Equipment D20 / Caedes Consortium M-6 Pow

Caedes Consortium M-6 Power Armour

The Caedes Consortium is a group of alligned worlds inhabited by Humans and Near-Humans. The Consortium has a doctorine
based on the Superirority 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 stummbled 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 similair paths. Palpatine and his advisors believed that they could convince the Consortium to join the empire
for mututal 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. Palaptine ahd 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 atatcked the
taskforce and oblitterated it completely. The Consortium then repeatedly repeled Imperial invasion attempts with an
alarming ease. Finaly, a war with another super power in the Unknown Regions, the Thrasin, loomed iminantly. The
consortium went on the offensive and caused eevere 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 agreemnt 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 refered to as Civilains and Citizens.
Citizens may vote, own and run buisnesses, be involved in politics, and run for political office among other things. This

puts social rpessure on epople to eprform some sort of Federal Service. Navy and Army are popular chocies because, if you
don't join a dvision 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 lgiht fast version of the M series power armour. It carries oly 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 it's 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-^ Armour is basicly 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 horizontaly.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 Aquisiton 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 suppy.

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/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

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