Equipment D6 / Imperial Armored Commando



Model: Imperial Armored Commando Armor
Type: Military body armor
Game effects:

Basic Suit:

+2D to Strength vs Physical Damage
+1D to Strength vs Energy Damage
-1D penalty to Dexterity and related skills

IR/motion Visor:

+2D PERC in low visibility situations
+2D to ranged weapons against targets moving more than 10 meters per round.

Jet Pack:

Manueverability 1D+2
Move 70;210kmh (120 Minutes Fuel)

Filtration Mask:

Blocks most harmful molecules in the atmosphere. Has external hook up for adding oxygen tanks for operating in Vacuum, Extremely hostile environments and Underwater.

Built-in Commlink:

Using tongue control can be easily and quickly flipped between channels.

Under-Suit:

Thermally balanced Zero-G vacuum suit, +1D to resist environmental effects

Survival Pack:

Reconfigurable for multiple mission profiles, from hostile environments to hard vacuum.

Whipcord Thrower:

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

Flame Projector:

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

Utility Belt:

Contains, Water Purification Tablets, 2 Days Microrations, Handcuff Binders, Liquid Rope Dispenser (up to 150m), Grapple Hooks, Blaster Ammunition, Spare Commlink, Micro Medkit (allows stabilising of wounds only)

Description: The Imperial armored commando armor was a blaster resistant armor, used by the Imperial armored commandos in Moff Gideon's Imperial base on Mandalore. It reassembled the classic stormtrooper armor, and was made with an alloy of beskar, like that of Mandalorian armor, along with jetpacks, and vambraces, which were equipped with flamethrowers and whipcord launchers. Two commandos that escorted Moff Gideon had red-painted vambraces, leg armor, and red stripes on the sides of their helmets.

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