

MeshPlus Armor

Inspired by the mesh-lined clothing of Earl, in the Dumarest novels. Mesh is TL7, Reflec is TL10. MeshPlus is TL11.

MeshPlus is an advanced form of protective clothing, popular on worlds where bladed weapons are the norm, slug-throwers somewhat uncommon, but laser weapons are available to the wealthy, and much feared.

MeshPlus is composed of two layers of advanced plastic fabric. The fabric can be of any color or appearance, and often mimics the look of normal clothing. Between the plastic layers is a layer of advanced microweave metal mesh, which affords the protection of standard Mesh armor. The micromesh layer is chemically treated to give it the protective properties against lasers of Reflec armor, though for a limited time.

Standard Mesh is at a +2 to be hit by lasers. Reflec armor is at -8 to be hit by lasers.

Any time a person wearing MeshPlus is attacked by a laser, they initially get the -8 modifier of Reflec to be hit. If, without that bonus, they would have been hit, the shot counts as one "hit" against the Reflec protection. A suit of MeshPlus can provide such protection twice. Two "hits" against the Reflec property of the armor, and it is subsequently reduced to the normal protection of Mesh.

The reasoning? The micromesh is chemically treated to spread and dissipate the heat of the laser over the entire surface area of the mesh. This does not "reflect" the laser, like reflec, but the to-hit modifiers are the same. After two hits, this property is gone.

Example of combat.

Character 1: wearing MeshPlus

Character 2: attacking with laser rifle at medium range, with laser rifle 1 skill.

Laser rifle vs Reflec (-8) at medium range (+2) with skill 1 (=1)

Base roll 8+, against reflec 16+, medium range 14+, skill level one 13+.

Roll vs Mesh

Base roll 8+, against Mesh 6+, medium range 4+, skill level one 3+.

Character 2 rolls a 6. This is a miss, as the roll vs Reflec would require 13+. However, it would have easily hit plain mesh (only needed a 3). So Character 1 is saved from a laser shot by the Reflec property of the armor. This uses one "charge" of Reflec.

Character 2 shoots again, this time rolling a 2. This clearly misses Reflec. It also misses plain Mesh. This is a simple miss. No reduction in Reflec property.

Character 2 shoots again, this time rolling a 10. This is STILL a miss vs Reflec, but would have easily hit Mesh. Character 1 once again avoids laser damage, but the Reflec property of his armor is now gone. Further attacks against Character 1's armor will be simply against Mesh, requiring only a 3+ to hit.

MeshPlus that has used up its "charges", but is otherwise undamaged, can be recharged by a qualified technician for 500 cr.

Cost of MeshPlus: 2500 cr

Weight: 1500 grams