MECHA MANUAL

MEKTON

VOLUME ONE

R.TALSORIAN GAMES, INC.

SENSORS ACTIVE

WEAPONS ENABLED

MEKTON MECHA MANUAL VOLUME 01

TEXT & EDITING BY:
Benjamin Wright
Michael MacDonald
David Ackerman
Derek Quintanar

MECHA DESIGNS & ILLUSTRATIONS BY:
Benjamin Wright
Malcolm Hee
Newton Ewell
Alex Racine
David Ackerman
Bill Eaken
Karl Martin
T.K. Scott

GRAPHICS & LAYOUT:
Benjamin Wright
Mark Schumann

COVER DESIGN:
Mark Schumann
Ted Talsorian

COVER PAINTING:
Bill Eaken

BACK COVER IMAGE:
Mark Schumann
photo by ColorBytes

SPECIAL THANKS:
Walter Jon Williams (for letting us use *Hardwired*. Thanks Walter!)

FORWARD

Hello, and welcome to the first *Mekton Mecha Manual!* Before we get into the rest of the book, I would like to take a few moments out and explain some of the elements presented here which you may not be familiar with.

The mecha in this book use the forthcoming *Mekton Zeta* construction system, so if the numbers don't add up to what you expect, don't be too worried; some of these systems have changed between editions.

All of these mecha are completely usable with either edition. However, these mecha sheets are designed for *Mekton Zeta,* so keep in mind the following information while playing *Mekton 2:*

- **APT** is listed as part of the designer's comments in the "Notes" section on the background page of the mecha.
- The cost of these mecha is about **15-20% cheaper** than they would be normally. Keep this in mind if you are taking them up against mecha built using *Mekton II.*
- By the way, there are now 25 Hits to a Kill. This is important on the smaller mecha.
- Two of the mecha here use the new **human** scale. You'll know them when you see them.
- Powerplants work differently now. Count all of the powerplants here as having10 Kills. Ignore the "XS" number until *Mekton Zeta.*

Everything else should be self explanatory, with the occasional note on the mecha sheets themselves. Please note that the *Mekton Techbook* is needed to fully understand and utilize most of these mecha.

Good Hunting,

M. MacDonald

R.TALSORIAN GAMES, INC.

