

Expedition Armorium

Mobility

All body armor has a "mobility rating," which reflects the armor's level of encumbrance. This encumbrance may be due to a number of factors, including weight, bulk, restrictiveness, size, and noisiness. Mobility penalties take the form of penalties to skills that require precision, agility, silence, and/or freedom of movement, such as Climbing, Gymnastics, Acrobatics, Swimming, Prowl, Lock Picking, Pick-Pocketing, and similar. When performing one of these skills while wearing a suit of body armor, remember to apply to corresponding skill penalty (if any).

It can be expected that the more M.D.C. an armor possesses, the worse its mobility will be. Only magical body armor, or body armor of alien design, is likely to have high M.D.C. with little to no mobility penalties. Note that some suits of body armor have a range of mobility ratings, indicating that some skills receive a worse penalty than others.

Mobility ratings are as follows:

- *Excellent:* The armor incurs no mobility penalties to the wearer. This is characteristic of armored clothing and some light suits of non-environmental body armor.
- *Very Good:* The armor incurs a mobility penalty of -1% to -4%.
- *Good:* The armor incurs a mobility penalty of -5%. This is common of light to medium body armor.
- *Fair:* The armor incurs a mobility penalty of -10%. This is common of medium to heavy body armor.
- *Poor:* The armor incurs a mobility penalty of -15% or more. This is usually reserved for the heaviest body armor.

Note: Each armor entry indicates the item's quantity, in parentheses. This number reflects the quantity as it stands at the start of the expedition. Also indicated is the item's value in credits. This inventory does not include any personal body armor owned by individual members of the expedition.

"Huntsman's Choice" Armored Clothing

Northern Gun has branched out to offer several lines of M.D.C. clothing for the outdoorsman, pilot and executive looking for armored protection without going to a completely closed and contained, environmental body armor. Urban bikers, City Rats and gang-bangers cannot legally wear full, environmental body armor (or power armor) on city streets. Actually, few have any desire to wear the heavy body armors of combat troops or law enforcement, and most find environmental body armor too restrictive and too expensive. Many hovercycle pilots, especially City Rats, medical professionals, scientists, business people and street criminals, want light, comfortable armor that gives them flexibility of movement at a reasonable price. They don't have any interest in the costly environmental protection afforded by heavy armor, nor can they afford it. As long as the armor can stop 2-3 weapon blasts when a situation gets messy, they are satisfied. And with the meteoric popularity of hovercycles, Northern Gun designers are happy to provide a growing range of comparatively inexpensive non-environmental armor and armored clothing.

The *Huntsman's Choice* clothing line provides light M.D.C. (and S.D.C.) protection without sacrificing comfort, mobility or style. It uses M.D.C. fabric, padding and strategic placement of light M.D.C. plastic and/or ceramic plates inserted under the lining of the clothing. Heavier types of armor in this line (i.e., the Ultra-300) are non-environmental and place additional armored plating and padding on the outside of the already armored and padded clothing, providing a greater degree of protection. The Huntsman's Choice line is intended as uniforms for pilots, law enforcement, security forces, naval crewmen, mercenaries and other military professions, as well as for explorers, scouts and hunters. Thus, the clothing is a variety of one-piece jumpsuits and two-piece military style fatigues.

While NOT intended as combat armor, the Huntsman's Choice clothing line does provide basic protection. This clothing comes in a variety of colors ranging from black to stark white, and includes various shades of green, brown, grey, blue and a wide number of camouflage patterns. Only bright colors, uncommon for work or military use, are absent. Special patterns, as well as modifications for D-Bees with extra limbs, tails or other non-human features, are possible but require custom fitting and modifications.

Gloves (85 pairs): M.D.C.: 2. Cost: 800 credits per pair.

Heavy Work Gloves (85 pairs): M.D.C.: 4. Cost: 1,000 credits per pair.

Track Boots (100 pairs): M.D.C.: 6. Cost: 1,200 credits per pair.

