

SPECIALIST ARMOR

This article adds a range of new armor types for your sci-fi themed WOIN games.

Angel Battlesuit. Designed for high-intensity combat rescue, this white armor is a heavy, unpowered durasteel alloy treated with various hardening chemicals. Spikes on the forearms and shoulders increase the wearer's natural damage by 1d6 and changes it to piercing. The battlesuit is able to automatically resuscitate the wearer if they fall to zero HEALTH (the wearer can only benefit from this once per day) and restore them to 3d6 HEALTH.

Armored Pullover. A thick sweater with thin sheets of duranium sewn into the fabric, this clothing item provides warmth, protection, and dubious fashion.

Carapace Body Armor. Made from the shell of an insectoid creature, these suits are very flexible and provide excellent protection. However, they can make one very unwelcome when encountering insectoids. Carapace armor is very effective against piercing attacks.

Daybeam Civilian Flak Jacket. This bulletproof jacket is a mass-market commercialised version for civilian use. It is not unusual to see liquor store owners in dangerous neighbourhoods wearing these jackets.

GE33 Stalker Impact Suit



Armor	SOAK	Cost	Type	Weight	Avail	Inneffective
Angel Battlesuit	20	200,000	Heavy	200*	8A	-
Armored Pullover	3	40	Light	10	6A	Heat
Carapace Body Armor	7; piercing 10	5,000	Medium	50	9B	-
Daybeam Civilian Flak Jacket	4	75	Light	25	6A	Piercing
DE76 Ninja Machine Molecule Mail	12	15,000	Light	10	9C	Cold
DE91 Shogunite Molecule Mail	13	19,000	Light	9	9C	Cold
Eastdyne Explosive Ordnance Disposal (EOD) Suit	4 (burst 15)	8,500	Medium	50	7A	-
G33 Stalker Impact Suit	2; blunt 5	600	Light	7	7B	-
Goliath Armored Exosuit	22	390,000	Heavy	400*	8C	Electricity
Guardian A9 Energy Sheath	7	7,000	-	-	9C	Ion
Havok Ultra Chassis	24	750,000	Heavy	250*	8C	Electricity
Krayte Industries Armorgel	3; blunt 7	1,500	Light	10	9B	Heat
Mantis Combat Chassis	26	1,125,000	Heavy	225*	8C	Electricity
Marauder Power Armor	25	950,000	Heavy	300*	8C	Ion
Moore-Stolypin PUK52 Nanosuit	5/10	18,000	Medium	50	9B	-
Nemourlon Vest Mk I	6	250	Light	25	8B	-
Newbreak Mk I Plasteel Breastplate	5	400	Light	20	8B	-
Northwide Genetics IYU75 Cryosuit	4; cold 10	3,500	Medium	60	9B	-
Overman Rigid Metallic Clothing	4	300	Light	30	8A	-
PanCorp Bullet-Guard Overalls	3; ballistic 8	400	Light	20	6A	-
Panwatch EV72 Monomolecular Mesh Armor	+1 to existing	3,000	-	8	6B	-
Parsec Yards RUX4 Incursion Radsuit	6; radiation 10	12,000	Medium	55	8B	Cold
PI3 Arachnofiber Weave	2; heat 6	750	Light	5	9C	Blunt
Price-Arakaki Rubber Armor	4; electricity 20	7,000	Medium	35	8A	Piercing, Ballistic
Protector A8 Energy Sheath	6	5,000	-	-	9C	Ion
Redeemer Warframe	18	100,000	Heavy	120*	8B	Ion
Reflective Shimmer Mail	4; 10 heat	7,500	Medium	40	8B	-
Saviour Tactical Vest	5	250	Light	35	6A	Piercing
Sentinel A7 Energy Sheath	5	2,000	-	-	9C	Ion
Shinobi Duranium Breastplate	6	400	Medium	35	6A	-
SilverCo Dilatant Fluid	4; blunt 10	5,000	Light	-	8B	Cold
Streamlined Combat Skin	3	1,000	Light	6	8A	Piercing
TD85 Scorpion Flexible Armor Suit	6; blunt 12	4,500	Medium	30	9A	-
Templar Armor	15	45,000	Heavy	180	9A	-
Ultrafarer Concepts Stab Vest	4; piercing 7	750	Light	30	6A	-
Vector AP Resistant Body Armor Mk 1	5	700	Light	35	6A	-
Vector AP Resistant Body Armor Mk 2	6	950	Light	35	6A	-

**Weight carried. Weighs half when worn.*



Parsec Yards RUX4 Radsuit

DE76 “Ninja Machine” Molecule Mail. Despite the trashy name clearly designed to appeal to those who have watched too many holoflicks, this molecularly bonded “chainmail” mesh is flexible and provides excellent protection for those who can afford it. It is, however, eye-wateringly expensive, and generally worn by very rich wannabes.

DE91 “Shogunite” Molecule Mail. A later version of the DE76, this mail offers slightly more protection and is a little lighter... and more than a little more expensive.

Eastdyne Explosive Ordnance Disposal Suit. Also known as a **bomb suit** or a **blast suit**, this armor provides excellent protection against explosive and area-based damage.

