Equipment D6 / Deathtek DK-Z BattleArmor

Deathtek DK-Z BattleArmor

Deathtek built this armor initially to be mass-produced and sold to the Republic, and tried for a contract again when Emperor Palpatine began equipping his StormTroopers, but failed. The blood-red armor was designed to provide maximum mobility, while at the same time providing ideal protection. Unfortunately, the idea of an armor suit that requires charges to maintain protection wasn't particularly popular. The battlearmor suit maintains an ionic charged barrier within its shell, intended to deflect projectiles and absorb some of the energy from blaster fire.

Model: DeathTek DK-Z BattleArmor
Type: Protective armor
Scale: Character
Skill: None
Cost: 6,000
Availability: 3
Game Notes: DeathTek DK-Z battlearmor provides 1D of protection against both Energy and Physical attacks. In addition, it has a secondary shield system which provides additional protection as long as it still has energy. This system can be set for 1D, 2D, or 3D protection. The armor uses standard blaster clips for batteries, and at the 1D setting, uses 1/100th of a clip. At the 2D setting, it uses 1/20th of a clip, and at the 3D setting, it uses 1/10th of a clip. Each time the character is damaged, that number of dice is added to his armor roll, and it loses some charge. It takes 2 minutes to replace a 'battery'.

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