

Model: Mandalorian armor

Type: personal battle Armour

Game effects:

Basic Suit:

+2D phys

+1D energy

No DEX penalties

Wrist Laser:

Skill: Armour Weapons

Ammo: Powered from armour power supply

Range: 3-5/15/25m

Damage: 5D

Wrist Rockets:

Skill: Armour Weapons

Ammo: 6

Range: 6-10/30/50m

Damage: 7D

Whipcord throwers:

Skill: Armour Weapons

Ammo: 5

Range: 1-3/8/15m

Damage: (4D strength grapple)

Projectile buzzsaws:

Skill: Armour Weapons

Ammo: 12

Range: 1-3/8/15m

Damage: 3D (damage continues for 3 rounds)

Shield emitters:

+1D to parry Melee and Brawling attacks.

Retractable wrist blades:

Str+2 Damage

Kamino saberdarts:

Skill: Armour Weapons



Ammo: Powered from armour power supply

Range: 5-25/75/200m

Damage: 1D damage (injects toxin)

Grappling lines:

Uses either a physical or magnetic grapple.

Skill: Armour Weapons

Range: 0-3/10/20m

Mounted on the right arm.

Attached to grapple, has 100kg capacity (wearer and his equipment).

Repulsors:

Skill: Armour Weapons

Ammo: Powered from armour power supply

Range: 1m

Damage: 6D (opposed strength test, or target is pushed D6 meters)

Flame Projector:

Skill: Armour Weapons

Ammo: 5

Range: 1m Diameter, 1-5m long

Damage: 5D

Jetpack:

Allows 70m horizontal or 50m vertical jumps.

Has 10 charges, may expend one charge every other round.

IR/motion Sensor:

+1D PERC in darkness and/or against moving targets, ahead and to both sides.

Sensor Pod:

+2D Search, 50-100m

Macrobinoculars:

+1D Search, 100-200m

Environmental Filter:

Blocks most harmful molecules in the atmosphere or seal with a 1 hour air supply.

Broadband Antenna:

Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular communications systems.

Description: Mandalorian armor referred to the traditional armor worn by the human warrior clans of

Mandalore. Common traits included a helmet with a T-shaped visor that concealed their faces, and armaments like whipcord throwers, flamethrowers and jetpacks.

The Mandalorians' bloody history made their armor an iconic symbol of fear. The bounty hunter Jango and his cloned son Boba Fett wore customized Mandalorian armor, although neither of the Fetts were Mandalorian warriors.

Generally, the armor was made from beskar, a highly durable metal which was able to withstand even blastershot fire while giving the user maximum protection, however, some variants existed made from durasteel. Because of the durability of the beskar metal, some armor sets were hundreds of years old, such as in the case of Sabine Wren's armor.

The Arc Pulse Generator, an Imperial superweapon, was capable of superheating the beskar alloy used in Mandalorian armor to incinerate its wearer.

The ancient Mandalorian crusaders wore helmets over cloaks. The Mandalorian Neo-Crusaders also wore helmets. After encountering the Jedi during the early crusades, the Mandalorian-Jedi War began and it was during this period that the Mandalorians created their signature armor, weaponry and fighting style in order to combat the Jedi Knights and their Force abilities.

By the Mandalorian Civil War, two styles of this armor had emerged—the formidable traditional armor of the warrior clans like Death Watch, and those of the pacifist New Mandalorians. Death Watch's female warriors, the Nite Owls, wore a different set of armor.

Jango Fett wore Mandalorian armor, though Prime Minister Almec expressed bewilderment as to how since Fett was a bounty hunter rather than a Mandalorian. The Kaminoans who cloned him to create the Grand Army of the Republic took inspiration from his suit for the clone trooper armor.

Design

Traditional Mandalorian armor consisted of a helmet, shoulder pauldrons, vambraces, breastplate, codpiece, kneepads, thigh and shin guards clasped over a body stocking. Mandalorian helmets often had a macrobinocular viewplate, tactical displays, a comlink and an antenna tipped with a rangefinder that could be pulled over the viewplate to enhance imagery. Sabine Wren programmed a holo-imager in her rangefinder to take snapshots. They wore magnetized shoes.

Mandalorian vambraces were computer-controlled tools bristling with weaponry designed to combat the abilities of a Jedi. They potentially included:

- Flamethrowers
- Wrist lasers
- Wrist rockets
- Whipcord throwers

- Projectile buzzsaws
- Shield emitters
- Retractable wrist blades
- Kamino saberdarts
- Grappling lines
- Paralyzing darts
- Repulsors

The Mandalorians used many models of jetpacks, including the Z-6 jetpack, to increase maneuverability in combat as well as fly. These were often tipped with a launcher that were used to fire anti-vehicle homing missiles. However, they could also be used to fire a grappling hook linked to an internal winch. Gyro-stabilizers made it easy to maneuver in the air, although the tank only contained enough fuel for twenty short bursts of flight.

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