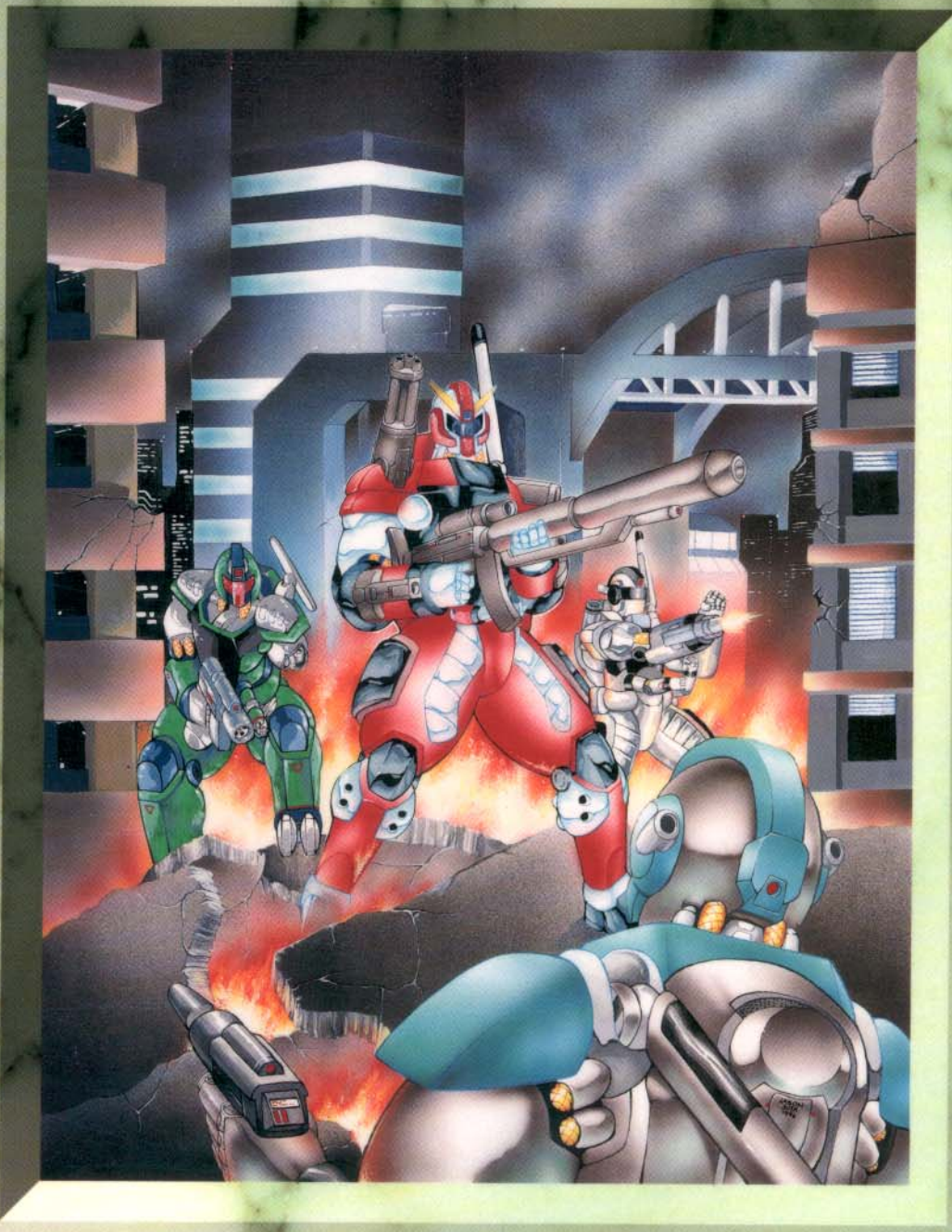
MAR-13-M

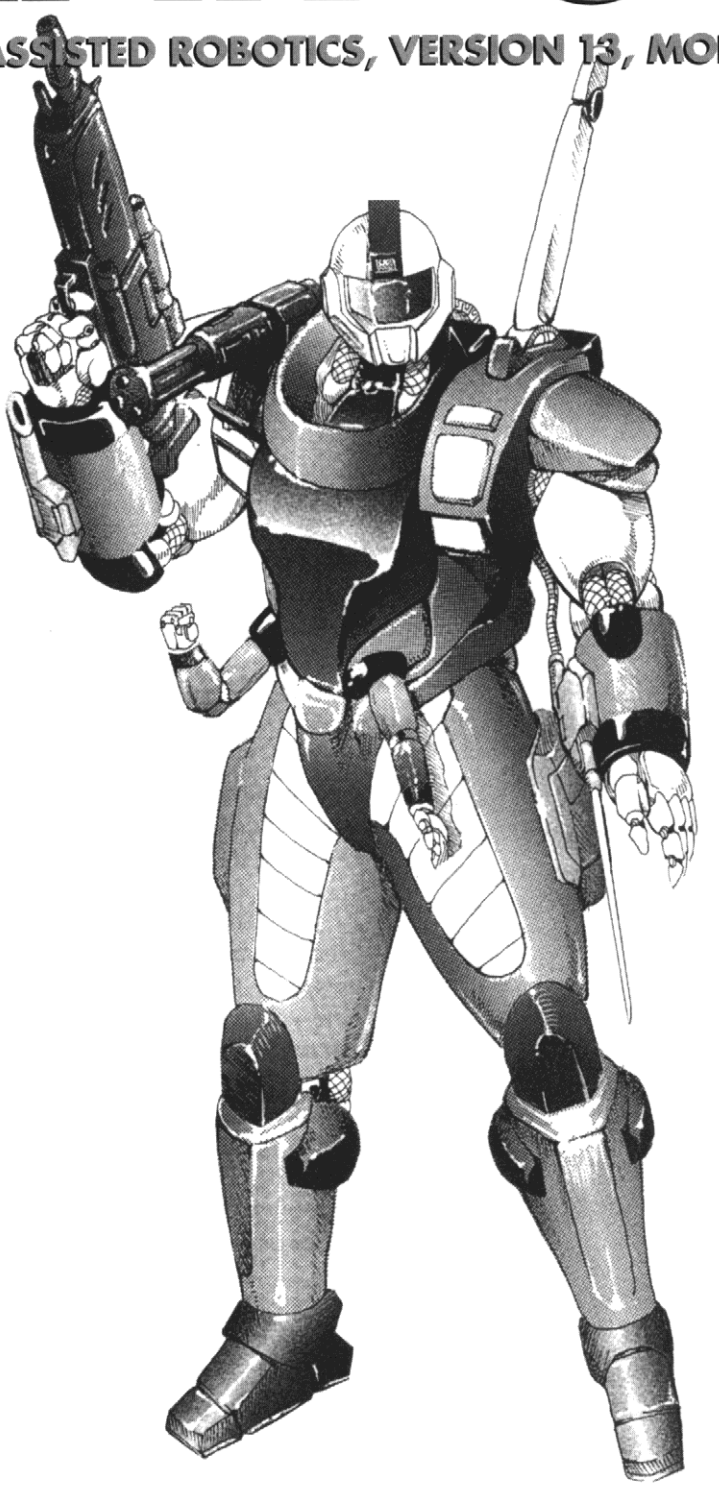
Mimetic Assisted Robotics, Version 13, Modular Series



MAELSTROM HOBBY

MAR-13-M

MIMETIC ASSISTED ROBOTICS, VERSION 13, MODULAR SERIES



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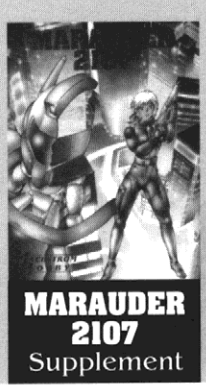


TACTICS 101

1 *When engaged with another Marauder in extremely close range, especially when facing superior firepower, immobilize the master arms of the opposing unit. An opponent whom cannot move his master arms cannot utilize the slave arms—thus rendering useless forearm mounted gear or carried weapons.*

2 *Target the master arm units. A pilot with a missing limb is extremely likely to go into shock, thus reducing his Marauder to a motionless target. Should they not go into shock, you've still manage to eliminate the threat of forearm mounted weaponry.*

3 *A Marauder's weakness is its dependence on cameras to carry visual information to the pilot. Destroy the head and you limit the pilot's visibility to the use of the torso view window.*

4 *When faced with a Marauder geared with Micro-Missiles, disable or destroy the Painting Laser. Without a "locked on" target, the opposing Marauder is reduced to firing blind.*

5 *When facing a superior Marauder, resign to guerrilla tactics—attack and retreat to a location where you may once again make an attack free from immediate retaliation.*

6 *When utilizing an EMP disk on an opponent with whom you're certain possesses a Blast Back, attach the device to the buttocks. Most Marauders cannot remove it due to master arm motion limitations.*

7 *Quick Kill: Target a location on an opposing Marauder, preferably the torso and use your best penetrating weapon. On your next attack, make a Called Shot to the hole you created using an Overload Spike. The lack of armor in the attack region gives you the perfect opportunity to "drop" the Marauder.*

8 *Quick Kill: Make Called Shots to the opposing Marauder's view window. Chances are, your weapon is capable of penetrating the window's armor and Muscular Lattice giving you better odds of maiming or killing the pilot.*

9 *Know your opponent. Take the time to study your campaign's MAR commercial production models. A careful examination of the "blueprints" may provide you with a tactical advantage in future confrontations.*

CONTENTS

MAR DESIGN

When designing a custom Marauder, it's advisable to follow an established procedure. We've included step-by-step guidelines to assist in filling your requirements and determining your needs in order to create an operational Marauder.

Step One
The first decision you face is establishing what exactly you require. This should be based on the mission in which the MAR is to be used, equipment that you must absolutely acquire and any additional Outer Gear which may pose some benefit to your mission or the well-being of its pilot. *Make a list of the likely situations you feel you'll be coming up against in the future and jot down the components which can make the odds even or in your favor.*

Step Two
Once you've generated an outline of the components that your MAR requires, some conclusion regarding the choice of chassis' should be made. Factors to consider: Chassis Strength, Muscular Lattice, SIR Modifier and Payload. *If you don't require that much Outer Gear, choose a light chassis and purchase a CEFSA for increased Strength. If you know you'll be dependent on mounted weapons, choose a heavier chassis to give you a better number of spaces to place Outer Gear.*

Step Three
Select the various Systems the MAR requires to operate and choose any options that you may need. When you reach this section in the book, a list will be provided displaying each *required* component.

Step Four
After the Systems have been added to the chassis you basically possess a working Marauder. To protect the many internal components and Muscular Lattice, you should now add armor. When purchasing armor, it's calculated as if you're buying it for the entire body (minus the visor and view window). To protect the latter two, you must purchase Glass-Steel which possesses separate costs specific to the body location. *Don't get carried away by adding too much armor. A heavily protected Marauder can also mean a low mobility one.*

Step Five
Select the Outer Gear which will "top off" the MAR. Check the list you created in Step One and purchase the items indicated. Remember not to go over your limits.

Step Six
Total up the weight of all components added in the construction of the MAR (Systems, Armor, Outer Gear). If it exceeds the Payload of the chassis, the MAR is overburdened automatically uses its 1st Encumbrance Level. (See sourcebook.) If the total weight is within the value specified in the Payload column of the Chassis Table, the MAR suffers no Encumbrance Penalties.

Step Seven
The seventh and final step in the MAR creation process is to tally up the cost of the chassis and all components purchased while creating the Marauder. *Don't forget to choose a name for this design and finalize the MAR design sheet.*

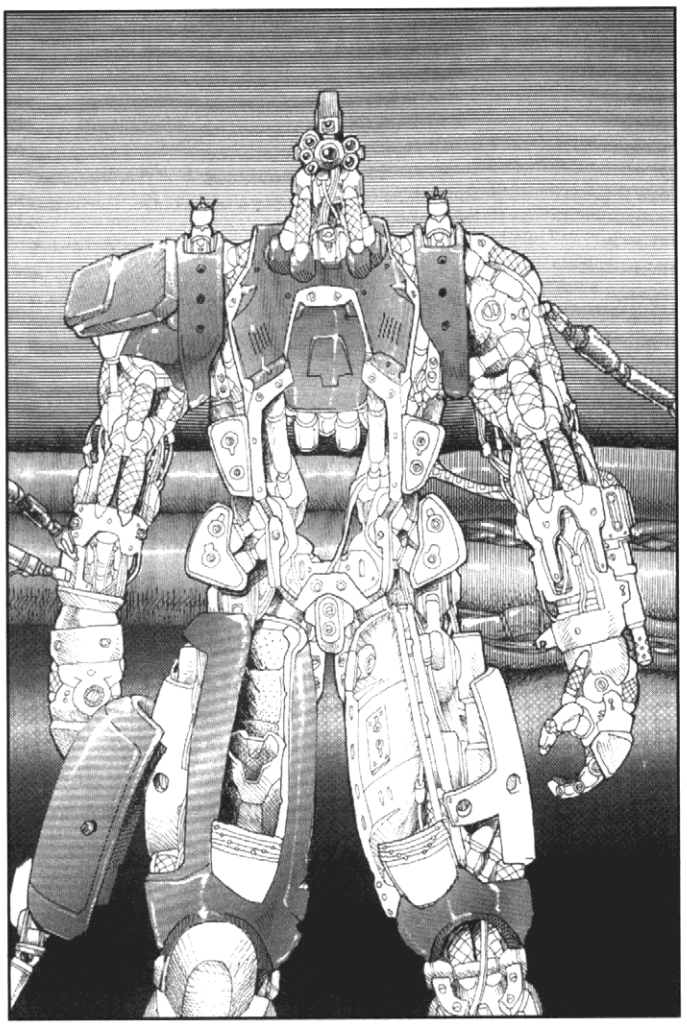
CHASSIS SELECTION

In the late 20th century and early 21st century, devices known as waldos began to see widespread use throughout the world. These machines were clunky exoskeletons "worn" by a human operator which allowed them to lift and carry extremely heavy objects without the use of a vehicle or additional manpower. Most waldos were clumsy and awkward devices that left the pilot with chaffed legs and sore arms from forcing inhuman body extension.

Constructed from reinforced steel bars and oversized motor servos, the early waldos were able to perform the activities their designers envisioned, however, a fundemental concept was overlooked—mobility.

As technology crept forward, Takatashi Industries spent millions of yen rennovating the waldo to increase its functionality and operator interface. Some of their prototypes eventually went to market, however the vast majority saw their way to the recycling center. As sales of the TI waldos moved along briskly, the Takatshi Industries' R&D team began to tinker with the idea of a completely new kind of exoskeleton. When word of this new "system" reached the corporate office, money started pouring into the project. Eventually, Kentero Sakura, a reknown mechanical engineer, joined the R&D team and helped introduce the Core to the MAR concept. The rest, as they say, is history...

The chassis' main framework is constructed from a combination of fused light-weight metals and resilient plastics.



Amidst this frame are a multitude of motorized servos and advanced hydraulics, each monitored and controlled by microcomputers, which are responsible for body movement (arm bending, head turning, grasping and walking).

Intermingled within the scaffold are thick layers of cabling housing electrical wiring, temperature regulation fluids and mimetic signal relays. These cables, known to designers as the Muscular Lattice, is the mecha equivalent to a combination of the human muscular, circulatory and nervous system. In addition to controlling various internal components through a tie-in to the MAR-TSC (Total System Computer), the Muscular Lattice acts as a secondary layer of armor, capable of stopping or slowing penetrating damage (such as bullets).

In the chart at the bottom of the page, you will find a list of the available chassis' for purchase. Each column contains information regarding the stats of a specific chassis. To better help you understand the data entered, we've included these brief descriptions:

Chassis Type
The basic chassis style and name. Each chassis has a multitude of variations so that purchasers aren't limited to MARs based on humanoid appearance.

Strength
This is the base Strength of the chassis. Strength Damage is considered Class 1, Armor Piercing. It may be increased through the purchase of CEFSA (described on the next page).

Weight
This value lists the chassis' base weight in pounds. It covers the frame, Muscular Lattice, servos, hydraulics, microcomputers and sensor relays.

Muscular Lattice
This number, when multiplied by the appropriate entry within the Value Modifier Chart, derives the total Muscular Lattice rating for a body location.

Chassis Type	Strength	Weight	Muscular Lattice	SIR	Payload	Price
Protolink	13	300	20	10	600	¥25,000
Techline	13	350	22	12	700	¥30,000
Ninja	14	400	24	14	800	¥35,000
Rebel	14	450	26	16	900	¥40,000
Hammer	14	500	28	18	1000	¥45,000
Jackrabbit	15	550	30	20	1100	¥50,000
Caliber	15	600	33	22	1200	¥55,000
Whisper	16	650	36	24	1300	¥60,000
Techline-II	16	700	39	26	1400	¥65,000
Samurai	16	750	42	28	1500	¥70,000
Crusader	16	800	46	30	1600	¥75,000
Guardsman	17	850	50	32	1700	¥80,000
Hellion	17	900	54	34	1800	¥85,000
Ronin	18	950	58	36	1900	¥90,000
Aegis	19	1000	62	38	2000	¥95,000
Juggernaught	20	1050	66	40	2100	¥100,000

SIR
This number, when multiplied by the appropriate entry within the Value Modifier Chart, derives the total Structural Integrity Rating for a body location.

VALUE MODIFIER CHART

Hands	ML/SIR x 1
Feet/Head	ML/SIR x 1.5
Arms	ML/SIR x 2
Groin	ML/SIR x 3
Legs	ML/SIR x 3.5
Torso	ML/SIR x 5

Payload
This value indicates the amount of "natural" weight (internal components, armor and Outer Gear) a MAR may add to the weight of its chassis. Any amount over this value is then used towards Encumbrance Penalties. (See sourcebook.)

Price
The cost of the MAR chassis.

C.E.F.S.A.

