

Nightmare Assault Battle armor

Type: Personal Battle Armor

Cost: 75,000

Game Effects:

Basic Suit:

Skill: Powersuit Operation

+5D Physical

+4D Energy

+3D Strength (used for physical activity, not for resisting damage.)

-1D Dexterity penalties

Right Arm mounts

Double Barreled repeating Blaster Cannon:

Range: 0-40/150/500

Damage: 8D

Retractable Power Sword

Damage: STR +3d

Left Arm Mounts

Micro missile launcher

Micro missile launcher with trackable missiles

Speeder scale

Ammo: 6

Range 5-50/51-150/151-250

6d Damage

DNA and vehicle signature tracking

Light Minigun

Ammo: 300

Range: 0-30/150/500

Damage: 5D+2, 7D (6 round burst) Full auto 8D (15 round bursts)

Shoulder mount

Quad Finbat Anti-Walker Concussion Missile launcher

Skill: Missile Weapons

Ammo: 4

Range: 0-50/ 250/ 500

Damage: 12D

Helmet mounted

Sonic Cannon

Ammo: 20 blaster pack

Range: 0-3 (cone is 0.5 meters wide)/ 10 (cone is 1.5 meters wide)/20 (cone is 3 meters wide)



Damage: 6d/5d/4d or 5d/4d/3d (stun)-damage corresponds to range

Chest mounted

Solar flare system Blind 10d seconds

Rocket pack:

Allows 100m horizontal or 80m vertical jumps.

Has 10 charges, may expend one charge every other round.

Power system : Micro fusion generator

Personal shield : +7D particle/energy Defense, weapons will not work will active

Body Glove : Environmental system

IR/motion Sensor:

+3D PERC in darkness and/or against moving targets, ahead and to both sides.

Sensor Pod:

+3D Search, 25-200m

Olfactics enhancement Sensor

+2d Track 0-50m

Macrobinoculars:

+3D Search, 100-1500m

HUD system: Fire Control for weapon systems 2D

Polarized helmet visor :

Acoustical sound dampening :

Sureseal Patch system: Automatic patches against suit leaks

Broadband Antenna:

Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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