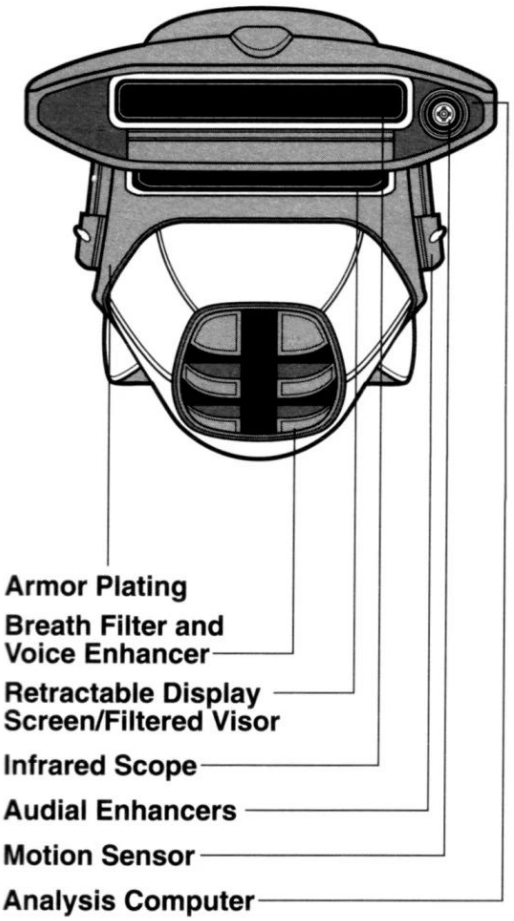
Equipment D6 / Neuro-Saav Corporation Nite



Name: Neuro-Saav Corporation NiteSite Infrared Motion Sensor
Manufacturer: Neuro-Saav Corporation
Model: NiteSite
Type: Infrared motion sensor
Cost: 600 credits
Weight: 0.5 kilograms
Range: 200 meters
Availability: 2, R

Game Notes:

Retractable Display Screen: Displays information to user, can be connected to other data sources, so can be used like gunnery helmet when connected to Fire Control Systems, giving a bonus +1D to Fire Control.

Infrared Scope: Allows user to see in dark for 200 meters, with x50 zoom function.

Breath Filter and Voice Enhancer: Filters out harmful gasses, and can be used to magnify the volume, or completely conceal the identity of the users voice.

Audial Enhancers: Magnify audio input, giving a bonus +1D to listen tests.

Motion Sensor: +1D to ranged weapons against targets moving more than 10 meters per round.

Analysis Computer: Highlights all objects within 10 meters, and adds +1D to search skill while using.

Description: The NiteSite infrared motion sensor was a night scope device produced by Neuro-Saav Corporation. The NiteSite was commonly used by Ubese mercenaries and bounty hunters such as Boushh.

The NiteSite infrared and motion sensor unit was designed to be included in a battle helmet, and became a popular device due to its reliability and ease of use. The infrared scanner could detect heat sources and life-forms from up to two hundred meters away, and had up to fifty times zoom magnification. The unit also included a cluster of low-illumination enhancers that highlighted all physical objects within ten meters on the internal display screen. A flashguard filter dampened the effect of bright lights and explosions, while the unit's analysis computer could track up to fifty targets on the readout screen.

The NiteSite could synchronize with the user's blaster, either by wireless or via a cable, which displayed fire vector information on the readout screen. Additional sensors could also be connected to the NiteSite unit through input ports.

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