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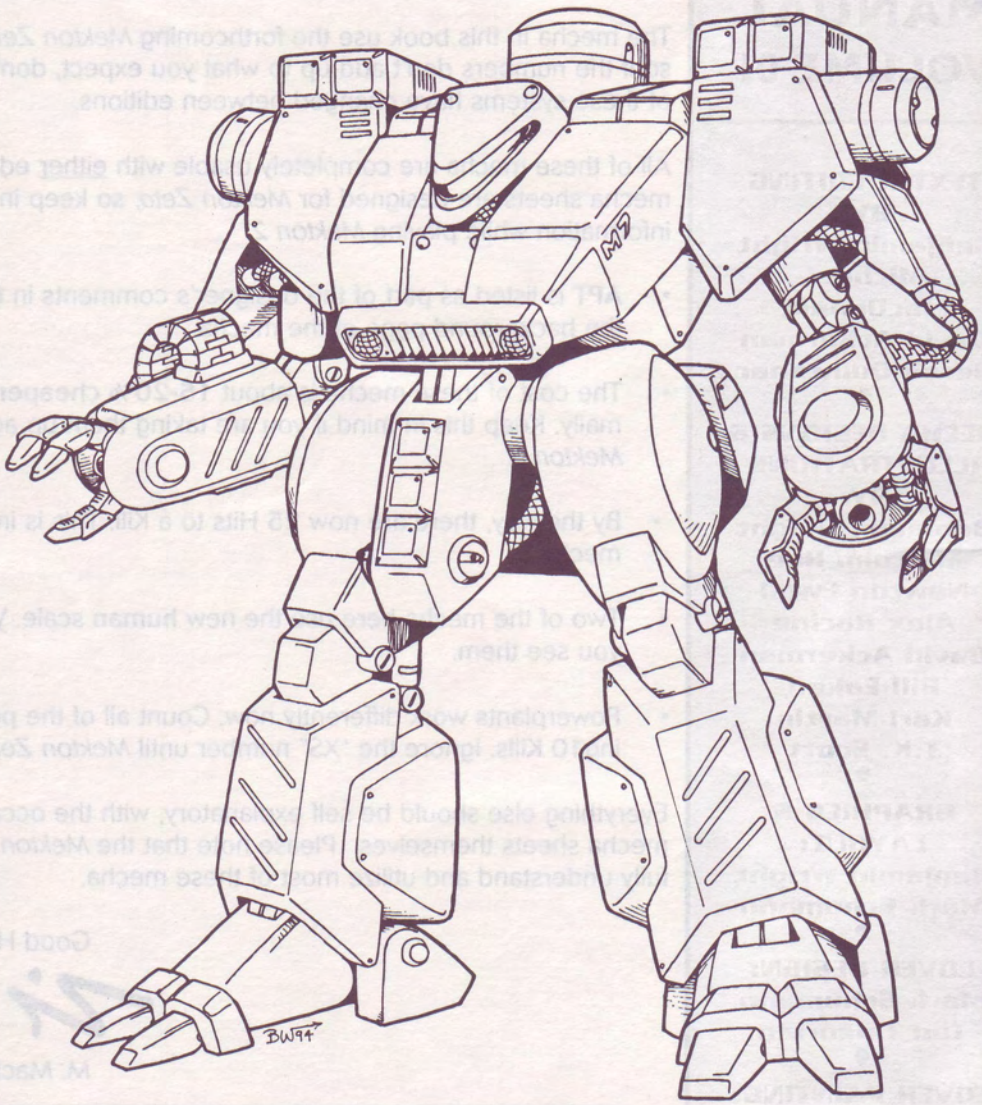
EARTH 199X

In the last years of the 20th Century, the United States of America came under attack from its greatest foe: a small but dedicated group of terrorists called the UYE, who declared war on the world's remaining superpower. True terrorists and anarchists, the UYE sought to ruin America by demoralizing its public; destroying the people's faith in their government's ability to protect them.

To conduct their campaign of terror in the urban centers of the U.S., the UYE designed a new weapon, capable of operating in the crowded cities, able to maneuver where normal tanks and aircraft could not. It was called a Vertical Tank (Vertank), a giant war machine that used legs instead of treads. It's humanoid configuration allowed the vehicle to maneuver effectively in streets congested with vehicles and other obstacles. It also carried the best ECM systems available, capable of thwarting all but the most sophisticated missiles and making the unit nearly invulnerable from long range air attacks.

UYE attacks tended to follow the same pattern, with the Vertanks being secretly brought in by truck or train, then off-loaded and stored in some clandestine locale until the strike. When the attack finally came, it was almost always wantonly destructive, with the Vertanks striding down crowded city streets, destroying everything in their path. By the time the authorities were able to react, the streets were so crowded with traffic that any military response was rendered ineffective...



NOTES: Volos

APT Bonus: +0

Named after the Slavic god of beasts, this Vertank (Vertical Tank) is tough enough to afford being slow. Technically, the Volos is more like a Vertical AFV since its armament is medium-powered and multi-purpose. Hardly taller than the Switch Blade (11.1m vs. 9.35m), it's still much, much tougher. These mecha always have their cockpits in the head because in 199X, the powerplant is a high-efficiency combustion engine! There's no room for a cockpit in a torso housing that kind of machinery, and besides, it's too hot and noisy in there!

