

Akira Wolf-5 Body Armour

The Wolf-4 was rumored to have been pursuing a dedicated Commando vector while the mark V was being designed simultaneously. The Wolf-4 was rumored to have been testing cutting edge stealth technology, but the project bottomed out and the model was scrapped. The Wolf-5 was instead focused more on tactical combat application. The same basic design concept was used but a more reliable plastoid type material was used and no joints were left exposed. Instead special servomotors were added which amplify the wearer's every movement. A negative feedback system was used so that every move the wearer makes is mirrored by the suit they wear. However it takes a great deal of practice to get used to the augmented strength and speed of the armour. The same multi-frequency imaging system is employed on the mark V but another new feature was added. A small device monitors the wearer's vital signs and when they are seriously injured applies a one use sort of 'auto-medpac' which can stabilise the wearer until real medical help arrives. This new addition is considered to be a stroke of genius on the part of Akira.

Model: Akira Armour Co Wolf mark V Bodyarmour

Type: Tactical Combat Armour

Scale: Character

skill: Powersuit Operation

Cost: 5,300 credits

Availability: 3, R or X

Game Notes: Basic Suit: Adds +2D to physical and +2D to energy resist, no Dexterity Penalties.

Motion Sensor: +1D Search against moving targets under 50m.

Microwave Imaging: May be used to see through walls (PERC vs. cover strength) if there is thermal variations on the other side.

Passive Light Enhancement: Subtracts 2D from all darkness penalties in effect. cannot reduce the penalties below 0D.

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

Servo-motors: special augmenting servomotors add +2D to the wearer's strength for the purposes of Lifting, Climbing/Jumping, and Damage rolls. the wearer also gets +3 to their move rating.

Automatic-Medpac: One effective use until refilled. Triggers when the wearer is Incapciatted or worse, unless manually triggered. Has a First Aid skill of 5D. The medpac refill costs 400 credits.

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

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Dave Maloney, Set Anu-bith, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).