

## Imperial Engineering Power Armor Suit

The Power Armor was vastly used in the Post-Thrawn Era by Imperial troops and agents. It's main advantage over other types of armor is that it has built-in targeting systems, IR goggles, and filtration systems or air systems. Other advantages are NBC operation, deep space use, and a Imperial model Jet Pack. The name Power Armor came from the power motovator in the leg area to provide enhanced movement and it powers all systems.

Model: Imperial Engineering PAS-100 Power Armor

Type: Medium (Powered Armor)

Cost: 5000 credits

DR: 4

Max Dex Bonus: + 3

Armor Check Penalty: - 5

Speed: 11 (10 m), 7 (6 m)

Weight: 17 kg

Game Notes: This suit has 20 hours of filtrated breathing or 10 hours of atomsphere in space operations. Suit has IR goggles (No darkness penalty), Targeting system (+ 3 RAB)and Jet Pack (150 Meters vertical or 300 meters horizontal) It comes with a comlink built-in to the helmet.

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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