

Equipment D6 / Light combat Scout Stealth Suit

Light combat Scout Stealth armor

Type: Personal Stealth Armor

Cost: 6000

Game Effects:

Basic Suit:

+3D Physical

+2D Energy

Turbo-Projected Repulsor Grapple:

Uses either a physical or magnetic grapple. Wire guided
0-45/90/150m range.

Mounted on the right arm.

Missile Weapons skill.

Winch:

Attached to grapple , has 200 kg capacity.

Hide and shielded holsters for hold-out blaster left arm add 3d
to difficulty to find.

ShockStun system

Variable electrical charge can be applied through the armors
surface

1-5D (variable stun damage)

Shadowskin reflec system +2D sneak sensors absorption

Odor shield

Odor shield is a low grade molecular barrier that contains and
vaporized odor molecules close to
the user. With in this field it break apart the molecular bonds of
odor-causing compounds to
eliminate both odors and harmful contaminants. Thus removing
99.9% of the user odor. +3D

Hide against tracking by odor

Body Glove : Environmental system

IR/motion Sensor:

+2D PERC in darkness and/or against moving targets, ahead and to both sides.

Sensor Pod:

+2D Search, 25-200m

Olfactics enhancement Sensor

+1d Track 0-50m



Macrobinoculars

+2D Search, 100-1500m

Polarized helmet visor : Protects against flash and bright light

Search Lamp: adjustable to 1million candle power Head

Acoustical sound dampening filters :

Auditory Enhancement sensors + 2D PERC

Sensor No-Show system adding +2D to sneak in regards to heat and infrared sensors

Broadband Antenna:

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

Environmental Filter:

Filters out most all harmful particles from the air.

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

All text and stats by Steven J Wichmann, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).