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Vertank (Humanoid)	-5		4 hexes	0
			(45mph)	(Flightless)

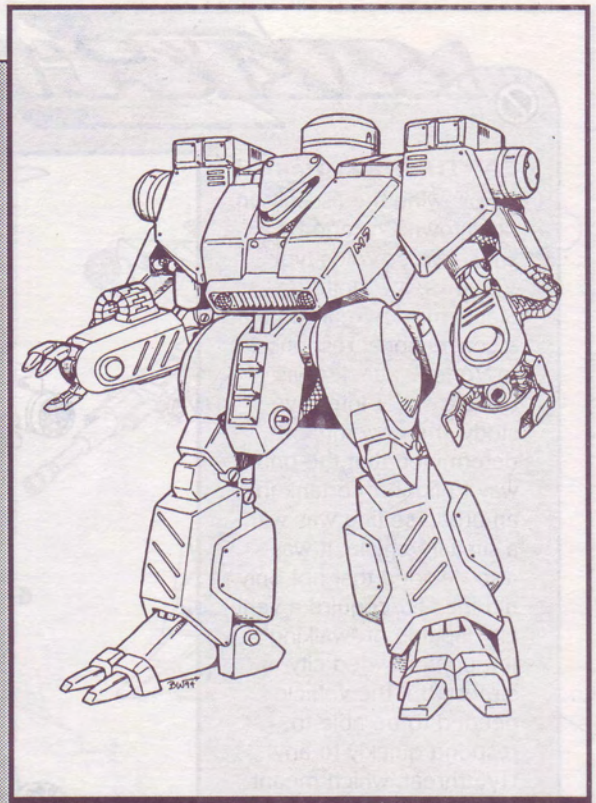
MANEUVER POOL 0

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x1.0

Multiplier System		CP x ?
Powerplant	XS: 1	x0.0



MECHA PROFILE

Name	Weight	Cost
VT-M1A1 Vertical Tank "Volos"	50.5t	195.6

SERVOS & ARMOR

143 — 48.5

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
7	5	Head	HS	5/1	5	LH-B	14
7	16	Torso	MH	16/10	16	LH-B	14
7	7	R. Arm	MH	13/1.5	9	LH-B	14
7	7	L. Arm	MH	13/1.5	9	LH-B	14
7	10	R. Leg	AH	10/10	10	LH-B	14
7	10	L. Leg	AH	10/10	10	LH-B	14

SUBASSEMBLIES

14.6 — 0

Cockpit	# Crew	Options	Space	CP
Head	One	E-Seat	1	1

Subassemblies	Loc	Space	CP	K
Damage Control System	T	1	1	0
2 Spotlights	T	0	0.4	0
Antitheft Code Lock	T	0	0.2	0
Electronic Warfare Suite;	T	6	12	0
-4 ECM vs Missiles	"	(6)	(6)	0
-4 ECM vs Sensors	"	(0)	(3)	0
-4 ECM vs Radar	"	(0)	(3)	0

MOVEMENT SYSTEMS

0 — 0

Movement System	Loc	Spc	CP	K
-				

SENSORS

6 — 2

Sensors	Main	Backup
Loc	Head	Head
Range	7km	1km
Comm	1000km	300km
Kills	2	2
Cost	4	2
Space	1	2

