Equipment D6 / Mandalorian Vambrace



Name: Mandalorian Vambrace
Cost: Not available for sale

Paired Blaster Barrels:
- Skill: Armour Weapons
- Ammo: Powered from armour power supply
- Range: 3-5/15/25m
- Damage: 5D

Wrist Rockets:
- Skill: Armour Weapons
- Ammo: 6
- Range: 6-10/30/50m
- Damage: 7D

Whipcord Thrower:
- Skill: Armour Weapons
- Ammo: 5
- Range: 1-3/8/15m
- Damage: (4D strength grapple)

Shield Emitter:
- +1D to parry Melee and Brawling attacks.

Retractable wrist blades:
- Str+2 Damage

Paralyzing Darts:
- Skill: Armour Weapons
- Ammo: Powered from armour power supply
- Range: 5-25/75/200m
- Damage: 1D damage (injects toxin)

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).

Repulsor:
- Skill: Armour Weapons
- Ammo: Powered from armour power supply
- Range: 1m

Damage: 6D (opposed strength test, or target is pushed D6 meters)

Flame Projector:
Skill: Armour Weapons
Ammo: 5
Range: 1m Diameter, 1-5m long
Damage: 5D

Description: Mandalorian vambraces were devices designed to combat the abilities of a Jedi. The Mandalorian Fenn Rau gave a pair of Mandalorian vambraces to Sabine Wren in 2 BBY. They came equipped with a repulsor, grappling line, paralyzing darts, a shield emitter, paired blaster barrels, and a flamethrower. The Mandalorians developed these vambraces alongside their armor as a reaction to the Jedi's Force abilities encountered during the Mandalorian-Jedi War.

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