

M10 Assault Helmet

A power armor helmet with a single translucent visor, and two raised protrusions on either side of the armor's forehead, terminating in the front in what appears to be a barrel. Though compatible with [SPINE](#), this helmet is meant to be used with the M3 Brain Reading system (first used on the [Kylie M3](#)), with important information either relayed audibly to the pilot, or out in the helmet's HUD. The two raised protrusions each contain what is essentially the guts of [Nekovalkyrja Service Pistols](#). The helmet allows for a large degree of customization by the pilot.

The transparent visor can be switched with a handful of sensor-equipped opaque versions, including versions with up to eight eyes with optical imaging arrays.

Helmet Guns

- Purpose: Anti-personnel, anti-armor, missile-defense
- Damage: Tier 2, Medium Anti-Personnel with Tier 3, Heavy Anti-Personnel "Heavy" mode.
- Range: 300+ meters
- Rate of Fire: Semi-Automatic or burst fire
- Payload Infinite as long as the armor has power

OOC Notes

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