C.E.F.S.A. stands for Chassis Enhancement Feature- Strength Augmentation. Relatively new in concept and design, the CEFSA was a promise brought to life by the engineering team at Takatashi Heavy Industries during the latter portion of 2106 and placed on the market in January of 2107.

The purpose of CEFSA is clear and simple—by using high-tensile polymers fused to the chassis and a series of thick plastisteel cabling to aid in physical motion, the CEFSA system provides the MAR with a dramatic increase in strength. How much? How does a 50% increase in strength sound?

Own a Crusader with the standard 16 Strength? Add CEFSA to it and you've got a 24 Strength combat machine capable of unleashing a 12 PR Class 1 (AP) punch.

Own a Juggernaught but want to push it to the edge? Add CEFSA to your Marauder and you've got a 30 Strength behemoth capable of dishing out a 15 PR Class 1 (AP) punch. That's a penetration level well beyond the 13mm Takatashi Starfire autocannon and nearly equal to the 15mm Jaspar Dragonfly.

The CEFSA system possesses a hefty price tag equal to 75% of the bare Chassis cost in which it's to be used and has a weight equal to 1/5th of the chassis' Weight. On a Crusader, this comes out to ¥56,250 and weighs 160 pounds.

OPERATING SYSTEM

In order for Marauders to function, each unit requires a computer system known as the MAR-TSC (Total System Computer). As indicated on page 65 of the Marauder 2107 sourcebook, the MAR-TSC is effectively the "brain" of the Marauder. Its purpose is to process and execute all data transmitted through it, monitor the pilot's life signs as well as internal and external systems and is responsible for controlling the communications link between the pilot and the outside world.

Distinguished from lesser operating systems, the MAR-TSC possesses a built-in virtual AI chip which allows the pilot to interact with the Marauder by voice and is capable of deterring unlawful use via voice recognition and passwords.

MAR-TSC 100
This basic model, originally manufactured for the Takatashi Series-Six waldos during the 2090's, is still seeing current use. Uncomplicated or advanced when compared to modern MAR-TSC's, this model sports the first virtual AI chip ever produced commercially for use with waldos. *The cost of the MAR-TSC 100 is ¥3,000 and weighs 30 pounds.*

MAR-TSC 200
The MAR-TSC 200 was the first combat system created for the Marauder product line and was used in the MAR-12-P. To differentiate between the 100 and 200, Takatashi's computer wizards devised a new MAR-TSC capable of incorporating a "Lock and Forget" targeting system. In essence, the pilot can lock onto a subject and go about their business without having to worry about monitoring it. To lock onto the subject, the MAR-TSC requires the use of Motion Sensors. When contact is made, the pilot must roll a 14 or less on a d20. Once established, the MAR-TSC uses the Marauder's Motion Sensors to track the subject and maintain a "target lock." If the Motion Sensor fails, or should the subject perform a successful maneuver to avoid detection, the target lock is lost. The "target lock" remain in effect until the opposing MAR is destroyed, out of range, or performs a concealment maneuver. *The MAR-TSC 200 costs ¥5,000 and weighs 40 pounds. (Provides +1 BTN)*

MAR-TSC 300
Similar to the MAR-TSC 200, the 300 increases the systems ability to "Lock and Forget" from one target to three. *The MAR-TSC 300 costs ¥7,000 and weighs 50 pounds. (Provides +1 BTN)*

MAR-TSC 400
Currently the top system available, the MAR-TSC 400 can "Lock and Forget" up to five targets. *The MAR-TSC 400 costs ¥9,000 and weighs 60 pounds. (Provides +1 BTN)*

MAR REQUIREMENTS

MAR-TSC
Reflex Processor Unit
TSC Subprocessors*
Visual Systems**
Audio Systems**
Air Filtration Unit**
Main Power Source
Temperature Regulator**

* Certain TSC Subprocessors are required for specific Visual and Audio Systems and the option, Back Blast.

** Indicated systems are required for MAR's utilizing an enclosed pilot compartment.

REFLEX PROCESSOR

The Reflex Processor Unit (RPU) is a specifically designed microcomputer that operates in concert with the MAR-TSC and is responsible for interpreting pilot actions and converting the data into responses executed by the Marauder. A disabled RPU ceases to transmit pilot control information and forces the MAR-TSC to initiate a system-wide lock-up.

Primitive versions of the Reflex Processors were used over the course of some forty-five years by various waldo manufacturers until Takatashi Industries revolutionized the industry by creating the first MARs. While manufacturing the original MAR prototype, the techs at TI spent many months devising a system that would incorporate traits found in the waldo circuitry yet exceed their traditional limits. Seventeen months later, the Reflex Processor Unit was created and moved immediately into commercial production.

Currently, TI has fashioned three Reflex Processor Units, each with greater degrees of pilot control and MAR maneuverability ranging in price from ¥1,000 to ¥5,000.

RPU 1732
This system is the original RPU installed in the early MARs up to the MAR-8 where it was replaced with the RPU 1832. Although more powerful than the old waldo control units, the RPU 1732 is still considered "rock bottom" when it comes to Reflex Processors due to its poor response and execution chipset. Data Specification: Reduces pilot Agility and Dexterity by one point apiece. *The RPU 1732 costs ¥1,000 and weighs 10 pounds.*

RPU 1832
This mainstream Reflex Processor and successor to the RPU 1732, first found itself commercially available during the time the new MAR-8 series entered the market. Considered to be a substantial improvement over the prior model, the RPU 1832 quickly found its way into MARs possessing the old processor. It's currently estimated that 70% of operating MARs possess this system. Data Specification: No pilot Agility or Dexterity Loss. *The RPU 1832 costs ¥3,000 and weighs 15 pounds.*

RPU 1932
Released in late 2106, the RPU 1932 is considered to be the most advanced Reflex Processor currently on the market. Unlike the earlier models which are somewhat slow on responses, the RPU 1932 executes commands in mere nanoseconds. With specialized buffering systems, redundant execution coils and triple chipsets which allows the unit to "learn" the pilot's most common actions, the RPU 1932 borders near AI status. Data Specification: Pilot Agility and Dexterity increases by one point after a two month RPU training cycle; otherwise it provides no Attribute change. *The RPU 1932 costs ¥5,000 and weighs 20 pounds.*

TSC SUBPROCESSOR

In order for various component systems to be added to the MAR, such as cameras and Emergency Beacons, the MAR-TSC requires additional onboard processors be installed. These devices, measuring 6" long x 3" wide x 1" tall and weighing a modest 4 ounces apiece, attach directly to the SPE (Subprocessor Execution) slots on the MAR-TSC control board. Once installed, the TSC subprocessors can be operated through voice commands or automatically engaged depending on the subprocessor's function and/or additional requirements (such as an audio microphone).

Audio Editor
This subprocessor board, when used in conjunction with the Audio Link option, allows the pilot to edit incoming signals

DATA

NAME	COST	WEIGHT	ABILITY
MAR-TSC 100	¥3,000	30 pounds	None
MAR-TSC 200	¥5,000	40 pounds	Single Opponent Target Lock
MAR-TSC 300	¥7,000	50 pounds	Three Opponent Target Lock
MAR-TSC 400	¥9,000	60 pounds	Five Opponent Target Lock
RPU 1732	¥1,000	10 pounds	-1 to Pilot's AGL and DEX
RPU 1832	¥3,000	15 pounds	None
RPU 1932	¥5,000	20 pounds	+1 to Pilot's AGL and DEX

based on the following criteria: decibel level, characteristic, bass or pitch. The VLC (Vocabulary Learning Chip) within the Audio Editior has a 10,000 word, phrase and sound base memory to provide pilot's with the option of selecting a specific noise, such as "crackling fire," and immediately eliminating matching sounds. To add new voice commands and sounds, merely find the appropriate sound while editing out all others and create a voice command for it. The system automatically samples the sound and voice command and buffers it to its memory card. Data Specification: 10,000 word, phrase and sound base memory with capacity for a total of 50,000. *The Audio Editor costs ¥3,000.*

Audio Link
If the MAR plans to make use of Audio Systems, it must possess the Audio Link. When patched to the various Audio Systems present in the MAR, the subprocessor is fed the signals where it quickly buffers the information and transmits it to the MAR-TSC for dissemination*. (Dissemination in this particular case refers to the signals being routed to the pilot compartment, Audio Editor and A/V Recorder.) Data Specification: Only one Audio Link is required regardless of the total number of Audio Systems installed. *The Audio Link costs ¥3,000 and weighs 1 pound.*

A/V Recorder
The A/V Recorder is a TSC Subprocessor and information recorder package which automatically records up to twenty-four hours of audio and video transmitted through the Audio and Video Links. The actual recording mechanism is located directly beneath the pilot seating apparatus and uses HD DIC (High Density Digital Information Chips) which cost ¥45 each. Data Specifications: The HD DIC can only be played back once the MAR is in non-operational mode or via a Digital Recorder with a HD adapter and monitor. *The A/V Recorder costs ¥3,000 and the actual recording mechanism weighs 3 pounds.*

Back-Blaster
This subprocessor's only function is to receive data received from the sensor plates located in the Back Blast and determine whether a threat to the MAR exists. Once data is transmitted, the Back-Blaster feeds it to the MAR-TSC for pilot notification. If the Back Blaster detects the metallic signature and subsequent charging of an EMP Disk attached to the Outer Gear, it sends a reply signal to the sensor plates thereby initiating the detonation of the Back Blast's explosive bonding agent. Should the signature not match that of an EMP Disk, no reply signal to the sensor plates is sent. Data Specifications: Requires the Outer Gear option Back Blast. *Back-Blaster costs ¥1,000.*

Communication Encryptor/Decryptor
When this subprocessor is activated, all communication sent via High-Range Radio or Low-Range Radio is automatically scrambled and unscrambled when received. This system has 4,000 possible encryption schemes incorporated in a series of specialized chips and requires all parties concerned to be on the same scheme to be able to communicate clearly. If the pilot transmits a message, the CE/D automatically scrambles the signal before sending it (twenty nanosecond differential). Should the pilot be receiving a message, the CE/D unscrambles the communication before relaying it to the pilot's compartment and or A/V Recorder. Data Specifications: Requires High-Range Radio and/or Low-Range Radio and an Audio Link. *The CE/D costs ¥3,000.*

Damage Assessor
In order to appease customers using MARs in hostile environments, the Damage Assessor was introduced as a way

DATA

NAME	COST	WEIGHT	ABILITY
Audio Editor	¥3,000	4 ounces	Edits Incoming Audio
Audio Link	¥3,000	1 pound	Necessary Audio Component
A/V Recorder	¥3,000	3 pounds	Captures Audio & Video
Back-Blaster	¥1,000	4 ounces	Needed for Blast Back
Communication E/D	¥3,000	4 ounces	Encrypts/Decrypts Audio
Damage Assessor	¥2,000	4 ounces	Updates MAR Status
Emergency Beacon	¥500	4 ounces	Transmits Signal Beacon
Emergency Transmitter	¥1,500	4 ounces	Transmits Repeating Voice Message
Fingerprint Security System	¥750	4 ounces	Fingerprint Scanning Lock
Laser Lock Detector	¥2,000	4 ounces	Detects Painting Laser Lock-on
Retinal-Scan Security System	¥1,500	4 ounces	Retinal Scanning Lock
Self-Sealer	¥500	4 ounces	Secondary AV Protection Layer
Target-Lock Detector	¥3,000	4 ounces	Detects Motion Sensor Lock-on
Visual Editor	¥2,000	4 ounces	Edits Incoming Video
Video Link	¥3,000	1 pound	Necessary Video Component

for pilots to determine the physical status of their Marauders. Once installed, the Damage Assessor scans the integrity of the MAR and compares it to specifications previously recorded by the pilot or sales representative. Upon comparing the data, the Damage Assessor transmits the information to the MAR-TSC wherein the data is then sent to the Camera Screen Unit for display. A 100% indicates a body portion which is in perfect working order and sustaining no physical damages. Any percentage below this mark indicates that the MAR has taken damage and shows the locations operational capacity and remaining structure. If a limb is disabled or destroyed, the location will light up red signaling the pilot. Data Specification: The unit doesn't examine external weaponry or Outer Gear. *The Damage Assessor costs ¥2,000.*

Emergency Beacon
The Emergency Beacon is a subprocessor which is generally fitted on a MAR used in dangerous environments whether in combat or involved with work on industrial sites. It may be linked to the Damage Assessor and/or controlled via pilot voice command initiation. When activated, the Emergency Beacon sends a continous pulsating signal over standard radio communication frequencies which allow searchers to home-in on the signal by triangulating the strength of the Emergency burst. This pulsating signal can cover all frequencies or can be locked onto a single specific frequency. Data Specification: The Emergency Beacon requires High-Range Radio or Low-Range Radio. *The Emergency Beacon costs ¥500.*

Emergency Transmitter
Like the Emergency Beacon listed above, this system is used to transmit data across the radio spectrum or over a specific frequency. Unlike the Emergency Beacon, this system allows the pilot to record a message up to ten seconds in length (such as map coordinates and pilot status) and have the Emergency Transmitter send the information over radio waves every five minutes until deactivated or the MAR's power supply becomes exhausted. Data Specification: The Emergency Transmitter requires High-Range Radio or Low-Range Radio. *The Emergency Transmitter costs ¥1,500.*

Fingerprint Security System
A standard subprocessor and identification plate package, the FSS provides an added edge for securing the MAR from potential saboteurs. The identification plate, located upon the lower torso and on the entry hatch, possesses a low amperature power supply independent of the MAR's main energy source. When a thumb is placed against it, the identification plate scans the fingerprint and compares it to the stored match print. If the prints match, the identification plate glows green, allowing the pilot to open the hatch. A failed match sounds an audible alarm. *The FSS costs ¥750.*

Laser Lock Detector
The Laser Lock Detector is the ultimate system monitor for MARs engaged in serious combative encounters. When an opposing MAR or ground troop manages to secure a target lock with their Painting Laser, the Laser Lock Detector generates an audible signal to alert the pilot and flashes the words "LL Detected" on the HUD. An experienced pilot knows to seek immediate concealment or engage the Steel Strip Baffler to fool the offensing laser beam. Data Specification: The Laser Lock Detector is not required if the MAR is equipped with a Reflective Coating and doesn't notify the pilot of multiple lock-ons. *The Laser Lock Detector costs ¥2,000.*

Retinal-Scan Security System
The R-SSS is an additional security device which is bundled in a subprocessor and retinal scanning system package. The R-SSS is located within the pilot compartment and directly to the right or left wall (depending on installation). When a potential pilot has successfully used the MAR-TSC voice recognition or password activation system, the R-SSS becomes activated. The pilot must then immediately turn to face the retinal scanning system within ten seconds to allow the device to scan the right or left eye. Once a successful scan has occurred, the R-SSS compares the data with the stored match print. If the scans match, the MAR-TSC fully activates and engages the MAR. If the scan fails, the MAR-TSC shuts down and initiates an audible 180 decibel alarm. *The R-SSS costs ¥1,500.*

Self-Sealer
This specialized subprocessor comes packaged with forty synthsteel sheets and Wyman activators. Once fully installed, the synthsteel sheets are located within sleeves adjacent to all major joints and limbs. When the Wyman activators determine the joints are severely damaged or exposed, the synthsteel sheets drop over the joints, cutting off oxygen to these locations. Data Specification: The synthsteel sheets act as 5 AV (Hard) when in use and should be ignored when located within its sheaths. *The Self-Sealer costs ¥500 and replacement sheets cost ¥50 per location.*

Target-Lock Detector
The TL Detector is a subprocessor system which monitors for target locks initiated by opposing forces. When the system detects a target lock, the device flashes the words "TL Detected" and generates an audible warning within the pilot compartment. The "TL Detected" words will remain flashing until the opposing unit is destroyed, disengages the lock-on, or the targeted MAR manages to maneuver causing the target lock to fail. Data Specification: If multiple opponents maintain a target lock on the MAR, the TL Detector will continue to flash the "TL Detected" words until such time as all target locks are lost. *The TL Dectector costs ¥3,000.*

Visual Editor

This subprocessor board, when used in conjuction with the Video Link option, allows the pilot to edit incoming signals based on the following criteria: size, color, shape and movement. The VLC (Vocabulary Learning Chip) within the Video Link has a 10,000 word, phrase and sound base memory to provide pilots with the option of selecting a specific object, such as "buildings," and eliminate matching items. To add new voice commands and video matching data, merely find the appropriate object while eliminating all others and generate a voice command for it. The system automatically samples the video element(s) and voice command and buffers it to the onboard memory card. Data Specification: 10,00 word, phrase and video base memory with capacity for a total of 50,000. *The Visual Editor costs ¥2,000.*

Video Link

MARs planning to make use of Video Systems require the Video Link installed. When patched to the various Video Systems present on the MAR, the subprocessor is fed signals where it quickly buffers the information and transmits it to the Camera Screen Unit (HUD). Data Specification: Only one Video Link is required regardless of the total number of Video Systems installed. *The Video Link costs ¥3,000 and weighs 1 pound.*

INTERNAL SYSTEMS

Air Filtration Processor

The AFP controls and filters the air which fills the pilot compartment. The unit draws in outside air from small holes located near the shoulders and outer back through the use of a high-powered suction device. Once within the system, the AFP introduces neutralizing gaseous chemicals which filter out harmful contagions leaving only clean breathable air. This air is then passed into the cabin for the pilot's use. At the same time, the AFP pulls carbon dioxide out of the air within the cabin and quickly expels it through small holes below the external air-draw points. If a situation arises where the holes are covered with a fluid for more than twenty seconds, the AFP immediately seals them leaving only five minutes of air for the pilot. *Costs ¥2,000 and weighs 30 pounds.*

Back-up Power Supply

The SPU (Secondary Power Supply), half the size of the Primary Power Supply, provides MAR's with an added twelve hours of operating time. A full description of the power source can be found in the Main Power Source entry. *The SPU costs ¥1,500 and weighs 15 pounds. The SPU may be recharged for ¥200.*

