

TurtleSkin® Body Armor



Metal Flex Accessory (MFA)

TurtleSkin Metal Flex Accessory (MFA) is the first material to provide protection from knife blades, spiked weapons and hypodermic needle threats in one thin, flexible and lightweight panel. MFA is custom sized to be used in conjunction with other body armor offerings and is available to all body armor manufacturers looking for a solution to knife and spike threats. We offer engineering support to aid in the development of packages implementing MFA.



Features & Options

Design Advantage:

TurtleSkin MFA provides flexible stab protection while remaining thin and contributing to blunt trauma resistance. MFA's flexibility effectively eliminates the discomforts associated with hard trauma plates.

Testing:

TurtleSkin MFA is developed and tested in-house. In addition to stab testing, MFA undergoes accelerated aging, flexing and humidity tests in a custom-designed test environment to ensure consistent lifespan performance. MFA is sold as a material with no certified level of protection and is designed to be integrated into an armor package.

Sizing:

All TurtleSkin MFA is custom built to fit a body armor manufacturer's (BAM) specific sizes. The BAM will need to provide us with patterns for each size they would like produced. MFA is not available in roll form.

Pricing:

Pricing is based on contract volume, warranty option and the area of panels ordered. Available to all body armor manufacturers for sales outside North America.

Model #	Size	Threat Level	Areal Density	Thickness	Warranty
MFA.15	Any panel size can be produced at customer's request	w/ballistic IIIA panel can meet knife 2, spike 2	4.2 kg/m ² 0.86 lb/ft ²	0.12 inches 3.10 mm	5 years
MFA.25	Any panel size can be produced at customer's request	w/spike material can meet knife 3, spike 3	5.96 kg/m ² 1.22 lb/ft ²	0.15 inches 3.80 mm	5 years

For more information contact a sales representative at 603 291 1000 or visit www.turtleskin.com

TurtleSkin Body Armor is designed and manufactured in the USA