Equipment D6 / Umbaran Militia Protective Su



Model: Umbaran Militia Protective Suit
Type: Military armor
Game effects:

Basic Suit:

+1D to Strength vs Physical Damage
+2 to Strength vs Energy Damage
-0D+1 penalty to Dexterity and related skills

Sealed Suit:

Blocks most harmful molecules in the atmosphere. Has external hook up for adding oxygen tanks for operating in Vacuum, Extremely hostile environments and Underwater.

Gas Mixture:

Feeds the wearer a potent gas mixture that kept them ready for combat, improving their reflexes and aggression level. +2D to Dexterity, +1D to Strength, -1D to Knowledge. Anyone using the suit must make an Endurance roll vs a target of the number of hours they have been using it for each hour, or take 1 wound. After 12 hours use they will automatically take a stun.

Description: Umbaran Soldiers were members of the Umbaran militia who served their homeworld as militants.

The Umbarans were highly trained in combat, which proved effective during the Republic assault on their homeworld. They caused heavy casualties on the Republic side using the cover of darkness which continuously covered Umbara.

They were encased inside a protective suit which covered their faces. Their helmets fed its wearer a potent gas mixture that kept them ready for combat, improving their reflexes and aggression level. They utilized their standard blasters but also made use of other advanced weapons such as the millicreep[8] and the Umbaran hover tank.

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