MH-550 One-Piece Jumpsuit & Fatigues (120): A common piece of clothing often ordered in bulk by militias, militaries, mercenary groups, expeditions and the occasional adventuring group in search of a uniform. It offers numerous pockets, including two on the chest, two rear pockets, two front pockets, two hip pockets, and small pockets on the upper sleeves, each with a magnetic strip closure. Additional pockets can be built in per special order, including secret pockets on the inside. Standard NG Huntsman's Choice jumpsuit and fatigues are made of water and wind resistant fabric. With the proper head gear/helmet, boots and gloves, the Huntsman's Choice Jumpsuit can become a decent non-environmental armor for brief skirmishes or assault from an unexpected assailant. The wrist and pant cuffs come with magnetic strip closures like the pockets that are used to seal out dust, dirt and insects, but are not completely water or airtight, leaving the wearer vulnerable to poisonous gases, smoke, biological agents, and contaminants. However, while the helmet is connected and the wearer is suited up tight, it will keep out disease-carrying insects and does protect against exposure to germs and contaminants at least for a while. The suit comes standard with reinforced knee and elbow pads for comfort.
M.D.C.: 11.

Mobility: Excellent; no movement penalties.

Cost: 3,500 credits.

Combat Trench Coat (20): A stylish modern trench coat or long coat that comes down almost to the ankles. This coat has a heavy interior lining plus external armor on the outside of the coat. Available in ten colors: Tan, brown, grayish green, light grey, black, white, silver, crimson, navy blue and royal blue. Add 3,500 to 7,000 credits to the cost for faux leather or custom colors/patterns. Made in male and female styles. Protection is provided by the usual M.D.C. fabric and denser, lightweight M.D.C. plastic and ceramic armor plating concealed in the lining in addition to additional exterior plating at the shoulders, along the trapezium and collar, arms and elbows. Very popular among City Rats, Crazies, Juicers, Cyber-Snatchers, security forces, assassins, criminals and men-at-arms.

Expedition Note: Ingram Bostock owns a customized version of one of these coats and is never seen without it on; usually worn over his regular body armor.

Weight: 10 lbs (4.5 kg).

M.D.C.: 36.

Mobility: Excellent; no movement penalties.

Cost: 16,500 credits; add 30-50% to the cost for over-sized and custom-made coats for larger than human D-Bees.

Armored Aviator Flight Jacket (30): A modern-styled aviator's jacket made of faux leather or fabric. It is popular among aircraft and robot pilots. Jacket stops at the waist and has pockets on each shoulder and forearm, as well as two chest pockets, but no waist pockets; tapers at the waist. Looks like something a jet pilot or astronaut would wear. Made of M.D.C. fabric and light padding.

Weight: 3 lbs (1.35 kg).

M.D.C.: 10.

Mobility: Excellent; no movement penalties.

Cost: 3,600 credits.

Ultra-300 Armored Jumpsuit & Fatigues (50): The Huntsman Ultra-300 is, in effect, an advanced, lightweight body armor equal to the older style Plastic Man body armor, only much more comfortable and flexible. It has the standard plating and padding of the MH-550, but also comes standard with additional external armor plating over the neck and shoulders, chest and upper back, forearms and lower legs, as well as heavier, lightweight M.D.C. ceramic plates on the upper legs concealed under the fabric of the jumpsuit, plus knee and elbow guards. It also comes standard with the Ultra-300 helmet. The helmet is designed with connectors to hook snugly with the collar of the jumpsuit or fatigue shirt to prevent dust and insects from getting inside the clothing or helmet. **HOWEVER**, this does not make it an environmental armor. The wearer does NOT have an airtight uniform, nor an independent oxygen supply or air circulation system. He breathes the air around him and is vulnerable to gases, disease, radiation, and anything else in the environment.

M.D.C. by Location:

Helmet: 35

Arms: 10 each

Legs: 14 each

Main Body: 25

Weight: 7 pounds (3 kg).

Mobility: Very good; -2% movement penalty.

Cost: 8,700 credits.

Helmet Note: The suits used by the expedition come standard with the following:

1. Tinted, polarized, eye panel that darkens in bright light and lightens in the dark.



2. Heads-Up Display (HUD) with data displayed on the visor.
3. Built-in short-range radio communicator; range 5 miles (8 km) in most environments.
4. External audio speaker to communicate without having to remove the faceplate or helmet.
5. Helmet light similar to a miner's lamp. The light is usually mounted on the top or on one side of the helmet.

Non-Environmental Body Armor

Non-Environmental Body Armor is standard body armor that doesn't hermetically seal off the wearer from the outside environment. This can mean that the armor has gaps in it, or that the armor simply isn't airtight. Consequently, the wearer is still vulnerable to exposure to water, gases, diseases, extreme heat or cold, radiation, and hostile atmospheres. While non-environmental armor will protect the wearer from most forms of damage, it does not provide protection (or at least *full* protection) against certain forms of attack, such as explosions and incendiary weapons. Still, non-environmental armor is more than adequate for a majority of combat scenarios, not to mention that its far cheaper than full EBA.

