Equipment D6 / MetaCorp Jumptrooper Assa

MetaCorp Jumptrooper Assault Armor

The Jumptrooper Assault Armor is a heavily modified version of the MetaCorp Stormtrooper Armor. The two armor types almost look identical except for the more 'reinforced' appeal. A noticable difference in the Jumptrooper armor is the large repulsor pack and controlling exhaust ports on the upper back of the armor. The Jump Packs are activated by a pressure sensitive plate on the thumb of the left armor gauntlet and are steered by rotating the body. To jump accurately, it takes months of training drills. The armor also uses an advanced hydrolic system that predicts movement, ridding itself of the dexterity penalty and increasing the movement rate.

Despite it's militaristic appearance, Jumptrooper Armor is widely sold to Bounty hunting and Mercenary guilds, and is often found amongst pirate bands and even rival corporations. Although illegal to be sold on the Imperial market, to be in possession of one only requires the proper licenses. And for customers with cash to spare, the armor can often be customized to their liking due to it's modifiable nature as MetaCorp's stormtrooper armor element. Afterall, User Friendlyness is MetaCorp's goal.

Model: MetaCorp Jumptrooper Assault Armor
Type: Full Body Fast-Attack Armor
Skill: Powersuit operation: Jumptrooper armor
Availability: 2 X
Cost: 8,500
Game Notes:

Basic Armor: +1D energy, +2D physical (full body)
Dual Jump Packs:
Moderate difficulty to control, is able to 'jump' up to 50 metres vertically and 100 metres horizontally. If the difficulty is missed, then roll for scatter and every 2 below the difficulty, the user ends up going 1 meter in the direction of the scatter die.
Sensory Equipment:
Can track moving targets 100 metres away, moderate difficulty, it may be easier or harder depending on the location. +2D to all Sight/Sound Perception skills. Night Vision. +6 to Ranged weapons skills.
Wrist Mini-Computer also acts as Comlink.
Advanced Hydrolic and Servo Systems:
+2D to Strength related skills (does NOT apply to resisting damage).
+5 to move. +1D Dodge. No Dexterity Penalty. -1D to Sneak
Retractable Wrist Power-Cutter: Melee Combat - STR+2D Damage (Max 7D)
Climate Controlled Body Glove, Internal Life Support with 300 minutes worth of air.

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