GE33 “Stalker” Impact Suit. A lightweight, more sheer cloth bodysuit than the Flexible Armor Suit, this similarly becomes rigid upon impact. The skintight suit includes a hood which covers all but the eyes and mouth. This armor is often used by stealth special forces, as it can be covered with loose clothing.

Goliath Armored Exosuit. This mighty powered exosuit not only provides superb protection, it also grants the wearer +1d6 to STR-based dice pools and +2 SPEED.

Guardian A9 Energy Sheath. A faint blue glow surrounds anybody using an energy sheath. About half an inch thick, the sheath is weightless. A9 energy sheaths can only be used for an hour before requiring recharging, which takes an hour.

Havoc Ultra Chassis. This fearsome looking combat chassis means business. At close to a million credits, you get what you paid for. This armor also adds +3 SPEED.

Krayte Industries Armorgel. This armor is soft to the touch, and consists of hundreds of gel-pads.

Mantis Combat Chassis. This is probably the ultimate in combat protection. Mantis armor uses a blended composite of insectoid carapace and tritanium, making it almost impenetrable. The armor looks much like an insect, and

grants the wearer +10' JUMP both horizontal and vertical.

Marauder Power Armor. This super-heavy armor keeps the wearer in perfect health while allowing them to lay waste to all around. It increases unarmed damage to 3d6; if it has a weakness, it's that when the wearer is knocked prone, it takes two actions to stand. This armor is insulated against electricity.

Moore-Stolypin NUK 52 Nanosuit. Versatile tactical combat armor with the ability to adapt to different conditions. Normally the nano suit provides 5 SOAK, but if it absorbs damage from an attack, SOAK vs. that damage type subsequently increases to 10 SOAK for one minute. The suit can only adapt to one damage type at a time, so if it takes damage of a different type, the weighted SOAK switches to the new damage type.

Nemourlon Vest Mk1. The development of kevlar eventually led to nemourlon, which is even more efficient, especially against ballistic weaponry.

Newbreak Mk I Plasteel Breastplate. Similar to a duranium breastplate, this armor is a little lighter and easier to wear.

Northwide Genetics IY475 Cryosuit. Designed for arctic incursions, this armor protects against cold weapons and environments.

Overman Rigid Metallic Clothing. While a little clumsy to wear, this clothing provides excellent protection without resorting to actually socialising in armor.

PanCorp Bullet-guard Overalls. Made of very tough fabric, these overalls are often worn by contractors in hazardous conditions.

Panwatch EV72 Monomolecular Mesh Armor. This material protects areas which require flexibility - knees, elbows, and other joints. This adds +1 SOAK to any existing armor.

Parsec Yards RUX4 Incursion Radsuit. Armor designed for post-apocalyptic incursion and clean-up, or for boarding ships whose FTL engines have been ruptured, this is the default armor of many a navy.

PI13 Arachnofiber Weave. Harvested from the silk of Melusian Energy Spiders, this thin weave has a matt black finish which seems to suck in the light from around it.

Price-Arakaki Rubber Armor. Rubber armor provides excellent protection against electricity and blunt attacks.

Protector A8 Energy Sheath. A faint green glow surrounds anybody using an energy sheath. About half an inch thick, the sheath is weightless. A8 energy sheaths can only be used for an hour before requiring recharging, which takes two hours.

Redeemer Warframe. This mechanised assault armor has mountings for weaponry. The user can affix an existing rifle to each shoulder and fire either as free action.

Reflective Shimmer Mail. This duranium mesh is treated with a reflective chemical which reflects heat.

Saviour Tactical Vest. The tactical vest is a kevlar vest covered with pouches and other storage. The tactical vest allows the wearer to carry 20lb of items of 1lb or less in weight with no penalty.

Sentinel A7 Energy Sheath. A faint white glow surrounds anybody using an



DE91 Shogunite Molecule Mail

energy sheath. About half an inch thick, the sheath is weightless. A7 energy sheaths can only be used for an hour before requiring recharging, which takes 8 hours.

Shinobi Duranium Breastplate.

Duranium, the same material starship hulls are made of, can also be used for personal protection. This breastplate can withstand serious punishment.

SilverCo Dilatant Fluid. This sheer thickening fluid increases in thickness when stressed. There are many manufacturers of dilatant fluid, but SilverCo has by far the largest market share. It is applied as an "oil" all over the body, and has a noticeable metallic smell. This fluid has the property that it can add to natural SOAK. Pronounced "die-latent".

Streamlined Combat Skin. A super-thin material similar to a wetsuit, which hugs the body. Not flattering on most.

TD85 Scorpion Flexible Armor Suit.

This flexible pressure suit reacts to

impacts, become rigid when sudden pressure is applied. This allows the suit to provide the protection of heavier armor while maintaining the range of motion permitted by light armor.

Templar Armor. Heavy, thick, and almost invulnerable, this armor turns the wearer into a walking tank.

Ultrafarer Concepts Stab Vest. Similar to a kevlar vest, this armor is designed specifically to ward off piercing implements. Ultrafarer Concepts has somehow managed to patent this design, and is currently the only manufacturer of armor of this specification, despite dozens of legal challenges.

Vector AP Resistant Body Armor (Mk 1 & 2). This armor is designed to absorb armor-piercing ballistics. Armor-piercing bullets usually ignore a certain amount of SOAK, but AP Resistant armor applies its SOAK to armor-piercing ammo as normal.