Equipment D6 / Krail 311 Bounty Hunter Arm

Krail 311 Bounty Hunter Armor

After norval Garaint made Krail 210 armor famous, bounty hunters everywhere wanted to get their hands on it. However Krail
210 was expensive so they made a scaled back model and increased the cpaabilities of the things they kept. The Krail 311
has an internal sensor pod which can be used to track quarry as well as hooked up to a homing beacon or tracking device.
An intregal line slinger is built into the wrist and can use either grappling or magnetic hooks. The line slinger is
attached to a winch with enough strength to pull most wearers and their equipment up. The final touch is the Bounty
Scouter. Right at the temple on the helmet is a camoflauged button, pressing it while lookibng at someone scans their face
and body contours while connecting to a local holonet channel and running a serach for a bounty on the person at high
speed. This is of course not useful if there's no holonet access on the planet the wearer is on, but the rest of the time
it rarely fails to find a bounty on the person if they ahve one.

Model: Krail Armory Model 311 Personal Armor
Type: Personal Battle Armor
Scale: Character
Skill: Powersuit Operations: Krail 311 Armor
Cost: 6,500
Availability: 2, F
Covers: Full Body
+2D vs Physical, +2D vs Energy, -1D Dexterity
Game Notes:
Sensor Pod: +1D to search
Intregal Line Slinger: 30 meter range, can attavch with grappling or magnetic catch. Uses missile weapons skill. Connected to winch with ability to pull up to 200kg in weight(i.e. most any wearer and their equipment)
Sealed Enviro-filter: Filters harmful molecules and agsses, can seal completely and feed off a 2 hour internal supply.
Holonet Bounty Scouter: Has a Streetwise of 7D for recognizing people with bounties on their heads.

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