

Name	Armor			Loc. Covered
	AP	Max Dex	Avail	
Light				
Armored Bodyglove	1	-	Rare	All
Ballistic Vest	1	5	Com	Body
Explorer Hood	1	-	Uncom	Head
Plug Suit	1	-	Rare	All
Blastguard Helmet	2	-	Vcom	Head
Explorer Storm Coat	2	5	Uncom	Arms, Body, Legs
Painspike Armor	2	-	Com	Arms, Body, Legs
Scout Recon Helmet	2	-	Rare	Head
Burnscour Beast Hide	3	4	Rare	Arms, Body, Legs
Flexsteel	3	-	Uncom	All
Guardian Armor	3	-	Rare	All
Mesh Legging	4	-	Rare	Legs
Scout Recon Armor	4	5	Rare	Arms, Body, Legs
Medium				
Thermal Armor	4	3	Com	All
Chitin	5	4	Uncom	All
Corsair Armor	5	-	Uncom	Body, Legs
Firewarrior Armor	5	4	Uncom	All
Pathfinder Armor	4	4	Vrare	All
Terminus Armor	5	4	Vrare	Arms, Body, Legs
Lathe-Wrought Breastplate	6	5	Vrare	Body,
Lathe-Wrought Greaves	6	5	Vrare	Legs
Lathe-Wrought Helm	6	-	Vrare	Head
Lathe-Wrought Vambraces	6	5	Vrare	Arms
Heavy				
Engine Boilerplate	5	3	Rare	All
Ard Hat	6	5	Uncom	Head
Deflection Plate	6	2	Rare	Arms, Body, Legs
Eavy Armor	7	3	Rare	Body, Legs
Extreme				
Hazardous Exposure Suit	8	3	Vrare	All
Gromril	9	2	Mrare	All
Power				
Mega Armor	11	2	Vrare	Arms, Body, Legs

Light

Armored Bodyglove

Beloved by spies and assassins for the full body protection it provides. Undetectable when worn under normal clothing and armors, the bodyglove adds its AP to light armors worn over it. Best quality bodygloves hide their wearer from auspex and heat-based sensors when the face masked is pulled up; other equipment worn may still be found. When not hidden by clothes or armor, adds +2ko to stealth checks in dark or shadowy locations.

Ballistic Vest

A protective vest with pockets designed for holding and easily replacing ablative ceramite or flak plates as a lighter and cheaper alternative to military-grade flak armor. Increase the AP of the vest by 4; the first attack that bypasses armor and deals damage to the wearer breaks the ceramite plate, reducing it to normal effectiveness until replaced. Replacing the damaged ceramite Takes 2 full rounds.

Blastguard Helmet

This dayglo accoutrement is frequently found in construction

and machine yards, and protects the wearer from the errant tools, falling debris, and explosive shrapnel that often litter construction sites.

The Blastguard helmet doubles its AP against weapons with the Blast quality, provided the wearer was not subjected to a direct hit by the weapon.

Burnscour Beast Hide

The planet Burnscour is one of the most fantastically lethal deathworlds found that is also capable of supporting colonization efforts – short lived as they often are. As nearly every form of plant life secretes horrible toxins, and the very rain itself is flammable, the creatures that stalk its often blazing jungles have adapted heavy, resilient hides capable of shrugging off the worst their home can throw at them as well as - worryingly - boltershells. Gain +1ko to resist Toxic effect from weapons, and to avoid being set on fire.

Explorer Hood

A catch-all term for any number of headgear with built-in sensors and equipment designed to find and record new discoveries, and to protect the wearer from what they have discovered.

Poor examples come built in with a filtration system that grants a +2ko to resist airborne hazards. Common and better hoods also have a rebreather attached with 1 hour of air; an additional component from the options below for good, and two for best craftsmanship items. Explorer Hoods may have: Auspex, magnoculars, microbead, pict-recorder, torch, +1ko to sight based perception checks, or audio tuner that provides +1ko to verbal social tests.

Explorer Storm Coat

The storm coat appears as a long, heavy trench coat, often made to appear as leather or heavy cloth. Underneath it contains concealed ceramite plating and mesh that provide much greater protection than might be suspected. Woven into the lining are power cells which recharge from body motion and power temperature regulation devices which keep the wearer from suffering from temperature extremes.

The coat provides +2ko to resist environmental hazards; common quality coats also have one feature chosen from below, with good and best quality coming with two and three respectively. Explorer coats may have: onboard auspex, +1 to AP, Flak upgrade, Hidden compartments (+2ko to secret away items on person), poison proofed (+1ko resist toxin), fire proofed (+1ko to avoid flame weapons), stalker upgrade (+1ko to stealth checks), a built-in tool or kit selected from the gear section, or a water collector that absorbs sweat and ambient humidity, then purifies it for a day's worth of drinking water.

