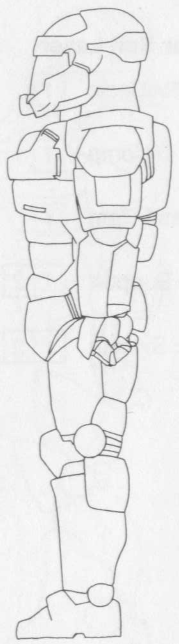
1 ____
2 ____
3 ____
4 ____

Power Packs

1
3

Rear Suit Layer

Auto Medic 1
BiComp 1
Thermal Dam 1
Life Support 1 2
Hydraulic System 1 2



DRAGONCREST POWER ARMOR STATUS SHEET

Name: ____ Skill: ____

PEN Line	OP Roll	Armor Configuration Hvy	Med	Lgt
1	-	106	72	29
2	-	138	94	38
3	-	180	122	50
4	*9	234	159	64
5	*6	304	206	83
5	*3	395	268	108
5	*0	513	349	141

Physical Status

PD Total

Arm Disabled R L

Leg Disabled R L

Helm

1 2 3 Bifocal / Ultrasonics
1 Gun Camera
1 Visual Display
1 2 Human Communication
1 2 Helm Traverse
1 Vir Gate
1 ICON

Right

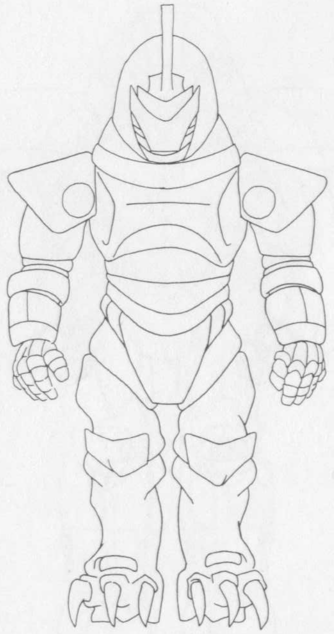
1 Shoulder Ripple Pack
1 Shoulder RP Feed
1 2 3 Shoulder RP Ammo Bays
1 2 Shoulder Servo
1 2 Upper Arm Servo
1 2 Forearm Servo
1 Weapon Control Cord
1 Battlepack Power Cord
____ 1 Outer Forearm Aux Pack

____ 1 Inner Forearm Aux Pack
1 Injection Kit
1 Virca
____ 1 Weapon

1 2 Hip Servo
1 2 Thigh Servo
1 2 3 Shin Servo
____ 1 Rear Thigh Aux Pack 1
____ 1 Rear Thigh Aux Pack 2

____ 1 Front Shin Aux Pack

1 Ground Sensors



Left

Shoulder Ripple Pack 1
Shoulder RP Feed 1
Shoulder RP Ammo Bays 1 2 3
Shoulder Servo 1 2
Upper Arm Servo 1 2
Forearm Servo 1 2
Weapon Control Cord 1
Battlepack Power Cord 1
Outer Forearm Aux Pack 1 ____

