



# Equipment D20 / ALICE Combat Armor

## ALICE Combat Armor and Carrying Equipment

Model: All-Purpose Lightweight Individual Carrying Equipment (ALICE)

Type: Light (Personal armor and storage pack)

Cost: 2,900 credits

DR: 4 (torso)

Max Dex Bonus: +6

Armor Check Penalty: -1

Speed: 10 (10 m), 6 (6 m)

Weight: 3 kg

### Equipped with:

Equipment belt, two blast clip cases (containing 4 blast clips compatible with the E-11 rifle), vibro-bayonet (2d4), plastic tool kit (containing one "U-Tool", that is a multi-purpose tool in one compact piece), canteen, one medpac, two fragmentation grenades (4d6/2d6), vibroblade (2d6), and one blaster pistol (3d6) with two additional blast clips. Also, one large frame backpack, capable of holding 15 kilograms, is issued along with a small frame pack, capable of holding 5 kilograms.

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All text and stats by Craig Marx, Set Anu-bith, HTML and logos done by FreddyB

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