

Concussion Gauntlets

Concussion gauntlets are melee weapons that deliver an energy burst each time they impact a surface. The type of energy varies depending on the model.

- Type: Leather, Durandium and Duramite
- Role: Plated Gauntlets
- Mass: $.5 \times 2 + 2 \times 2 = 6\text{lbs}$ (2.7 kg)

Description: These bulky armored gauntlets fully cover the hands and forearms up to the elbow. The base layer of leather is rugged and thick yet contains adequate breath ability. Durandium plating is found mostly in the hand, fingers and wrist allowing a sturdy and durable surface for fighting. Most of the internal mechanical servos are located in the hand and wrist area as well, allowing for an impressive grip and assistance in recoil compensation. The forearm is covered with a durable yet light Duramite composite. Built within the forearm are the main components for a concussion modification that sends out a gravitic spike that greatly enhances blunt impact. The modification and servos are powered by a built in power weave. A rechargeable battery is housed within the Duramite on the inner forearm.

Maintenance: The battery should be recharged after every use. Always inspect gauntlets for damage, especially the Duramite composite covering the battery and concussion electronics. Inspect servos and modifications at least once every six months, earlier if used frequently.

Cost: 1010 KS (2020 DA)

- Fee: 25 KS
- Leather x2: 20KS
- Extra Plating
- Duramite x1: 100 KS
- Durandium x1: 120 KS
- Breathable Materials: 50 KS
- Power Weave: 100 KS
- Mechanical Servos: 280 KS
- Rechargeable Battery x1: 115 KS
- Gravitic [Concussion Modification](#): 200 KS

OOC Notes

[Whitehart](#) created this article on 2015/08/13

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

https://wiki.stararmy.com/doku.php?id=items:weapons:concussion_gauntlets

Last update: **2023/12/21 01:00**