Inner Forearm Aux Pack 1 ____
Injection Kit 1
Weapon 1 ____

Hip Servo 1 2
Thigh Servo 1 2
Shin Servo 1 2 3
Rear Thigh Aux Pack 1 1 ____

Rear Thigh Aux Pack 2 1 ____

Front Shin Aux Pack 1 ____

Ground Sensors 1

Battlepack Bays

1 ____
2 ____
3 ____
4 ____
5 ____
6 ____
7 ____
8 ____

Power Packs

1
2
3
4
5
6

Rear Suit Layer

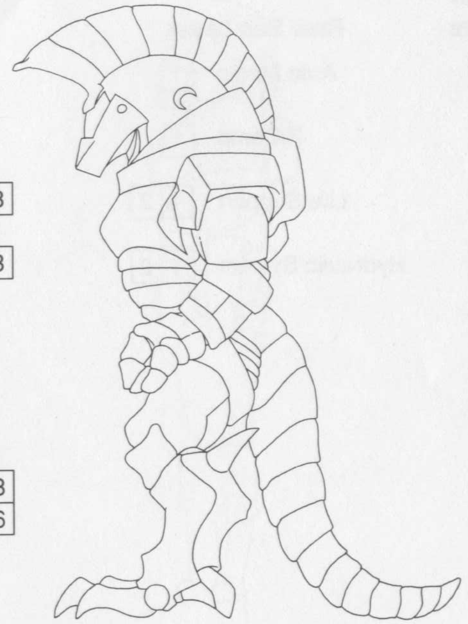
BiComp 1 2
Thermal Dam 1
Life Support 1 2 3
Hydraulic System 1 2 3

Tool Kit 1
Human Care Kit 1 2
Spare Parts 1
Personal Stores 1

Life Support Stores 1 2 3 4 5 6

Vir Pack 1

Tail Servo 1 2



Body Auxiliary Packs

1 ____
2 ____
3 ____
4 ____
5 ____
6 ____
7 ____
8 ____
9 ____
10 ____

HEAVY STARGUILD POWER ARMOR STATUS SHEET

Name: ____________________ Skill: ____________________

PEN Line	OP Roll	Suit Generation 1	2	3
1	-	65	94	101
2	-	85	123	132
3	-	110	159	171
4	*9	143	207	223
5	*6	186	269	289
5	*3	242	350	376
5	*0	315	455	489

Physical Status

PD Total

Arm Disabled R L

Leg Disabled R L

Helm

1 Bifocal / Ultrasonics
1 Gun Camera
1 Visual Display
1 2 Communication
1 2 Helm Traverse

Right

1 2 Shoulder Servo
1 2 Upper Arm Servo
1 2 Forearm Servo
1 Weapon Control Cord
1 Battlepack Power Cord

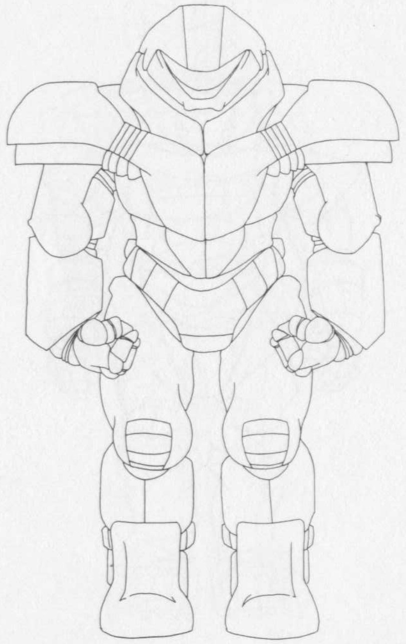
1 Injection Kit

1 Weapon

1 2 Hip Servo
1 2 Thigh Servo
1 2 Shin Servo

1 Smoke Generator

1 Ground Sensors



Left

Shoulder Servo 1 2
Upper Arm Servo 1 2
Forearm Servo 1 2
Weapon Control Cord 1
Battlepack Power Cord 1

Injection Kit 1

Weapon 1

Hip Servo 1 2
Thigh Servo 1 2
Shin Servo 1 2

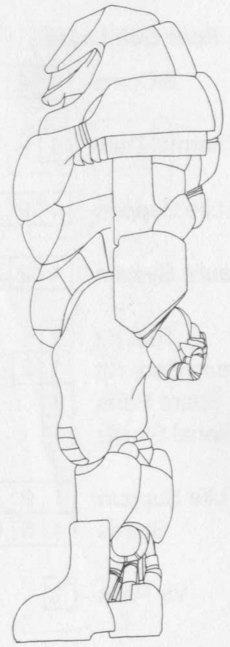
Smoke Generator 1

Ground Sensors 1

Battlepack Bays	Power Packs
1	1
2	2
3	3
4	4
5	5
6	6
7	
8	

Rear Suit Layer

Auto Medic 1
BiComp 1
Life Support 1 2
Hydraulic System 1 2



MEDIUM STARGUILD POWER ARMOR STATUS SHEET

Name: ____________________ Skill: ____________________

PEN Line	OP Roll	Suit Generation 1	2	3
1	-	36	61	71
2	-	47	80	93
3	-	61	104	121
4	*9	80	135	157
5	*6	103	175	204
5	*3	134	227	265
5	*0	175	296	344

