



A.C.: AFTER COLLAPSE® BODY ARMOR CHARTS

Body Armor (BDA; sometimes called Component BDA) was originally created for use by soldiers and first responders (e.g., police, fire, paramedics, etc.). Individual components and accessories were fabricated from damage-resistant synthetics (e.g., Adaptable Industrial Composites, or AICs). Ferrous Metal Alloy (FMA) ceramic plates or flexible synthetic fiber [e.g., AIC, Custom Crystal Matrix (CCM)] panels were inserted into pockets on BDA vests to reduce harm from shrapnel, knife attack, etc.

BODY ARMOR BY ITEM	
Random d8	Description
1	No item
2	BDA Helmet (partial)
3	BDA Helmet Visor (partial, full)
4	BDA Vest
5	BDA Camouflage (static, adaptive)
6	BDA Display Visor (partial, full)
7	BDA Leggings
8	Riot/Assault Shield



ARMOR FACING, BDA					
Description	Coverage*	Front	Left	Right	Rear
BDA Helmet, Partial	Radius	X	X	X	X
BDA Vest	Radius	X	X	X	X
BDA Helmet Visor, Full	Frontal	X	--	--	--
BDA Helmet Visor, Partial	Frontal	X	--	--	--
BDA Helmet Display, Full	Frontal	X	--	--	--
BDA Helmet Display, Partial	Frontal	X	--	--	--
BDA Leggings	Frontal	X	--	--	--
Riot/Assault Shield	Special*	*	*	*	*

*Items that reduce Infrared (IR)/Electromagnetic (EM) emissions frontally do not restrict those emanations laterally (i.e., from the side). Radius protection indicates shielding is effective from all directions. Shields are gripped by one hand and/or strapped to one arm. They can be moved from Front, to Left or Right side, to Rear as the player chooses during each Combat Interval.

MATERIEL RESISTANCE FOR BODY ARMOR PORTIONS (HELMET, HAZARD MASK, VEST, LEGGINGS, ETC.)		
Random d4	Grade of BDA (item, segment)	Common BIO, HAZ, or NBC rating(s)
1	None	Indicates no MAR is present
2	Grade I	Threat Levels: 1-20 (default of 20, or 1d20)
3	Grade II	Threat Levels: 21-40 (default of 40, or 20 + 1d20)
4	Grade III	Threat Levels: 41-60 (default of 60, or 40 + 1d20)

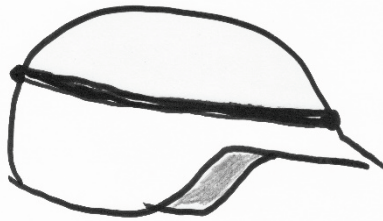


FAHRENHEIT RATINGS FOR BDA

<u>Grade</u>	<u>TMP</u>	<u>Heat Fatigue</u>	<u>Normal Fire</u>	<u>Accelerated Fire</u>
I	7	378 – 420 +°F 192.2 – 215.6 +°C	420 – 525 +°F 215.6 – 273.9 +°C	525 – 735 +°F 273.9 – 390.6 +°C
II	8	432 – 480 +°F 224 – 249 +°C	480 – 600 +°F 249 – 311 +°C	600 – 840 +°F 311 – 374 +°C
III	9	486 – 54 +°F 252.2 – 282.2 +°C	540 – 675 +°F 282.2 – 357.2 +°C	675 – 810 +°F 357.2 – 432.2 +°C

SUBZERO RATINGS FOR BDA

<u>Grade</u>	<u>TMP</u>	<u>Cold Fatigue</u>	<u>Freezing Cold</u>	<u>Shattering Cold</u>
I	7	37.8 – 42 -°F 38.78 – 41.11 -°C	42 – 52.5 -°F 41.11 – 46.94 -°C	52.5 – 73.5 -°F 46.94 – 58.61 -°C
II	8	72 – 80 -°F 58 – 64 -°C	80 – 100 -°F 62 – 73 -°C	100 – 120 -°F 73 – 84 -°C
III	9	48.6 – 54 -°F 44.78 – 47.78 -°C	54 – 67.5 -°F 47.78 – 55.28 -°C	67.5 – 81 -°F 55.28 – 62.78 -°C



