Equipment D6 / Mandalorian armor



Model: Mandalorian armor
Type: personal battle Armour

Game effects:

Basic Suit:

+2D vs Physical Damage
+1D vs Energy Damage
-1D DEX penalty

Beskar Plating:

Beskar, also known as Mandalorian steel, was an alloy used in Mandalorian armor, notable for its high tolerance to extreme forms of damage. The metal was durable enough to withstand a direct blaster shot, and could repel lightsaber strikes

For each segment of Beskar Plating (Helmet, Chest Plate, Shoulder Pauldrons, Leg Armour), it adds +1 to the armour ratings of the entire suit. So a Beskar Chest Plate and Helmet, would give the +2D+2 vs Physical Damage, +1D+2 vs Energy Damage, and a full suit would give +4D vs Physical Damage, +3D vs Energy Damage.

IR/motion Sensor:

+1D PERC in darkness and/or against moving targets, ahead and to both sides.

Sensor Pod:

+2D Search, 50-100m

Macrobinoculars: (x50 magnification)

+1D Search, 100-200m

Evironmental Filter:

Blocks most harmful molecules in the atmosphere or seal with a 1 hour air supply.

Comlink:

Standard Comlink system built into Armour helmet.

Broadband Antenna:

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

Rule Effects:

Although Mandalorians will usually have a full suit, Jetpack and Vambraces, but starting Mandalorians will have just the Basic Suit, and must build or buy the various upgrades (Vambraces, Jetpack, Sensors, Comlink, etc) to make the full suit.

Description: Mandalorian armor referred to the traditional armor worn by the human warrior clans of Mandalore. Common traits included a helmet with a T-shaped visor that concealed their faces, and

armaments like whipcord throwers, flamethrowers and jetpacks.

The Mandalorians' bloody history made their armor an iconic symbol of fear. The bounty hunter Jango and his cloned son Boba Fett wore customized Mandalorian armor, although neither of the Fetts were Mandalorian warriors.

Generally, the armor was made from beskar, a highly durable metal which was able to withstand even blastershot fire while giving the user maximum protection, however, some variants existed made from durasteel. Because of the durability of the beskar metal, some armor sets were hundreds of years old, such as in the case of Sabine Wren's armor.

The Arc Pulse Generator, an Imperial superweapon, was capable of superheating the beskar alloy used in Mandalorian armor to incinerate its wearer.

The ancient Mandalorian crusaders wore helmets over cloaks. The Mandalorian Neo-Crusaders also wore helmets. After encountering the Jedi during the early crusades, the Mandalorian-Jedi War began and it was during this period that the Mandalorians created their signature armor, weaponry and fighting style in order to combat the Jedi Knights and their Force abilities.

By the Mandalorian Civil War, two styles of this armor had emerged—the formidable traditional armor of the warrior clans like Death Watch, and those of the pacifist New Mandalorians. Death Watch's female warriors, the Nite Owls, wore a different set of armor.
Jango Fett wore Mandalorian armor, though Prime Minister Almec expressed bewilderment as to how since Fett was a bounty hunter rather than a Mandalorian. The Kaminoans who cloned him to create the Grand Army of the Republic took inspiration from his suit for the clone trooper armor.

Design

Traditional Mandalorian armor consisted of a helmet, shoulder pauldrons, vambraces, breastplate, codpiece, kneepads, thigh and shin guards clasped over a body stocking. Mandalorian helmets often had a macrobinocular viewplate, tactical displays, a comlink and an antenna tipped with a rangefinder that could be pulled over the viewplate to enhance imagery. Sabine Wren programmed a holo-imager in her rangefinder to take snapshots. They wore magnetized shoes.

Mandalorian vambraces were computer-controlled tools bristling with weaponry designed to combat the abilities of a Jedi. They potentially included:

- Flamethrowers
  Flame Projector:
    Skill: Armour Weapons
    Ammo: 5
    Range: 1m Diameter, 1-5m long
    Damage: 5D
- Wrist lasers
  Wrist Laser:
    Skill: Armour Weapons
    Ammo: Powered from armour power supply
    Range: 3-5/15/25m
    Damage: 5D

- Wrist rockets
    Wrist Rockets:
        Skill: Armour Weapons
        Ammo: 6
        Range: 6-10/30/50m
        Damage: 7D
- Whipcord throwers
    Whipcord throwers:
        Skill: Armour Weapons
        Ammo: 5
        Range: 1-3/8/15m
        Damage: (4D strength grapple)
- Projectile buzzsaws
    Projectile buzzsaws:
        Skill: Armour Weapons
        Ammo: 12
        Range: 1-3/8/15m
        Damage: 3D (damage continues for 3 rounds)
- Shield emitters
    Shield emitters:
        +1D to parry Melee and Brawling attacks.
- Retractable wrist blades
    Retractable wrist blades:
        Str+2 Damage
- Kamino saberdarts
    Kamino saberdarts:
        Skill: Armour Weapons
        Ammo: Powered from armour power supply
        Range: 5-25/75/200m
        Damage: 1D damage (injects toxin)
- Grappling lines
    Grappling lines:
            Uses either a physical or magnetic grapple.
            Skill: Armour Weapons
            Range: 0-3/10/20m
            Mounted on the right arm.
            Attached to grapple, has 100kg capacity (wearer and his equipment).
- Repulsors
    Repulsors:
        Skill: Armour Weapons
        Ammo: Powered from armour power supply
        Range: 1m
        Damage: 6D (opposed strength test, or target is pushed D6 meters)

The Mandalorians used many models of jetpacks, including the Z-6 jetpack, to increase maneuverability in combat as well as fly. These were often tipped with a launcher that were used to fire anti-vehicle homing missiles. However, they could also be used to fire a grappling hook linked to an internal winch. Gyro-stabilizers made it easy to maneuver in the air, although the tank only contained enough fuel for twenty short bursts of flight.

Jetpack:

Allows 70m horizontal or 50m vertical jumps.
Has 10 charges, may expend one charge every other round.

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