Equipment D6 / Nightmare Assault Battle arm



Nightmare Assault Battle armor
Type: Personal Battle Armor
Cost: 75,000
Game Effects:
Basic Suit:
Skill: Powersuit Operation
+5D Physical
+4D Energy
+3D Strength (used for physical activity, not for resisting damage.)
-1D Dexterity penalties
Right Arm mounts
Double Barreled repeating Blaster Cannon:
Range: 0-40/150/500
Damage: 8D
Retractable Power Sword
Damage: STR +3d
Left Arm Mounts
Micro missile launcher
Micro missile launcher with trackable missiles
Speeder scale
Ammo: 6
Range 5-50/51-150/151-250
6d Damage
DNA and vehicle signature tracking
Light Minigun
Ammo: 300
Range: 0-30/150/500
Damage: 5D+2, 7D (6 round burst) Full auto 8D (15 round bursts)
Shoulder mount
Quad Finbat Anti-Walker Concussion Missile launcher
Skill: Missile Weapons
Ammo: 4
Range: 0-50/ 250/ 500
Damage: 12D
Helmet mounted
Sonic Cannon
Ammo: 20 blaster pack
Range: 0-3 (cone is 0.5 meters wide)/ 10 (cone is 1.5 meters wide)/20 (cone is 3 meters wide)
Damage: 6d/5d/4d or 5d/4d/3d (stun)-damage corresponds to range
Chest mounted
Solar flare system Blind 10d seconds
Rocket pack:

Allows 100m horizontal or 80m vertical jumps.
Has 10 charges, may expend one charge every other round.
Power system : Micro fusion generator
Personal shield : +7D particle/energy Defense, weapons will not work will active
Body Glove : Environmental system
IR/motion Sensor:
+3D PERC in darkness and/or against moving targets, ahead and to both sides.
Sensor Pod:
+3D Search, 25-200m
Olfactics enhancement Sensor
+2d Track 0-50m
Macrobinoculars:
+3D Search, 100-1500m
HUD system: Fire Control for weapon systems 2D
Polarized helmet viser :
Acoustical sound dampening :
Sureseal Patch system: Automatic patches against suit leaks
Broadband Antenna:
Can intercept and decode most communications frequencies. Can patch into shipboard and vehicular

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