Equipment D6 / Merr-Sonn SC-Marine Comba

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 enviroments 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 enviroments 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 damange, -1D from Dexterity and related skills).

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Ryan Matheny,Set Anu-bith, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.