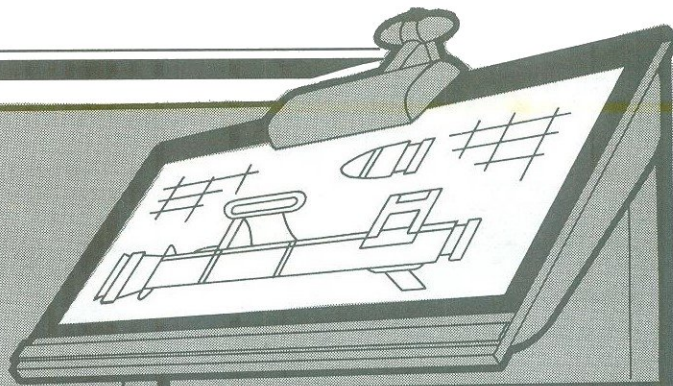


INVENTIVE ORDNANCE



Body Armor A necessary addition for modern infantry

On today's modern battlefield an infantry man without body armor is as vulnerable as a turtle without a shell. With lasers, phased pulse weapons and rapid fire solid projectile weapons infantrymen must have some form of protection against shrapnel and aimed fire. The following profiles will detail three forms of infantry armor in use today.

Nine Lives Mk. III light personal armor

This armor is among the most common found in use today. The trooper in the profile is shown without the light headcover that is normally used. As is obvious, this light protective suit is designed to be used in combat that is being carried out in a friendly atmospheric medium. The armor is built out of layers of Kevlar, boron fiber, titanium mesh and ceramic. The entire suit weight appx. 14 kilos without helmet and boots.

The boots seen in this illustration are built by Dexter B.A. They are able to provide protection in most infantry combat situations and this specific pair is designed for use in rocky terrain. The boots weigh 2.2 kilos.

The trooper seen here is equipped with a Cerian M-28 phased pulse rifle in the 52 watt range. The rifle uses a rechargeable burst pack that allows for almost 6 full hours of combat. The power pack can be seen on the trooper's left thigh. The rifle weighs 9.1 kilos. The power pack weighs 2.0 kilos.

The sidearm shown is an HK OTM 11 mm autoloader. The magazine carries 18 rounds and weighs 4 kilos.

The illo. also shows that the trooper is equipped with a Zeiss image enhancer which is housed on the forward portion of the right thigh. The optics weigh 9 kilograms.

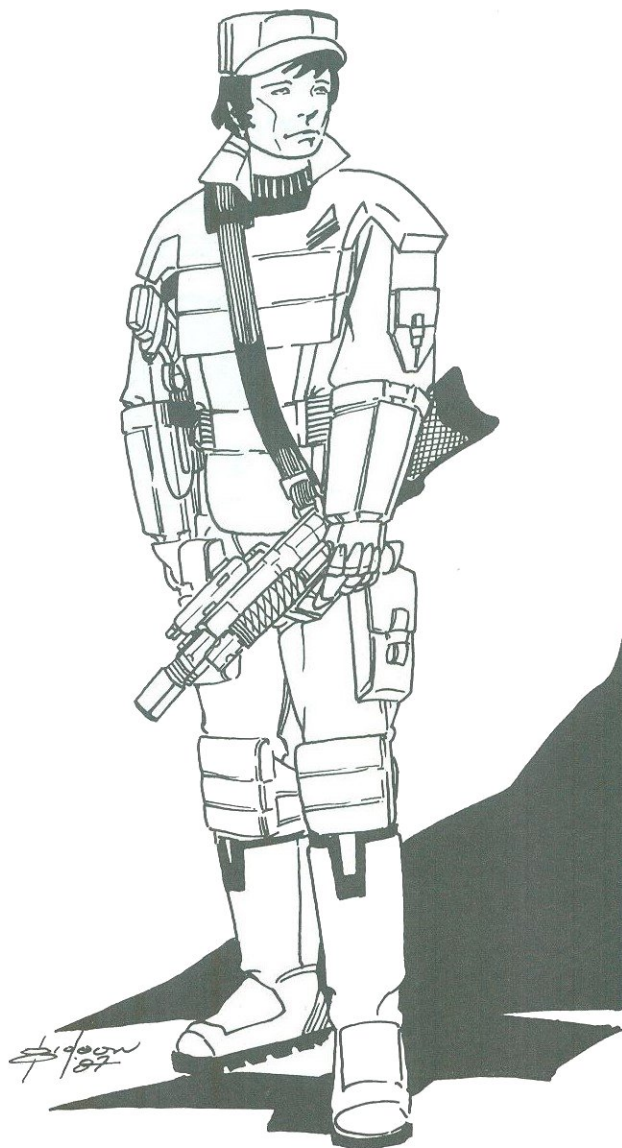
Weight as shown: 33.20 kilograms

Nine Lives Mk. III Light Personal Armor

Traveller: 2300 Nation: generic. Weight: 16.2kg. Area Protected: torso and limbs. Armor Value: 2.5. Signature: -2. Initiative Penalty: -1. Price: Lv400

Star Trek the Role Playing Game Subtract 30 points of damage from physical or energy attacks. After it has absorbed 50 points of damage it has a protective value of 15 points and is destroyed after 100 points have been absorbed. Cost 800cr RRL/50

Mech Warrior Reduces by 1/2 all damage taken from slug throwing weapons and stops 1 points of energy weapon damage. Absorbs 30 points of damage and protects the torso and limbs.



