Equipment D6 / Light combat Scout Stealth a



Light combat Scout Stealth armor
Type: Personal Stealth Armor
Cost: 6000
Game Effects:
Basic Suit:
+3D Physical
+2D Energy
Turbo-Projected Repulsor Grapple:
Uses either a physical or magnetic grapple. Wire guided
0-45/90/150m range.
Mounted on the right arm.
Missile Weapons skill.
Winch:
Attached to grapple , has 200 kg capacity.
Hide and shielded holsters for hold-out blaster left arm add 3d to difficulty to find.
ShockStun system
Variable electrical charge can be applied through the armors surface
1-5D (variable stun damage)
Shadowskin reflec system +2D sneak sensors absorption
Odor shield
Odor shield is a low grade molecular barrier that contains and vaporized odor molecules close to
the user. With in this field it break apart the molecular bonds of odor-causing compounds to
eliminate both odors and harmful contaminants. Thus removing 99.9% of the user odor. +3D
Hide against tracking by odor
Body Glove : Environmental system
IR/motion Sensor:
+2D PERC in darkness and/or against moving targets, ahead and to both sides.
Sensor Pod:
+2D Search, 25-200m
Olfactics enhancement Sensor
+1d Track 0-50m
Macrobinoculars
+2D Search, 100-1500m
Polarized helmet viser : Protects against flash and bright light
Search Lamp: adjustable to 1millon candle power Head
Acoustical sound dampening filters :
Auditory Enhancement sensors + 2D PERC
Sensor No-Show system adding +2D to sneak in regards to heat and infrared sensors

Broadband Antenna:
Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular communications systems.
Environmental Filter:
Filters out most all harmful particles from the air.

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