



Equipment D6 / Merr-Sonn SC-Marine

Merr-Sonn SC-Marine Combat PowerSuit

The Merr-Sonn SC-Marine combat powersuit is often used by a variety of forces for everything ranging from hazardous environments to vacuums to completely normal combat missions. The SC-Marine armor is extremely bulky but provides excellent protection against both energy and physical weaponry.

For use in not-so-friendly environments the suit comes equipped with a heating and cooling unit, a waste disposal unit, carries fifteen full hours of atmosphere and is self-patching to a certain degree.

The armor was also designed to be easily modified with built in compartments for the possible installation of a holographic targeting system which would normally be hooked up to the user's main weapon.

Model: Merr-Sonn SC-Marine Combat PowerSuit

Type: Military multipurpose powersuit

Scale: Character

Skill: Powersuit operation: Marine armor

Cost: 3,500 credits

Availability: 3, R

Game Notes: The suit has 15 hours of atmosphere, heating unit, waste unit, includes a comlink, a shoulder-mounted flood light and is self-patching, while providing decent protection against blaster fire (+2D+1 versus damage, -1D from Dexterity and related skills).

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