

DESCRIPTION

The ultimate in individual protection, battle dress is a powered, strength-enhancing exoskeletal suit, surrounded by a carapace of multiple-layered synthetic armour.

An in-built **IR-masking system** selectively bleeds heat to match background radiation, effectively rendering the wearer invisible to IR sensors. In a cold environment, the suit stores heat internally until this compromises operator safety, at which point the on-board computer advises the operator to seek a safe place to dump the waste heat.

A **chameleon surface** covers the outer armour, allowing it to change colour on operator command. Standard patterns include arctic, city, desert, forest, jungle and space, although others can be created and programmed into the suit.

Integral **power-packs** last for days and the **life-support** systems provide a sealed, self-sufficient environment for a minimum of 12 hours.

Battle dress enhances the **strength** of individuals wearing it with variable feedback personal controls, servo-powered limbs, and various kinds of electronic assistance. The individual wearing battle dress is effectively **doubled in strength** and given **unlimited endurance** (for lifting, carrying and fighting purposes; not for wounds received). The user can adjust the strength to the situation (up to a max UPP of 30), but only experienced operators (Battle Dress 2+) can use this feature without damaging the manipulated object, or even the suit.

Zero-friction bearings and sound suppression equipment built into the system make the suit eerily quiet (the user receives a DM of +2 for surprise).

A standard combat package includes a directional/scrambled **communicator**, a tactical **battle computer** (to manage targets, provide current situation displays, and handle communications to a co-ordinating tac computer), and an **advanced sensor package** (heads-up targeting, IR and LI telescopic visor, micro/macro televiewing, remote viewing from other sources).

The forward observer model is fashioned from **basic armour** (AF 15) due to its lessened combat role. It is equipped with a removable arm-mounted **laser carbine**, primarily used for target designation. A planetary-range communicator replaces the standard continental-range version. A modular **grav flight pack** is included as standard. Finally, a **small shield** is attached to the left arm. The shield is AV 25 and includes a chameleon surface.

The forward observer suit can operate in temperatures up to 1300°C and pressures up to 600 ATM.

Note that no weaponry is included, apart from the laser carbine, in order to focus the operator's attention on their job - reconnaissance and heavy fire spotting. They must infiltrate the enemy line, find and designate their target, and escape once the target is destroyed (also known as "get in, get the picture, and get out").