

GUNMASTER GOLD

Modern Armour Table

Material	Wgt	Price	B	E	P	F	S	T	B.T.R.	Rating	Hardness	Notes
Normal Clothing	5	100+	0.2	0.8	0.2	1	0.05	0.8	n/a	n/a	Soft	Non-Ballistic Armour.
Heavy Clothing	15	300+	1	2	1	3	0.15	2	n/a	n/a	Soft	Non-Ballistic Armour.
Leather	15	400+	1	2	1	3	0.15	2	n/a	n/a	Soft	Non-Ballistic Armour.
Quilted Padding	20	400	5	1	1	3	1	3	n/a	n/a	Soft	Non-Ballistic Armour.
Studded Leather	40	700+	2	5	1	3	1	4	n/a	n/a	Soft	Non-Ballistic Armour.
Heavy Leather	20	500+	2	3	2	4	0.2	3	n/a	n/a	Soft	Non-Ballistic Armour.
Plastic Shoulder / Groin / Knee / Shin Guards	15	300	5	4	3	3	2	5	n/a	n/a	Rigid	Non-Ballistic Armour.
Ceramic Blunt Trauma Plate Insert	20	1000	5	5	3	5	3	5	1-12g	+	Rigid	Can be inserted in Type II & III Soft Armour.
Inconspicuous Ballistic Vest (IBV)	15	1000	6	5	4	5	0.2	6	1-12g	I	Soft	
Motorcycle Helmet Faceplate	25	750	6	7	4	4	2	9	n/a	n/a	Rigid	Non-Ballistic Armour; Transparent.
Concealable Ballistic Vest (CBV)	25	2000	7	6	5	6	1	7	1-16g	II	Soft	
Assault Pad	30	600	9	7	5	7	2	9	n/a	n/a	Rigid	Non-Ballistic Armour; Restricted availability.
Ballistic Face Shield	90	7000	11	13	7	6	4	16	1-16g	II+	Rigid	Transparent; Restricted availability.
CBV w. Plate Inserts	45	3000	12	11	8	11	4	12	1-16g	II+	Rigid	
Motorcycle Helmet	60	2500	10	10	8	8	7	13	n/a	n/a	Rigid	Non-Ballistic Armour.
Combat Helmet	70	6000	12	12	8	10	8	15	1-16g	II+	Rigid	Restricted availability.
General Purpose Ballistic Vest (GPBV)	35	4000	12	12	10	11	2	13	1-16g	III	Soft	Restricted availability.
Close Combat Helmet	100	10000	16	16	12	14	12	19	1-16g	III+	Rigid	Restricted availability.
GPBV w. Plate Inserts	55	5000	17	17	13	16	5	18	1-16g	III+	Rigid	Restricted availability.
Tactical Helmet	120	12000	17	17	13	15	13	20	1-16g	III+	Rigid	Restricted availability.
Point Blank Body Armour	70	10000	20	22	16	18	5	26	1-16g	IV-A	Rigid	Highly restricted availability.
Special Operations Body Armour	85	13000	22	24	18	20	5	28	1-16g	IV-B	Rigid	Highly restricted availability.
Heavy EOD Suit	100	16000	24	26	20	22	6	30	1-16g	V	Rigid	Extremely restricted availability.

Notes:

- * **Decimal Armour Protective Values:** Add up the APVs for a strike location, then round off to the nearest whole number.
- * **B.T.R.** = Blunt Trauma Range. When combining armour with different B.T.R.'s, use the highest value.
- * Multiply **Wgt** and **Price** by the percentage of the body covered by the armour to determine actual weights and prices.
- * When calculating weights and prices for armour, round off **Wgt** to the nearest 0.5 lbs and **Price** to two significant figures.

Concealability of Ballistic Armour:

Type I armour can be concealed beneath a jacket or sports coat. It can even be tailored into a jacket or suit, at 8-10 times normal cost.

Type II armour can be concealed under a windbreaker or heavy coat. It is not directly tailorable to appear as ordinary clothing.

Type II+ and III armour cannot be concealed under anything less than a rain poncho or loosely-belted trench coat.

Type III+, IV-A, IV-B and V armour cannot be easily concealed.