BDA HELMET, WITHOUT INTEGRAL RADIO

<u>Random d4</u>	<u>Value</u>	<u>Grade</u>	<u>Weight</u>	<u>Common Type(s)</u>	<u>APV</u>
1	No item	--	--	--	--
2	60	I	2.0 lb/0.91 kg	HV or LV	4
3	80	II	3.0 lb/1.36 kg	HV or LV	6
4	100	III	4.0 lb/1.81 kg	HV or LV	8

BODY ARMOR HAZARD MASK

<u>Random d4</u>	<u>Value</u>	<u>Grade</u>	<u>Weight</u>	<u>Common Type(s)</u>	<u>APV</u>
1	No item	--	--	--	--
2	60	I	1.0 lb/0.45 kg	HV or LV	1
3	80	II	2.0 lb/0.91 kg	HV or LV	2
4	100	III	3.0 lb/1.36 kg	HV or LV	3



BODY ARMOR HAZARD MASK FILTERS BY GRADE

<u>Item</u>	<u>Value</u>	<u>Weight</u>	<u>Effectiveness vs. NBC Threat Levels</u>		
			<u>I</u>	<u>II</u>	<u>III</u>
Single filter (1)	5	4.0 oz/0.11 kg	0-20	21-40	41-60
Dual filters (2)	10	8.0 oz/0.23 kg	0-20	21-40	41-60



BODY ARMOR VEST					
<u>Random d4</u>	<u>Value</u>	<u>Grade</u>	<u>Weight</u>	<u>Common Type(s)</u>	<u>APV</u>
1	No item	--	--	--	--
2	150	I	8.0 lb/3.62 kg	HV or LV	16
3	200	II	12.0 lb/5.44 kg	HV or LV	24
4	300	III	16.0 lb/7.25 kg	HV or LV	32

BDA LEGGINGS					
<u>Value</u>	<u>Grade</u>	<u>Weight</u>	<u>Common Type(s)</u>	<u>APV</u>	<u>APM</u>
120	I	6.0 lb/2.72 kg	HV or LV	12	--
160	II	8.0 lb/3.62 kg	HV or LV	16	--
200	III	10.0 lb/4.53 kg	HV or LV	20	--

PPE RIOT/ASSAULT SHIELDS					
<u>Value</u>	<u>Grade</u>	<u>Weight</u>	<u>Common Type(s)</u>	<u>APV</u>	<u>APM</u>
120	I	4.0 lb/1.81 kg	LV or HV	12	--
160	II	6.0 lb/2.72 kg	LV or HV	18	--
200	III	8.0 lb/4.0 kg	LV or HV	24	--

STATIC BODY ARMOR CAMOUFLAGE						
<u>Item</u>	<u>Value</u>	<u>Weight</u>	<u>Batt.</u>	<u>Dur.</u>	<u>Type</u>	<u>APV</u>
Static Camo Cover, helmet	10	1.0 lb/0.45 kg	--	--	--	--
Static Camo Cover, leggings	20	1.0 lb/0.45 kg	--	--	--	--
Static Camo Cover, vest	20	1.0 lb/0.45 kg	--	--	--	--

ADAPTIVE CAMOUFLAGE FOR BODY ARMOR						
<u>Item</u>	<u>Value</u>	<u>Weight</u>	<u>Batt.</u>	<u>Run.</u>	<u>Type</u>	<u>APV</u>
Adaptive Camo Cover, helmet	30	8.0 oz/0.23 kg	L1	24h	--	--
Adaptive Camo Cover, leggings	60	1.0 lb/0.45 kg	L1	24h	--	--
Adaptive Camo Cover, Vest	60	1.0 lb/0.45 kg	L1	24h	--	--



