



# Equipment D6 / Nerial Defensive Armo

## Nerial Defensive Armor

The ELV-779 combat armor series was one of the things created by Elvar Nerial during his brief time as a RanCorp weapon's engineer. It's a hard shell of veritane with a special sealant to keep it safe in hot temperatures. The thing that makes this armor so special is the micro-filament grid built into it. This grid can absorb energy from a blaster or stun baton and charge the defensive matrix with it. The defensive matrix is just another grid in the armor that conducts the stolen energy so anyone touching the armor or striking it with a conductive object is electricuted. To ensure the wearer is unhurt by this the inside is coated with a protective sheath. In the short time it's been out many have come up with the idea of running a current through the armor right before battle.

Model: ELV-779 Combat Plate

cost: 3,000

Availability: 2,R

Game Notes: +1D+2 physical, +1D energy (torso). If an energy weapon is used against the wearer and is successfully resisted against, the micro-filament grid built into the armor absorbs the energy and adds a 1D charge to the defensive matrix.

Weapons:

Defensive Matrix:

Scale:character

range:touch

Damage: \* (0D plus 1D for every charge; can hold up to 10 charges)

Model: ELV-779 Combat Helmet

cost: 1,200

Availability: 2,R

Game Notes: +1D physical, +2 energy (head). If an energy weapon is used against the wearer and is successfully resisted against, the micro-filament grid built into the armor absorbs the energy and adds a 1D charge to the defensive matrix.

Weapons:

Defensive Matrix:

Scale:character

range:touch

Damage: \* (0D plus 1D for every charge; can hold up to 10 charges)

Model: ELV-779 Combat Arm Bracers

cost: 2,100

Availability: 2,R

Game Notes: +1D+2 physical, +1D energy (arms). If an energy weapon is used against the wearer and is successfully resisted against, the micro-filament grid built into the armor absorbs the energy and adds a 1D charge to the defensive matrix.

Weapons:

Defensive Matrix:

Scale:character

range:touch

Damage: \* (0D plus 1D for every charge; can hold up to 10 charges)

Model: ELV-779 Combat Leg Greaves

cost: 2,100

Availability: 2,R

Game Notes: +1D+2 physical, +1D energy (legs). If an energy weapon is used against the wearer and is successfully resisted against, the micro-filament grid built into the armor absorbs the energy and adds a 1D charge to the defensive matrix.

Weapons:

Defensive Matrix:

Scale:character

range:touch

Damage: \* (0D plus 1D for every charge; can hold up to 10 charges)

Model: ELV-635 Anti-conductive boots

cost: 800

Availability: 2

Game Notes: +1D physical, +2 energy (feet). Electricity can not be conducted through these tough combat boots. They were specifically designed for use with the ELV-779 series to stop the energy in the defensive matrix from going to ground.

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