



# Equipment D20 / Caedes Consortium M

## Caedes Consortium M-7 Power Armour

The Caedes Consortium is a group of aligned worlds inhabited by Humans and Near-Humans. The Consortium has a doctrine based on the Superiority of Humans and Near-Humans to all others. They also have developed within the organization, a sense of ultra-nationalism. They are found near the fringe of the unknown Regions. Discovered about a year before the battle of Hoth, the Empire stumbled across the Caedes Consortium ruthlessly conquering the systems around it in the name of Human superiority. The Emperor decided that the consortium and the empire had a lot in common and that their interests lay along similar paths. Palpatine and his advisors believed that they could convince the Consortium to join the empire for mutual benefit. Vice-Admiral Thrawn was the only one who was willing to stand up to the emperor and tell him that it was a bad idea. Palpatine had him reprimanded and sent a small taskforce in to establish contact with the consortium. When the taskforce entered Consortium space they were immediately met by Consortium ships and hailed. They were told that they were in violation of Consortium interstellar law and they had to leave. The commander insisted that he must be allowed to speak with the Consortium's leaders. After the imperials refused to leave the system, the consortium attacked the taskforce and obliterated it completely. The Consortium then repeatedly repelled Imperial invasion attempts with an alarming ease. Finally, a war with another super power in the Unknown Regions, the Thrasin, loomed imminently. The consortium went on the offensive and caused severe damage to several Imperial facilities and wiped out multiple system forces. They used this to force the Empire into signing a cease fire and an agreement not to enter consortium space. About two weeks later the Consortium declared war on the Thrasin. The Thrasin-Consortium War would continue for 20 years after the Battle of Hoth.

The Caedes Consortium uses a very odd form of military service. Federal Service is not required and there is no draft.

However any who do not serve a term of two years, are not considered full citizens and thus do not get all the rights

those who have gone through Federal service, do. These two castes of people are referred to as Civilains and Citizens.

Citizens may vote, own and run businesses, be involved in politics, and run for political office among other things. This

puts social pressure on people to perform some sort of Federal Service. Navy and Army are popular choices because, if you

don't join a division of one of those two, chances were you'd be used for 'equipment testing'. The Army's main force comes

from the MI, or Mobile Infantry. There are two reasons they are called 'Mobile'. The first is that they are carried on

space troop transports and launched from special tubes. The second is the powered armour they use. This armour comes in

three variants, M-6 Scout Armour, M-7 Marauder Armour, and M-8 Command Armour.

The M-7 Marauder Armour is worn by the fellows in the MI who wear the sleepy faces with the blank eyes, the Executioners.

This is the suit of the main infantry personnel of the Mobile Infantry. The suit turns a single soldier into an unparalleled machine of death and destruction. The suit is heavily armoured and can act as a space suit with enclosed air

and water to allow them to sustain themselves in space and other extreme conditions for long stretches of time. The suit's

sheer bulk weighs the user down despite the advanced negative feedback and strength increasing servomotor system run

throughout the entire armour aside for the helmet. The suit is filled with sensors that detect your movements so the suit

mimics them and has special triggers for things to work accordingly. When a person jumps, if they jump hard enough in the

suit and angle their toes down slightly, they kick on jump jets which can catapult them over houses and other small

buildings. The suit is filled with sensor equipment, including several kinds of radio and radar detection systems, motion

and heat sensors, night-vision, and even a macroplate on the helmet. This all feeds data through a Multi-Frequency

Targeting Acquisition System which is used to increase targeting accuracy, and also display data in the most convenient

possible form to the wearer. The Macro-enhanced faceplate is made of transparisteel so it is just as tough as the rest of

the armour, and has three layers of polarization. The helmet also has a tactical com with tongue activation and frequency

switching, as well as auto-encryption. Also a high powered subspace radio gives the wearer the ability to communicate over

very long distance, primarily to troop ships in orbit. Aside from encumbrance from the unbelievable weight, the armour

has a serious drawback. It is bulky and noisy in its movement making it harder for the wearer to sneak

about. The suit

even has a variety of tool and weapons such as the enviro-filter which scrubs the air taken in, or the audio and visual

enhancers, known as snoopers, which make the user more aware of the world around them. Also a Y-Rack bomb thrower is set on

their back. It's a bomb thrower set on their back with a launch tube curving up over either shoulder on swivel mounts.

Built into the right wrist is a laser cutter, known as the 'Beam Knife' by MI troopers, is a laser cutting tool to make

quick entry into a building. On the left wrist is a flamethrower, or 'hand flamer' as the MI grunts call it. This is a

great anti-personnel weapon especially in close quarters.

