Equipment D6 / ALICE Combat Armor and Ca

ALICE Combat Armor and Carrying Equipment

Model: All-Purpose Lightweight Individual Carrying Equipment (ALICE)
Type: Personal armor and storage pack
Scale: Character
Availability: 2, X
Equipped with:
Equipment belt, two blast clip cases (containing 4 blast clips compatable with the E-11 rifle), vibro-bayonet (Str+1D), plastic tool kit (containing one "U-Tool", that is a multi-purpose tool in one compact piece), canteen, one medpac, two fragmentation grenades (5D/4D/3D/2D), vibroblade (Str+3D), and one blaster pistol (4D) 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.
Game Notes: Provides +2D to Strength in resisting physical attacks, and +1D for energy attacks (torso - front & back).

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