Emergency Life Support

This particular Internal System was introduced in early 2107 at the request of Specular Engineering, Inc to aid in deep water searches. The ELS is comprised of several oxygen tanks located within the chassis frame (generally the torso) that are computer linked to the MAR-TSC and AFP. If the AFP forces an air-draw point closure, the ELS automatically activates and begins pumping air into the pilot compartment. In all other instances, the pilot merely needs to engage the ELS by issuing a specific voice command. Data Specification: The ELS possesses approximately six hours of oxygen at sea level. *The ELS costs ¥1,750 and weighs 20 pounds.*

Main Power Supply

The PPU (Primary Power Unit) for MARs is a hybrid chemical mixture resembling a sticky muddy-gray paste known as Termoneum. Contained in a ceramic enclosure with protective copper lining, the PPU is placed within a Marauder energy coupler where specially-designed contact points supercharge the copper lining with electricity causing the Termoneum to heat. When the Termoneum hits approximately 400°, the substance liquifies while at the same time, producing hard residue. The Termoneum is then released throughout the Marauder to supply power to the various hydraulics, actuators, servos, computers, internal systems and Outer Gear. Data Specification: The PPU contains enough "fuel" to produce energy for twenty-four hours of operation. *The PPU costs ¥3,000 and weighs 30 pounds. The PPU may be recharged for ¥400.*

Nourishment Dispenser

For the warrior on the go, the Nourishment Dispenser is the ultimate in high-protein and high-carbohydrate food sources. This system, mounted within the torso hatch, contains two extendable tubes (straws) and five canisters, one of which is filled with compressed air to push the nutrients through the tubes. Each of the four remaining canisters may be filled with any number of commercial pastes ranging from garlic chicken to the sub-standard ham loaf. In most cases, two canisters are used to hold water, while the other two are used to hold pastes with energy producing foods. Data Specification: Pastes range from ¥20–¥100 depending on manufacturer . The air canister can be refilled at the cost of ¥1. *The Nourishment Dispenser costs ¥1,000 unfilled (weight 12 pounds).*

Pilot Storage Compartment

This overpriced piece of engineering provides pilots with a small 2' deep x 1' wide x 8" long storage locker built into the chassis within the pilot chamber. The Pilot Storage Compartment is generally used to carry the pilot's personal gear including uniforms, weapons, maps and medical supplies. Data Specification: Objects cannot be accessed unless the MAR is unoccupied due to the pilot's limbs being contained within the master arm units. *The PSC costs ¥250 and weighs 2 pounds.*

Temperature Regulator
The EC/TR (Environment Control/Temperature Regulator) ensures pilot comfort and safety by altering the cabin's internal temperature based on external weather conditions and internal heat generated from the Primary or Back-up Power Supplies. In addition, the EC/TR monitors all servos and systems for unusual energy build-up and displays indicator lights on the HUD warning the pilot of any possible problems. *The EC/TR costs ¥2,000 and weighs 30 pounds.*

Waste Control Unit
As much as everyone hates the aspects of using the Waste Control Unit, in hostile environments unsafe for un-MAR protected troops, this device is the only viable option. When the unit is attached to the appropriate body parts, the pilot may urinate and defecate into the funnel tubes which immediately employ vacuum suction to draw the stool and urine into a containment cell. Data Specifications: The containment cell can hold up to one gallon of excrement before filling to capacity. *The Waste Control Unit costs ¥1,500 and weighs 17 pounds unfilled.*

AUDIO SYSTEMS

Audio Pickup (Standard)
The APS allows pilots to hear sounds originating outside the MAR's body. Small audio mikes are installed on each limb, the torso and head to provide excellent reception from all locations and can be amplified to increase sound quality. *The Audio Pickup (Standard) costs ¥500 and weighs 8 pounds.*

Directional Microphone
Often referred to as the boom mike by technical aficionados, this audio allows the pilot to pinpoint a particular sound or series of sounds by merely aiming the mike at the objects or location in question. Due to the Directional Microphone's specific aiming requirement, sounds beyond the mike's target area or path are not picked up. Data Specification: The Directional Microphone may be mounted on any body location although the head and Adjustable Antenna Sensors are best suited for the job. *The Directional Microphone costs ¥1,250 and weighs 12 pounds.*

High-Range Radio
The standard communication system for combat MARs, the High-Range Radio allows the pilot to transmit and receive information over any existing frequency and possesses an optimal range* of 200 miles. (* Optimal range is based upon flat, level terrain with no large deposits of radio absorbing ore or mountain ranges between the transmitter and the receiver). Data Specification: Effective range of operation for the High-Range Radio is 51 miles (based on large obstructions within the paths of communication). High-Range Radio now uses the entire MAR frame as an antenna rather than requiring a specialized antenna. *The High-Range Radio costs ¥3,000 and weighs 10 pounds.*

Low-Range Radio
The affordable alternative to High-Range communication, Low-Range Radio systems can be found within Citystate, industrial and privately owned MARs. Like its more expensive counterpart, the Low-Range Radio allows the pilot to transmit and receive information over any existing frequency, however, it's limited to an optimal range of 100 miles. Data Specification: The effective range of the Low-Range Radio is 22 miles. Low-Range Radio now uses the entire MAR frame as an antenna rather than requiring a specialized antenna. *The Low-Range Radio costs ¥1,500 and weighs 7 pounds.*

Voice Amplifier
A simplistic device made popular amongst activists and riot police in the 1900's, the Voice Amplifier increases the decibel output of the pilot's voice. Data Specification: The Voice Ampifier, generally located in the torso, can be adjusted from 5 decibels to 180 decibels above the sound input. *The Voice Ampllifier costs ¥250 and weighs 4 pounds.*

VIDEO SYSTEMS

Camera Screen Unit
The Camera Screen Unit, often referred to as the HUD (Heads Up Display) by combat jocks, is an advanced video display system that receives signals from the MAR's active camera and projects the live images directly on the view window or film screen attached to the Muscular Lattice. Due to the very nature of the light-projection system, the pilot is protected from being blinded due to sudden illumination (such as cornea dazzlers, explosions and flash bombs). The actual HUD operation module rests both above and in front of the pilot

DATA

NAME	COST	WEIGHT	ABILITY
Air Filtration Processor	¥2,000	30 pounds	Filters Air
Back-up Power Supply	¥1,500	15 pounds	12 Hours of Power
Emergency Life Support	¥1,750	20 pounds	6 Hours of Oxygen
Main Power Supply	¥3,000	30 pounds	24 Hours of Power
Nourishment Dispenser	¥1,000	12 pounds	Food & Water
Pilot Storage Compartment	¥250	2 pounds	Storage Space
Temperature Regulator	¥2,000	30 pounds	Controls Air Suppy
Waste Control Unit	¥1,500	17 pounds	Waste Container

where it's attached to the upper crossframe of the pilot compartment. *The Camera Screen Unit costs ¥3,000 and weighs 15 pounds.*

Camera (Standard)
The basic camera model offering no special options is the Takatashi Standard 7B. Manufactured for daily operations, the Standard 7B simulates human 20/20 vision by capturing the images within view, sending them to the Video Link where they are directed to the Camera Screen Unit for display. Data Specification: Like the human eye, the Standard 7B requires some form of light source to illuminate the viewing area and/or subjects. In a situation where light is unavailable, the Standard 7B is effectively blind. *The Camera (Standard) costs ¥250 and weighs 3 pounds.*

Infrared
This camera system allows the pilot to see "in the dark" by way of using the infrared spectrum to decipher heat and cold sources and generate a red-luminated visual fielld. Although the Infrared Camera allows the pilot to see in complete darkness in somewhat clarity, objects greater than 500 feet away become muddy shades of red and black, leaving them distorted and undiscernable. *The Infrared Camera costs ¥1,500 and weighs 4 pounds.*

Telescopic
The Telescopic Camera allows pilots to view objects as if they were 1/20th the distance away. For every additional ¥500 expended in its purchase, the telescopic capability can be increased by 20 (e.g. from 1/20th to 1/40th, etc.) *The Telescopic Camera costs ¥1,000 and weighs 3 pounds.*

Thermographic
This camera unit allows the pilot to see objects in total darkness as patterns and shapes of the color spectrum as related to temperature. Objects are defined by colors and rough shape rather than full visual identification and clarity based on a comparison of relative temperatures within the field of view. Hot objects range from green to white, while cold objects range from light blue to black. *The Thermographic Camera costs ¥3,000 and weighs 5 pounds.*

Starlight
This camera unit converts even the most minute sources of light and amplifies it by as much as 20,000 times to provide the pilot with visual clarity. Objects seen while in this mode appear to have an eerie green glow (a side effect of the light enhancement technology). Data Specification: Starlight Cameras cannot operate when there are no light souces to amplify. *The Starlight Camera costs ¥1,250 and weighs 4 pounds.*

ARMOR

Armor
The new armor for MARs is a combination of pressed steel, impact absorbing mesh, ceramics and plastics fused together to form a single layer of protection—The thickness of which is dependent on the total armor value. When purchasing Armor, the cost listed reflects an armor coating covering all Marauder body parts except for locations using Glass-Steel (visor and view window). Data Specification: Armor weighs 15 pounds per 1 AV. *Armor costs ¥1,200 per 1 AV.*

Glass-Steel
An extremely strong and impact resistant fiberglass-Dynetim mix, the Glass-Steel compund provides a transparent defensive window capable of handling the rigors of battle. Glass-Steel AV ratings are limited to 2/3rds of the body's Armor Value due to frame fitting limitations. (The limit exists to ensure the Glass-Steel doesn't protrude beyond the body.) Data Specification: Glass-Steel for the view window weighs 2 pounds per AV while Glass-Steel for the head visor weighs .5 pounds per AV. *Glass-Steel costs ¥150 per 1 AV on the view window and costs ¥25 per 1 AV on the visor.*

DEFENSIVE SYSTEMS

AM Coating
Although it's referred to as a coating, the system is in fact a series of miniature jammers located on various sites upon a

DATA

NAME	COST	WEIGHT	ABILITY
Audio Pickup	¥500	8 pounds	Standard Sound Pickup
Directional Microphone	¥1,250	12 pounds	Aimable Sound Pickup
High-Range Radio	¥3,000	10 pounds	Long Range Comm.
Low-Range Radio	¥1,500	7 pounds	Short Range Comm.
Voice Amplifier	¥250	4 pounds	Amplifies Voice
Camera Screen Unit	¥3,000	15 pounds	Heads Up Display
Camera	¥250	3 pounds	Standard Video
Infrared	¥1,500	4 pounds	IR Vision
Telescopic	¥1,000	3 pounds	View Far Objects
Thermographics	¥3,000	5 pounds	Color Spectrum Video
Starlight	¥1,250	4 pounds	Amplifies Light

MAR. When the pilot issues a specific voice command, the AM coating is engaged, signaling the jammers to engage. An active jammer, depending on which model and setting, does one of two things: 1) Causes the jammers to send out distortion signals or 2) Causes the jammers to send out a field of "data blankets". The distortion effect causes opposing Marauder's Motion Sensor to "see" eight Marauders spread out over a 200 foot area when in fact there's only one. The actual MAR is concealed from the opposing Motion Sensor, although the jammers may be modified to make one of the fake Marauder signals to be the real one. The field of "data blankets" is a continually projected sound and electron emitter which masks the MAR and fools Motion Sensors into believing no object is within its range. Data Specification: AM Coating comes equipped with a ten number coding system which permits friendly MARs with Motion Sensors to "see" the coated Marauder provided the code is entered in advance or transmitted to the pilot. *AM Coating costs ¥140,000 and weighs 8 pounds.*

EMP System Guard

This defensive unit provides MARs with an almost foolproof way to avoid being "fried" by an attack using an EMP (Electrical Magnetic Pulse). The EMP System Guard is weaved into the Muscular Lattice adding 12 pounds to the chassis weight. When an EMP attack discharges (such as the Overload Spike or EMP Disk), the EMP System Guard immediately attempts to absorb the pulse and redirect the energy out an exhaust tube as radioative particles. The EMP System Guard works on a 18 or less (d20) when the attack originates from an EMP Spike and works on a 16 or less (d20) when the attack originates from an EMP Disk. If the roll fails, the EMP System Guard malfunctions causing the EMP attack to have its designed effect. Data Specifiation: After one absorption or failure, the EMP System Guard burns out and needs to be replaced. *The EMP System Guard costs ¥11,000 and requires installation costing ¥5,000.*

Infrared Dampener

The Infrared Dampener is a multiple layer heat concealing sheath which coats the entire MAR and masks the unit from IR Vision. Data Specification: The Infrared Dampener equipped MAR is considered invisible when viewed using IR devices. *The IR Dampener costs ¥18,000 and no weight.*

Reflective Coating

The Reflective Coating system prevents Painting Lasers from locking onto the MAR due the mirror-like shine which redirects the beam. *Costs ¥40,000.*

OUTER GEAR

As Marauders began to see widespread use by paramilitary forces, police and independent operators, Takatashi Industries began to see consumers adding weaponry and components to commercial MARs. As more and more variations of gear were added to the MARs, the greater interest TI began to take until they finally made the monumental decision of manufacturing and distributing mounted equipment. Dubbed Outer Gear™ by the megacorporation, new gadgets and weaponry were released in blazing speed to corner the market before third party vendors began offering products. It's estimated that thirty different Outer Gear options are currently available and TI can be assured to introduce more products down the line.

How much Outer Gear a Marauder may utilize is dependent on one key feature, its chassis type. The chart below lists the individual chassis types and the amount of Outer Gear mounting sites each location may possess:

OUTER GEAR SPACES

Chassis Type	Arm	Leg	Torso/Hip
Protolink	2	2	2
Techline	2	2	3
Ninja	2	2	2
Rebel	2	2	3
Hammer	2	3	3
Jackrabbit	2	3	3
Caliber	2	3	3
Whisper	3	3	3
Techline-II	3	3	3
Samurai	3	3	4
Crusader	3	3	4
Guardsman	3	4	4
Hellion	3	4	4
Ronin	4	4	4
Aegis	4	4	5
Juggernaught	4	5	6

DATA

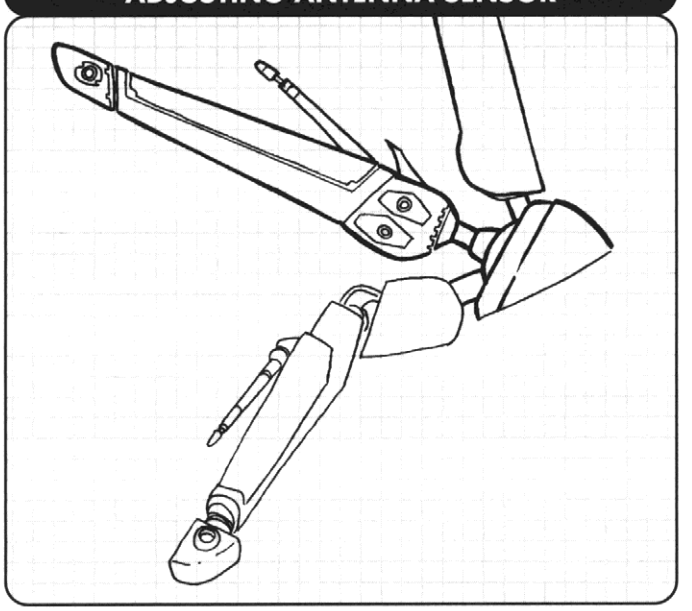
NAME	COST	WEIGHT	ABILITY
AM Coating	¥140,000	8 pounds	Fools Motion Sensors
EMP System Guard	¥11,000	12 pounds	Stops EMPs
Infrared Dampener	¥18,000	No Weight	Stops IR Detection
Reflective Coating	¥40,000	No Weight	Stops Laser Lock-ons

Unless otherwise specified, each piece of Outer Gear takes up one space. Note: The are no available locations on the head to mount Outer Gear although some pilots add fake antennaes or designation flags to enhance their Marauder's overall appearance.

Each of the following Outer Gear items will contain a description, price, weight and OGS. OGS is an anagram for Outer Gear Score which is valued between one and six. This number determines the likelihood for the OGS to be impacted when the MAR is struck in a specific body location which also possesses an OG option. (To see how OGS is used in combat, see page 25.)

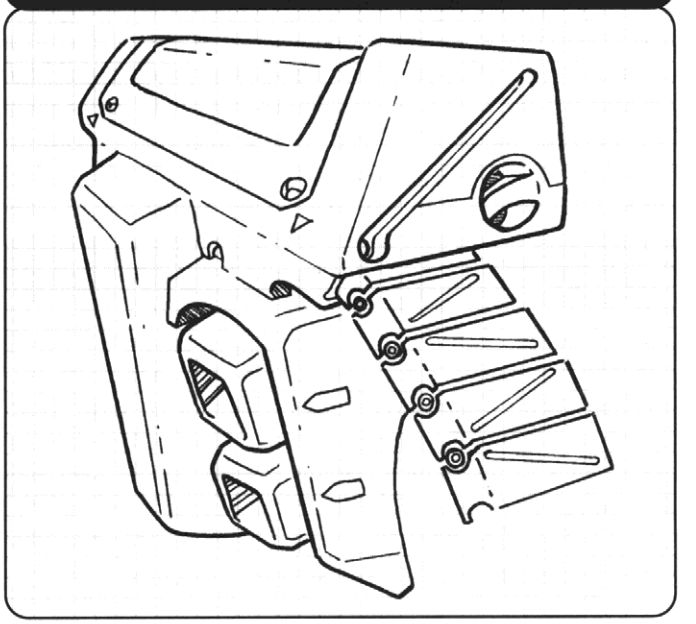
Note: Outer Gear, unless listed as location specific, may be place anywhere upon the MAR as a mounted OG or a retractable OG. Outer Gear possesses both an AV and SIR. It does not, however, possess a Muscular Lattice or Chassis.

