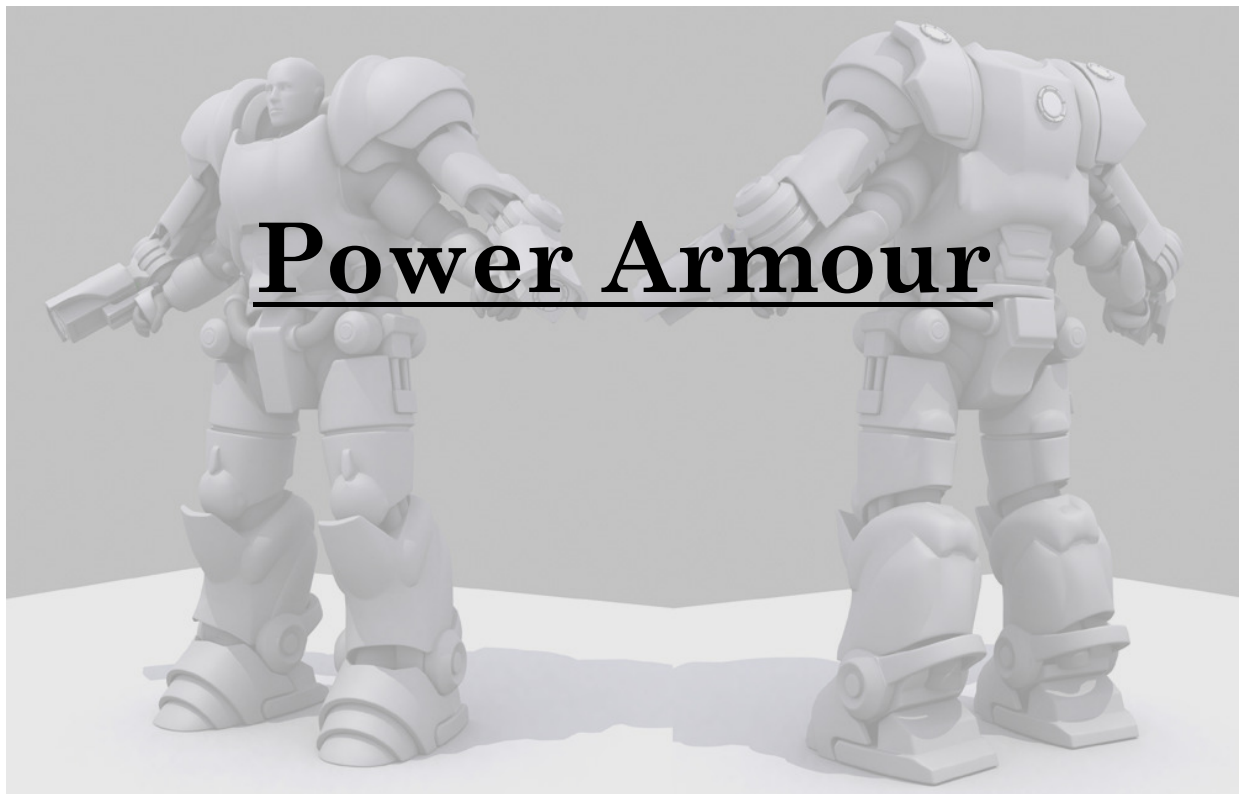


Munitorum Tabella
PA/2209-C.Epsilon

Ornamenta Classio Loricatus



An unofficial supplement
for Dark Heresy

Produced for Dark Reign
By Luddite

Power armour

The Chapters of the Adeptus Astartes are famed for their power armoured suits, but away from the white heat of open battle there are 'civilian' versions available to anyone with enough wealth to afford it, and the lifestyle to require extreme protection. Such suits come in many different models and designs, although all operate in roughly the same way.

Power armour is a complete exo-skeleton constructed from heavy-gauge plasteel armature, covered in thick sheets of plasteel or ceramite. Movement is made possible through the complex myomeric fibre-bundle 'muscles', which allow an individual to move and fight with deadly strength and powerful protection. Fully independent power supplies and life-support systems are incorporated into the suit, while neural networks interface directly with the wearer to allow a total and seamless replication of action.

Suits also contain auto-senses, bio-monitors and technical auspex readers to allow the wearer full awareness of their surroundings and a detailed understanding of their, and the suit's, current health and status.