BDA ARMOR INSERTS (VEST) BY GRADE						
<u>Item</u>	<u>Grade</u>	<u>Value</u>	<u>Weight</u>	<u>Type</u>	<u>APV</u>	<u>APM</u>
Abdominal plate (1)						
Soft	I	100	1.0 lb/0.45 kg	LV	2	--
	II	100	2.0 lb/0.91 kg	LV	4	--
	III	100	3.0 lb/1.36 kg	LV	6	--
Hard	I	100	2.0 lb/0.91 kg	HV	4	--
	II	100	3.0 lb/1.36 kg	HV	6	--
	III	100	4.0 lb/1.81 kg	HV	8	--
Codpiece (1)						
Soft	I	100	1.0 lb/0.45 kg	LV	2	--
	II	100	2.0 lb/0.91 kg	LV	4	--
	III	100	3.0 lb/1.36 kg	LV	6	--
Hard	I	100	1.0 lb/0.45 kg	HV	2	--
	II	100	2.0 lb/0.91 kg	HV	4	--
	III	100	3.0 lb/1.36 kg	HV	6	--
Collar (1)						
Soft	I	100	1.0 lb/0.45 kg	LV	2	--
	II	100	2.0 lb/0.91 kg	LV	4	--
	III	100	3.0 lb/1.36 kg	LV	6	--
Hard	I	100	1.0 lb/0.45 kg	HV	2	--
	II	100	2.0 lb/0.91 kg	HV	4	--
	III	100	3.0 lb/1.36 kg	HV	6	--
Torso plate (1)						
Soft	I	100	1.0 lb/0.45 kg	LV	2	--
	II	100	2.0 lb/0.91 kg	LV	4	--
	III	100	3.0 lb/1.36 kg	LV	6	--
Hard	I	100	1.0 lb/0.45 kg	HV	4	--
	II	100	2.0 lb/0.91 kg	HV	6	--
	III	100	3.0 lb/1.36 kg	HV	8	--
Left/Right Flank (2)						
Soft	I	100	1.0 lb/0.45 kg	LV	2	--
	II	100	2.0 lb/0.91 kg	LV	4	--
	III	100	3.0 lb/1.36 kg	LV	6	--
Hard	I	100	1.0 lb/0.45 kg	HV	2	--
	II	100	2.0 lb/0.91 kg	HV	4	--
	III	100	3.0 lb/1.36 kg	HV	6	--





BODY ARMOR VEST AND HELMET ACCESSORIES					
<u>Item</u>	<u>Value</u>	<u>Weight</u>	<u>Type(s)</u>	<u>APV</u>	<u>APM</u>
Bib Harness, detachable	8	2.0 lb/0.91 kg	--	--	--
Chin Strap, adjustable	2	1.0 oz/0.02 kg	--	--	--
Fitting Straps, vest (4)	2	4.0 oz/0.11 kg	--	--	--
Helmet Clips (2)					
NMA	2	1.0 oz/0.02 kg	--	--	--
AIC	1	1.0 oz/0.02 kg	--	--	--
Helmet Display, detachable					
Full	10	8.0 oz/0.23 kg	HV	1	--
Partial	8	4.0 oz/0.11 kg	LV	1	--
Helmet Display, integral					
Full	10	8.0 oz/0.23 kg	HV	1	--
Partial	8	4.0 oz/0.11 kg	LV	1	--
Helmet Headband, flexible	2	1.0 oz/0.02 kg	--	--	--
BDA Helmet Radio					
Detachable	30	8.0 oz/0.23 kg	--	--	--
Integral	50	8.0 oz/0.23 kg	--	--	--
Helmet Visor, detachable					
Full	10	8.0 oz/0.23 kg	HV	1	--
Partial	8	4.0 oz/0.11 kg	LV	1	--
Defensive Pads (protective),					
Elbow, pair (2)					
Hard	8	8.0 oz/0.23 kg	HV	1	--
Soft	5	8.0 oz/0.23 kg	LV	1	--
Knee, pair (2)					
Hard	8	1.0 lb/0.45 kg ¹	HV	1	--
Soft	5	1.0 lb/0.45 kg	LV	1	--
Shin, pair (2)					
Hard	8	8.0 oz/0.23 kg	HV	1	--
Soft	5	8.0 oz/0.23 kg	LV	1	--
Shoulder, pair (2)					
Hard	8	8.0 oz/0.23 kg	HV	1	--
Soft	5	8.0 oz/0.23 kg	LV	1	--
Shield Grips, detachable					
AIC	2	8.0 oz/0.23 kg ⁸	--	--	--
NMA	4	8.0 oz/0.23 kg	--	--	--
Note (1): Most BDA only has High Velocity (HV) or Low Velocity (LV) characteristics.					
Note (2): Added weight increases Character/NPC Load Limit.					