NG RA5 Arrow Ride Body Armor (30)

The RA5 Arrow is the most aerodynamic of the Ride Armors, and even has a sleek, smooth helmet said to resemble an arrowhead. The favorite of speed junkies and racers, the Arrow offers maximum freedom of movement for trick riding and acrobatics, running, climbing and exploration. The entire jumpsuit is made of M.D.C. micro-fibers. Additional M.D.C. protection comes from padding and very light, thin M.D.C. armor plates for the forearms, elbows, knees, and in the front of the upper and lower legs, and top of the boots. The lower abdomen has flexible, polycarbonate plates and padding, while the shoulders, chest and upper body have light, M.D.C. padding and plating reminiscent to the shoulder pads of a football quarterback.

M.D.C. by Location:

Head/Helmet – 35
 Arms – 14 each
 Legs – 18 each
 Main Body – 30

Weight: 9 lbs (4 kg).

Mobility: Very good; -2% to Climb, Prowl, Swim, perform Acrobatics and similar physical skills/performance.

Cost: 12,500 credits. Very popular among hovercycle pilots and the like.



NG Huntsman Body Armor (30)

The Huntsman was one of NG's first lightweight, non-environmental body armors. The "center mass" of the chest and abdomen is protected with a heavy plate and padded vest; the arms and legs by padded M.D.C. armor with vambrace-style leg and forearm plates. Much more macho and stylish than the Plastic-Man armor, and offers a liberating freedom of movement.

Weight: 16 pounds (7.2 kg).

Mobility: Good to fair; no penalty to piloting or other precision skills, -10% to Climb, Rappel, Swim, Prowl, perform Acrobatics and similar physical skills/performance, mainly due to the weighty and unforgiving chest/upper body plate.

M.D.C. by Location:

Helmet – 35
 Arms – 15 each
 Legs – 25 each
 Main Body – 45

Cost: 24,000 credits.

NG JBA35 Juicer Heavy Plate Armor (3)

This is the famous, traditional armor worn by the chemically augmented Juicer. This armor has become the iconic trademark look of the Juicer and that “look” compels many Juicers to still wear this style of body armor.

Over the years, a wide range of other types of Juicer armor has been developed. However, there is nothing prohibiting human-sized Juicers from wearing any type of body armor. As long as the armor fits over the low profile Juicer Harness (and most do), it can be worn. That said, being a Juicer has come to mean you are a chemically augmented superman who doesn't need a lot of armor. That's how dangerous and good you are. And many Juicers are that fast and deadly. These warriors with a death wish live by the credo: “Live fast, die hard.” Their armor, weapons and vehicles all reflect their infamous fearlessness in the face of death. While this may sound insane, their reputation for courage and the way they dress actually give Juicers a psychological advantage against most opponents, especially against young and inexperienced combatants.

Expedition Note: This armor is intended to be worn by the expedition's Juicers, Breckenridge and Conway, as well as Shakes the Crazy.

Weight: 18-20 lbs (8 to 9 kg).

Mobility: Good; -5% penalty to Climb, Prowl, Swim, Acro-batics, Gymnastics and similar physical skills (-10% for ordinary humans and people who are NOT a Juicer, Crazy or equivalent strong and dexterous being).

M.D.C. by Location:

- Helmet – 50
- Arms – 20 each
- Legs – 35 each
- Main Body – 60

Cost: 32,000 credits. Though the “classic” look was created by NG, every manufacturer of armor offers it.

Armor Note: Previously owned Juicer Armor is scarce because most Juicers die in a hail of gunfire that destroys the armor. When used Juicer armor is found on the resale market, Juicers are willing to pay 80-90% of the full retail price even if the armor is missing 1D4x10% of its original M.D.C. They buy it and wear it as a tribute to those who have fought and perished before them. It is also interesting to note that the “Cult of the Juicer” is so strong and Juicers are so feared, that no other men-at-arms wears the classic Juicer Armor or anything resembling it. That's how much Juicers are respected and feared. It is common know-ledge that anyone Juicers catch pretending to be one of them or bringing shame to the Juicer name will be killed, or worse. *Crazies*, as well as *Juicer Wannabes* (who, in effect, worship Juicers and want to one day become one), are usually (but not always) given a pass on this harsh punishment.