Rules

Wearing and operating the power armour

It takes an individual between 20 to 40 minutes to put on or take off a suit of power armour, and in most cases this cannot be accomplished at all without the help of at least one other person, servant or servitor. Many such suits are so complex, that putting one on or taking one off requires the attendance of a Tech Priest.

Most power armour suits will require a direct neural interface and so (depending on model) the wearer must have either a *cyber-mantle* or *mind impulse unit* fitted for the suit to interface with. Without this interface, the suit will not respond and will effectively imprison the wearer rendering him immobile. Lower grade (poor) armour rarely includes this requirement, instead operating on internal pressure point activation nets or similar direct mechanical operation.

Power armour is all-encompassing and if worn complete (with helmet) is environment sealed.

Damaging the power armour environment seal

Any location that sustains a critical hit suffers a temporary environment seal breach. The seal is lost for 1d10 combat rounds while the suit's integral self-sealant layers re-establish themselves.

Armour power unit

Power armoured suits draw their power from Oliphant-pattern stacked sub-atomic chain, cold-fusion micro-reactors that utilise Helium-3 (He-3) non-radioactive isotope cells.

These cells store proton separation beta-emission thermal energy that slow-releases into magnetic containment electro-dynamic turbines to generate the required power for the armour. A cell rack will emit enough energy to power the average suit for approximately 5 years continuous use.

Power armour energy generators are typically carried as a backpack. Damage to the backpack is not immediately fatal as explosive rupture is not possible. Helium-3 is non-radioactive, however and if the power supply is damaged whilst operating, it will vent extreme heat. A damaged reactor will take approximately 48 hours to cool sufficiently to allow repair work to begin.

Power armour also incorporates decentralised energy capacitors that store emergency energy supplies, allowing the suit to continue operation for 1d5 hours even in the event of a complete power failure.

Damaging the power unit

Any body hit sustained by the wearer that causes a critical, also has a chance to damage the power unit. Roll d%; on a 96+, the power unit is damaged sufficiently to cause a shutdown, rupture and critical heat venting. Everything within 3 meters of the backpack takes 1d10E fire damage (ignoring armour – *see Dark Heresy p210*) each round.

This damage is taken by the armour wearer also, but his armour *does* protect against this heat.

Flammable materials within range catch fire.

Power armour types

Civitas Pattern Power Armour (Class Alpha)

These power armour suits represent models hundreds or even thousands of years old that have been exceptionally well maintained, and effectively repaired, usually under the auspice of the Adeptus Mechanicus. They also represent those models constructed within the STC patterns and are typically master works, almost equal to the legendary suits worn by the Adeptus Astartes. These suits always have neural-link control systems, of elegant and efficient construction and operation.



Locations covered: All (not head if helmet removed)

AP: 10

Wt: 100kg

Cost: 150,000

Availability: Very rare

Requires MIU: The character must have a Mind Impulse Unit implanted to use this suit.

The wearer gains the following benefits:

Integral re-breather*

The integral re-breather cycles and filters air within the suit providing the wearer with breathable gas provided the suit remains sealed. Unlike separate re-breathers it never needs replacement canisters.

Auto-senses*

The wearer's own senses are replicated. In addition the wearer gains the Dark Sight trait (p329), telescopic sight (p142), auspex sensors that give the wearer the Unnatural Senses trait (p333), and immunity to dazzle, glare and the effects of photo-flash grenades or similar optical damage.

Environment sealed*

This full body sealed suit is designed for use in toxic nuclear, biologically, or chemically polluted environments, as well as vacuum. The suit gives a +60 Toughness bonus to resist all corrosive and non-corrosive toxins, and makes the wearer immune to the negative effects of vacuum provided the suit remains sealed.

Com-link*

The wearer counts as having a micro-bead communicator, and a vox-caster. The suit also projects a realistic vocalisation equivalent to the wearer's own voice. This vocalisation can also be amplified up four times the volume of a normal human voice.

Nutrient recycling*

The suit contains nutrient injectors and body waste recycling systems that mean the wearer can operate without food or water for up to 340 hours, as the suits reserves sustain him.

Recoil suppression

The character counts as wearing recoil gloves. Advanced bracing also means the wearer gains the Auto-stabilised trait (p329).

Enhanced strength

The wearer gains +20 Strength while in the armour and gains the Crushing Blow talent.

Confidence

The wearer gains the Nerves of Steel talent.

* Note that these functions are lost if the suit's helmet is not worn. The integral re-breather may be part of the helmet (in which case it's benefit is lost), or may be a separate unit.