ADJUSTING ANTENNA SENSOR



The Adjusting Antenna Sensor, generally mounted on the upper torso to take advantage of the MAR's height, is a multi-purpose component used to contain sensory devices. The Antennaes are limited to possessing cameras, audio pickup systems,and Motion Sensors. Each antenna may be fitted for up to three of these options. The Adjusting Antenna Sensor is made up of three flexible joints which allow the unit to rotate 180° degrees, bend 90° at each joint, and extend an additional two feet (with a total length of six feet). Data Specification: The Adjusting Antenna Sensor possesses 15 AV and 10 SIR, weighs 7 pounds and has OGS 1. *The Adjusting Antenna Sensor costs ¥700.*

AMMO PACK

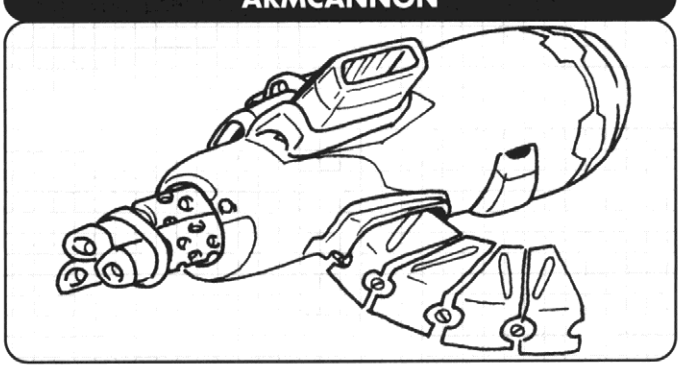


Pilots requiring the maximum amount of firepower from their MARs use the Ammo Pack to store additional ammunition. The Ammo Pack is capable of holding firearm rounds from 9mm to 30mm and have the following capacity depending on shell size:

9mm ..... 550 rounds
10mm ..... 400 rounds
13mm ..... 300 rounds
15mm ..... 240 rounds
20mm ..... 190 rounds
25mm ..... 150 rounds
30mm ..... 120 rounds

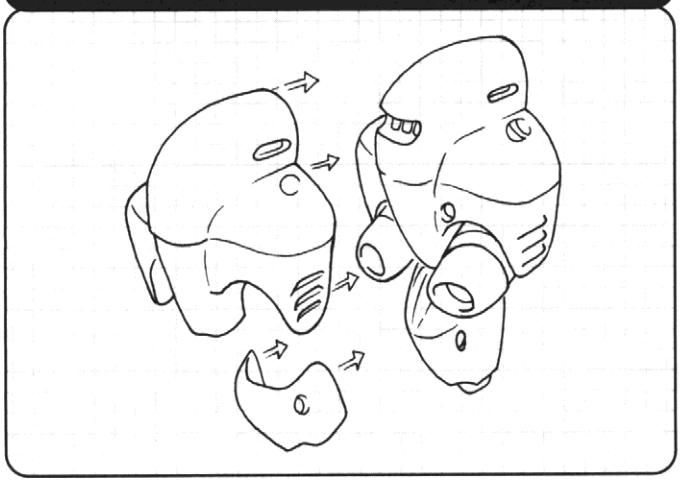
The rounds are fed to the appropriate weapon's firing chamber by way of a flexible belt measuring from three to nine feet in length. Data Specification: The Ammo Pack holds one round size and feeds to a single weapon. It possesses a 15 AV and has 30 SIR (a loss of 10 SIR stops the Ammo Pack from functioning). The Ammo Pack weighs 30 pounds empty, 215 pounds full, and possesses an OGS 2. *The Ammo Pack costs ¥1,000.*

ARMCANNON



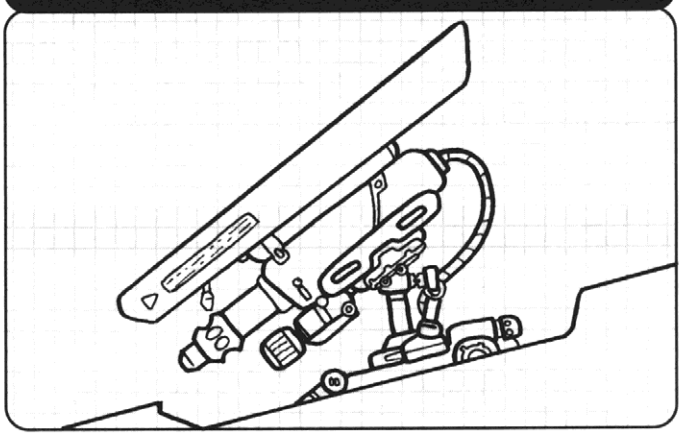
Made popular during its introduction in the MAR-12-P, the Armcannon is now considered the poor man's weapon when compared to forearm mounted and handheld firearms. The Armcannon comes in three calibers: 20mm for MAR's 16 Strength and under, 25mm for MARs 17-24 Strength, and in 30mm for MARs 25 STR and over. The main arm possesses the MAR's AV, Muscular Lattice: 84 and SIR: 56 while the three barrels possess only 14 SIR combined. Data Specification: Weight not counted. No OGS. The Armcannon comes in two versions: internal ammo cache or external model. The internal ammo cache, located in the bicep region, holds up to 100 20mm's, 80 25mm's and 60 30mm's. External feed comes via the Ammo Pack option. *The Armcannon costs ¥17,000 for the 20mm version, ¥24,000 for the 25mm version and ¥29,000 for the 30mm version.*

BLAST BACK



The Blast Back option, however basic in principle and application, is by far the most effective method of alleviating the damaging effects of a planted EMP disk. Constructed from a blend of recycled metals (+2 AV back), the Blast Back covers the entire back torso of a MAR and measures 2mm in thickness. Between the Blast Back and the MAR's body is a thin, microporous explosive bond exposed to minute fingerlike projections from the Blast Back's inner plate. When the sensor plates in the Blast Back detect a metallic signature attached upon it, a signal is sent to the Back-Blaster subprocessor for interpretation. Should the Back-Blaster determine that the object adhered to the Blast Back is "powering up" (charging), it will then forward a signal to the sensor plates which closes a circuit and forces the explosive filler to ignite, thrusting the Blast Back and attached EMP disk off its main body and some ten feet away. Data Specification: A successfully acting Blast Back forces the EMP disk to waste its charge on the 2mm shell. The Blast Back may not be reused. If the MAR's Back Blast suffers 20 points of damage (cumulative) beyond its AV, the Back Blast is disabled/destroyed and must be replaced. *Anyone struck by the shell as it flies off, suffers 10 PR (Class 2). The Back Blast weighs 20 pounds, costs ¥1,400 and is considered an OGS 6 when attacks strike the MAR's rear torso.*

BLOWTORCH UNIT



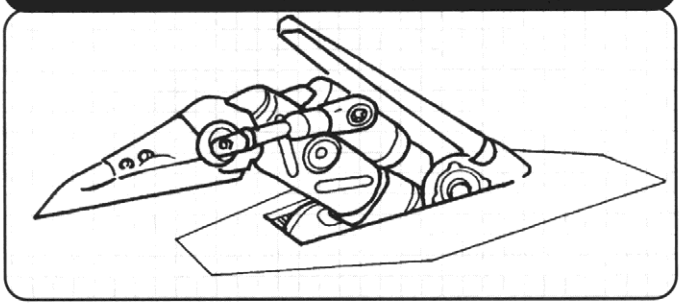
The Blowtorch Unit, generally fitted on industrial or repair MARs, is commonly used to rapidly heat objects and seal metal or make them maleable. When utilized, the Blowtorch Unit does Class-1 1 PR (extremely focused blast) with a special effect. In most cases, the simple 1 PR won't even char the armor on a Marauder. However, when the Blowtorch is used in each consecutive Action Segment, the attack increases by 1 PR. Thus, after an average character's 30 Action Segments (45 seconds), the attack would be increased to 30 PR. Upon reach or exceeding the defense of the armor, the attacker must specify whether they're sealing the metal, making it maleable or continuing to penetrate. If the choice is seal, the location is sealed. If the choice is making it maleable, the PR reduces by enough so that it may not penetrate the metal and must remain in the location for 5 Combat Rounds where upon the location becomes maleable. If the choice is continuing to penetrate, treat the Blowtorch Unit as a regular weapon. Data Specification: Maximum PR output is 60. The Blowtorch Unit has enough fuel for 10 minutes of use (refill cost ¥250). The device itself may be externally mounted or via retractable mount. *The Blowtorch Unit weighs 40 pounds, costs ¥2,300, possesses an OGS of 2 and has 15 AV and 20 SIR.*

BOOSTER JUMP PACK

A MAR possessing a Booster Jump Pack is capable of jumping or leaping a distance 3X greater than normal. Thus, a pilot with 5 Agility operating a Marauder with an RPU 1832 may jump (5 x 3) + 14 (page 66 of Sourcebook)= 29 feet. However, if we add a Booster Jump Pack to that setup, the calculation would occur as follows: ((5 x 3) + 14) x 4= 87 feet (exactly 14.5 hexes). The same pilot/MAR combo leaping after spending the prior Action running possesses a 19

foot vertical leap (5 + 14= 19). With the inclusion of the Booster Jump Pack, the new calculation is 57 feet (5 + 14) x 3= 57. Data Specification: The Booster Jump Pack has enough power for two jump/leap assists (refuel cost ¥100). The Booster Jump Pack can only be mounted on the rear torso (back) and cannot be used in conjunction with Blast Back. *The Booster Jump Pack costs ¥6,000, weighs 120 pounds, possesses a 15 AV and 40 SIR. It also has an OGS 5 when attacks strike from the rear and an OGS 2 from attacks generated from either of the MAR's sides.*

CLIMBERS

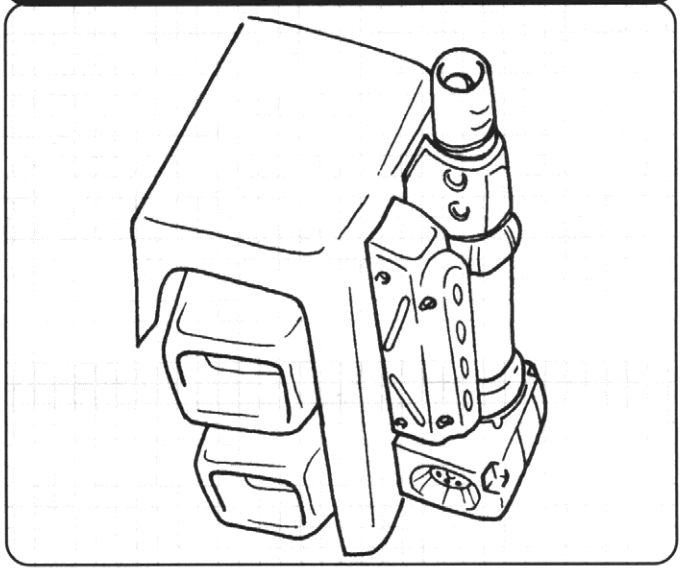


Although the Marauder is essentially a humanoid mechanism capable of duplicating the movement of its pilot, the sheer weight of the MAR and the tremendous PSI exerted during a "natural" climbing attempt reduces the rate to a near crawl. (Due to climbing suface degradation with each attempted motion.) To aid MARs with traversing vertical obstacles, specially manufactured climbing hooks are concealed in retractable housings located in the feet, knees and the wrist (palm side). Climbers enable the MAR to move unhindered (normal Climbing rules) over hard diveted, veined or porous obstacles such as: Densely packed earth, extremely thick wood or concrete and stone. Data Specification. *A full set of Climbers weigh 25 pounds, cost ¥1,000 and possess no OGS. (Also a SD +3 Class 1.)*

DAMAGE SPRAY FILLER

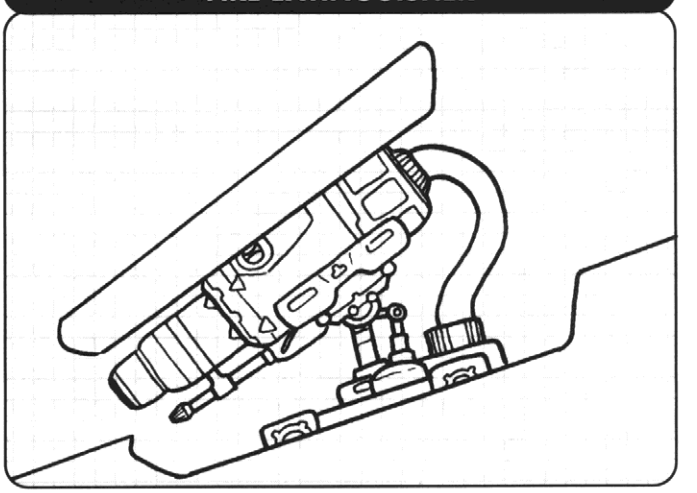
This specialty gear, mainly for use on MARs and armored vehicles, contains two spraying units (one filled with an epoxy agent, the other with a hardening compound). When the DSF is used, both sprayers begin to release a stream of their respective compounds in such a way as to strike one another three feet away (the distance in which the damaged target site should be located). In the case of a MAR which has sustained damage to its armor, the DSF is used to fill the damaged area and allowed to harden over twelve hours. Once fully "seasoned," the DSF'ed location is treated as possessing 12 AV. Data Specification: The "repaired" location is not a permanent solution and shouldn't be treated as such. Expected lifespan of the filled site is twenty days. The DSF can be used five times before needing a refill (cost ¥100). *The DSF weighs 35 pounds (filled), costs ¥1,400, possesses an OGS 1 and has a 15 AV and 15 SIR.*

EMERGENCY FLARE DISPENSER



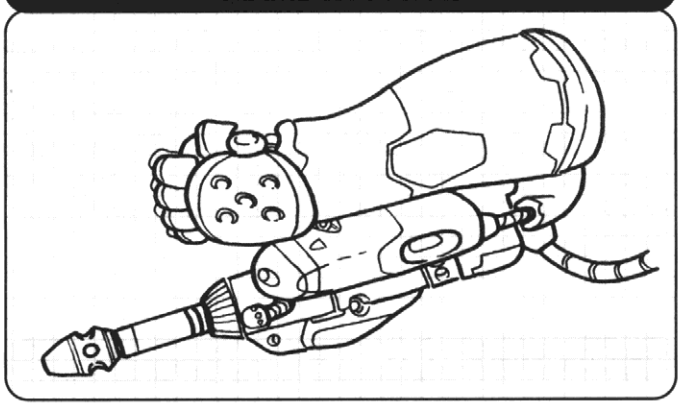
When within a hostile environment, the Flare Dispenser is a piece of Outer Gear which can be both used an emergency beacon or a combat aid. As an emergency beacon, the flare can launch upwards 1,270 feet and act as a bright marker/beacon so that "friendlies" can easily locate your position. As a combat aid, Flare Dispensers have seen widespread use as terrain illuminators, IR vision disruptors and heat tracking flak. Data Specification: Holds 4 flares of any of the following colors—red, green, white, blue, yellow. Each flare costs ¥35 and will stay airborne for 1 minute. *The Flare Dispenser weighs 22 pounds, costs ¥800, has a 15 AV and 10 SIR and possesses OGS 1.*

FIRE EXTINGUISHER



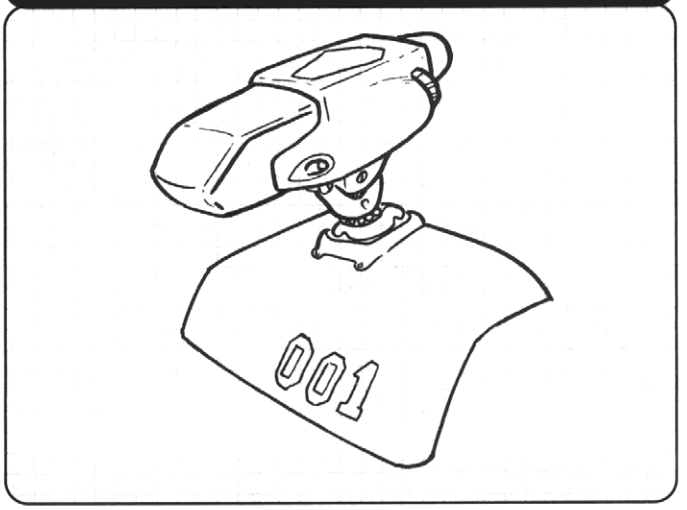
The CO2/Foam externally mounted or retractable Fire Extinguisher is a must for environmental and hazardous material MARs requiring a fast and efficient way to handle small to medium fires. When used upon flaming materials, the Fire Extinguisher automatically "kills" the fire, rendering further fire/heat damage negligable. Data Specification: The Fire Extinguisher can put out up to 10 hexes of fires before needing a refill (¥75). Doesn't put out fire caused by thermite. *The Fire Extinguisher weighs 40 pounds (filled), possesses an OGS 1 , costs ¥1,000 and has 15 AV 20 SIR.*

FLAME THROWER



A weapon of the past still in use today is extremely popular with the Karyudo and several freelancers. Capable of shooting a stream of fire 48 feet (8 hexes), any object struck is immediately engulfed into flames taking 3 PR to three adjacent locations. Each round thereafter, the affected target suffers 2 PR to the locations until they're extinguished. (A character may spend an Action extinguishing one affected location.) Data Specification: Fire doesn't penetrate hard armor unless body or clothing are exposed. (Such as an open helmet visor.) The Flamethower can make 30 attacks before needing a refill (cost ¥150). *The Flame Thrower weighs 42 pounds (full), costs ¥2,000, possesses an OGS 2 and has 15 AV and 30 SIR.*

