

TABLE GW45: ARMOR

PL	Armor	Skill	AP	Type	LI/HI/En	Hide	Mass	Cost
G	Chain mail	Armor Op	+1	0	d6-1/d6-4/d6-4	+1	15	350
G	Helm	Armor Op	+1	0	+1/0/0	—	4	50
G	Hide armor	Armor Op	+1	0	d6-3/d4-3/d6-4	—	10	20
G	Leather armor	—	+0	0	d6-2/d6-4/d6-4	+2	7	50
G	Leather coat	—	+0	0	d6-3/d4-3/d4-2	+3	5	150
G	Plate, full	<i>combat</i>	+3	0	d6+1/d6-3/d6-3	—	25	1000
G	Plate, partial	<i>combat</i>	+2	0	d6/d8-5/d6-4	+1	20	500
G	Shield, medium	<i>combat</i>	+2	0	+2/+1/0	—	7	100
G	Shield, small	Armor Op	+1	0	+1/+1/0	+1	4	30
A	Assault gear	<i>combat</i>	+3	0	d6-1/d6-1/d6-1	—	10	3500
A	Bulletproof vest	—	+0	0	d6-3/d6-2/d4-2	+2	5	2000
A	Enviro-suit	—	+0	0	d6-3/d6-2/d4-2	—	10	5500
A	Helmet, riot	Armor Op	+1	0	+1/+1/0	—	2	750
A	Shield, riot	<i>combat</i>	+2	0	+1/+1/+1	—	4	1000
S	Attack armor	<i>combat</i>	+3	0	d4+1/d6+1/d6-1	—	15	10K
S	Attack armor, powered	<i>powered</i>	+2	0	d6+1/d6+2/d6	—	25	20K
S	Battle jacket	Armor Op	+1	0	d6-1/d4+1/d4-1	+1	8	5000
S	Body plating	<i>combat</i>	+3	0	d6/d4+1/d4	—	40	7000*
S	Body tank (h)	<i>powered</i>	+4	G	2d4+1/2d4+1/2d4	—	60	priceless
S	Body tank, airborne (h)	<i>powered</i>	+3	G	2d4-1/2d4-1/2d4-1	—	40	priceless
S	Body tank, recon (h)	<i>powered</i>	+3	G	2d4/2d4/d6+2	—	45	priceless
S	Enviro-armor	<i>combat</i>	+2	0	d6-1/d6/d6-1	—	20	15K
S	Fabristeel coat	—	+0	0	d4/d4/d6-2	+3	4	3000
S	Fabristeel jacket	—	+0	0	d4-1/d4-1/d6-3	+3	3	2250
S	Fabristeel jumpsuit	—	+0	0	d6/d6/d6-1	+4	3	6000
S	Force field (h)	—	+0	0	see description	+3	2	8000
S	Shield, plasteel	<i>combat</i>	+1	0	+2/+1/+1	—	4	3000

*Cybernetic armor that requires implantation, see Cybernetic Equipment sidebar

(h) Only functions for humans