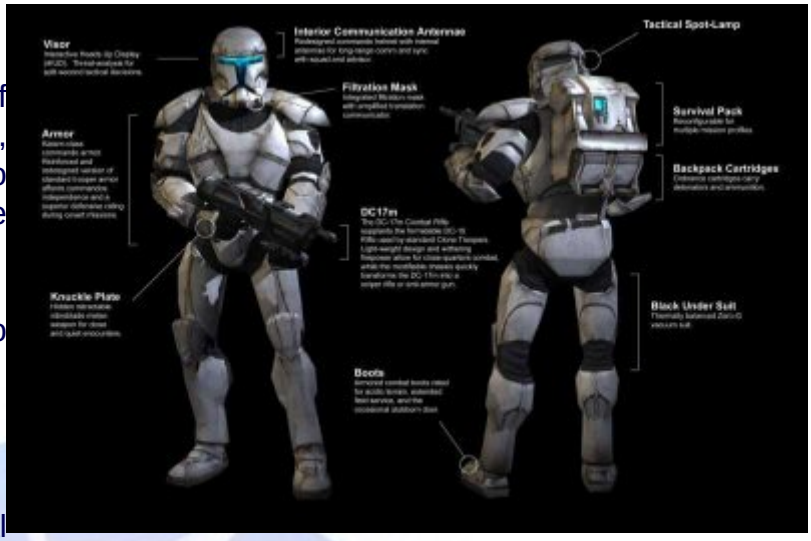
Equipment D6 / Katarn-Class Clone-Comman

Katarn-Class Clone-Commando Armour



Perhaps the best version of Clone/Storm Trooper Armour ever made, the Katarn-Class Armour was deployed to the Clone-Commandos during the Clone Wars.

Model: Katarn-Class Clone-Commando Armour
Type: Personal Battle Armour
Game effects:

Basic Suit:

+2D+2 to Strength vs Physical Damage

+1D+2 to Strength vs Energy Damage

-0D+2 penalty to Dexterity and related skills

IR/motion Visor:

+1D PERC in darkness, smoke and/or against moving targets.

Tactical Spot-lamp:

Knuckle Plate:

Hidden retractable vibroblade melee weapon for close and quiet encounters, (Strength+1D Damage).

Filtration Mask:

Blocks most harmful molecules in the atmosphere.

Built-in Commlink:

Using tongue control can be easily and quickly flipped between channels.

Under-Suit:

Thermally balanced Zero-G vacuum suit.

Survival Pack:

Reconfigurable for multiple mission profiles, from hostile environments to hard vacuum.

Backpack Cartridges:

Easily deployed explosives, detonators, Bacta cartridges and ammunition is quickly available from the lower part of the backpack.

Bacta Optimisation:

Partially due to special implants in the Clone Commandos, and partially due to the

design of the armour Clone Commandos could heal damage virtually instantly. When a Bacta Cannister is connected to the armour it allows a Clone Commando to make a healing test with instantaneous results, this may be done as often as new Bacta Cannisters are available. Anyone without Clone Commando implants may use the Armour as a mobile Bacta Tank but gain no extra advantage from the Bacta Optimisation.

Description: Katarn-class commando armor was used by Clone commandos during the Clone Wars.

This armor was more expensive and provided better protection than standard clone armor due to the special composition of its armor plates. It was also optimized for easy bacta insertion by handheld dispensers. It was often highly customized by the clone commandos who wore it.

Mark II Katarn armor was reinforced against Verpine shatter guns and EMP weaponry, following recommendations made by Omega Squad after their tour on Qiilura.

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