NG Robot Command Body Armor (25)

Robot Command armor was designed specifically with robot pilots in mind. RC is fairly heavily armored, with full ceramic chest and abdomen plating, shoulder plating and helmet. However, the arms and legs are protected by M.D.C. fabric and padding for easy movement of the arms, hands, legs and feet for piloting combat robots and other armored vehicles. Pilots love RC armor and have praised Northern Gun for “getting it right.” Helmets and armor come in a few different, but similar stylings.

Weight: 18 lbs (8.1 kg).

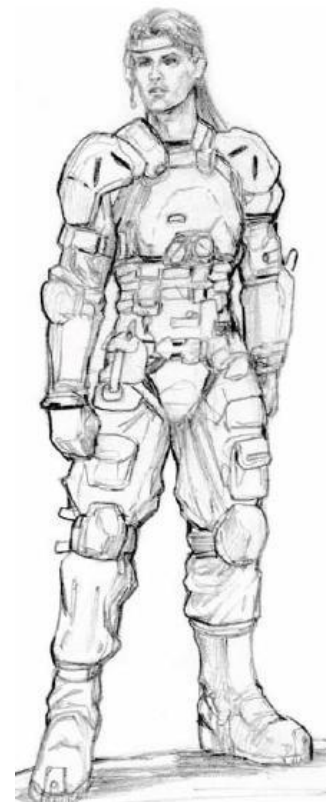
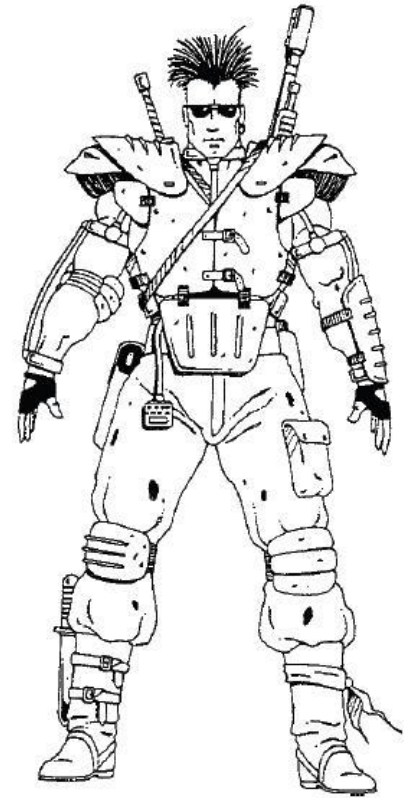
Mobility: Very good; no penalty to piloting skills, -5% to Climb, Rappel, Prowl, perform Acrobatics and similar physical skills/performance, but -10% to Swimming.

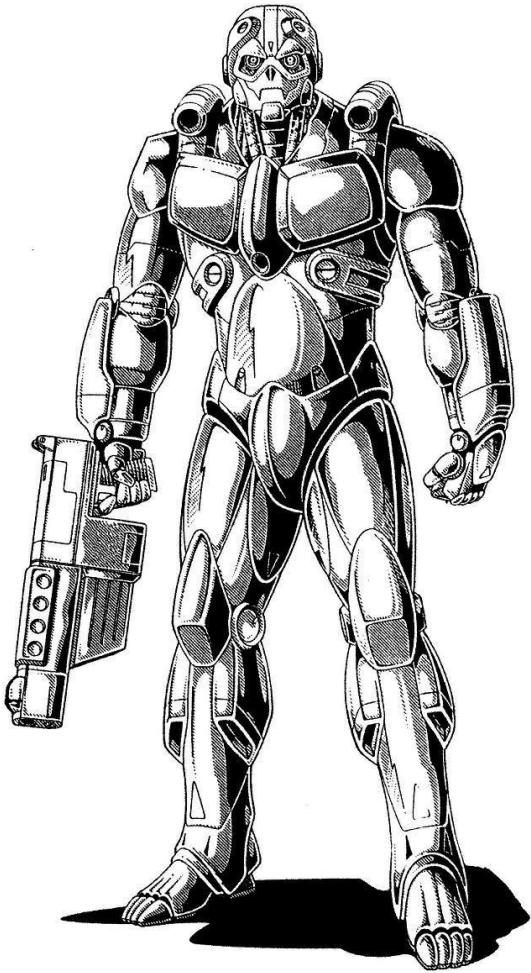
M.D.C. by Location:

- Helmet – 35
- Arms – 11 each
- Legs – 14 each
- Main Body – 55

Special Command Helmet: The RC helmet comes with a built-in short-range two-way radio (5 mile/8 km range), language translator, radiation detector, HUD (Heads-Up Display), light sensitive, polarized tinted visor (darkens and lightens depending on conditions), air filter and an 8 minute independent oxygen supply for emergencies.