Physical Status

PD Total

Arm Disabled R L

Leg Disabled R L

Helm

1 Bifocal / Ultrasonics
1 Gun Camera
1 Visual Display
1 2 Communication
1 2 Helm Traverse

Right

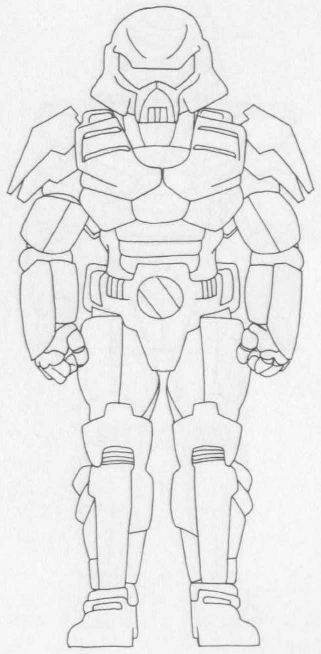
1 2 Shoulder Servo
1 2 Upper Arm Servo
1 2 Forearm Servo
1 Weapon Control Cord
1 Battlepack Power Cord

1 Injection Kit

1 Weapon

1 2 Hip Servo
1 2 Thigh Servo
1 2 Shin Servo

1 Ground Sensors



Left

Shoulder Servo 1 2
Upper Arm Servo 1 2
Forearm Servo 1 2
Weapon Control Cord 1
Battlepack Power Cord 1

Injection Kit 1

Hip Servo 1 2
Thigh Servo 1 2
Shin Servo 1 2

Smoke Generator 1

Ground Sensors 1

Battlepack Bays	Power Packs
1	1
2	2
3	3
4	4
	5
	6

Rear Suit Layer

Auto Medic 1
BiComp 1
Life Support 1 2
Hydraulic System 1 2

LIGHT STARGUILD POWER ARMOR STATUS SHEET

Name: ______________________ Skill: ______________

PEN Line	OP Roll	Suit Generation 1	2	3
1	-	15	27	28
2	-	20	36	37
3	-	26	46	48
4	*9	33	60	62
5	*6	43	78	81
5	*3	56	101	105
5	*0	73	131	136

Physical Status

PD Total

Arm Disabled R L

Leg Disabled R L

Helm

1 Bifocal / Ultrasonics
1 Gun Camera
1 Visual Display
1 2 Communication
1 2 Helm Traverse

Right

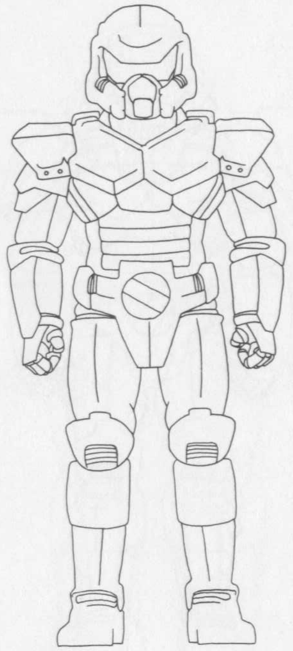
1 2 Shoulder Servo
1 2 Upper Arm Servo
1 2 Forearm Servo
1 Weapon Control Cord
1 Battlepack Power Cord

