**Gear**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Skill** | **Dam** | **Crit** | **Range** | **Encum** | **Special** |
| Ion Emitter | Ranged (Light) | 6 | 4 | Short | 1 | Ion, Disorient 3 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Type** | **Defense** | **Soak** | **Encumbrance** |
| SIA-1 Neural Interface Flight Suit | 1 | 1 | 3 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Module** | **Skill** | **Dam** | **Crit** | **Range** | **Point Cost** | **Special** |
| XB-22 Missile | Gunnery | 6 | 3 | Short | 4 | Blast 6, Breech 6, Limited Ammo 1 |

Designed by Sorenson Industries Armory, the SIA-1 Neural Interface Flight Suit is used by Mechanized Soldiers pilots, and designed to meet the demands facing such a precarious profession. The suit is environmentally sealed, so a pilot can eject from a lost vessel and survive, for a time, in the vacuum of space. It also features a distress beacon making pick-up easier.

Built-in mods:

* Reduces strain received from Critical Hits to the wearer's vehicle by 1 (min 1).
* Reduce damage from fires and weapons with the Burn quality by 1.
* Attackers may spend x to cause damage to one of the systems of the flight suit. Doing so causes a b to all MS-based checks until the suit is replaced, up to bbb. At that point, the suit is completely unusable as a neural interface; all MS-based checks are also upgraded until the suit is replaced.