FLASH REPEATER

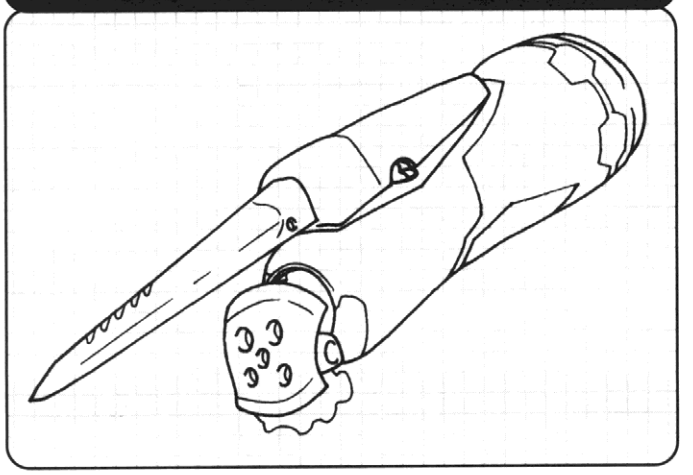


This ingeneous piece of Outer Gear, created by the late Christopher Okamoto, is a tribute to the concept of "No Force Deterrent." The Flash Repeater is generally mounted on the torso above the pilot view window or upon the shoulder. When activated, the device continiously discharges an erratic series of blinding light pulses capable of momentarily overloading a target's optic nerves. Soft Target opponents (non-MAR) looking at or in the Marauder's immediate vicinity possessing normal vision or enhanced sight are blinded for 1d6 Combat Rounds. Opponents with infrared, thermographics or low light currently active suffer 1d6+2 Combat Rounds of Blindness. Opponents protected by dark tinted windows or operating MAR's using the HUD suffer no blindness as do those opponents covering their eyes, looking away or concealed from line of sight. Data Specification: The Flash Repeater will continue to operate until the pilot disactivates the unit or it is destroyed. The Flash Repeater only affects opponents within a 15 hex radius. *The Flash Repeater weighs 15 pounds, costs ¥800, possesses an OGS 2 and has 10 AV and 10 SIR. A replacement HW bulb costs ¥120.*

DATA

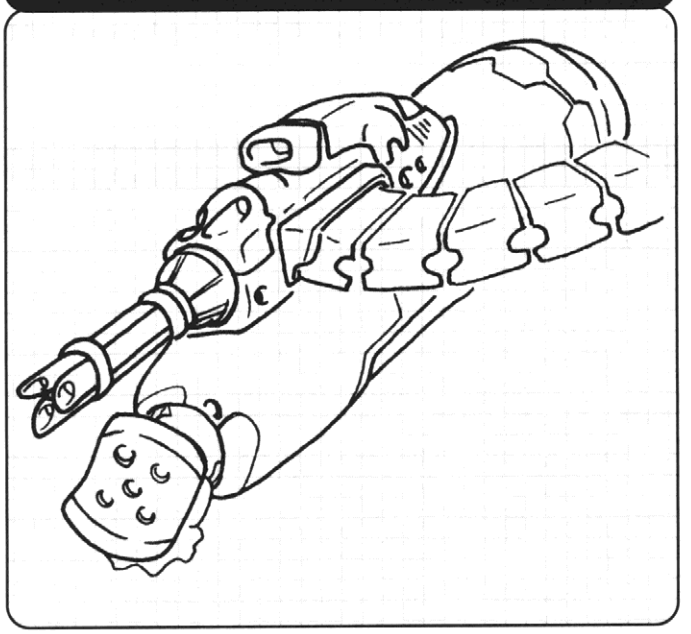
NAME	COST	OGS	WEIGHT	ABILITY
Adjusting Antenna Sensor	¥700	1	7 pounds	Moving Antenna
Ammo Pack	¥1,000	2	30 pounds	Holds Ammunition
Armcannon	Varies	0	N/A	Built-in Weapon
Blast Back	¥1,400	6	20 pounds	EMP Defense
Blowtorch Unit	¥2,300	2	40 pounds	Repair Tool/Weapon
Booster Jump Pack	¥6,000	5/2	120 pounds	Jumping/Leaping Increase
Climbers	¥1,000	0	25 pounds	Aids Climbing
Damage Spray Fillller	¥1,400	1	35 pounds	Fills Damaged Armor
Emergency Flare Dispenser	¥800	1	22 pounds	Fires Flare
Fire Extinguisher	¥1,000	1	40 pounds	Puts Out Fires
Flame Thrower	¥2,000	2	42 pounds	Shoots Stream of Fire
Flash Repeater	¥800	2	15 pounds	Blinds Unprotected Targets

FOREARM BLADE



The Forearm Blade, as its name implies, is located upon the forearm and extends in a locked position anywhere from one foot to two feet beyond the fingertips. When used, the Forearm Blade is capable of dishing out SD+6 Armor Piercing x2 damage. (The SD a MAR inflicts is always Class 1, Armor Piercing. When using the Forearm Blade, it makes the attack SD+6 AP2 (Double Armor Piercing).) This means, a CEFSA Marauder possessing 24 Strength and the Forearm Blade can do 18 PR AP2. GROSS!!! Data Specification: The Forearm Blade is mainly a thrusting weapon. If an attacker uses the Forearm Blade to slash or slice a target, the blade breaks on an 6 or less (d20). A broken blade can still be used, however, the attack reduces to SD+2. Thus the CEFSA Marauder would do 14 PR AP. *The Forearm Blade costs ¥1,000, weighs 20 pounds, possesses an OGS 2, and has 20 AV and 50 SIR.*

FOREARM CANNON

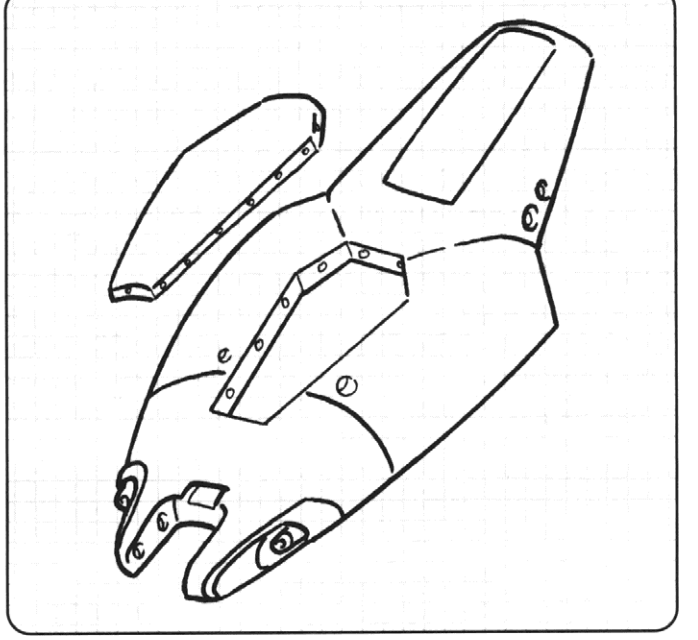


Currently the most common forearm mounted weaponry used by hardcore combatants, the Forearm Cannon comes in several different calibers—9mm, 10mm, 13mm, 15mm and 20mm. Requiring ammunition feed via the Ammo Pack, the Forearm Cannon fires rounds in the following manner:

Size	PR	RMV	ROF	RR
9mm	12	42	7A	Nil
10mm	14	60	6A	Nil
13mm	20	84	5A	2
15mm	35	92	5A	4
20mm	50	120	4A	5

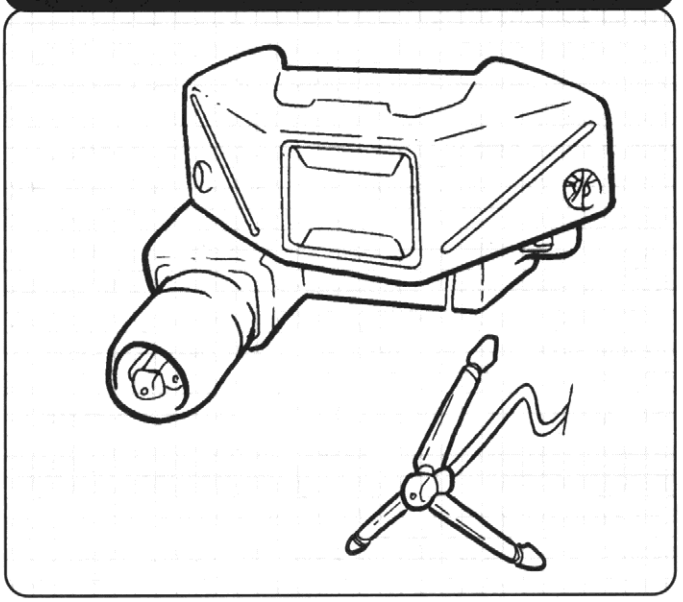
Data Specification: Each of the listed Forearm Cannons possess an OGS 2 and has a 15 AV and 40 SIR. The 9mm and 10mm weigh 42 pounds. The 13mm weighs 50 pounds. The 15mm weighs 55 pounds. The 20mm weighs 80 pounds. *The 9mm costs ¥1,400. The 10mm Costs ¥2,000. The 13mm costs ¥4,000. The 15mm costs ¥7,000. The 20mm costs 12,000.*

FOREARM SHIELD



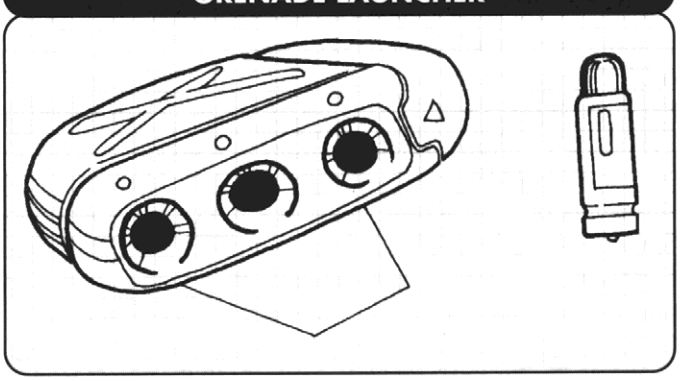
The Forearm Shield is an excellent defense when engaged in H-T-H melee. The shield provides Blocking MARs a +5 to their roll. If the roll fails, the shield still absorbs some of the damage by acting as a +12 AV (Hard). The removable "lid" allows MARs equipped with forearm mounted weaponry to wear the shield and still be able to use the Outer Gear. Unless a Called Shot is made to the unshielded portion of the arm, all arm shots to the shield arm strike the shield which adds +12 AV (Hard) to the MAR's arm/hand AV. *Cost: ¥900. Weighs 40 pounds.*

GRAPPLE & WINCH



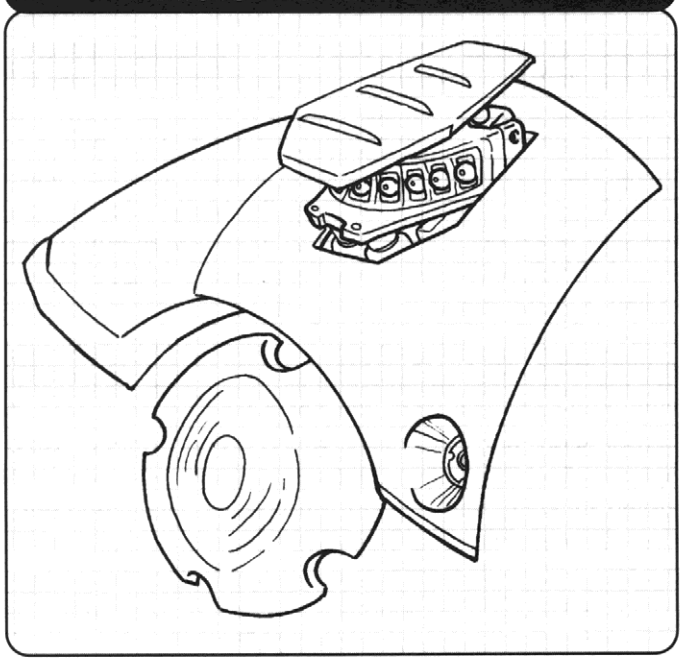
This Thrust Air™ powered Grapple and Winch package can fire its 200 foot long steel cable (20 AV 10 SIR) for use as a climbing line or be slowly released for close proximity utilization (such as towing a vehicle). As a climbing line, once the grapple is secured, the pilot can engage the winch and force it to pull your MAR upwards as the cable is drawn back into the rotating wire spool. The climbing rate is one hex every two Segments as is its release speed. TAD team Seven is known for its use of the G&W when dealing with hostage situations in highrise buildings. Data Specification: The cable is rated at holding up to 2,500 pounds. The G&W must be located upon the torso. *The entire package costs ¥1,000 and weighs 150 pounds. The Winch and rotating wire spool possess 15 AV and 35 SIR and OGS 2.*

GRENADE LAUNCHER



The Grenade Launcher fires custom-designed 42mm grenades out of one of three two-foot long barrels. Capable of holding a total of six rounds between it three spring loaded magazines, the Grenade Launcher offers an inexpensive way to provide limited artillery support to ground troops. The maximum firing range of the Grenade Launcher is 400 hexes (2,400 feet). Data Specification: For each point the Attack Roll was missed by, the grenade lands five hexes away (roll 1d6 for direction). There are currently four types of grenades on the market, although several freelancers have taken to designing their own payloads. Fragmentation Grenade, 40 PR. Concussion Grenade, 50 PR. Smoke Grenade (7" radius smoke) which stops normal sight, enhanced sight, and lowlight (lasts 4 minutes). CS Grenade, (treat as mace with total area of effect 10 hexes). *The Grenade Launcher costs ¥1,600, weighs 30 pounds, possesses an OGS 2, and has 15 AV and 20 SIR. Fragmentation Grenade costs ¥550. The Concussion Grenade costs ¥450, Smoke Grenade costs ¥100, CS Grenade costs ¥ 350.*

MICRO-MISSILE LAUNCHER



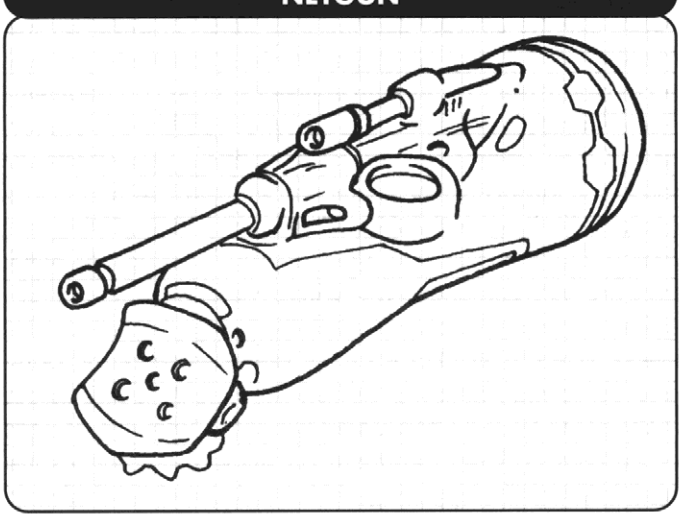
The deadliest weapon in the MAR arsenal is without a doubt, the Micro-Missile Launcher. Capable of firing a maximum distance of 2,000 hexes (a bit over a mile), these little sweethearts are the ultimate soaring avengers. In order for the missiles to strike a given target, the MAR must also possess a Painting Laser. During the course of an Action Segment, the MAR must use its Painting Laser to "mark" its future target. Once "marked," the Painting Laser will effectively follow the target until the target becomes obscured from line of sight. So long as the target is marked, each subsequent Action Segment following the "marking" Action, the MAR may fire between one to four Micro-Missiles (with each additional one in the salvo beyond the first getting a cumulative -2 to the BTN). For each hit, apply location and damage as normal, ignoring Strike Assessment. If the target manages to become concealed or hidden from line of sight of the Painting Laser and the MAR still wishes to attack the area in which the opposing MAR was located, each shot in

the salvo, including the first, suffers a cumulative -4 BTN penalty. Data Specification: There are four specialized Micro-Missiles, each one with a direct, non-spreading payload. 50mm HEAT, 140 PR AP +30 (The +30 is applied to the damage that penetrates the AV.) 50mm HE, 100 PR +30 (The +30 is applied to the damage that penetrates the AV.) 50mm ST, 100 PR. 50mm EMP (Strikes and acts as an EMP disk but immediately discharges...Opponent may not defend with Blast Back.) The Micro-Missile Launcher weighs 45 pounds and can hold 6 missiles (each missile adding 6 pounds). *The Micro-Missile Launcher costs ¥12,000, possesses an OGS 2, and has 15 AV and 25 SIR. The 50mm HEAT costs ¥4,000. The 50mm HE costs ¥3,250. The 50mm ST costs ¥2,000. The 50mm EMP costs ¥1,250.*

MOTION SENSOR

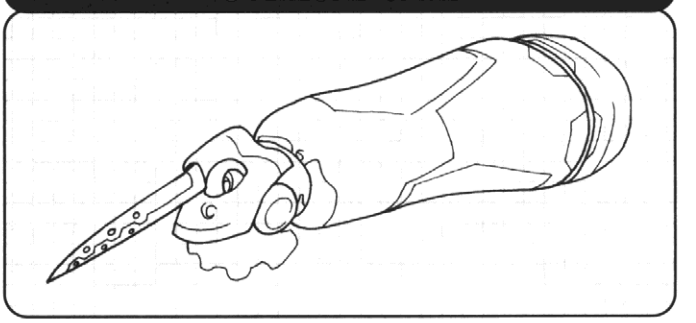
In use on nearly every Marauder, be it industrial, police or freelancer, the Motion Sensor is the ultimate in object detection. Similar to radar in function, the Motion Sensor continiously sends out a series of low frequency energy pulses in a 360° direction to its maximum range of 200 hexes. When a pulse strikes a moving object greater than man-sized, the return pulse carries back information regarding the object's estimated size and speed. Creatures smaller than man-sized (six feet), are not picked up on a Motion Sensor scan, nor are objects which are stationary. Data Specification: A Motion Sensor must be fitted into an Adjusting Antenna, which in turn must be in an extended position. Damage done to the Adjusting Antenna can render the Motion Sensor disabled or destroyed. *The Motion Sensor costs ¥4,000 and weighs 9 pounds (most of which reside within the framework of the MAR).*