SHIELDS

0 — 0

Shield	DA	SP	Loc	Space	Cost
-					

ARMAMENT

32 — 11.5

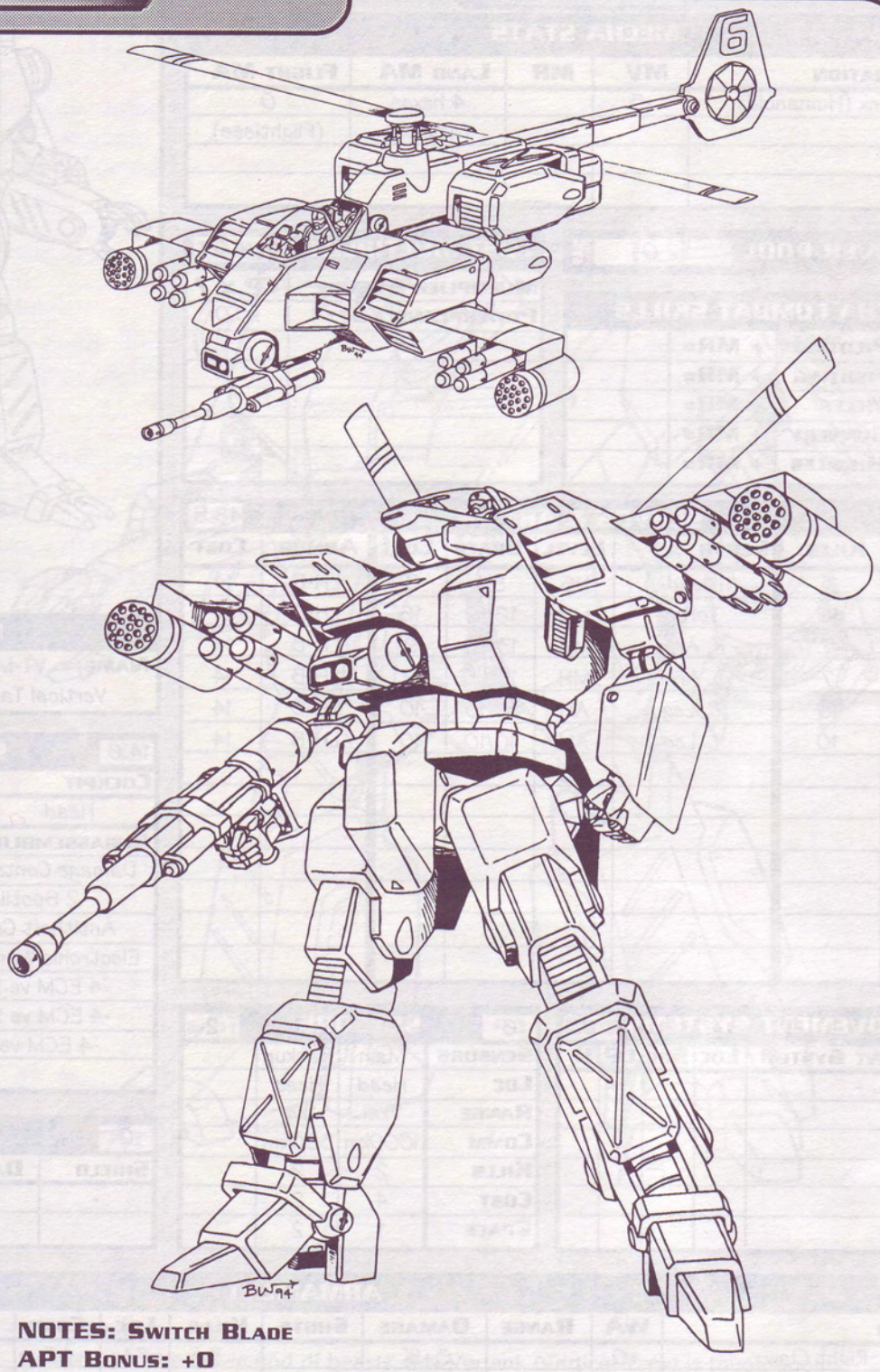
Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Right Claw	+0	-	3+1K	-	3	RA	1.5	1.5	Handy.
Left Claw	+0	-	3+1K	-	3	LA	1.5	1.5	Handy.
Rapid-Fire Grenade Launcher	-1	6	3K	25b	3	RA	3	3	Machinefire BV=3.
50mm HEDP Ammo Drum	-	-	-	(↑)	(4.5)	RA	4.5	4.5	Armor-Piercing, Blast=1.
Rapid-Fire Grenade Launcher	-1	6	3K	25b	3	LA	3	3	Machinefire BV=3.
50mm HEDP Ammo Drum	-	-	-	(↑)	(4.5)	LA	4.5	4.5	Armor-Piercing, Blast=1.
Missile Rack	+1	10	8K	2	1	RA	4	4	-
Missile Rack	+1	10	8K	2	1	LA	4	4	-
Missile Pod	+1	10	8K	3	1	T	6	6	-

EARTH 199X: PART 2

Following the assault on downtown Chicago by a squadron of Volos-type Vertanks, the United States military realized that a conventional response to Vertank attacks was useless. After intensive study, the government determined that the only way to fight a Vertank in an urban setting was with a similar vehicle. It was also decided that not only did the U.S. require a vehicle capable of "walking" through crowded city streets, but the vehicle needed to be able to respond quickly to any UYE threat, which meant that it had to fly as well. Unfortunately, combining flight characteristics with a humanoid form proved impossible; any such machine simply proved too unstable.

