



Equipment D6 / Vetricon VCH-5 Combat

Vetricon VCH-5 Combat Helmet

Vetricon's first released model of standardized helmet. The VCH-5 is made out of a composite palstoid that covers the top of the head and has an adjustable chin strap. A visor palte sldies down over the eyes. This visor has macrobinoculars and a PLE, passive light enhancement, module built in. A very small antenna sticks up from the side of the helmet, this antenna serves as a 360 degree motion sensor which feeds the data to a Heads-up-Display(HUD) in the top right corner of the visor. A breath-mask can also be pulled down voer the exposed part of the face, the eyes and nose, to protect the wearer from harmful things in the air.

Model: Vetricon Enterprises VCH-5 Helmet

Type: combat Helmet

Cost: 300

Availability: 2, R

Game Notes: Armor: +1D versus physical, +2 versus energy

Passive Light Enhancement: Subtracts 2D from any darknss penalties incurred. Cannot rduce penalties below 0D

Motion Sensor: +1D to detect any movement within 50 meters, can detect movement within 100m.

Macrobinocular plate: +2D to search past 100 meters.

Helmet Comlink: Has military grade encryption and several preset tactical frequencies.

Breath-Mask: When pulled down over the face it protects the wearer from toxins in the air including things like tear gas.

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

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