The wearer also suffers the following penalties:

Lack of dexterity

The thick armoured fingers make fine detailed work impossible. The wearer suffers a -30 penalty to any test involving the use of his fingers for finesse. Also, firearm grips must be specially adapted for use with power armour. This costs 10% of the weapon's base cost.

Bulky

The wearer's size increases by one step (human becomes hulking).

Cumbersome

All Agility skills suffer -10 penalty to use.

Restrictive

The wearer cannot take the following actions at all; dodge.

The wearer cannot climb or swim.

Intimidating

The wearer gains +10 to Intimidate skill tests but -10 to all other Fellowship skills and tests.

Civitas Pattern Power Armour (Class Beta)

These power armour suits represent models hundreds or even thousands of years old, that have been exceptionally well maintained, and effectively repaired, usually under the auspice of the Adeptus Mechanicus. They also represent those models constructed within the STC patterns and are typically refined and highly effective. These suits always have neural-link control systems, of elegant and efficient construction and operation.



Locations covered: All (not head if helmet removed)

AP: 9

Wt: 130kg

Cost: 45,000

Availability: Very rare

Requires MIU: The character must have a Mind Impulse Unit implanted to use this suit.

The wearer gains the following benefits:

Integral re-breather*

The integral re-breather cycles and filters air within the suit providing the wearer with breathable gas provided the suit remains sealed. Unlike separate re-breathers it never needs replacement canisters.

Auto-senses*

The wearer's own senses are replicated. In addition the wearer gains the Dark Sight trait

(p329), telescopic sight (p142), and is immune to dazzle, glare and the effects of photo-flash grenades or similar optical damage.

Environment sealed*

This full body sealed suit is designed for use in toxic nuclear, biologically, or chemically polluted environments, as well as vacuum. The suit gives a +60 Toughness bonus to resist all corrosive and non-corrosive toxins, and makes the wearer immune to the negative effects of vacuum provided the suit remains sealed.

Com-link*

The wearer counts as having a micro-bead communicator and a vox-caster. The suit also projects a realistic vocalisation equivalent to the wearer's own voice. This vocalisation can also be amplified up four times the volume of a normal human voice.

Nutrient recycling*

The suit contains nutrient injectors and body waste recycling systems that mean the wearer can operate without food or water for up to 170 hours, as the suits reserves sustain him.

Recoil suppression

The character counts as wearing recoil gloves.

Enhanced strength

The wearer gains +20 Strength while in the armour and gains the Crushing Blow talent.

Confidence

The wearer gains the Nerves of Steel talent.

* Note that these functions are lost if the suit's helmet is not worn. The integral re-breather may be part of the helmet (in which case it's benefit is lost), or may be a separate unit.

The wearer also suffers the following penalties:

Lack of dexterity

The thick armoured fingers make fine detailed work impossible. The wearer suffers a -30 penalty to any test involving the use of his fingers for finesse. Also, firearm grips must be specially adapted for use with power armour. This costs 10% of the weapon's base cost.

Bulky

The wearer's size increases by one step (human becomes hulking).

Cumbersome

All Agility skills suffer -10 penalty to use. Also, when determining Initiative in combat, the wearer does not count his Ag bonus towards his Initiative total.

Restrictive

The wearer cannot take the following actions at all; jump/leap, manoeuvre, dodge.
The wearer cannot climb or swim.

Intimidating

The wearer gains +10 to Intimidate skill tests but -10 to all other Fellowship skills and tests.

Civitas Pattern Power Armour (Class Gamma)

These power armour suits represent models hundreds or even thousands of years old, that have been well maintained, or effectively repaired. They also represent those models constructed within the STC patterns. They are typically functional and effective. These suits always have neural-link control systems, although of basic construction and operation.



Locations covered: All (not head if helmet removed)

AP: 8

Wt: 150kg

Cost: 15,000

Availability: Very rare

Requires MIU: The character must have a Mind Impulse Unit implanted to use this suit.

The wearer gains the following benefits:

Integral respirator*

The integral re-breather cycles and filters air within the suit providing the wearer with breathable gas provided the suit remains sealed. Unlike separate re-breathers it never needs replacement canisters.

Auto-senses*

The wearer's own senses are replicated. In addition the wearer gains the Dark Sight trait (p329) and is immune to dazzle, glare and the effects of photo-flash grenades or similar optical damage.

Environment sealed*

This full body sealed suit is designed for use in toxic nuclear, biologically, or chemically polluted environments, as well as vacuum. The suit gives a +60 Toughness bonus to resist all corrosive and non-corrosive toxins, and makes the wearer immune to the negative effects of vacuum provided the suit remains sealed.