This was potentially crippling to the Army's Vertank program ... until McDonnell-Douglass produced the Switchblade. It was economical and carried sufficient firepower to combat the Volos and other UYE Vertanks. But most importantly, its ability to "transform" between Vertank and helicopter mode proved the perfect solution to the government's need to engage with the UYE as soon after detection as possible.

The Switchblade has become an invaluable weapon against UYE attacks in urban environments. In fact, the Variable mode of the Switchblade has proven *so* effective that there are currently studies under way for the feasibility of a Variable Vertank design off the F-15 fighter.



NOTES: SWITCH BLADE
APT BONUS: +0

The Switch Blade is, effectively, a transformable Apache. Armament and performance are comparable – it's main differences are its ability to transform and its weight, which is about 50% more than the AH-64A. On paper, the Switch Blade is a bit unusual in that the chaingun can be used in both modes (which is reconciled by the cost of buying a Weapon Mount that isn't used half the time) and it can't fly in Gunman (humanoid) mode. This is purely a matter of design preference; ruleswise, it should be able to fly, but one look is enough to tell that the humanoid isn't flying anywhere.

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Vertank (Humanoid)	-2		6 hexes	0 hexes
			(67mph)	(Flightless)
Gunship (Helicoptor)	-1		0 hexes	14 hexes
			(Taxi)	(282mph)

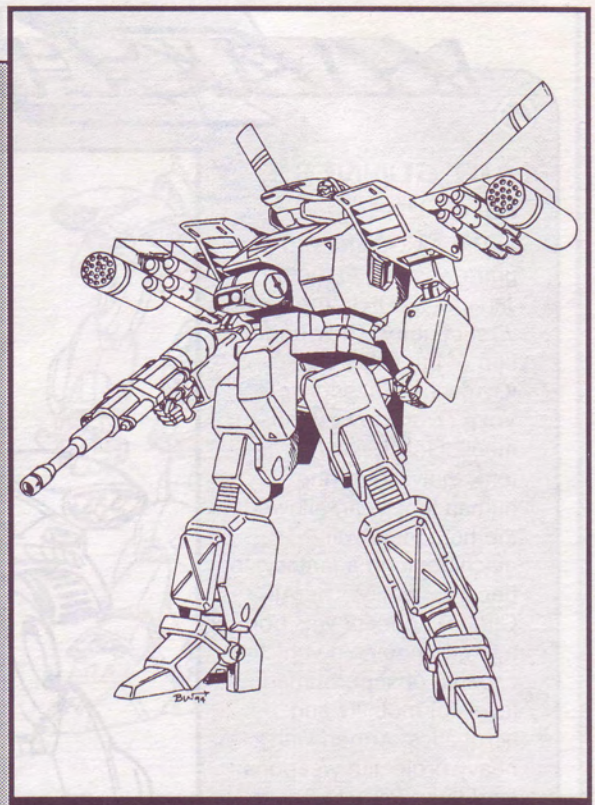
MANEUVER POOL 0

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	0
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x1.1

Multiplier System	CP x ?
Powerplant XS: 1	-x0.15
Transform (Helicoptor)	x0.25



MECHA PROFILE

Name	Weight	Cost
VAH-A64 "Switch Blade"	15.73t	396.3

SERVOS & ARMOR

54 — 23

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
4	2	Head	LW	5/1	3	MS-S	4
3	5	Torso	MS	14/1	8	STR-S	3
3	3	R. Arm	LW	3/2	3	STR-S	3
3	3	L. Arm	LW	3/2	3	STR-S	3
2	1	R. Wing	STR	7/0	3	LW-S	2
2	1	L. Wing	STR	7/0	3	LW-S	2
3	4	R. Leg	STR	4/3	4	STR-S	3
3	4	L. Leg	STR	4/3	4	STR-S	3