Phoenix LSA

The second illustration shows a suit of the now infamous Phoenix LSA (Light Scout Armor). This armor, in this color scheme, was used when Kevin's 2nd Assault Commando exterminated the population on Thompson's Haven. The illustration here was made from a set of security photographs that were taken when the troopers assaulted the hospital.

Phoenix designed this armor specifically for use by assault forces who have to have maximum mobility but still want the protection offered by body armor. The original design was taken from work forwarded by Sternhaven Mesky. As with other Mesky designs, this one seems to have been adopted by every outlaw group and rebel mercenary outfit in space. While not produced in great numbers (the armor has to be grown from a culture vat, hence the low production and high cost), the LSA suits are well liked by all who use them.

During a recent interview, Col. Gault of Gault's Grenadiers was asked why he had expended so much of his recent income on advanced body armor for his infantry troopers instead of replacement parts for his 'Mechs.

Gault's reply, "'Mechs are only as good as their support. Would you want to be runnin' around in a fire fight with body armor that is second rate and hot ta boot? I want my men, all of em, to come out of battle like they went in, alive!"

This unique armor is a living organism, composed of vat grown ceramics and quartz crystal. Additionally, the armor has two unique abilities. The first is the ability to work out armor camouflage in the same manner as a chameleon. The second is the ability to diffuse and deflect laser fire.

The inherent cammo capabilities that are grown in allow troopers to move quickly through either urban or jungle terrain with almost perfect cover. The only areas where this armor is ineffective is in either all white (as seen in the drawing, this trooper is standing in a white hospital corridor) or all black, such as is found in deep space. When either of these conditions is found the suit appears as it does in the illustration.

The laser protection capability is not yet understood. What appears to happen is that the suit absorbs the beam and returns the coherent light as a massive diffused light flash. In essence, a soldier hit by a laser burst becomes a human flashbulb. For this reason, all soldiers working with or in close proximity with LSA equipped troops are required to wear blackout goggles, such as those the soldier illustrated is wearing.

In our illustration the soldier has removed his rangefinding/amplification set from his helmet and has stored his R/A set in a chest pouch. These clip-on R/A sets weigh .30 kilos.

His primary weapon is a Majik M11B1, commonly known as a Streetsweeper. This shrapnel firing weapon is found in units assigned to urban control and containment. The Model B1 is able to fire 40 fleshette rounds per magazine, with each round carrying 50-70 hypervelocity fleshettes. This weapon, like most solid projectile weapons, weighs only 3.1 kilos.

The sidearm the trooper is carrying is a Morgan Arms laser. This light sidearm is used mostly by scouts because of its ability to confuse the targeting systems on most 'mechs. The Morgan laser weighs 4.21 kilos.

This suit of body armor, as illustrated, weighs 19.225 kilograms. This means that this trooper, who is wearing full armor, is carrying 26.83 kilograms of equipment.