1 Injection Kit

__________ 1 Weapon

1 2 Hip Servo
1 2 Thigh Servo
1 2 Shin Servo

1 Ground Sensors



Left

Shoulder Servo 1 2
Upper Arm Servo 1 2
Forearm Servo 1 2
Weapon Control Cord 1
Battlepack Power Cord 1

Injection Kit 1

Hip Servo 1 2
Thigh Servo 1 2
Shin Servo 1 2

Smoke Generator 1

Ground Sensors 1

Battlepack Bays

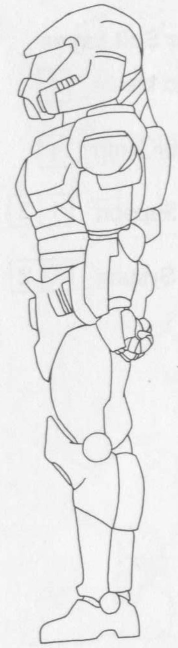
1 ______
2 ______
3 ______
4 ______

Power Packs

1
2
3
4
5
6

Rear Suit Layer

Auto Medic 1
BiComp 1
Life Support 1 2
Hydraulic System 1 2



SLOW CARGO POWER ARMOR STATUS SHEET

Name: ______________________ Skill: ______________

PEN Line	OP Roll	Suit Generation 1	2	3
1	-	48	68	77
2	-	63	89	101
3	-	82	115	131
4	*9	106	150	170
5	*6	138	195	221
5	*3	179	253	287
5	*0	233	329	373

Physical Status

PD Total

Arm Disabled R L

Leg Disabled R L

Helm

1 Bifocal / Ultrasonics
1 Gun Camera
1 Visual Display
1 2 Communication
1 2 Helm Traverse

Right

1 2 Shoulder Servo
1 2 Upper Arm Servo
1 2 Forearm Servo
1 Weapon Control Cord
1 Battlepack Power Cord

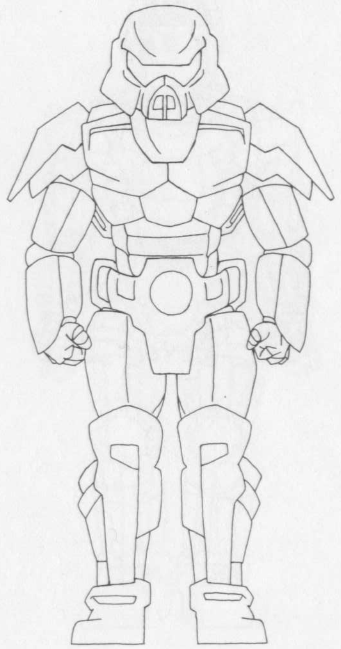
1 Injection Kit

__________ 1 Weapon

1 2 Hip Servo
1 2 Thigh Servo
1 2 Shin Servo

1 Smoke Generator

1 Ground Sensors



Left

Shoulder Servo 1 2
Upper Arm Servo 1 2
Forearm Servo 1 2
Weapon Control Cord 1
Battlepack Power Cord 1

Injection Kit 1

Weapon 1 __________

Hip Servo 1 2
Thigh Servo 1 2
Shin Servo 1 2

Smoke Generator 1

Ground Sensors 1

Battlepack Bays

1 ______
2 ______
3 ______
4 ______
5 ______
6 ______
7 ______
8 ______

Battlepack Bays

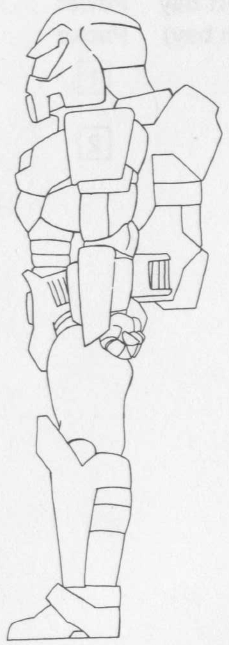
9 ______
10 ______
11 ______
12 ______
13 ______
14 ______
15 ______
16 ______