SUBASSEMBLIES

4.6 — 0

Cockpit	# Crew	Options	Space	CP
Head	One	E-Seat	1	1

Subassemblies	Loc	Space	CP	K
Damage Control System	Head	1	1	0
Wpn-Mount (for Chaingun)	Torso	2	2	0
2 Spotlights	Head	0	0.4	0
Antitheft Code Lock	Head	0	0.2	0
Fuel (500km range; adds	Torso	0	0	0
+10% weight; +1.43t				
Weight Efficiency	All	0	43.4	0
(36t - 21.7t)				

MOVEMENT SYSTEMS

8.3 — 0

Movement System	Loc	Spc	CP	K
Rotorblades	T	5	4.3	0
Turbofans	RL	1	2	0
Turbofans	LL	1	2	0

SENSORS

14 — 1.5

Sensors	Main	Radar	Backup
Loc	Torso	Torso	Head
Range	4km	40km	1km
Comm	800km	NA	300km
Kills	1	NA	2
Cost	2	10	2
Space	1	5	2

SHIELDS

0 — 0

Shield	DA	SP	Loc	Space	Cost
-					

ARMAMENT

2399 — 11.5

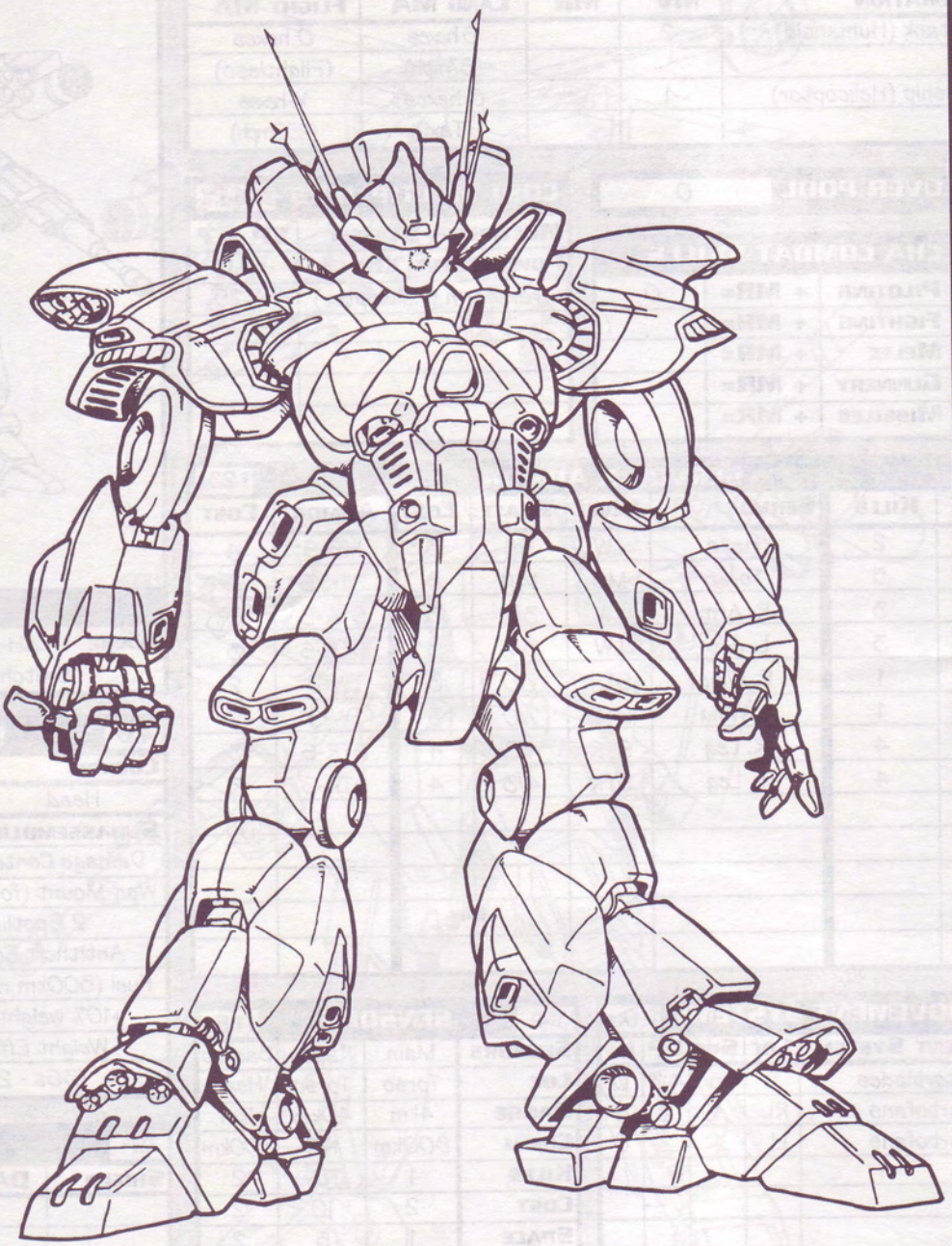
Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Right Hand	+1	-	1K	-	1	R. Arm	1	1	Quick & Handy.
Left Hand	+1	-	1K	-	1	L. Arm	1	1	Quick & Handy.
Chaingun	+1	6	3KAP	57b	3	Tm/2H	5.6	5.6	Machinefire BV=3.
30mm LAPHE Ammo	0	-	(AP)	(↑)	(6)	Tm/2H	9.4	0.4	Armor-Piercing.
AntiTank Missiles	+2	10	14K	4	3	RW	70.25	3.5	-
Antitank Missiles	+2	10	14K	4	3	LW	70.25	3.5	-
Rocket Pod	-2	8	5K	19	3	RW	41	3.5	Blast Radius = 3; Linked.
Rocket Pod	-2	8	5K	19	3	LW	41	3.5	Blast Radius = 3; Linked.

