Equipment D6 / Nova star Space combat arm



Nova star Space combat armor
Type: Personal Space combat Armor
Basic Suit: +4D Physical +3D Energy +3D Strength (used for physical activity, not for
resisting damage.)
No DEX penalties
Deck Clearing Blaster: Right Arm
Model: BlasTech Firespray DL-87
Type: Wide field blaster
Fire Rate: 1/2
Range: 1/5/10 meters
Damage: 5D
Game Notes:
This blaster is designed to hit as many targets as possible. Everyone within a 45 degree arc of the firer's front is hit with a successful use. Character's within fire meters of the blast cannot attempt to Dodge; characters six to ten meters away may attempt to Dodge, though all such attempts are at a -1D penalty.
Wrist Blasters:
Ammo: Powered from armor power supply
Range: 3-5/25/50m
Damage: 5D+2
Laser Cutter
Range: 0-2/7/15m
Damage: 5D (Starfighter scale)
Jetpack:
Space 1
Turbo-Projected Grapple:
Uses either a physical or magnetic grapple.
0-15/30/50m range.
Mounted on the right arm.
Missile Weapons skill.
Winch:
Attached to grapple , has 100k g capacity (wearer and his equipment).
Tractor Beam Boots
Description: These use a very short range tractor field to cling to objects allowing the user to walk normally in zero
gravity, and to grip onto the hull of starships and other space objects.
Personal defector shield +1D physical defector against space debris starship scale
HUD system: Fire Control for weapon systems 1D
Sureseal Patch system: Automatic patches against suit leaks
IR/motion Sensor:
+2D PERC in darkness and/or against moving targets, ahead and to both sides.

Sensor Pod:
+2D Search, 25-200m
Macrobinoculars:
+3D Search, 100-500m
Sound Sensor:
+2D PERC in quiet situations only.
Broadband Antenna:
Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular communications
systems.
Polarized helmet viser :
Search Lamp: adjustable to 1millon candle power
Body Glove : Environmental system
Armor: incorporate a Cortosis-weave to make the resistant to light saber damage
Enhanced Life Support Systems Package:
Provides the wearer with a 24-hour air supply and grants resist hostile environments and vacuums

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