

## MISCELNAUES

### ARMOR DAMAGE

Each time an area takes a Wound(s), that area's AV is reduced by 1.

### SYSTEMS CHECK

In addition, roll a die each time.  
If the result is lower or equal to the wounds just inflicted, a system has been damaged.

### SYSTEMS DAMAGED

Roll 1d6 and add the wounds incurred.  
On a 6+ the system is destroyed.  
On a 1-5 it is disabled that many rounds.

### FIELD REPAIRS

Emergency Field Repairs:  
Welding steel & patching wiring can restore 25% of the Armor Value.  
Requires 1 Electrical & 1 Structural and 10 minutes times the repair TN.

Head

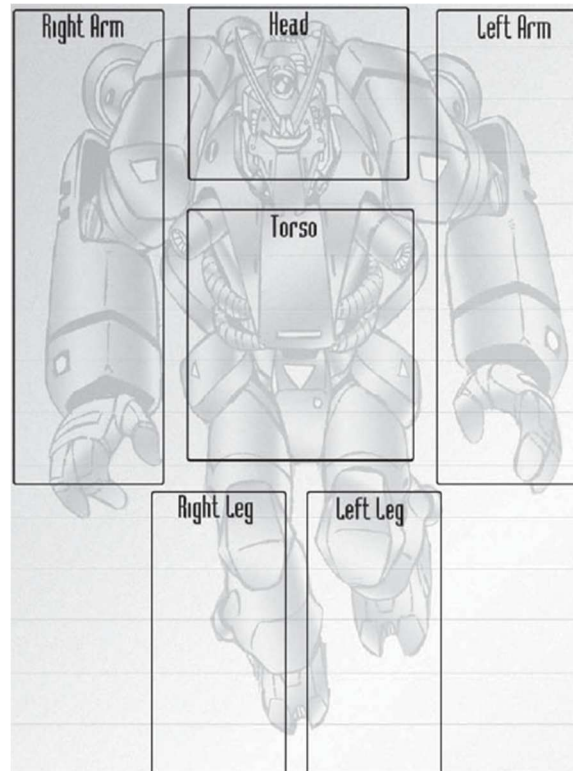
Torso

Left Arm

Right Arm

Left Leg

Right Leg



# US ARMY



*Armored Infantry*

## POWER ARMOR Field Manual

Guide for Operation & Maintenance

## Step One

### *Fit your suit.*

US Army battlesuits will fit the average soldier (Size 6), but require to be fitted to the individual operator.

The suit should be fitted (aka overhauled) to fit a specific person with a TN 7 Tinkerin' roll.

A random suit has a 1 in 8 chance of fitting without modification.

*Remember...*

*...you are bigger!*

While wearing a suit, size is increased by +1.

Some heavy suits add +2 to Size.

BE MINDFUL OF DOORWAYS!



## Step Two

### *Charge your suit.*

#### FUSION CANISTERS

SUPPLY: 30 Energy/Minute

CHARGING PORTS: 4

ARMOR VALUE: 3

DURABILITY 20/4

Fusion Canisters have a fail-safe shutdown.



#### AHMET VEHICLES

SUPPLY: 50 Energy/Minute

CHARGING PORTS: 10

ARMOR VALUE: X

DURABILITY XXX/X

*Any Fusion-Powered Vehicle can supply 25 energy/minute.*

#### EMERGENCY ENERGY

LOCAL ELECTRICAL GRID

Tinkerin' (TN 9) to tap, for 2 Energy /Minute.

May cause blackouts or brownouts.



SOLAR PANELS can trickle charge 1 Energy per Hour.

## Step Three

### *Don your suit.*

Powered armor takes:

2d6 minutes to put on.  
& 1d6 minutes to remove.

*Both rolls can be reduced by one minute per success from a Fair (5) Dexterity total.*

ENVIRONMENTAL PROTECTION  
A complete outfit protects against the environment (hot & cold weather), poison gas, toxic rain, radiation, vacuum, pressure, w/in limits.



PACE BONUS



The user moves at his normal Pace if walking.

While running, he may add the suit's Strength bonus (+2 or +4) to his final running Pace.