Power Packs

1
2
3
4
5
6

Rear Suit Layer

Auto Medic 1
BiComp 1
Life Support 1 2
Hydraulic System 1 2



CREW POWER ARMOR STATUS SHEET

Name: ______________ Skill: ______________

PEN Line	OP Roll	Suit Generation 1	2	3
1	-	-	5	5
2	-	-	7	7
3	-	-	9	9
4	*9	-	11	11
5	*6	-	15	15
5	*3	-	19	19
5	*0	-	25	25

Physical Status

PD Total

Arm Disabled R L

Leg Disabled R L

Helm

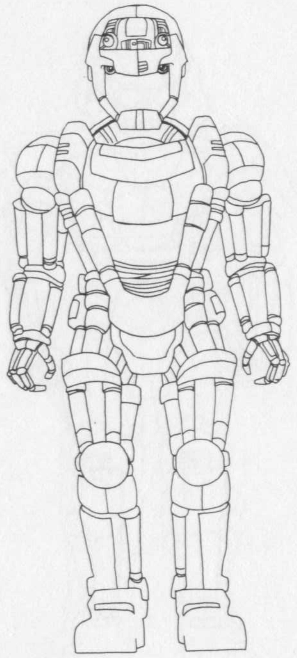
1 Helm Traverse
1 Ultrasonic Unit
1 2 Communications

Right

1 Shoulder Servo
1 Upper Arm Servo
1 Forearm Servo

______ 1 Weapon

1 Hip Servo
1 Thigh Servo
1 Shin Servo



Left

Shoulder Servo 1
Upper Arm Servo 1
Forearm Servo 1

Injection Kit 1

Hip Servo 1
Thigh Servo 1
Shin Servo 1

Life Support Bay (1 day each bay)

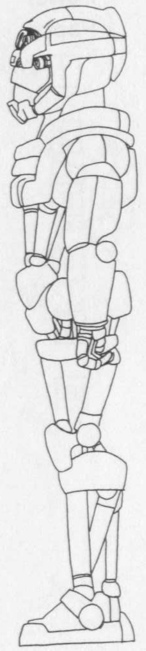
1
2
3
4
5
6
7
8

Power Packs

1
2

Rear Suit Layer

BiComp 1
Life Support 1 2
Hydraulic System 1



SKIFFDRESS POWER ARMOR STATUS SHEET

Name: ______________ Skill: ______________

PEN Line	OP Roll	Suit Generation 1	2	3
1	-	-	13	14
2	-	-	17	19
3	-	-	22	24
4	*9	-	29	31
5	*6	-	38	41
5	*3	-	49	53
5	*0	-	63	68

Physical Status

PD Total

Arm Disabled R L

Leg Disabled R L

Helm

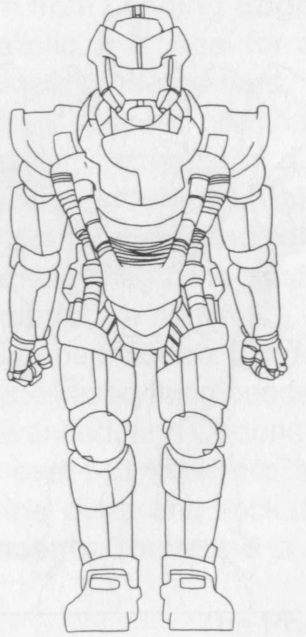
1 Helm Traverse
1 Ultrasonic Unit
1 2 Communications