Com-link*

The wearer counts as having a micro-bead communicator. The suit also projects a metallic vocalisation equivalent to the wearer's own voice.

Nutrient recycling*

The suit contains nutrient injectors and body waste recycling systems that mean the wearer can operate without food or water for up to 85 hours, as the suits reserves sustain him.

Recoil suppression

The character counts as wearing recoil gloves.

Enhanced strength

The wearer gains +20 Strength while in the armour and gains the Crushing Blow talent.

Confidence

The wearer gains the Nerves of Steel talent.

* Note that these functions are lost if the suit's helmet is not worn. The integral respirator may be part of the helmet (in which case it's benefit is lost), or may be a separate unit.

The wearer also suffers the following penalties:

Lack of dexterity

The thick armoured fingers make fine detailed work impossible. The wearer suffers a -30 penalty to any test involving the use of his fingers for finesse. Also, firearm grips must be specially adapted for use with power armour. This costs 10% of the weapon's base cost.

Bulky

The wearer's size increases by one step (human becomes hulking).

Cumbersome

The wearer reduces his Ag bonus by -1 for determining movement. All Agility skills suffer -10 penalty to use. Also, when determining Initiative in combat, the wearer does not count his Ag bonus towards his Initiative total.

If the character is knocked down, he must make a challenging (+0) Agility test to stand up. This is a full action.

Restrictive

The wearer cannot take the following actions at all; jump/leap, manoeuvre, dodge, parry/
The wearer cannot climb or swim.

Intimidating

The wearer gains +10 to Intimidate skill tests but -10 to all other Fellowship skills and tests.

Civitas Pattern Power Armour (Class Delta)

These power armour suits represent models hundreds or even thousands of years old, that have been poorly maintained, or ineffectively repaired. They also represent those models constructed outside of STC patterns.

They are typically crude, cumbersome and inefficient. These suits rarely have neural-link control systems, relying on simple mechanical pressure within the suit to control its actions. They are therefore sluggish and slow.

Locations covered: All (not head if helmet removed)

AP: 7

Wt: 185kg

Cost: 7500

Availability: Very rare



The wearer gains the following benefits:

Integral respirator*

The integral re-breather cycles and filters air within the suit providing the wearer with breathable gas provided the suit remains sealed. Unlike separate re-breathers it never needs replacement canisters.

Auto-senses*

The wearer's own senses are replicated. In addition the wearer gains the Dark Sight trait (p329).

Environment sealed*

This full body sealed suit is designed for use in toxic nuclear, biologically, or chemically polluted environments, as well as vacuum. The suit gives a +60 Toughness bonus to resist all corrosive and non-corrosive toxins, and makes the wearer immune to the negative effects of vacuum provided the suit remains sealed.

Com-link*

The wearer counts as having a micro-bead communicator. The suit also projects a metallic vocalisation equivalent to the wearer's own voice.

Recoil suppression

The character counts as wearing recoil gloves.

Enhanced strength

The wearer gains +20 Strength while in the armour, and gains the Crushing Blow talent.

Confidence

The wearer gains the Nerves of Steel talent.

* Note that these functions are lost if the suit's helmet is not worn.

The wearer also suffers the following penalties:

Lack of dexterity

The thick armoured fingers make fine detailed work impossible. The wearer suffers a -30 penalty to any test involving the use of his fingers for finesse. Also, firearm grips must be specially adapted for use with power armour. This costs 10% of the weapon's base cost.

Bulky

The wearer's size increases by one step (human becomes hulking).

Cumbersome

The wearer halves (round down to a minimum of 1) his Ag bonus for determining movement. All Agility skills suffer -30 penalty to use. Also, when determining Initiative in combat, the wearer does not count his Ag bonus towards his Initiative total.

If the character is knocked down, he must make a difficult (-10) Agility test to stand up. This is a full action.

Restrictive

The wearer cannot take the following actions at all; all-out attack, feint, stun, jump/leap, manoeuvre, run, dodge, parry.
The wearer cannot climb or swim.

Intimidating

The wearer gains +10 to Intimidate skill tests but -10 to all other Fellowship skill tests.

Power suit upgrades

The following factory-fitted upgrades are available to any suit of power armour.

Replacement power cell rack

Cost: 350

Available: Very Rare

A replacement power cell rack for the suit.

