



Equipment D20 / Caedes Consortium M

Caedes Consortium M-6 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 Civilians 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-6 Scout Armour is a light fast version of the M series power armour. It carries only the flamethrower for internal

armament. It has all the same wide range of features as the Marauder and Command armours such as polarized macroplate, jump

jets etcetera. However its jump jets and hydraulic system are revamped to allow it to move twice as fast as the Marauder

Armour. It also has higher quality sensors equipment to aid in the role of scout. Other than more advanced sensor

equipment, the M-6 Armour is basically stripped down M-8 Command Armour.

Model: Caedes Consortium M-6 Scout Armor

Type: Light (Full Body Fast-Attack Armor)

Cost: NFS

DR: 3

Max Dex Bonus: + 4

Armor Check Penalty: - 3

Speed: 10 (25) (10 m), 6 (21) (6 m)

Weight: 8 kg

Notes:

Jump Jets:

- Moderate difficulty to control, is able to 'jump' up to 300 meters vertically, and/or 600 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 220 metres away, moderate difficulty, it may be easier or harder depending on the location.

- +6 to all Sight/Sound skills.
- Moderate Computer Use roll to detect Starfighter scale and larger moving objects between 101 and 2.5 kilometers away. Difficult for Speeder-Walker. Very difficult for Character size.

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 Hydrolic and Servo Systems:

- +6 to Strength related skills (does NOT apply to resisting damage).
- +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 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.

- 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/For 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

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