

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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