Right

1 Shoulder Servo
1 Upper Arm Servo
1 Forearm Servo

1 Weapon

1 Hip Servo
1 Thigh Servo
1 Shin Servo



Left

Shoulder Servo 1
Upper Arm Servo 1
Forearm Servo 1

Injection Kit 1

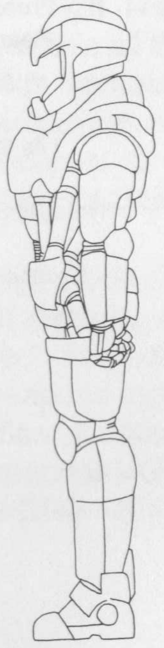
Hip Servo 1
Thigh Servo 1
Shin Servo 1

Power Packs

1
2

Rear Suit Layer

BiComp 1
Life Support 1
Hydraulic System 1



NEEMIS ENTERPRISES TEMPLAR POWER ARMOR STATUS SHEET

Name: ____________________ Skill: ____________________

Physical Status

PD Total

Arm Disabled ☐R ☐L

Leg Disabled ☐R ☐L

Helm

[1] Helm Traverse
[1] Ultrasonic Unit
[1][2] Communications

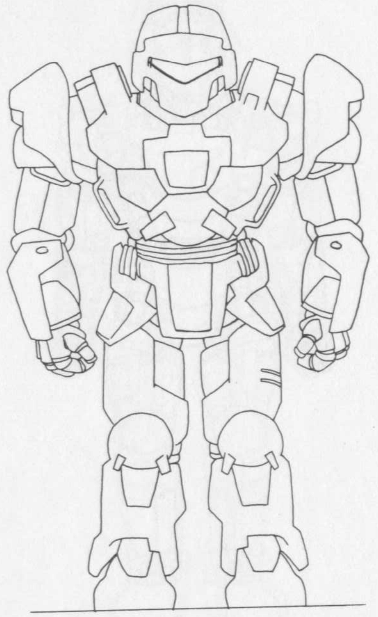
PEN Line	OP Roll	Front Sides	Rear
1	-	61	13
2	-	80	17
3	-	104	22
4	*9	135	29
5	*6	175	38
5	*3	227	49
5	*0	296	63

Right

[1] Shoulder Servo
[1] Upper Arm Servo
[1] Forearm Servo

☐☐☐ [1] PortoCannon

[1] Hip Servo
[1] Thigh Servo
[1] Shin Servo



Left

Shoulder Servo [1]
Upper Arm Servo [1]
Forearm Servo [1]

Injection Kit [1]

Hip Servo [1]
Thigh Servo [1]
Shin Servo [1]

Personal BackPack

Machine Gun Feed [1]

Machine Gun Ammo Bay

[1] ☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Cannon Magazine Bay

[1] ☐☐☐☐

[2] ☐☐☐☐

Power Packs

[1]

[2]

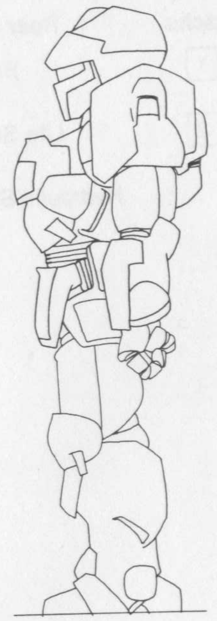
Front Suit Layer
Rear Suit Layer

BiComp [1]

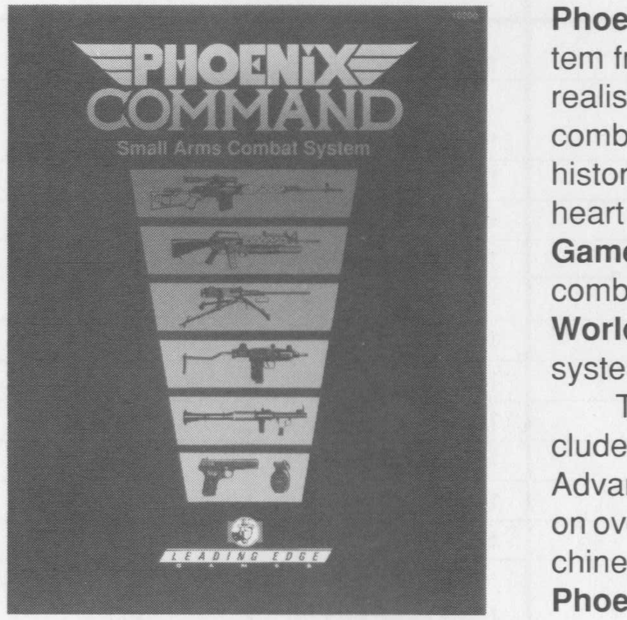
Life Support [1]

