

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.

Assault battle dress enhances the **strength** and senses of individuals wearing it with **variable feedback personal controls**, **servo-powered limbs**, and various kinds of electronic assistance. The individual wearing assault battle dress is effectively **trebled 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 45), but only experienced operators (Battle Dress 2+) can use this feature without damaging the manipulated object, or even the suit. Dexterity is modified by -4 when wearing the suit, with 2 points regained for each level of battle dress skill.

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 **continental-range 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 Imperial Marine assault variant includes a **modular pack** (see below), an **armoured chest plate**, **knee greaves**, a **cloth armour "skirt"**, **drop capsule fittings**, and **smoke** and **prismatic aerosol dispensers**.

The Imperial Marine assault suit can operate in temperatures up to 1300°C and pressures up to 1000 ATM.

The choice of **modular pack** is determined from the mission, and includes:

- a modular **grav pack** (the default choice);
- an **extended life-support** module, or
- an **ECM** module.

The choice of weaponry includes:

- a removable arm-mounted **laser rifle**, along with one of:
 - a **gauss rifle**;
 - a **RAM grenade launcher**;
 - a **FGMP-15**; or
 - a **tac nuke launcher**.