Equipment D6 / Light Combat Armor

Light Combat Armor

The problem with modern day suits of armor is that they tend to be extremely restrictive and limit the wearer's range of motion. SoroSuub created an alternative that provides the wearer with a nearly full range of motion. The light combat armor is essentially nothing more than a standard armored combat jumpsuit with a blast vest for added protection along the torso. It is sold fairly openly to private defense forces, corporations and even the New Republic as well as some of the remaining Imperial factions in the galaxy. During the Empire's height, light combat armor was used in small numbers during various Imperial Intelligence operations.

Light combat armor is typically supplemented by a standard blast helmet as well as a headstrap comlink and night vision goggles for operations in low light situations. The armor comes in almost any color or camofluage pattern for use in almost any enviroment.

Model: SoroSuub Light Combat Armor
Type: Light combat armor
Scale: Character
Cost: 600 credits
Availability: 2, F, R or X
Game Notes: Adds +2D versus physical and +1D versus energy damage (torso),
+1D versus physical and +2 verus energy (arms and legs). No Dexterity penalties.
+1D to Sneak if in appropriate terrain.

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