Hydraulic System [1]

Escape Decoy [1]



PHOENIX COMMAND™



PHOENIX COMMAND
Small Arms Combat System
LEADING EDGE GAMES

Phoenix Command is the revolutionary small arms combat system from **Leading Edge Games**. Quick playing and extremely realistic, it is ideal for any simulation of modern man-to-man combat. Wargamers, role-players, and students of military history alike will find that **Phoenix Command** puts them in the heart of the battle in a way that no other system can match. **Games Review Monthly** magazine called it " the finest modern combat system" and said "Nothing else will do", while **Different Worlds** magazine said "Compared to this, all other combat systems are nothing."

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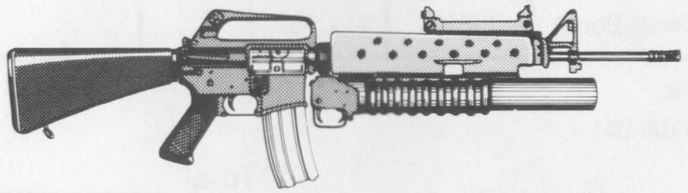

The **Phoenix Command Small Arms Combat System** is just the first part of the complete Phoenix Command line. Combined with the **Heavy Metal Power Armor Sourcebook** and the **High Tech Weapon Data Supplement** it provides all the information necessary for High Tech combat. These supplements are fully compatible with Living Steel, and have been designed to expand **Living Steel** to the full **Phoenix Command** level of detail.

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Spring 1991

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LIVING STEEL

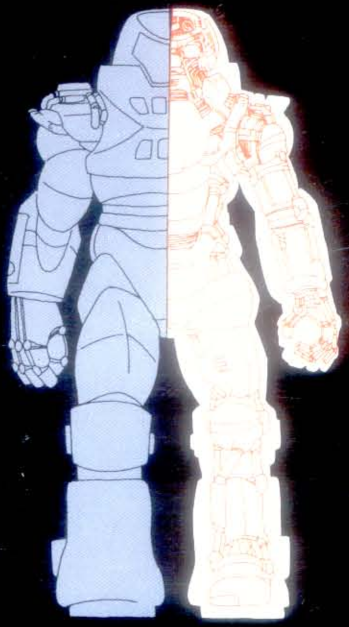
PHOENIX COMMAND™

HEAVY METAL

Power Armor Sourcebook

HEAVY METAL is the complete sourcebook for Power Armor, and is fully compatible with both the **Living Steel Adventure Game** and the **Phoenix Command Combat System.** The capabilities of eleven different types of Power Armor from the Seven Worlds, the Starguild, and the Dragoncrests are described, as well as dozens of weapons and a set of special rules for tracking damage to Power Armor suit systems. Included are:

- Power Armor Capabilities and Systems
- Special Power Armor Glancing, Hit Location, and Damage Rules
- Status Sheets for all 11 Power Armor Types
- Flechette, Slivergun, Gauss Gun, Lase, and Explosive Weapon Battlepacks
- Over Two Dozen Auxiliary Packs
- Neemis Enterprises' **Templar** Power Armor
- Unique Dragoncrest Equipment, Capabilities and Systems
- And full data for both **Living Steel** and **Phoenix Command**



HEAVY METAL enhances the firepower and survivability of all types of Power Armor, and makes an ideal companion to **Living Steel** and to High-Tech gaming using **Phoenix Command**.

The Revolution in Game Design Continues!

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