NETGUN



For MARs requiring Outer Gear specializing in handling Soft Targets, the Netgun is the perfect way to capture single opponents without causing physical damage. The Netgun contains 40 plasteel nets compressed into a balls two inches across. When the Netgun is used against a human or animal, a single netball flies through the air and impacts upon the target. As soon as impact is made, the ball immediately expands into a 15' x 15' net which envelops the target and seals shut as it folds over the victim and makes contact with itself. A netted target cannot move anything more than the wrists ankles and head (e.g. can't draw weapons). In its present state, the net is equal to 3 AV (Hard) and has 10 SIR. When one Combat Round has transpired, the plassteel net hardens into 7 AV and 25 SIR. Due to the meshlike weaving, gunshots pass through the net without causing damage to it while cutting weapons do regular damage. Once a target is netted, the MAR can search for other opponents or proceed to drop the poor fool in deep water. Data Specification: Max. range, 10 hexes. Once a netball has been fired, it may not be reused. Each netball costs ¥50. *The Netgun costs ¥1,000, weighs 38 pounds fully loaded, possesses an OGS 2 and has 15 AV and 20 SIR.*

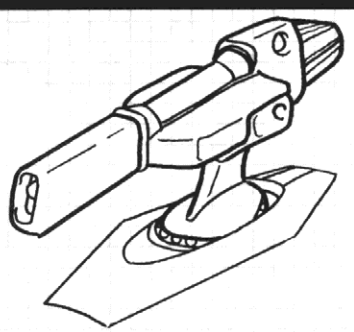
OVERLOAD SPIKE



The most dreaded H-T-H combat weapon for an un-EMP System Guard protected MAR, the Overload Spike is the ultimate in quick kills. Treated as a SD+ 5 PR AP (Class 1), a CEFSA enhanced Marauder with 24 Strength can do 17 PR AP2 (See Forearm Blade and/or H-T-H Damage Rules). When the Overload Spike manages to pierce the armor of an opposing MAR and the sensor core detects the resonant signatures of a penetrated Muscular Lattice, the Overload Spike drains all the energy from a tapped Back-up Power Supply, passes it through the spike's internal power cabling and sends it directly into the Muscular Lattice of the opponent. As soon as the discharge occurs, one of two things happen: The opposing MAR uses its EMP System Guard to absorb the pulse and redirect the energy out of its exhaust tube or suffers immediate burnout. The burnout causes all the gear in and on the opposing Marauder to lock up and cease functioning for ten hours as the discharged energy slowly dissapates. A pilot within a burned-out MAR suffers no damage, but cannot escape from the pilot compartment

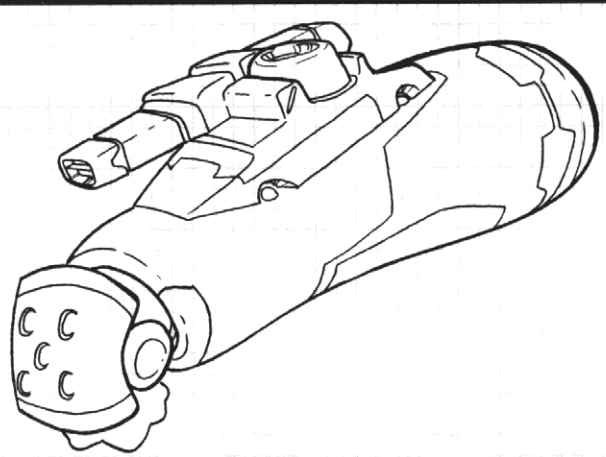
without outside assistance (e.g. with the aid of another Marauder). However, it's important to note that when the system locks up, no airflow is directed into the pilot compartment, thus leaving the pilot with only 5 minutes of air. Data Specification: The Overload Spike requires an unused Back-up Power Supply to provide it the energy requirement of the one shot attack and immediately drains it after use. The Overload Spike also does regular H-T-H damage in addition to its special attack or can be deactivated so as not to use the EMP effect until a later time. *The Overload Spike weighs 20 pounds, costs ¥6,000, possesses an OGS 1 and has a 15 AV and 15 SIR.*

PAINTING LASER



The Painting Laser, used specifically in conjunction with the Micro-Missile Launcher, is a LOS (line of sight) targeting system. When an opponent is "shot," the Painting Laser effectively "marks" the target so the Micro-Missile Launcher can lock-on and not have to worry about firing blind. If at any time the LOS is lost (due to reflective surface, physical obstruction, steel strip deflection, smoke or thick fog), the Micro-Missile Launcher isn't considered to possess a viable target to fire at without suffering enormous penalties. *The Painting Laser weighs 22 pounds, costs ¥700, possesses an OGS 1, and has a 15 AV and 10 SIR.*

SAUCER SLICER

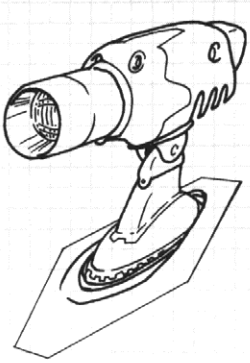


This Outer Gear option can be both used as an offensive weapon versus unarmored/low-armored soft targets or as a deterrent/defensive system. When activated, the device fires hundreds of small, flat, razor-edged saucers into the air in a sudden burst causing them to slice apart all within its path. While opponents wearing hard armor can ignore the feeble penetration capabilities of the saucers, soft armored or unarmored opponents run the risk of being butchered. Although the effects of a Saucer Slicer attack are potentially tremendous, the limited range of the weapon coupled with its horrendous appetite for ammo often leave this item collecting dust upon the warehouse shelves. When fired, the "burst" expands outwardly, thus generating a cone-shaped area of impact stretching six hexes in length and six hexes in width at its maximum range. Anything within the cone is struck by saucers unless hidden/protected from the attack's direction and path. When each burst is fired (200 saucers), each applicable target within the cone has the potential to be struck—This chance is determined by how close they are to the point of attack. (Please see the chart below.) If an opponent is struck, determine how many points each roll was made by. For each point in the roll it was made by, three saucers strike them doing 2 PR (Class 1) apiece. Each saucer strikes a separate location using the Hit Location chart on page 90 of the sourcebook.

Hexes Away	Attack Roll per Target
1	20 or less
2	16 or less
3	13 or less
4	10 or less
5	6 or less
6	3 or less

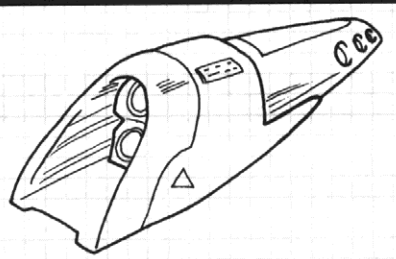
Data Specification: The Saucer Slicer holds three bursts (which can be purchased for ¥400 each. *The Saucer Slicer costs ¥3,000, weighs 32 pounds, possesses an OGS 2, and has 15 AV and 20 SIR.*

SEARCHLIGHT, AIMABLE



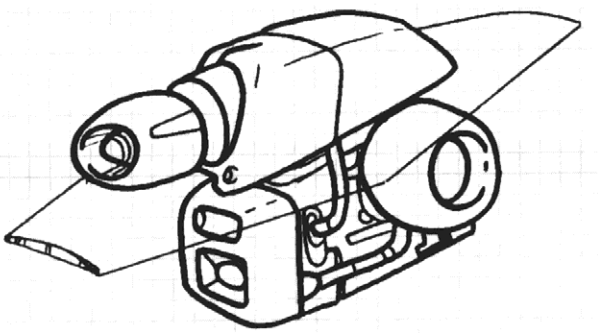
The Aimable Searchlight, a mundane piece of Outer Gear generally used by police and corporate MARs, can be utilized in standard illuminating mode or infrared mode depending on the model chosen. When an illuminating model is used, the range of the light is 300 hexes with brightness diminishing in power at 200 hexes and beyond. At close range (four hexes), a Searchlight beam is capable of causing 1d6 Combat Rounds of blindness to anyone with standard, enhanced or low-light vision. Due to its brightness, opponents up to 1,200 hexes away can see the beam and/or its origin at +3 to Sight Perception Rolls. When using an IR model, the light spectrum is shifted so that the light beam, rather than white, becomes red. Although the IR beam doesn't provide IR vision, it does cut down on the ability of opponents to see the light beam and/or source from over 500 hexes away. (Treat as Sight Perception Roll, -2.) IR Searchlights possess a beam range of 150 hexes with brightness diminishing at 70 hexes and beyond. *The Aimable Searchlight costs ¥400 for the standard model and ¥500 for the IR model. Both models weigh 12 pounds, possess an OGS of 1 and have 15 AV and 8 SIR.*

SEARCHLIGHT, FIXED



The Fixed Searchlight possesses the same abilities as the Aimable Searchlight but is locked into a specific direction and requires the MAR to move to change the light's aim. *The Fixed Searchlight costs ¥300 for the standard model and ¥400 for the IR model. Both models weigh 12 pounds, possess an OGS of 1 and have 15 AV and 8 SIR.*

SHRILLER



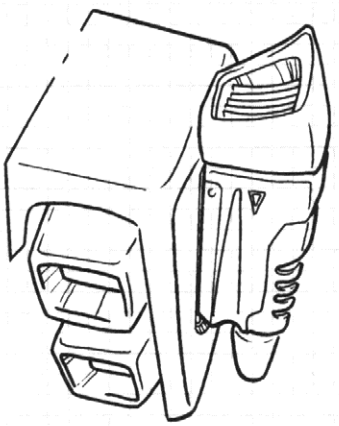
Both an offensive and defensive weapon, the Shriller is a particular piece of Outer Gear used against soft targets. When activated, the Shriller releases a high-pitched blast of noise which can momentarily stun opponents in a six hexes radius from the MAR's location. The Shriller causes 1d6-2 Combat Turns of both deafness and incapacitation to soft targets with unprotected* normal or enhanced hearing. (Unprotected refers to ears not covered by soundproof materials or sound deafeners such as ear plugs.) Soft targets using Parabolic Cyberaudio suffer 1d6 Combat Turns of both deafness and incapacitation. The Shriller also effects

DATA

NAME	COST	OGS	WEIGHT	ABILITY
Forearm Blade	¥1,000	2	20 pounds	H-T-H Mounted Blade
Forearm Cannon	Varies	2	Varies	Mounted Firearm
Forearm Shield	¥900	See	40 pounds	Protective Shield
Grapple & Winch	¥1,000	2	150 pounds	Grapple & Winch
Grenade Launcher	¥1,600	2	30 pounds	Fires Grenades
Micro-Missile Launcher	¥12,000	2	45 pounds	Fires Micro-Missiles
Motion Sensor	¥4,000	0	9 pounds	Detects Motion
Netgun	¥1,000	2	38 pounds	Fires a Netball
Overload Spike	¥6,000	1	20 pounds	EMP Attack
Painting Laser	¥700	1	22 pounds	Marks target for Missiles
Saucer Slicer	¥3,000	2	32 pounds	Fires Razor Saucers
Searchlight, Aimable	Varies	1	12 pounds	Generates a Spotlight
Searchlight, Fixed	Varies	1	12 pounds	Generates a Spotlight
Shriller	¥1,400	1	9 pounds	Fires a Sound Burst
Steel Strip Baffler	¥1,100	2	40 pounds	Fires Steel Strips
Thumper	¥4,500	2	50 pounds	Fires a Sound Burst
Tool Arm	Varies	2	20 pounds	Hold Various Tools
Wire Line Firer	¥1,750	2	28 pounds	Fires Explosive Line

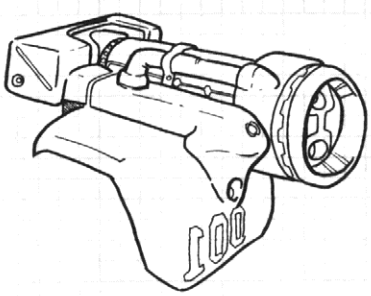
the pilot of a MAR which is currently aiming its Directional Microphone at the Shriller-using Marauder. *The Shriller costs ¥1,400, weighs 9 pounds, possesses an OGS 1, and has a 15 AV and 8 SIR.*

STEEL STRIP BAFFLER



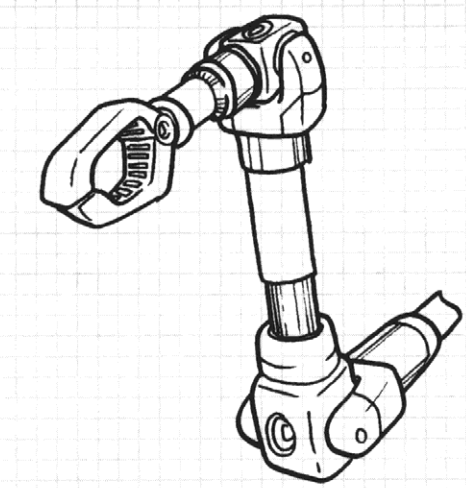
The Steel Strip Baffler, a purely defensive Outer Gear, can be both used against Motion Sensors and Painting Lasers. When the Steel Strip Baffler is activated, the device launches a burst of 300 foot-long steel strips treated with specific radioactive isotopes 500 feet into the air. Any Motion Sensors currently within the scanning range of the burst lose the ability to "see" or target the opposing MAR due to the radioactivity blocking the Motion Sensor's scanning field. The steel strips spread outwards into a five hex radius rendering anything within its area invisible to Motion Sensors. While the steel strips slowly drift downwards, they block the beam from Painting Lasers as their reflective coating forces the beam to refract. All objects within the five hex steel strip radius are free from being "marked" by a Painting Laser. Data Specification: Possesses 2 bursts. (Replaced at the cost of ¥175 each.) The steel strips will remain airborne for seven Combat Rounds. On the beginning of the eighth Combat Round, the steel strips strike the ground, and with it, stops blocking Motion Sensors and Painting Lasers. *The Steel Strip Baffler weighs 40 pounds, possesses an OGS 2 and has 15 AV and 18 SIR. The system costs ¥1,100.*

THUMPER



The Thumper, an urban encounter sound generator, is used by the TAD and law enforcement MARs. When discharged, the Thumper blasts a violently loud burst of noise (reaching Mach 1 equivalence) in a cone-shaped field stretching 50 hexes in length and 50 hexes wide at its maximum range. Any glass within this blast field possessing less than 6 AV automatically explodes, causing nearby soft targets to suffer three 2 PR (Class 1) attacks each. Any unprotected soft target opponent within 10 hexes of the attack's origin suffers 3 PR to their head (no defense) and 1 PR (no defense) to the heads of soft targets within 11 to 35 hexes from the attack's origin. *The Thumper weighs 50 pounds, possesses and OGS of 2 and has 15 AV and 40 SIR. The Thumper costs ¥4,500.*

TOOL ARM

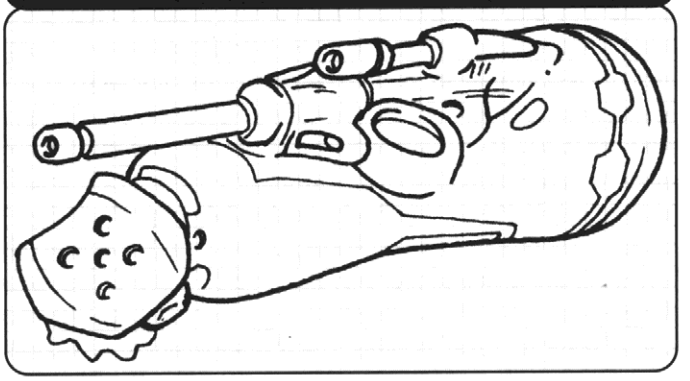


Marauders specifically used within industrial settings or used to repair heavy machinery (including MARs) often possess several Tool Arms to assist them. Mountable anywhere on the MAR body, each Tool arm can extend up to nine feet in length and possesses three flexible joints and the ability to rotate the arm 360°. The cost and function of each Tool Arm is listed below:

Claw	¥700	Strength 14
Sawblade	¥800	12 PR Class 1
Screwdriver	¥800	30 sizes and types
Electrician	¥1,200	Wire cutting/splicing tool wire feed, extra capacitor
Industrial	¥1,300	10 tools for use on industrial machinery/MARs
Delicate	¥1,000	Low Strength grasping hands (Strength 5).

Each Tool Arm weighs 20 pounds, possess an OGS 2, and has 15 AV and 15 SIR.

WIRE LINE FIRER



The Wire Line Firer shoots a 400 foot wire tagged with mini-bomblets in a straight line and then causes the bomblets to explode two seconds later. When the bomblets explode, each doing the concussive equivalence of 3 PR, their concussion forces any hidden explosives within six feet of the blasts to go off, clearing a safe path for the MAR. *The WLF weighs 28 pounds, costs ¥1,750, possesses an OGS 2, and has 15 AV and 35 SIR. Replacement charge: ¥550.*

FIREARMS

The following contains a list of the firearms currently on the market for MAR sized controllers. Ammunition price (80 Rounds) for each caliber is listed below:

13mm	¥200
15mm	¥300
20mm	¥400
25mm	¥500
25mmL	¥600
30mm	¥600
30mmL	Y700

AP Rounds increase the cost x2.5
HE Rounds increase the cost x3
(HE=High Explosive. After deducting armor from the PR in the attack, increase the penetrating damage by 50% of initial* PR. (The PR calculated after Strike Assessment.)

Universal Ammo Magazines= ¥70 each.

13mm Scattergun

PR 20 RMV 84 ROF 5A RR 2 CAP 120 AV 20 SIR 40

The lowest caliber MAR-carried weapon currently in use is the 13mm Scattergun. A cross between the Gatling gun and the old .50 caliber, this weapon is capable of "lighting" up both opposing troops and vehicles.