Cost: 25,500 credits; good to excellent availability.





NG LI-B2 Light Bionic Body Armor (12)

Even though a cyborg's body is a mega-damage structure, it certainly can and does get damaged in combat. Rather than allow for the 'borg's costly bionic parts to get mangled, he can wear special bionic armor over his body. A cyborg's unnatural strength allows him to wear the most powerful M.D.C. armor available. The armor is too heavy to be worn by humans and can only be worn by partial or full conversion cyborgs. All are full body suits, complete with helmet and faceplate, but are non-environmental (full conversion cyborgs generally do not require environmental suits, anyway). Comes in dozens of different styles.

Note: Compared to other kinds of body armor, bionic body armor is very cheap, given its high amounts of M.D.C. This is because the armor is little more than slabs of mega-damage metal attached to the 'borg's body. Low mobility and lack of full environmental features also serve to keep the prices low.

M.D.C.: 270.

Mobility: Poor. -15% to Climb, Prowl and other physical skills.

Cost: 20,000 credits.

NG HI-B3 Heavy Bionic Body Armor (3)

This is a much heavier and bulkier version of the LI-B2 described above. It has almost 150% more M.D.C. The HI-B3 can only be worn by full conversion cyborgs, and even they suffer the following penalties (in addition to movement penalties): -2 to strike, -2 to parry, and -2 to dodge. Prowling is impossible. 'Borg's Spd. is reduced by 20%.

M.D.C.: 420.

Mobility: Poor. -25% to Climb, Gymnastics, and other physical skills.

Cost: 32,000 credits.

Environmental Body Armor

Environmental Body Armor, or EBA, is a body armor designed to seal off the wearer from the surrounding environment. Unlike armored clothing and non-environmental body armor, EBA hermetically encloses the wearer, providing protection from extreme heat and cold, airborne toxins, gases, diseases, radiation, and hostile atmospheres. EBAs have computerized life support systems, which usually include an independent oxygen supply and temperature regulation.

Features Common to ALL Northern Gun EBA: All armors come in a variety of different styles but most share common traits. The features listed are standard to ALL Northern Gun EBAs (environmental body armors).

- Fully environmental body armor will have a minimum of 30 M.D.C. for the main body; 45-90 M.D.C. being the most common range for medium to heavy EBAs among most manufacturers. Only the military grade body armor of the Coalition States, Free Quebec, Triax and a few others (as well as unearthly and magical armors) exceeds 100 M.D.C. For most manufacturers, armor with a main body greater than 100 M.D.C. crosses the line into power armor.
- An EBA is an enclosed environmental system contained within battle armor that keeps out water, gases, smoke, dust and impurities, offering protection in most hostile environments, including underwater. Maximum depth tolerance is 350 feet (107 m), unless stated otherwise.
- All EBAs have a computer controlled life support system with regulated internal cooling and temperature control, artificial air circulation systems, gas filtration, and humidifier. Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments. Five hour oxygen supply.
- Insulated, high temperature resistant shielding for up to 200 degrees centigrade (392 F). Normal fires do no damage. Nuclear, plasma, magical and all Mega-Damage fires do full damage.
- Minimal, basic radiation shielding (up to about 500 rads).
- Polarized and light sensitive/adjusting tinted visor.
- Directional, short-range radio built into the helmet. Range is 5-10 miles (8-16 km). Most have a HUD (Heads-Up-Display) system that appears on the visor.
- Helmet face plate or visor is removable in many cases. Other times, the entire helmet adjusts to be removed completely, like a 20th Century motorcycle helmet.
- Modular connectors and clamps on the back are standard for NG environmental body armor. This is for the addition of a jet pack, other types of backpacks, ammo drums and other gear.

NG Bushman Trooper EBA (25)

The Bushman is one of Northern Gun's most popular EBAs ever released. It has a sleek, modern look, and good mobility without sacrificing M.D.C. protection. It is made of lightweight M.D.C. fabric, padding, Kevlar, and plate composite armor. The armor comes in a vast range of shades of blue, green, grey, tan, red, white, black, and camouflage. Custom colors, paint designs and markings are also available for 1,000-4,000 credits additional.