Sonar auspex emitter

Cost: 500

Available: Very Rare

The suit auto-senses gain the 'sonar sense' trait (p332).

Infra-Red Optic Overlays

Cost: 275

Available: Very Rare

The suit auto-senses gain the effects of IR goggles (p147).

Drug injector unit

Cost: 125

Available: Very Rare

The suit has an inbuilt drug auto-injector which holds 10 doses. Each dose is a full action to administer.

Lamp

Cost: 45

Available: Very Rare

The suit has a mounted lamp pack (p150) that runs off the suit's power and so never needs recharging.

Vox caster

Cost: 350

Available: Very Rare

The suit has an integral vox caster (p151).

Void Thrusters

Cost: 750

Available: Very Rare

The suit incorporates small directional thrusters allowing it to manoeuvre through the Void or on airless, zero-gravity worlds. These move the suit a walking pace and require an Acrobatics skill test to change direction.

Magnetic boots

Cost: 250

Available: Very Rare

The suit is upgraded with magnetic boot soles that can be turned on or off at will. They allow the wearer to walk across metal surfaces (such as the outside of a starship) as normal.

Thorian Pattern Mk.I Power Armour

The Mk.I pattern Thorian armour was developed by the Adeptus Mechanicus some time in the 36th Millennium, reputedly at the behest of the great Sebastian Thor. A light and manoeuvrable model, it was developed primarily for a female build but was released as a male pattern as well, with little performance variation.

Lighter than the Astartes patterns, the Mk.I still offers excellent protection, reputedly equal to even the Astartes Mk.VII 'Aquila' armour.

The Mk.I does forego advanced life support and strength-enhancing capabilities in favour of mobility. Whereas the Astartes suits are designed for frontline extended combat operations, the Mk.I was designed for short duration paramilitary actions.

Now a very rare model, but still produced in small numbers the Mk.I is an excellent option for those with the funds, and the need for a light, powerful suit of armour.



Locations covered: All (not head if helmet removed)

AP: 13

Wt: 80kg

Cost: 350,000

Availability: Very rare

Requires MIU: The character must have a Mind Impulse Unit implanted to use this suit.

The wearer gains the following benefits:

Integral re-breather*

The integral re-breather cycles and filters air within the suit providing the wearer with breathable gas provided the suit remains sealed. Unlike separate re-breathers it never needs replacement canisters.

Helm Auto-senses*

The wearer's own senses are replicated. In addition the wearer gains the Dark Sight trait (p329), and immunity to dazzle, glare and the effects of photo-flash grenades or similar optical damage.

Environment sealed*

This full body sealed suit is designed for use in toxic nuclear, biologically, or chemically polluted environments, as well as vacuum. The suit gives a +60 Toughness bonus to resist all corrosive and non-corrosive toxins, and makes the wearer immune to the negative effects of vacuum provided the suit remains sealed.

Com-link*

The wearer counts as having a micro-bead communicator, and a vox-caster. The suit also projects a realistic vocalisation equivalent to the wearer's own voice. This vocalisation can also be amplified up four times the volume of a normal human voice.

Nutrient recycling*

The suit contains nutrient injectors and body waste recycling systems that mean the wearer can operate without food or water for up to 72 hours, as the suits reserves sustain him.

Recoil suppression

The character counts as wearing recoil gloves. Advanced bracing also means the wearer gains the Auto-stabilised trait (p329).

Confidence

The wearer gains the Nerves of Steel talent.

* Note that these functions are lost if the suit's helmet is not worn. The integral re-breather may be part of the helmet (in which case it's benefit is lost), or may be a separate unit.

The Thorian Mk.I armour can also incorporate the power armour upgrades listed above.

The wearer also suffers the following penalties:

Lack of dexterity

The armoured fingers make fine detailed work difficult. The wearer suffers a -10 penalty to any test involving the use of his fingers for finesse.

Restrictive

The wearer cannot take the following actions at all; dodge.

The wearer cannot swim and suffers a -10 penalty to any attempt to climb.

Intimidating

The wearer gains +10 to Intimidate skill tests.

Angel Pattern Mk.IIa Power Armour (Designatum: Sororitas)

The Mk.I pattern Thorian armour was developed by the Adeptus Mechanicus some time in the 36th Millennium, reputedly at the behest of the great Sebastian Thor. The Mk.IIa & b are a development of the earlier models, designed specifically to suit a human female frame and renamed the 'Angel'. Designated Sororitas Power Armour, the Mk.IIa&b are used exclusively by the battle sisters of the Adeptus Sororitas. Although examples are also found outside of that organisation they are exceptionally rare and likely to be battlefield salvage.