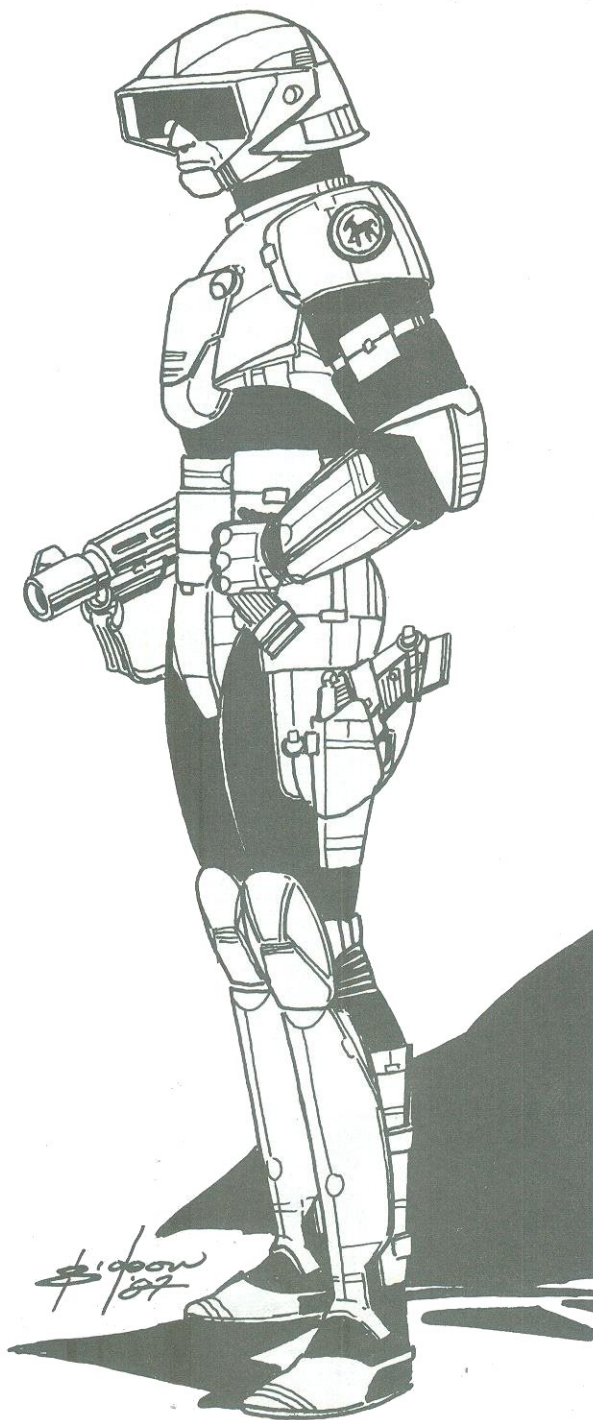
Phoenix LSA

Traveller: 2300 Nation: generic. Weight: 26.8kg. Area Protected: Entire body. Armor Value: 6. Signature: -2. Initiative Penalty: -2. Price: Lv20,000

Star Trek the Role Playing Game Subtract 30 points of damage from physical attacks and 60 points from energy attacks. After it has absorbed 75 points of physical damage it has a protective value of 15 and is destroyed after 150 points,

of physical damage. It is not affected by energy weapons because of its special properties. Considered illegal by the Federation because it is a living organism. Cost 25,000 + cr. III/07

Mech Warrior Reduces by 1/2 all damage taken from slug throwing weapons and stops 5 points of energy weapon damage. Absorbs 30 points of physical damage and is not affected by energy weapon damage. It protects the entire body.



Empire Class Heavy Infantry Armor (ECHIA)

Designed and manufactured during the last 20 years of the Star League, ECHIA has come to be known as the standard against which all other armor is measured. This fighting suit is the finest enhanced armor ever built, and of course, the price of a functioning suit of ECHIA runs in excess of most medium 'mechs.

GS engineers and technicians designed these fighting suits to be next generation of armored fighting craft. The ECHIA came in three different designs including the Command, Recon, and Trooper models. Our illustration shows a Trooper model. This 8 ton fighting suit functions along the same lines as the Caterpillar F-11 cargo lift, with the exception of the auto gyros which enable the fighting suit to propel the user across the battlefield at speeds in excess of 130 kmph. (Note: Very few of these armored fighting suits exist. In fact, no command suits are known to remain in working order and only 2 recon suits are known to exist. Of the 2000 Trooper models built, about 10 remain, these being scattered among existing units.

The armor on this Trooper has been recharged, giving it the full protection offered by the polished titanium armor covered by 1 cm. reactive units. The Eugenics 2000 laser rifle is powered off the reactor mounted in the rear of the suit.

In addition to the laser, the Trooper model offers the occupant manual control of the reactive armor for use against direct infantry assaults. This means that the person wearing this armor can decide to blow off some of the covering reactive armor, which creates a storm of ceramic shrapnel.

And if it comes down to it, the operator can use almost anything as a weapon, either throwing the object or using it like a club. These objects can weigh up to 700 lb. If you grab hold of anything that weighs more than this, the suit becomes unstable.

Specs: Weight 16,000 lb

ECHIA

Traveller: 2300 Nation: generic. Weight: 500kg. Crawl: 5 meters. Walk: 25 meters. Trot: 50 meters. Run: 90 meters. Power Supply: Internal rechargeable power cell. Power Duration: 24 hours. Sensor Range: 10 km(+1). Signature: 2. Area Protected: all. Initiative Penalty: -3. Price: 50,000Lv

Star Trek the Role Playing Game Subtract 50 points of damage from all physical and energy attacks. After it has absorbed 150 points of damage it has a protective value of 30 points. It is destroyed after absorbing 300 points of damage. Cost 50,000 + RRR/16

Mech Warrior Reduces by 3/4 all damage taken from slug throwing weapons and stops 3 points of energy weapon damage. It protects the entire body. Adds +5 MP's to any movement on foot. Has 4 heat sinks—use BattleTech heat scale.

