



Equipment D20 / Caedes Consortium M

Caedes Consortium M-8 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-8 Command Armour is designed for Platoon level and higher commanders. They carry almost the same amount of firepower

internally, replacing the proton torpedo launcher on the top right wrist is a second flamethrower. The command armour is

even more expensive than the marauder Armour. It has much stronger jump jets and a faster servo system, allowing it to

move twice as fast as a Marauder suit. The suit is also 'stronger' than Marauders due to the advanced servosystem. The

M-8 also carries much more advanced and powerful sensor and communication equipment. The scanners can detect at greater

ranges without a lack of efficiency and feed data in through a tactical computer and into the TARP System. The TARP

system digitizes data on where things are such as buildings, troops, ships, vehicles, and 'bug holes'. It then puts them onto

a display screen which has a grid overlaid on a terrain map of the surrounding area. The terrain information is pumped in

from orbiting craft, and most of the actual data is processed there as well then relayed to the TARP system. This gives

the commander as much of an advantage as possible in coordinating movement of his troops, finding targets, and engaging.

Model: Caedes Consortium M-8 Command 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)

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 140 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 m and 1.5 km 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.
- Tactical Assessment and Resource Placement(TARP) System: +3 to Command and Tactics rolls.

Advanced Hydraulic and Servo Systems:

- +9 to Strength related skills.
- +15 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 extreme heat or extreme cold. +6 to survival checks in extreme conditions. Can seal up for vacuum and act as space suit.

Magnetic couplers allow wearer to attach themselves 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 (Both Wrists)

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 I

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