Lighter than the Astartes patterns, the Mk.IIa&b Sororitas none-the-less offers excellent protection, reputedly equal to even the Astartes Mk.VII 'Aquila' armour.

The Sororitas does forego advanced life support and strength-enhancing capabilities in favour of mobility as befitting the tactical needs of the Sororitas. Whereas the Astartes suits are designed for frontline extended combat operations, the Mk.IIa&b are designed for short duration surgical interventions in service of the Witch Hunters of the Ecclesiarchy and the Inquisition.



Locations covered: All (not head if helmet removed)

AP: 12 (head, body); 11 (legs); 10 (arms)

Wt: 60kg

Cost: 200,000

Availability: Very rare

Requires MIU: The character must have a Mind Impulse Unit implanted to use this suit.

The wearer gains the following benefits:

Integral re-breather*

The integral re-breather cycles and filters air within the suit providing the wearer with breathable gas provided the suit remains sealed. Unlike separate re-breathers it never needs replacement canisters.

Sabbat Pattern Helm Auto-senses*

The wearer's own senses are replicated. In addition the wearer gains the Dark Sight trait (p329), and the helm grants the wearer the Psyniscience skill (p105), and immunity to dazzle, glare and the effects of photo-flash grenades or similar optical damage.

Environment sealed*

This full body sealed suit is designed for use in toxic nuclear, biologically, or chemically polluted environments, as well as vacuum. The suit gives a +60 Toughness bonus to resist all corrosive and non-corrosive toxins, and makes the wearer immune to the negative effects of vacuum provided the suit remains sealed.

Com-link*

The wearer counts as having a micro-bead communicator. The suit also projects a realistic vocalisation equivalent to the wearer's own voice. This vocalisation can also be amplified up four times the volume of a normal human voice.

Nutrient recycling*

The suit contains nutrient injectors and body waste recycling systems that mean the wearer can operate without food or water for up to 24 hours, as the suits reserves sustain her.

Confidence

The wearer gains the Nerves of Steel talent.

Fire Retardant

The Mk.II is coated with a fire retardant veneer. The armour never catches fire (p210), and gains a +10 bonus to Agility to avoid damage from Flame weapon attacks.

* Note that these functions are lost if the suit's helmet is not worn. The integral re-breather may be part of the helmet (in which case it's benefit is lost), or may be a separate unit.

The Angel Mk.IIa&b armour can also incorporate the power armour upgrades listed above.

The wearer also suffers the following penalties:

Female morphology

Due to its inherent design, the Mk.II can only be worn by a female.

Note: Suits of Mk.I Thorian power armour do not have this restriction, but due to their rarity cost 350,000.

Restrictive

The wearer cannot swim and suffers a -10 penalty to any attempt to climb.

Intimidating

The wearer gains +10 to Intimidate skill tests.

Angel Pattern Mk.IIb Power Armour upgrades

The Mk.IIa can be upgraded to the full battle armour pattern designated Mk.IIb. This increases the armour protection across the suit (with associated alterations to performance), and incorporates several extra features.

This comes as a complete package and modifies the armour as follows;

Locations covered: All (not head if helmet removed)

AP: 12 (all)

Wt: +20kg

Cost: +50,000

Availability: Very rare

The wearer gains the following benefits:

Com-link*

This is upgraded to include a vox-link. In addition, the modulator can project a 'Blessed Tone', granting the wearer the 'Disturbing Voice' talent (p114).

Nutrient recycling*

This increases the nutrient recycling period to 72 hours.

Recoil suppression

The character counts as wearing recoil gloves. Advanced bracing also means the wearer gains the Auto-stabilised trait (p329).

Enhanced strength

The wearer gains +10 Strength while in the armour.

Hexagrammic Fabricae*

The fabric of the armour is interwoven with a protective matrix that is proof against psychic assault. The wearer gains the 'Strong Minded' talent (p122).

The wearer also suffers the following penalties:

Lack of dexterity

The armoured fingers make fine detailed work difficult. The wearer suffers a -10 penalty to any test involving the use of his fingers for finesse.

Restrictive

The following restriction is added. The wearer cannot take the following actions at all; dodge.

* Note that these functions are lost if the suit's helmet is not worn. The integral re-breather may be part of the helmet (in which case it's benefit is lost), or may be a separate unit.

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