United Nations Space Command ODST Battle Armor

The **ODST Battle Armor** or **Battle Dress Uniform** is a suit of combat armor worn exclusively by the Orbital Drop Shock Troopers, special-operators of the UNSC Marine Corps.

The ODST Battle Dress Uniform is the signature piece of equipment used by the 105th Special Forces - the armor is vacuum-rated, capable of extravehicular activity for fifteen minutes. The armor provides numerous advantages in the field including ballistic protection, and heat resistance from both atmospheric entry and Covenant energy weapons. The ODST Armor has gone through several design changes since the start of the Human-Covenant War. The current version incorporates technology initially developed for the MJOLNIR Armor. This includes CTCs for body armor, Titanium and Ceramic composite armor plating, to give the user added protection - along with HUD and Communications Systems to give more situational awareness to the wearer.

The ODST BDU has been in use for well over 50 years by the 105th, and remains untouched by its ability to protect its wearer during the toughest operations. The BDU excels at providing more protection against small arms fire then other infantry body armor, and also excels at allowing a trooper to conduct Military Operations in Urban Terrain without the slightest chance of being detected in darken locations. The BDUs stealth capability is thanks in part to its black and gray camouflage pattern on the legs, boots, gloves, chest, helmet and undersuit. On the left shoulder pad of every ODST is a UNSC MED REF patch this patch contains basic medical information about the trooper, and allows a UNSC certified medic to gain a quick medical reference to an ODST wounded in the field. Despite the armors obvious advantage over standard infantry armor, it is still vulnerable to Covenant energy weapons and larger armor piercing rounds as well as large explosive devices.

Type: UNSC ODST Battle Armor
Cost: Unavailable for Sale
Game effects:

Armoured Powered Suit:
+2D vs Physical Damage (All)
+1D vs Energy Damage (All)
-1 Dex Penalty to Dexterity and related skills
+1D Strength for Melee Combat
Optical Enhancements:
Movement and Heat Sensors (+1D to Search)
Low Light Vision Enhancement (+1D to Perception in Darkness)

HUD system for UNSC weapon systems (No Penalties for using UNSC HUD Weapons)
Environmental Suit:
Pressure Seal allows 15 Minues operation in vacuum and poisonous atmospheres

Built-in Commlink:

Muli channel neural interface.

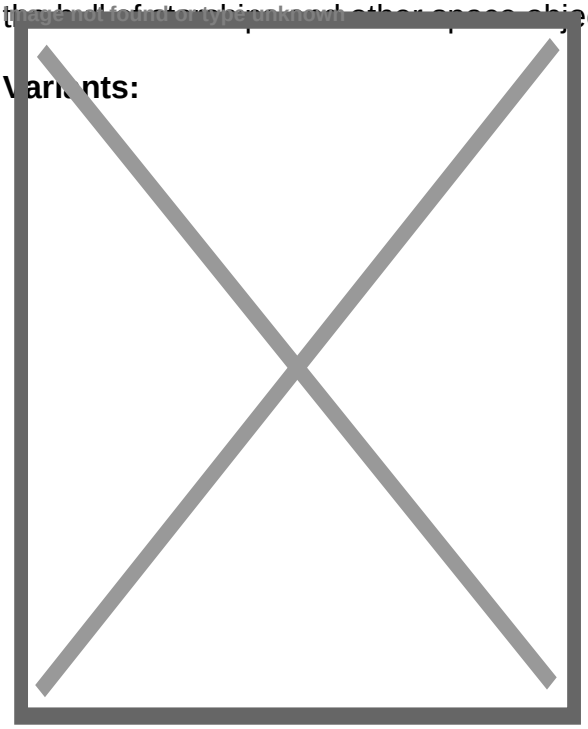
Hydrostatic Gel :

Protects against: Concussion, SonicDefense: 1D

Magnetic boots:

Description: These allow the user to walk normally in zero gravity, and to grip onto the hull of starships and other space objects.

Variants:



Close Quarters

While designated as a CQB suit this variant is also issued to Demolition experts in the field. This BDU is specifically design to aid a ODST in CQB type combat conditions - the standard left pauldron is replaced with a longer two piece ballistic plate, this aids in protecting the troopers left arm from ballistic attacks and reduce severe injury from Plasma Weapons. The helmet is also issued with an optics device that aids the user in relaying images and video to teammates or command.

Additional Game effects:

+1 Armor from attacks on left side
+1 Command

+1 Tactics

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Sharpshooter

The Sharpshooter BDU is issued to sniper experts in the field. This BDU is designed to give a ODST sharpshooter more freedom in combat - the standard right pauldron is removed allowing the sniper to aim better and move his arm more freely with a sniper rifle. The standard left pauldron is replaced with a larger plate to protect the snipers arm from counter attacks. The sharpshooter variant is also issued with an optics device attached to the helmet, while the variant oracle scope on the SRS99 can uplink to the users HUD, this device provides a sniper with additional capabilities.

Additional Game effects:

+2 Armor from attacks on left side

+1 Scoped Weapon Skills

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Recon

The Reconnaissance BDU is a specialized Office of Naval Intelligence variant of the ODST Armor. The armor is only issued to ONI reconnaissance agents for high risk operations. The undersuit is the same as the standard ODST armor, however the chest plate is replaced with a specialized one to provide stealth capabilities with little or no loss of endurance, specifically by reducing its IR signature and reflective surfaces. The torso part of the armor also varies from the standard version, having a green, translucent orb in the center. There are no shoulder plates issued with this variant, this allows freedom of arm movement. The helmet is similar to the Recon variant of the MJOLNIR Armor.

Additional Game effects:

+1 Stealth and Sneak
+0D Dex Bonus/ Penalty

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