

SHADOW GAMES

Armor Types and Statistics

Included in the following Armor list and Notes are modifications done for my version of Millennium's End, Shadow Games.

SPEED

ARMOR CLASS	PENALTY	ZONES	AV/CN	TYPE	COST	NOTES
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HEAD PROTECTION

Riot Helmet	na	1	9 / 3	Rigid	\$150 / 100	Tactical
Kevlar Helmet	na	1	10 / 4	Rigid	\$350 / 230	Tactical
Ballistic Mask	na	2	11 / 4	Rigid	\$250 / 160	Tactical
SWAT Helmet	na	1	11 / 4	Rigid	\$565 / 365	Tactical

BODY PROTECTION

Cl. II Undercover Vest	-6	3, 6, 10	5 / 5	Rigid	\$1375 / 895	Concealable
		4, 5, 7, 8	10 / 4	Rigid		
Gel Pack Tactical Vest** ⁵	-1	10, 12, 14, 16, 19	6 / 5	Flex	\$10000 / 6500	Tactical
		3 – 8	10 / 5			
Cl. IIa Tactical Vest	-4	3 – 4, 6 – 7	6 / 6	Flex	\$300 / 195	Tactical
Riot Jacket	-6	3 – 8, 12 – 15	6 / 6	Flex	\$450 / 295	Tactical
Ballistic Raincoat	-9	3 – 16, 19	6 / 6	Flex	\$1375 / 895	Concealable
Cl. II+ Undercover Vest	-7	3, 6, 10	7 / 6	Rigid	\$1750 / 1135	Concealable
		4, 5, 7, 8	12 / 4	Rigid		
Ballistic Suitvest	-7	3 – 8	7 / 7	Flex	\$1000 / 650	Concealable
Ballistic Jacket	-8	3 – 15	7 / 7	Flex	\$2000 / 1300	Concealable
Cl. II Ballistic Raincoat	-14	3 – 16, 19	7 / 7	Flex	\$2400 / 1560	Tactical
Cl. III Tactical Vest	-10	3, 6, 9 – 11	8 / 7	Flex	\$4500 / 2925	Tactical
		4, 5, 7 – 8	14 / 7	Rigid		
Cl. IV Assault Vest	-18	9, 11	8 / 8	Flex	\$8000 / 5200	Tactical
		3 – 8, 10	15 / 6	Rigid		

LIMB PROTECTION

Ballistic Leggings* ⁶	-5	17, 18, 20, 21	7 / 6	Flex	\$500 / 325	Tactical
Ballistic Armguards* ⁶	-2	13, 15	7 / 6	Flex	\$375 / 245	Tactical

ACCESSORIES

Ballistic Backpack	-1 / -2* ⁴	3 – 7* ⁴	6 / 5	Flex	\$350 / 230	Concealable
Riot Shield	na	na* ³	7 / 3	Rigid	\$200 / 130	Tactical
Ballistic Clipboard	na	na* ¹	11 / 4	Rigid	\$200 / 130	Concealable
Ballistic Briefcase Liner	na	na* ²	11 / 4	Rigid	\$250 / 160	Concealable
Ballistic Shield	na	na* ³	12 / 4	Rigid	\$1125 / 790	Tactical

NOTES:

*¹ Protects one random zone according to GM Screen Random Damage Location Table.

*² Protects one random zone according to GM Screen Random Damage Location Table, limited to zones 5, 9-11, 16-17, 19-20

*³ Protects one random zone according to GM Screen Random Damage Location Table as well as all immediate adjacent zones. If the player has Initiative, and at the GMs discretion, a Perception roll may be made and the result compared to the result of the to-hit roll; if the difference is greater in the defenders favor, the shield location may be adjusted that many percentage points on the RDL Table.

*⁴ Speed Penalty is –1 empty, -2 full. Body zones are for shots from the back, not the front.

*⁵ The GPTV is a special vest whose primary purpose, apart from protecting the wearer, is to allow the wearer to customize the vest by adding or removing ballistic quality gel packs. Once a gel pack is hit, it becomes useless, so they are split into multiple subsections to allow up to six hits per location, unless hit by a shotgun blast. The Speed Penalty imposed is –1 per location covered, up to –11. Each location listed may have packs removed or added, though the player is required to keep track. Locations without gel packs have an AV/CN of 5 / 4. Upon being hit by shotgun pellets fired into the vest, the player rolls 1d6 for each location hit to determine how many subsections are destroyed.

*⁶ May be used in Unarmed Hand-to-Hand, granting a bonus of +3 Damage Rating.