Because of the great expense to design and build these power suits, the troops who wear them are very thoroughly and

rigorously trained, those who aren't worthy are weeded out. The MI troops who wear the marauder Armour are a very

frightening sight to behold. The faceplate's third polarization layer is made to form a Death's Head skull covering the

wearer's face up. The bulky armour is shaped almost like a gorilla with massively broad shoulders and thick arms and legs.

Coupled in with the firepower carried just with the armour itself, not to mention standard issue weaponry, they are a

sight to see. When fighting the Empire, they won a few battles simply by intimidating the Imperials so badly that they

gave up. Mobile infantry soldiers pride themselves on being finely honed tools of surgery. One MI soldier was quoted as

saying "command could order us to go onto a World and roundup all the left handed redheads, and we could, and would."

they don't question their orders, they just carry them out or die trying.

Model: Caedes Consortium M-7 Marauder Armor

Type: Light (Full Body Fast-Attack Armor)

Cost: NFS

DR: 3

Max Dex Bonus: +5

Armor Check Penalty: -3

Speed: 10 (10 m), 6 (6 m)

Weight: 8 kg (27 kg with all armament listed)

Game Notes:

Jump Jets:

- Moderate difficulty to control, is able to 'jump' up to 150 meters vertically, and/or 300 meters horizontally. If the difficulty is missed,

then roll for scatter and every 2 below the difficulty, the user ends up going 1 meter in the direction of the scatter die. Has energy for 220 jump bursts.

#### Sensory Equipment:

- Can track moving targets 100 metres away, moderate difficulty, it may be easier or harder depending on the location.
- +6 to all Sight/Sound skills.
- Moderate Sensors roll to detect Starfighter scale and larger moving objects between 101 and 500 meters away. Difficult for Speeder-Walker. Very difficult for Character scale.

#### Helmet and Faceplate

- Night Vision, Infra-Red, Radar, Comm Scanners HUD
- Polarized Faceplate: Wearer subtracts 6 from the effects of any bright flashes.
- Maco-plate: Faceplate has built in macro-binoculars
- Tongue-activated comlink with 6 tactical frequencies.
- Subspace Radio (750 kilometer range)
- Multi-Frequency Targeting Aquisition System: +6 to hit targets moving at over 10 meters a round.

#### Advanced Hydraulic and Servo Systems:

- +6 to Strength related skills.
- +5 to Move code.
- -3 to Sneak.

Envro-Filter: blocks out harmful substances in the air such as nerve gas. Can seal up and has 300 minutes worth of internal air as well as internal water supply.

Climate Control: Body glove and homeostasis system to shelter wearer from etreme heat or extreme cold. +6 to survival checks in extreme conditions. Can seal up for vaccum and act as space suit.

Magnetic couplers allow wearer to attach themself to any metal surface.

Grenade and Bomb Belts: Carry a large number of grenades, bombs, and land mines for general use and launching with the Y-Rack.

- Flamethrower (Left Wrist)

Cost: NFS

Damage: 6d6(First Round), 4d6 (Next Four Rounds)

Critical: 19 - 20  
Range Increment: 1 m  
Weight: 3 kg  
Stun Damage/Fort Save: -  
Type: Scorching  
Size: Tiny  
Group: Exotic  
Ammo: 100

- Laser Cutter (Right Wrist)

Cost: NFS  
Damage: 3d6  
Critical: 20  
Range Increment: 1 m  
Weight: 3 kg  
Stun Damage/Fort Save: -  
Type: Energy  
Size: Tiny  
Group: Exotic

- Y-Rack Bomb Thrower (swings over both shoulders)

Cost: NFS  
Damage: Varies by Grenade Used  
Critical: 20  
Range Increment: 12 m  
Weight: 8 kg  
Stun Damage/Fort Save: -  
Type: Varies  
Size: Tiny  
Group: Simple  
Ammo: 20

Note: Can fire any type of grenade or small explosive including land mines and thermal detonators. Cannot fit larger explosive devices though.

Mini-Proton Torpedo Launcher (Right Wrist)

Cost: NFS  
Damage: 6d6  
Critical: 19 - 20  
Range Increment: 70 m  
Weight: 5 kg  
Stun Damage/Fort Save: -  
Type: Energy

Size: Tiny  
Group: Exotic  
Ammo: 10

Based off text from Robert Heinlein's novel: Starship Troopers.

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