15mm Scattergun

PR 35 RMV 92 ROF 5A RR 3 CAP 100 AV 20 SIR 50

The successor to the 10mm Scattergun, this weapon is usually coupled with AP and HE rounds to increase its effectiveness in long-running firefights.

20mm Dual Scattergun

PR 50 RMV 120 ROF 4A RR 4 CAP 70 AV 20 SIR 55

The 20mm Dual Scattergun is the last of the Scattergun series of weapons. This system sustained a complete workover to streamline its appearance and to make it a dual purpose weapon. It can be hand-held or mounted to the torso of a Marauder with an optional ¥500 mount and ¥400 MAR-TSC sync lock.

25mm Predator

PR 65 RMV 150 ROF 4A RR 6 CAP 50 AV 20 SIR 60

The Predator is the most common hand-held weapon carrried by MARs in the battlefield due to its overall effectiveness and lower recoil rate.

25mmL Avenger

PR 65 RMV 200 ROF 1 RR 7 CAP 30 AV 20 SIR 60

The first sniper rifle for the MAR. Currently outclassed by the much stronger 30mmL Ravager but still practical.

30mm FIrestrike

PR 80 RMV 170 ROF 3A RR 8 CAP 25 AV 20 SIR 70

Best used by MARs with 24 Strength or more.

30mmL Ravager

PR 80 RMV 240 ROF 1 RR 9 CAP 10 AV 20 SIR 40

The ultimate sniper rifle for the MAR. When coupled with 30mmL HE rounds, potential damage hits 120!

EMP Disk

When attatched to a MAR, the EMP Disk charges and on the following Segment, discharges causing unprotected MARs to lose all power (complete shutdown) for a period of ten hours or until the power supply is replaced. *Cost: ¥4,500*

DATA

NAME	COST	WEIGHT	DAMAGE
13mm Scattergun	¥4,000	90 pounds	25 PR
15mm Scattergun	¥6,500	110 pounds	35 PR
20mm Dual Scattergun	¥12,000	135 pounds	50 PR
25mm Predator	¥20,000	150 pounds	65 PR
25mmL Avenger	¥25,000	120 pounds	65 PR
30mm Firestrike	¥27,000	145 pounds	80 PR
30mmL Ravager	¥32,000	135 pounds	80 PR

MARAUDER COMBAT

The Marauder combat rules presented here were first introduced in the sourcebook but have since been expanded to cover Outer Gear. Also included is a revised Strike Assessment Chart to handle the enormous damage MARs can inflict upon opponents both great and small.

H-T-H COMBAT/STRENGTH DAMAGE

All Marauder H-T-H attacks are considered Class 1, Armor Piercing and +1/2 point Stamina Loss Multiple. Unlike conventional AP attacks which reduce the AV by half and then halve the passing damage, Marauder AP H-T-H attacks reduce the AV by half and don't require passing damage reduction.

When a melee weapon is used, the attack increases in power based upon its form. A blunt weapon adds PR damage to the SD AP attack (e.g. A Strength 20 MAR does 10 PR AP. With the addition of a steel bar, the attack increases it to 15 PR AP). A bladed MAR weapon, such as the Forearm Blade, increases the PR and also adds a second level of AP (e.g. A Strength 20 MAR does 10 PR AP. With the addition of the Forearm Blade, the attack moves up to 16 PR AP2).

An AP2 weapon works in the following manner: Reduce the opponents AV by half, then half again, then apply PR versus the remaining AV. This calculates to a 75% reduction in the opposing MAR's defensive capability.

Example: The Marauder from the paragraph above attacks another MAR with its 16 PR AP2 attack. The defending MAR, possesses a 20 AV. The AV is reduced twice...From 20 to 10, from 10 to 5. The 16 PR attack strikes the 5 AV passing 11 damage to the Muscular Lattice. This 11 points is then used to determine true damage based on the information provided within the Strike Assessment Chart.

MOVEMENT

All MARs gain +14 to each of its basic movement calculations (Running, Jumping, Swimming).

Running= (AGL x 2) + 14
Jumping= (AGL x 3)+ 14
Leaping= AGL + 14

Climbing, on the otherhand, is much less attractive. Due to the sheer weight of the MAR and its gross PSI when attempting to climb vertical surfaces with its hands and feet, the surface generally begins to degrade leaving the MAR with only marginal gains.

Climbing= (STR ÷ 2) - 7

ATTACKS

For the most part, ammunition fired from small arms will harmlessly bounce off the Marauder's thick armor plating or lodge in the steel enclosure. However, rounds fired from heavy weapons are designed for a high-degree of penetration capability and secondary damage which can mean certain death for the pilot.

Upon a successful hit, roll a d20 and consult the following Hit Location Chart to determine the body location impacted.

MARAUDER HIT LOCATION CHART

1	Head
2	Torso
3	Torso
4	Torso-Pilot[1]
5	Right Arm
6	Right Hand
7	Left Arm
8	Left Hand
9	Right Arm (Master)-Pilot
10	Right Hand (Master)-Pilot
11	Left Arm (Master)-Pilot
12	Left Hand (Master)-Pilot
13	Groin/Hip
14	Groin/Hip-Pilot
15	Right Leg
16	Right Leg-Pilot[2]
17	Right Foot
18	Left Leg
19	Left Leg-Pilot[2]
20	Left Foot

If the location struck possesses Outer Gear: Make an OGS roll (1d6) per item starting with the first slot and work downwards. The first 1d6 roll to result under an item's OGS is struck. If no OGS roll is made on any of the items, all Outer Gear is safe. Calculate damage and apply Strike Assessment. If there is damage remaining, apply it to the Hit Location's AV and ML and SIR. *Unless otherwise specified, damage equaling or exceeding half of the Outer Gear's SIR renders the item inoperable.*

Master Arms and Hands possess no SIR or Muscular Lattice.

1 When struck, a second roll must be made to determine the exact placement of the shot. Roll 1d6. On a roll of 1-2, the attack strikes the Marauder's View Window and may pass through to affect the Muscular Lattice, Camera Screen Unit and pilot. On a roll of 3-6, the attack strikes the lower portion of the Torso and may pass through to affect the Muscular Lattice, MAR-TSC and pilot.

2 When struck, a second roll must be made to determine the exact placement of the shot. Roll 1d6. On a roll of 1-5, the attack is applied toward the AV, Muscular Lattice and pilot's Leg. On a roll of 6, the attack is applied toward the AV, Muscular Lattice and pilot's foot.

STRIKE ASSESSMENT CHART				
PR	Exact Roll	By 1 Point	By 2 Points	By 3 Points
1	-	-	-	-
2	-	-	1	2
3	-	1	2	3
4	1	2	2	3
5	1	2	3	4
6	1	2	4	5
7	1	3	4	6
8	2	3	5	6
9	2	4	5	7
10	2	4	6	8
11	2	4	7	9
12	2	5	7	10
13	3	5	8	10
14	3	6	8	11
15	3	6	9	12
16	3	6	10	13
17	3	7	10	14
18	4	7	11	14
19	4	8	11	15
20	4	8	12	16
21	4	8	13	17
22	4	9	13	18
23	5	9	14	18
24	5	10	14	19
25	5	10	15	20
26	5	10	16	21
27	5	11	16	22
28	6	11	17	22
29	6	12	17	23
30	6	12	18	24
35	7	14	21	28
40	8	16	24	32
50	10	20	30	40
65	13	26	39	52
80	16	32	48	64
100	20	20	60	80
140	28	56	84	112

ATTACK ROLLS MADE BY 4 OR MORE DO FULL PR

APPLICATION OF DAMAGE

As with normal combat, the attack's PR is reduced by the defender's AV and the remaining points are modified by the Strike Assessment Chart. The resulting value is then used to affect Outer Gear, the MAR's internal equipment, Muscular Lattice, Chassis and pilot.

Muscular Lattice Defense

If the attacking PR manages to penetrate the AV of a MAR, what occurs next depends on the location struck. In all hit locations, excluding Outer Gear and Master Arms/Hands, the remaining PR is reduced by 1/7th of the location's current Muscular Lattice value. Remaining damage is then applied to the Chassis, internal equipment or the pilot. Each time the location's Muscular Lattice absorbs damage, its overall value reduces by that amount; continually changing its damage absorption ability.

OUTER GEAR

After reducing the attack's PR by the Outer Gear's AV and consulting the Strike Assessment Chart, apply remaining damage. Unless otherwise specified within the Outer Gear's individual description, damage equaling or exceeding 1/2 of the unit's SIR renders it inoperable. Damage equaling or exceeding the unit's SIR destroys it and remaining damage is applied to the Marauder itself.

HEAD

When hit, an attack from the front is deemed to have impacted upon the MAR's head visor, while attacks generated from the side or rear simply strike the metal shell. After calculations have been made (AV and Strike Assessment), apply the remaining damage to the location's Muscular Lattice and SIR. For every 5 points of SIR lost, one camera is destroyed. (Roll 1d6 and compare the resulting value to the appropriate numbered slot on the MAR sheet. If there are less then six cameras in operation, continue rolling until one of the existing units is affected.) When all cameras have been destroyed, the MAR is considered blind; reducing the pilot to having to use their view window or open hatch.

TORSO

When an attack strikes the Torso (Hit Location's 2 and 3), it is assumed to have impacted upon a region other than the view window or an area which could lead to a pilot hit. After reducing the PR by the MAR's AV and consulting the Strike Assessment Chart, roll a d6 and consult the chart below to determine how the remaining damage is to be applied.

1d6	TORSO STRIKE CHART
1,2	Damage affects Muscular Lattice only. (Apply damage in full versus the Muscular Lattice.)
3	Damage affects Muscular Lattice and Chassis. (Split 3/4 and 1/4 each.)
4,5	Damage affects Muscular Lattice and Chassis. (Split 1/2 each.)
6	Damage affects Muscular Lattice and strikes one internal system (MAR-TSC and Internal Components).

Internal system damaged is the defending player's choice unless the attacker made a Called Shot and indicated that his goal, should he penetrate, was to strike a specific internal system. (Defending player may not select an internal system already destroyed.)

MAR-TSC

This component possesses 30 SIR. When it has suffered 15 points of damage, the pilot must make a 10 or less roll to keep the MAR operating. In addition, for every 2 points of SIR lost to damage, one Subprocessor is destroyed. When the MAR-TSC suffers damage equaling or exceeding its 30 SIR, the Marauder will no longer function and locks up.

CAMERA SCREEN UNIT
This component possesses 5 SIR. When damage equals or exceeds this value, the Camera Screen Unit is destroyed voiding out any use of MAR-mounted cameras. The pilot's only options are to use the view window or open the Torso hatch. If the view window option is selected, the Muscular Lattice in that region parts, leaving an incoming attack penetrating the window's AV free to strike the pilot (1-3 head, 4-6 torso) without having to worry about the Muscular Lattice absorbing damage.

AIR FILTRATION PROCESSOR
This component possesses 30 SIR. When the AFP sustains 15 damage or more, the unit becomes non-functional. On a roll of 10 or less, the system closes its outer seals leaving only 5 minutes of air within the pilot compartment. If the result is 11 or above, the AFP continues allow air into the pilot compartment but no longer filters out harmful gases or fumes.

BACK-UP POWER SUPPLY
This component possesses 20 SIR. When it has suffered 10 points of damage or more, the Back-up Power Supply ceases to operate. If the unit is being used as the current source of power, the Marauder becomes non-operational.

EMERGENCY LIFE SUPPORT
This component possesses 30 SIR. For every 5 SIR lost to damage, the Emergency Life Support loses 1 hour of oxygen. When the unit suffers damage equaling or exceeding 30 SIR, the unit is considered destroyed. If the ELS is being used due to the AFP being non-functional or non-active, the loss of the ELS leaves only 5 minutes of air within the pilot compartment.

MAIN POWER SUPPLY
This component possesses 40 SIR. When the Main Power Supply has suffered enough damage to destroy it, the MAR-TSC automatically redirects the power flow to the Back-up Power Supply (if installed).

NOURISHMENT DISPENSER
This component possesses 15 SIR. When the Nourishment Dispenser has suffered 8 points of SIR loss or greater, the unit no longer functions and the installed sustenance becomes contaminated. Damage equaling or exceeding 15 SIR destroys the Nourishment Dispenser and its contents.

PILOT STORAGE COMPARTMENT
This component possesses 5 SIR. When it has suffered 5 SIR loss, the Storage Compartment is considered destroyed forcing its contents to spill throughout the pilot compartment. Damage done to this location also affects one or more items that were stored within the compartment.

TEMPERATURE REGULATOR
This component possesses 25 SIR. When the unit has suffered 13 SIR loss or greater, the system shuts down causing the pilot compartment to fill with heat generated from the uncooled power sources. The pilot will begin to lose 3 points of Stamina for each consecutive Combat Round they remain inside. Once the pilot has fallen unconscious, they will begin to lose 1 Life Point per Combat Round until they die or are removed from the Marauder. An inactive Temperature Regulator will allow for 5 minutes of MAR operation before the computer shuts the system down.

WASTE CONTROL UNIT
This component possesses 15 SIR. When the Waste Control Unit suffers 5 damage or greater, the unit ceases to function. When damage equals or exceeds 10 points, the waste bags and sealing containers burst causing the lower portion of the pilot compartment to become filled with human excrement.

CHASSIS DAMAGE
When the Chassis suffers enough SIR loss to equal or exceed half of its value, a 1d6 must be rolled to determine the outcome: 1-3, the Marauder's Chassis collapses forcing a portion of its weight on the pilot (who suffers 4 PR Class 2 to the head and torso). 4-6, the Marauder suffers a systematic failure of all Internal Components causing the MAR to shut down all activity and collapse. In both cases, the MAR can no longer function until it's repaired.

ARMS/HANDS & LEGS/FEET & GROIN/HIP
When the Chassis in these locations suffer enough damage to equal or exceed half of its SIR, it becomes non-functional. Therefore, the following things occur:

Arms:	Cannot use. (Including Outer Gear)
Hands:	Cannot use. (Includes both hand-held weapons and Outer Gear.)
Legs:	Cannot use- No movement. (Including Outer Gear.)
Feet:	Cannot use- Movement calculations at -10 per foot damaged. (Including Outer Gear.)
Groin/HIP:	Legs and feet become disabled. (Includes Outer Gear.)

GROIN/HIP-PILOT
If damage passes through the MAR's AV and Muscular Lattice, the attack impacts the Chassis (causing 20 damage) and the remainder strikes the pilot in the groin/hip.

MASTER ARMS/HANDS
Master Arms and Hands possess no Muscular Lattice and no SIR. Once damage has penetrated the AV, apply remaining damage to the pilot. If the pilot's limb is crippled or destroyed, the mimetic-linked MAR extremity doesn't function (including mounted Outer Gear).

APPENDIX
CHARTS

Permission to Photocopy for Personal Use Only

Chassis Type	Strength	Weight	Muscular Lattice	SIR	Payload	Price
Protolink	13	300	20	10	600	¥25,000
Techline	13	350	22	12	700	¥30,000
Ninja	14	400	24	14	800	¥35,000
Rebel	14	450	26	16	900	¥40,000
Hammer	14	500	28	18	1000	¥45,000
Jackrabbit	15	550	30	20	1100	¥50,000
Caliber	15	600	33	22	1200	¥55,000
Whisper	16	650	36	24	1300	¥60,000
Techline-II	16	700	39	26	1400	¥65,000
Samurai	16	750	42	28	1500	¥70,000
Crusader	16	800	46	30	1600	¥75,000
Guardsman	17	850	50	32	1700	¥80,000
Hellion	17	900	54	34	1800	¥85,000
Ronin	18	950	58	36	1900	¥90,000
Aegis	19	1000	62	38	2000	¥95,000
Juggernaught	20	1050	66	40	2100	¥100,000

OUTER GEAR SPACES

Chassis Type	Arm	Leg	Torso/Hip
Protolink	2	2	2
Techline	2	2	3
Ninja	2	2	2
Rebel	2	2	3
Hammer	2	3	3
Jackrabbit	2	3	3
Caliber	2	3	3
Whisper	3	3	3
Techline-II	3	3	3
Samurai	3	3	4
Crusader	3	3	4
Guardsman	3	4	4
Hellion	3	4	4
Ronin	4	4	4
Aegis	4	4	5
Juggernaught	4	5	6

DATA

NAME	COST	WEIGHT	ABILITY
MAR-TSC 100	¥3,000	30 pounds	None
MAR-TSC 200	¥5,000	40 pounds	Single Opponent Target Lock
MAR-TSC 300	¥7,000	50 pounds	Three Opponent Target Lock
MAR-TSC 400	¥9,000	60 pounds	Five Opponent Target Lock
RPU 1732	¥1,000	10 pounds	-1 to Pilot's AGL and DEX
RPU 1832	¥3,000	15 pounds	None
RPU 1932	¥5,000	20 pounds	+1 to Pilot's AGL and DEX

DATA

NAME	COST	WEIGHT	ABILITY
Audio Editor	¥3,000	4 ounces	Edits Incoming Audio
Audio Link	¥3,000	1 pound	Necessary Audio Component
A/V Recorder	¥3,000	3 pounds	Captures Audio & Video
Back-Blaster	¥1,000	4 ounces	Needed for Blast Back
Communication E/D	¥3,000	4 ounces	Encrypts/Decrypts Audio
Damage Assessor	¥2,000	4 ounces	Updates MAR Status
Emergency Beacon	¥500	4 ounces	Transmits Signal Beacon
Emergency Transmitter	¥1,500	4 ounces	Transmits Repeating Voice Message
Fingerprint Security System	¥750	4 ounces	Fingerprint Scanning Lock
Laser Lock Detector	¥2,000	4 ounces	Detects Painting Laser Lock-on
Retinal-Scan Security System	¥1,500	4 ounces	Retinal Scanning Lock
Self-Sealer	¥500	4 ounces	Secondary AV Protection Layer
Target-Lock Detector	¥3,000	4 ounces	Detects Motion Sensor Lock-on
Visual Editor	¥2,000	4 ounces	Edits Incoming Video
Video Link	¥3,000	1 pound	Necessary Video Component