Painspike Armour

Usually donned by the psychotically bloodthirsty, painspike armour is covered in jagged edges, brutal spines, and, often, tetanus.

The wearer is always considered armed with a knife, and may spend a reaction to make an extra knife attack while grappling.

Plug Suit

Designed for use by aerospace pilots, plugsuits are tight suits that regulate bloodflow and temperature for the pilot, and include a built in Mind Impulse Unit of same quality as the suit, and a voidsuit in case of catastrophic vehicle failure. Additionally, wearers add +1ko to pilot and drive checks due to the carefully controlled flow of blood and adrenaline.

Scout Recon Helmet

A moderately protective helmet that features advanced systems to aid scouts and explorers.

Helmets of at least common quality feature built in magnoculars, good or better quality allow the wearer to see in the dark, and best quality also provide +1ko to sight and sound perception tests.

Medium

Firewarrior Armor

Standard armor for the Tau Firewarriors, and specially designed for the long range tactics they prefer.

Stabilizers in the armor mean wearers firing at targets at extreme range only take penalties for long range.

Pathfinder Armor

Scouting armor for the Tau pathfinders, the chameleoline upgrades allow unparalleled stealth.

Pathfinder armor grants the wearer +2ko to stealth checks; if stationary for at least 1 round, then the wearer is also considered 1 range bracket further away when targeted by ranged weapons.

Terminus Armor

Jealously guarded by any who find it, the Terminus armor is loaded with reactive defenses, and is especially favored by rogues out in the periphery of the Wheel.

Once per scene the wearer may take a half action to engage the active defenses of the armor, increasing AP by 3, but reducing speed and max dex by 1 as the inner layers solidify; this lasts 3 turns, returning to normal at the end of the wearer's third turn

Frost' Thermal Armour

Developed for work in high-temperature environments such as inner planets or reactor heat exchangers, thermal armor is a combination of thermally conductive weave and layers of flame-resistant materials.

Frost armor includes a re-breather, allowing the wearer to comfortably withstand high temperatures and be protected against smoke inhalation. The suit protects its wearer from being on fire; penetration from flamers and other flame based attacks (DM discretion) cannot completely overcome the thermal armor's AP, and as such thermal armor cannot have its AP reduced to less than 2 by these weapons.

Heavy

Ard Hat

A heavy helmet of orkish manufacture, often customized with the charms and trophies of a life of violence.

In a addition to the normal rules, ard hats of good and best quality feature an iron gob that increase intimidation

and command skill checks by +1ko for good and +2ko for best quality. Iron gobs may provide extra bonuses or penalties at DM's discretion due to the nature of the accoutrement.

Deflection Plate

Designed around obtuse angles instead of natural body shape, deflection plate is intended specifically to redirect instead of stop incoming rounds and blows.

Increase AP by 3 against I and R attacks.

Engine Boilerplate

Less combat armor than a suit of galvanized rubber covered in heavy steel plating treated to protect the wearer from the radiation and crackling energy so commonplace in spelljammer engine rooms and plasma drives.

This armor doubles its AP versus attacks with the energy type. After 2 hours in the suit the wearer must take a TN 5 willpower check or gain a level of fatigue due to the extreme weight and closeness of the armor. Test again every hour after the first test, increasing the TN by 5 each time.

Extreme

Hazardous Exposure Suit

Based on Stormtrooper armor and designed originally for use by the Steel Legion from the heavily-industrialized hive-planet of Armageddon, this suite of survival equipment is intended for explorers who must brave the toxic, radiated wastelands for long periods of time without the protection of a vehicle.

Filtration systems in the helmet grant a +2ko to resist airborne particles and toxins, and the special treatment to the armor grants a +1ko to resist environmental effects.

Gromril

Wrought hot from the beating heart of planets, it is said that even if the full weight of a world came down around the head of someone in gromril armor, they would not be injured. Precious few suits of Gromril armor are forged by the hands of the squats, and even fewer are available for other races, so it is no coincidence that only the most powerful individuals wear it.

Poor quality Gromril armor is not available. The protection that Gromril armor provides can never be entirely negated; if ever a weapon's penetration would negate the armor's AP, reduce the damage dealt to the wearer by 1 HP to a minimum of 0; best quality reduces HP lost by 2.

Power

Mega Armor

Enormous suits cobbled together, riveted into the shape of a body, and powered by exhaust belching engines, mega armor is ork the answer to the power armor of other races. Though it seems barely held together at a glance, it is enormously sturdy and features impressive redundancies.

Once per scene, when the armor takes a hit, the wearer may negate the hit and any effects it would have caused as ablative armor shears off. When this hit is ignored, reduce the armor at the hit location by 4; this lasts until the armor is repaired by spending 1 hour per AP lost working on it and passing a TN 20 craft check. If at any point the armor on any location reaches 0 by this process, the mega armor suffers catastrophic failure, destroys itself, and deals 3k2 R damage to the wearer as the suit's servos rip itself apart.