Equipment D6 / Merr-Sonn SC-Firebat Comba



Merr-Sonn SC-Firebat Combat PowerSuit

The Firebat variant of Merr-Sonn's SC-series combat armor turns a single person
into a brutal killing machine. The main suit is quite similar to that of the
Marine variant with the removal of the shoulder-mounted flood lights and the
addition of a built on flamer unit.

The flamer unit is quite deadly and has an effective range of nearly ten meters.
The high combustion fuel is stored in tanks mounted on the back of the armor with
projector units mounted on either forearm.

Like all the other SC-series armor suits the Firebat variant was designed to be
used in nearly any enviroment and carries with it fifteen hours of atmosphere,
a heating unit, a waste unit, a comlink as well as magnetic boots for working
in the vacuum of space.

Model: Merr-Sonn SC-Firebat Combat PowerSuit
Type: Military flamethrower powersuit
Scale: Character
Skill: Powersuit operation: Firebat armor, flamethrower
Cost: 4,000 credits
Availability: 3, R
Game Notes: The suit has 15 hours of atmosphere, heating unit, waste unit, includes a comlink, a backpack napalm tank and is self-patching, while providing decent protection against blaster fire (+2D+1 versus damange, -1D from Dexterity and related skills). Flamethrower unit has a range of 3-5/7/10 and causes 6D damage the first round and 3D+1 each additional round for the next five unless extinguished.

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