



Weapons D6 / Lobic Arms GPS-CAv.1

Gas Projection System-Armor

Model: Lobic Arms GPS-CAv.1 (Combat Armor version 1)

Type: armor-mounted gas projectors

Skill: none (use counts as an action)

Ammo: 1

Cost: 3,000 cr (cannisters: nerve gas: 200, plank gas: 100, bothan stun spores: 150)

Availability: 3 R or X

Range: 10 (gas cloud radius)

Damage: nerve gas: 5D, plank gas: 3D, bothan stun spores: 4D(stun)

Capsule: The GPS-CAv.1 consists of nozzles that must be placed around the torso of the armor being used, and connected to the gas cannister. This system creates a cloud of gas which lasts for 2 turns, unless there is a heavy wind, after which time it dissipates harmlessly. These gases are absorbed through the skin, therefore a sealed envirofilter suit or a vacsuit is necessary to protect from their effects. It is strongly recommended that the user of the GPS wears such a suit. One problem with the GPS is that a nozzle clogged with dirt may cause the pressurized gas cannister to explode for 4D damage to the user, releasing the gas in a 3m radius. Lobic Arms is working on a vehicle-mounted version of this system.

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