DATA

NAME	COST	WEIGHT	ABILITY
Air Filtration Processor	¥2,000	30 pounds	Filters Air
Back-up Power Supply	¥1,500	15 pounds	12 Hours of Power
Emergency Life Support	¥1,750	20 pounds	6 Hours of Oxygen
Main Power Supply	¥3,000	30 pounds	24 Hours of Power
Nourishment Dispenser	¥1,000	12 pounds	Food & Water
Pilot Storage Compartment	¥250	2 pounds	Storage Space
Temperature Regulator	¥2,000	30 pounds	Controls Air Suppy
Waste Control Unit	¥1,500	17 pounds	Waste Container

DATA

NAME	COST	WEIGHT	ABILITY
Audio Pickup	¥500	8 pounds	Standard Sound Pickup
Directional Microphone	¥1,250	12 pounds	Aimable Sound Pickup
High-Range Radio	¥3,000	10 pounds	Long Range Comm.
Low-Range Radio	¥1,500	7 pounds	Short Range Comm.
Voice Amplifier	¥250	4 pounds	Amplifies Voice
Camera Screen Unit	¥3,000	15 pounds	Heads Up Display
Camera	¥250	3 pounds	Standard Video
Infrared	¥1,500	4 pounds	IR Vision
Telescopic	¥1,000	3 pounds	View Far Objects
Thermographics	¥3,000	5 pounds	Color Spectrum Video
Starlight	¥1,250	4 pounds	Amplifies Light

DATA

NAME	COST	WEIGHT	ABILITY
AM Coating	¥140,000	8 pounds	Fools Motion Sensors
EMP System Guard	¥11,000	12 pounds	Stops EMPs
Infrared Dampener	¥18,000	No Weight	Stops IR Detection
Reflective Coating	¥40,000	No Weight	Stops Laser Lock-ons

DATA

NAME	COST	WEIGHT	DAMAGE
13mm Scattergun	¥4,000	90 pounds	25 PR
15mm Scattergun	¥6,500	110 pounds	35 PR
20mm Dual Scattergun	¥12,000	135 pounds	50 PR
25mm Predator	¥20,000	150 pounds	65 PR
25mmL Avenger	¥25,000	120 pounds	65 PR
30mm Firestrike	¥27,000	145 pounds	80 PR
30mmL Ravager	¥32,000	135 pounds	80 PR

DATA

NAME	COST	OGS	WEIGHT	ABILITY
Adjusting Antenna Sensor	¥700	1	7 pounds	Moving Antenna
Ammo Pack	¥1,000	2	30 pounds	Holds Ammunition
Armcannon	Varies	0	N/A	Built-in Weapon
Blast Back	¥1,400	6	20 pounds	EMP Defense
Blowtorch Unit	¥2,300	2	40 pounds	Repair Tool/Weapon
Booster Jump Pack	¥6,000	5/2	120 pounds	Jumping/Leaping Increase
Climbers	¥1,000	0	25 pounds	Aids Climbing
Damage Spray Fillller	¥1,400	1	35 pounds	Fills Damaged Armor
Emergency Flare Dispenser	¥800	0	22 pounds	Fires Flare
Fire Extinguisher	¥1,000	1	40 pounds	Puts Out Fires
Flame Thrower	¥2,000	2	42 pounds	Shoots Stream of Fire
Flash Repeater	¥800	1	15 pounds	Blinds Unprotected Targets

DATA

NAME	COST	OGS	WEIGHT	ABILITY
Forearm Blade	¥1,000	2	20 pounds	H-T-H Mounted Blade
Forearm Cannon	Varies	2	Varies	Mounted Firearm
Forearm Shield	¥900	See	40 pounds	Protective Shield
Grapple & Winch	¥1,000	2	150 pounds	Grapple & Winch
Grenade Launcher	¥1,600	2	30 pounds	Fires Grenades
Micro-Missile Launcher	¥12,000	2	45 pounds	Fires Micro-Missiles
Motion Sensor	¥4,000	0	9 pounds	Detects Motion
Netgun	¥1,000	2	38 pounds	Fires a Netball
Overload Spike	¥6,000	1	20 pounds	EMP Attack
Painting Laser	¥700	1	22 pounds	Marks Target for Missiles
Saucer Slicer	¥3,000	2	32 pounds	Fires Razor Saucers
Searchlight, Aimable	Varies	1	12 pounds	Generates a Spotlight
Searchlight, Fixed	Varies	1	12 pounds	Generates a Spotlight
Shriller	¥1,400	1	9 pounds	Fires a Sound Burst
Steel Strip Baffler	¥1,100	2	40 pounds	Fires Steel Strips
Thumper	¥4,500	2	50 pounds	Fires a Sound Burst
Tool Arm	Varies	2	20 pounds	Hold Various Tools
Wire Line Firer	¥1,750	2	28 pounds	Fires Explosive Line

APPENDIX
CHARTS

MARAUDER HIT LOCATION CHART

1	Head
2	Torso
3	Torso
4	Torso-Pilot[1]
5	Right Arm
6	Right Hand
7	Left Arm
8	Left Hand
9	Right Arm (Master)-Pilot
10	Right Hand (Master)-Pilot
11	Left Arm (Master)-Pilot
12	Left Hand (Master)-Pilot
13	Groin/Hip
14	Groin/Hip-Pilot
15	Right Leg
16	Right Leg-Pilot[2]
17	Right Foot
18	Left Leg
19	Left Leg-Pilot[2]
20	Left Foot

If the location struck possesses Outer Gear: Make an OGS roll (1d6) per item starting with the first slot and work downwards. The first 1d6 roll to result under an item's OGS is struck. If no OGS roll is made on any of the items, all Outer Gear is safe. Calculate damage and apply Strike Assessment. If there is damage remaining, apply it to the Hit Location's AV and SIR. *Unless otherwise specified, damage equaling or exceeding half of the Outer Gear's SIR renders the item inoperable.*

Master Arms and Hands possess no SIR or Muscular Lattice.

1 When struck, a second roll must be made to determine the exact placement of the shot. Roll 1d6. On a roll of 1-2, the attack strikes the Marauder's View Window and may pass through to affect the Muscular Lattice, Camera Screen Unit and pilot. On a roll of 3-6, the attack strikes the lower portion of the Torso and may pass through to affect the Muscular Lattice, MAR-TSC and pilot.

2 When struck, a second roll must be made to determine the exact placement of the shot. Roll 1d6. On a roll of 1-5, the attack is applied toward the AV, Muscular Lattice and pilot's Leg. On a roll of 6, the attack is applied toward the AV, Muscular Lattice and pilot's foot.

Internal system damaged is the defending player's choice unless the attacker made a Called Shot and indicated that his goal, should he penetrate, was to strike a specific internal system. (Defending player may not select an internal system already destroyed.)

STRIKE ASSESSMENT CHART

PR	Exact Roll	By 1 Point	By 2 Points	By 3 Points
1	-	-	-	-
2	-	-	1	2
3	-	1	2	3
4	1	2	2	3
5	1	2	3	4
6	1	2	4	5
7	1	3	4	6
8	2	3	5	6
9	2	4	5	7
10	2	4	6	8
11	2	4	7	9
12	2	5	7	10
13	3	5	8	10
14	3	6	8	11
15	3	6	9	12
16	3	6	10	13
17	3	7	10	14
18	4	7	11	14
19	4	8	11	15
20	4	8	12	16
21	4	8	13	17
22	4	9	13	18
23	5	9	14	18
24	5	10	14	19
25	5	10	15	20
26	5	10	16	21
27	5	11	16	22
28	6	11	17	22
29	6	12	17	23
30	6	12	18	24
35	7	14	21	28
40	8	16	24	32
50	10	20	30	40
65	13	26	39	52
80	16	32	48	64
100	20	20	60	80
140	28	56	84	112

ATTACK ROLLS MADE BY 4 OR MORE DO FULL PR

1d6 TORSO STRIKE CHART

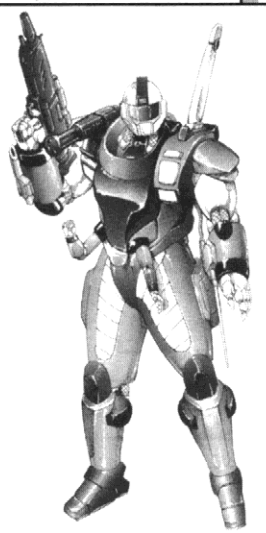
1,2	Damage affects Muscular Lattice only. (Apply damage in full versus the Muscular Lattice.)
3	Damage affects Muscular Lattice and Chassis. (Split 3/4 and 1/4 each.)
4,5	Damage affects Muscular Lattice and Chassis. (Split 1/2 each.)
6	Damage affects Muscular Lattice and strikes one internal system (MAR-TSC and Internal Components).

VLX-6 Combatant

STR 16
DEX
AGL

ACTIONS

RUN +/4
JUMP +/4
LEAP +/4



CHASSIS Samurai CEFSA

MAR-TSC 300 RPU 1832

MAR AV 35
HEAD VISOR AV 26
VIEW WINDOW AV 26

PUNCH .. 8 AP
KICK ..... 9 AP
PAYLOAD 1,439

WEIGHT 2,189 COST 225,800

	ITEM	AV	SIR
HEAD	1 Standard		
	2 Infrared		
	3 Thermographic		
	4 Thermographic		
	5 Starlight		
	6		
	ML 63 **SIR** 42		
TORSO	1 Adjusting Antenna OGG 1	15	10
	2 20mm Dual Scattergun OGG 2	20	55
	3		
	4		
	5		
	6		
	ML 210 **SIR** 140		
R. ARM	1 Shriller OGG 1	15	8
	2 Searchlight, Fixed (Normal) OGG 1	15	8
	3		
	4		
	ML 84 **SIR** 56		
L. ARM	1 Overload Spike OGG 1	15	15
	2 Emergency Flare Dispenser OGG 1	15	10
	3		
	4		
	ML 84 **SIR** 56		
R. LEG	1 Ammo Pack (Scattergun) OGG 2	15	30
	2		
	3		
	4		
	5		
	ML 147 **SIR** 98		
L. LEG	1 Steel Strip Baffler OGG 2	15	18
	2		
	3		
	4		
	5		
	ML 147 **SIR** 98		

R. HAND	42	28	GROIN/HIP	126	84
L. HAND	42	28			
R. FOOT	63	42			
L. FOOT	63	42			

SUBPROCESSORS
- Audio Link
- Communication E/D
- Damage Assessor
- Laser Lock Detector
- Target Lock Detector
- Visual Link

INTERNAL SYSTEMS
- Air Filteration Processor
- Back-up Power Supply
- Main Power Supply
- Temperature Regulator

VIDEO
- Camera Screen Unit
- Standard
- Infrared
- Thermographic (x2)
- Starlight

AUDIO
- Audio Pickup
- High-Range Radio

DEFENSIVE
- EMP System Guard

ADJUSTING ANTENNA SENSOR OPTIONS
- Motion Sensor

WEAPON	PR	RMV	ROF	RR	CAP	AMMO	CLIPS
25mm Predator	65	150	4A	6	50	50	1
20mm Dual Scattergun (Mounted)	50	120	4A	4	Feed	140	1

MARAUDER 2107

Fenris IV

STR 15
DEX
AGL

ACTIONS

RUN +14
JUMP +14
LEAP +14

CHASSIS Caliber CEFSA

MAR-TSC 200 RPU 1832

MAR AV 30
HEAD VISOR AV 20
VIEW WINDOW AV 20

PUNCH .. 8 AP
KICK ..... 9 AP
PAYLOAD 1,121

WEIGHT 1,121 COST 200,150

	ITEM		AV	SIR	
HEAD	1 Standard				ML 50
	2 Telescopic				SIR 33
	3 Starlight				
	4				
	5				
	6				
TORSO	1 Adjusting Antenna	OGG 1	15	10	ML 165
	2 Back Blast	OGG 6	2	20	SIR 110
	3 Thumper	OGG 2	15	40	
	4 Ammo Pack (13mm)	OGG 2	15	30	
	5				
	6				
R. ARM	1 13mm Forearm Cannon	OGG 2	15	60	ML 66
	2				SIR 44
	3				
	4				
L. ARM	1 20mm Armcannon (Internal Feed)		30		ML 84
	2 (Possesses AV, ML & SIR)				SIR 56
	3				
	4				
R. LEG	1 Aimable Searchlight	OGG 2	15	8	ML 116
	2 Grenade Launcher	OGG 2	15	20	SIR 77
	3 (2 Concussion, 2 CG, 2 Fragmentation)				
	4				
	5				
L. LEG	1 Grenade Launcher	OGG 2	15	18	ML 116
	2 (3 Concussion, 3 Fragmentation)				SIR 77
	3				
	4				
	5				

R. HAND	33	22	GROIN/HIP	R. FOOT	50 33
L. HAND	33	22	99 66	L. FOOT	50 33

SUBPROCESSORS
- Audio Link
- Back-Blaster
- Communication E/D
- EGS
- Gelf-Sealer
- Target-Lock Detector
- Visual Editor
- Visual Link

INTERNAL SYSTEMS
- Air Filteration Processor
- Main Power Supply
- Pilot Storage Compartment
- Temperature Regulator

VIDEO
- Camera Screen Unit
- Standard
- Telescopic
- Starlight

AUDIO
- Audio Pickup
- Directional Microphone
- Low-Range Radio
- Voice Amplifier

DEFENSIVE

ADJUSTING ANTENNA SENSOR OPTIONS
- Motion Sensor

WEAPON	PR	RMV	ROF	RR	CAP	AMMO	CLIPS
20mm Armcannon	50	120	44	4	100	100	1
13mm Forearm Cannon	20	84	5A	2	Feed	300	1

MARAUDER 2107

Takatashi Guardian

STR	21
DEX	+1
AGL	+1

ACTIONS

RUN	+14
JUMP	+14
LEAP	+14

CHASSIS	Hammer	CEFSA	X
MAR-TSC	300	RPU	1932

MAR AV	20	PUNCH	11 AP
HEAD VISOR AV	15	KICK	12 AP
VIEW WINDOW AV	15	PAYLOAD	1,083

WEIGHT	1,583	COST	176,315

	ITEM		AV	SIR	
HEAD	1 Standard				ML 42
	2 Infrared				
	3 Starlight				SIR 22
	4				
	5				
	6				
TORSO	1 Adjusting Antenna (A)	OGG 1	15	10	ML 140
	2 Adjusting Antenna (B)	OGG 1	15	10	
	3 Flash Repeater	OGG 2	10	10	SIR 90
	4				
	5				
	6				
R. ARM	1 Saucer Slicer	OGG 2	15	32	ML 56
	2				
	3				SIR 36
	4				
L. ARM	1 Saucer Slicer	OGG 2	15	32	ML 56
	2				
	3				SIR 36
	4				
R. LEG	1 Emergency Flare Dispenser	OGG 1	15	10	ML 98
	2				
	3				SIR 63
	4				
	5				
L. LEG	1				ML 98
	2				
	3				SIR 63
	4				
	5				

R. HAND	28	18	GROIN/HIP	R. FOOT	42 21
L. HAND	28	18	84 54	L. FOOT	42 21

SUBPROCESSORS

- Audio Editor
- Audio Link
- Damage Assessor
- Emergency Transmitter
- Target Lock Detector
- Video Link

INTERNAL SYSTEMS

- Air Filteration Processor
- Main Power Supply
- Temperature Regulator

VIDEO

- Camera Screen Unit
- Standard (x2)
- Starlight

AUDIO

- Audio Pickup
- High-Range Radio
- Voice Amplifier

DEFENSIVE

ADJUSTING ANTENNA SENSOR OPTIONS

A	B
Motion Sensor	Motion Sensor

WEAPON	PR	RMV	ROF	RR	CAP	AMMO	CLIPS
15mm Scattergun	35	92	5A	3	100	100	1

MARAUDER 2107

STR
DEX
AGL

ACTIONS

RUN

JUMP

LEAP

CHASSIS

CEFSA

MAR-TSC

RPU

MAR AV .....

HEAD VISOR AV ....

VIEW WINDOW AV

PUNCH ..

KICK .....

PAYLOAD

WEIGHT

COST

ITEM	AV	SIR
HEAD 1–6		ML / SIR
TORSO 1–6		ML / SIR
R. ARM 1–4		ML / SIR
L. ARM 1–4		ML / SIR
R. LEG 1–5		ML / SIR
L. LEG 1–5		ML / SIR

R. HAND

L. HAND

GROIN/HIP

R. FOOT

L. FOOT

SUBPROCESSORS

INTERNAL SYSTEMS

VIDEO

AUDIO

DEFENSIVE

ADJUSTING ANTENNA SENSOR OPTIONS

WEAPON	PR	RMV	ROF	RR	CAP	AMMO	CLIPS

MARAUDER 2107

Lt. Mark White pursed his lips beneath the steel scaffolding and muscular lattice of his Marauder as he surveyed the urban battlefield. The tell-tale signs of war literally screamed aloud as the crackling of burning buildings and cries of human pain echoed into the night.

Suddenly, as if ghosts materializing from nowhere, two custom Marauders strode through the dense curtain of smokey haze firing a barrage of 20mm rounds at the lone Juggernaught. Lt. White's HUD lit up and displayed a damage assessment revealing that his right slave arm and a good portion of his torso was blown away.

"So you want to play hardball, eh?" Lt. Mark White thought to himself as he cued the micro-missile launcher for firing position. "Let's see how you handle a return volley..."

MAR-13-M, the first supplement for Marauder 2107™, contains everything necessary to create your own customized Marauders. From chassis selection to external weaponry, this supplement provides a multitude of options to make each MAR extremely unique. Regardless of your mission, be it a simple show of force to a highly dangerous combative encounter, MAR-13-M is there when it counts!

MH-1001

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