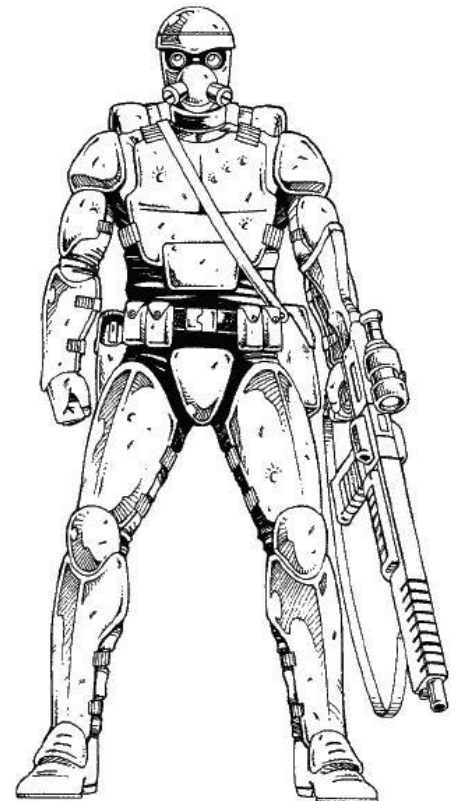
Weight: 21 lbs (9.5 kg).

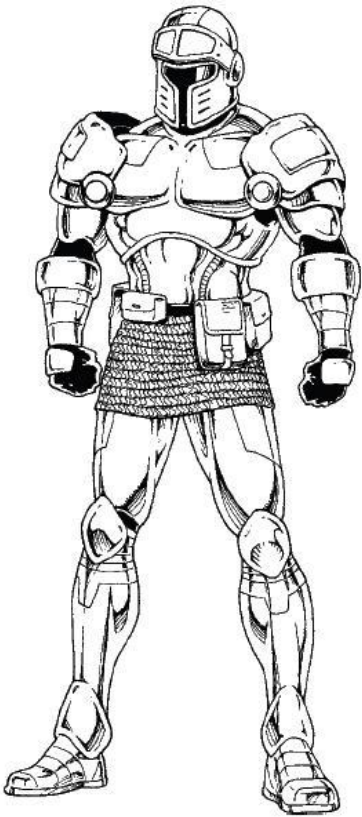
Mobility: Fair mobility, -15% to Climb, Prowl, Swim, Acrobatics and similar physical skills/performance.

M.D.C. by Location:

Head/Helmet – 40
Arms – 30 each
Legs – 28 each
Main Body – 65

Cost: 32,000 credits. A favorite among men-at-arms, mercs, soldiers, headhunters, bandits, pirates, raiders, and adventurers. █





NG Crusader EBA (25)

As the name implies, this full suit of body armor resembles the knights of ancient Earth clad in full plate armor. There are a few different “knight” styles of Crusader armor, and scores of different accents and highlights that can make surprisingly dramatic changes in appearance. This is especially true of elbow, knee and shoulder guards (there are dozens to pick from), as well as a number of different helmets and dozens upon dozens of decorative frills involving horns, spikes, fins, studs, chain, faceplates, visors, neck-guards, vambraces, ribbing and other decorations. Despite what an individual Crusader EBA might look like, they all have the same basic stats and common features. One of which includes a chain mail skirt (short or long) made of M.D.C. materials that provides additional protection to the groin area. Recent fashion has provided a traditional knight’s surcoat and even the helmet is often designed to resemble the European knights of old.

Weight: 24 lbs (10.8 kg).

Mobility: Fair mobility, -15% to Climb, Prowl, Swim, Acrobatics and similar physical skills/performance.

M.D.C. by Location:

Head/Helmet – 50
Arms – 30 each
Legs – 50 each
Main Body – 95

Cost: 55,000 credits.

NG A25 Aquatic "Bullfrog" EBA (25)

The A25 “Bullfrog” is basically a high-tech, armored diving suit. It is a full environmental suit that combines M.D.C. fabric and padding with a considerable amount of exterior armor. So much so, that it is sometimes confused with power armor. The ceramic and polymer armor plating covers the lower legs, feet, knees, thighs, belly, chest, forearms and shoulders. The helmet completely encloses the head and has a spotlight on top for seeing in dark and murky water. The Bullfrog also has built-in extendable fins for swimming, water seals that keep the user dry, and plugs in the feet and hands that can be opened on land to let the armor drain itself should the water seals fail. The Bullfrog has been adopted by naval forces, sailors, privateers, pirates, amphibious warfare specialists, explorers, underwater salvage operations and others operating in the Great Lakes and out to sea.

Weight: 24 pounds (10.8 kg).

Mobility Penalties: Fair mobility; -10% to Climb, Prowl, perform Acrobatics and similar physical skills/performance; no penalty for Swimming

Mobility Bonuses: +6 to swimming Spd while wearing the armor. Maximum Depth Tolerance is 500 feet (152 m) in Bullfrog EBA.

M.D.C. by Location:

Head/Helmet – 40
Arms – 25 each
Legs – 45 each
Oxygen Backpack – 40
Main Body – 75

Special Features:

1. *Depth Gauge:* Built-in depth gauge and compass. An audible and visual warning sounds when the body armor comes within 120 feet (37 m) of its maximum limit. There is a similar warning if the air supply is running low or becomes compromised from a leak.
2. *Helmet Spotlight:* 100 foot (30.5 m) range underwater, double on the surface.
3. *Built-In Radio:* Range is about five miles (8 km) under-water.
4. *Vital Signs Monitor:* An integral, miniature life signs monitor built into the suit that monitors the wearer’s heart rate,



blood pressure, respiration, body temperature and other vital signs. It is tuned to the specific life signs of the armor's owner, so that if these drop below registered norms, the system automatically sends a distress message to teammates and advises the diver to begin his ascent to the surface.

5. *Vibro-Knife in Scabbard*: A Vibro-Knife (1D6 M.D.) is a standard piece of equipment stowed above one of the shoulders.
6. *Air Tanks and Circulation System*: 12 hours of air; double if inactive or very light activity. Maximum depth tolerance is 500 feet (152 m) in Bullfrog EBA.

Cost: 62,000 credits. Fair availability.

NG A12 Anti-Ballistic EBA (10)

The NG-A12 is an experimental armor that is quite a departure from NG's usual line of armor. This armor is a normal environmental suit except that it provides tremendous protection from kinetic energy attacks. When a punch, bullet or explosive blast strikes the suit, a loose outer mantle dissipates the force over the entire body armor. This diminishes the attack's penetrating power of the impact or explosion and thereby reduces damage to the suit; damage from all kinetic attacks is reduced by half.

There is a further safeguard incorporated into the suit to protect pilots from crashes and falls: The air inside the suit is highly pressurized to form a protective cushion or layer around the wearer. This air cushion absorbs the majority of the impact from falls and crashes – the person inside takes only twenty percent of the regular amount of damage! An additional benefit of the pressurized air is that it prevents gases, toxins and germs from entering the armor even when it has been breached. This body armor comes in olive green, tan, white, grey and camouflage with no additional markings. Different colors, logos, and insignias cost extra (anywhere from a couple thousand credits to as much as 12,000 for really elaborate custom jobs).

Weight: 25 pounds (11.25 kg).

Mobility: Fair mobility; -10% to Climb and -15% to Prowl, perform Acrobatics and similar physical skills/performance.

M.D.C. by Location:

Head/Helmet – 40

Arms – 35 each

Legs – 45 each

Main Body – 80

Special Feature: Impact Absorbing Systems: Armor takes half damage from all kinetic attacks, including punches, kicks, falls, impact damage, and explosions. If the character also manages to roll with impact/fall, damage is reduced by half again. Also, the character wearing the armor suffers only 20% of the usual damage from falls and crashes.

Cost: 61,000 credits.

NG Plastic Man EBA (30)

The Plastic-Man is one of Northern Gun's first EBAs and it remains popular, especially in urban settings, including the 'Burbs. It offers decent protection and mobility, and is a lightweight, inexpensive armor made of M.D.C. fabric and polycarbonate plates.

Weight: 13 pounds (5.8 kg).

Mobility: Good mobility, -10% to Climb, Prowl, Swim, Acrobatics and similar physical skills/performance.

M.D.C. by Location:

Head/Helmet – 30

Arms – 15 each

Legs – 22 each

Main Body – 35

Cost: 18,000 credits. A favorite of City Rats, explorers, Operators, technicians, lawmen and adventurers.