AIR GUNNERS:

Earth 2058

The Air Gunner program was begun by the Japanese SDF in the early 21st century. Their perfection of the G.R.Y.O.S. (Gyroscopic Response Yoke Override System), a mechanical balance system equivilant to the human inner ear, allowed the humanoid war machine, long a fantasy, to become reality. The Air Gunner concept was born: a large humanoid vehicle, capable of superhuman levels of mobility and acrobatics. Armed with heavy projectile weapons (and later, Particle Beam emitters), the Air Gunners combined the speed of a jet, the flight stability of a helicopter, and the firepower of a tank. All this, along with an infantry-like ability to enter and function in any type of terrain, soon made them the premiere weapons of war.

Air Gunners first saw active combat in the Southeast Asia War of 2035. There, the UN forces armed with Air Gunners were a stunning success, clearing out opposing ground and air units with little or no losses. Orders for these machines soon flooded the Japanese factories. By the Space Rush of 2047, Air Gunners were in world-wide use (most nations had either bought them from the Japanese or stolen the GYROS design by espionage). Their versatility was such that it came as no surprise when Air Gunners were refit for use in zero-g and vacuum, and shuttles carried them aloft to orbit.



NOTES: Fantam

APT Bonus: +0

In 2058, Stealth is a standard feature on all combat aircraft – the resulting throwback to the "dogfighting" style of combt makes Air Gunners supreme strategic and tactical weapons. Such a design philosophy demands high maneuverabiliy and bare-bones armament. With a standard height of 10m, Air Gunners are usually 45 tons or less – heavier suits don't lend themselves to aerobatics. As a Russian design, the Fantam exhibits the baroque artistic style the ex-Soviets cultivate in their national artistic tastes.

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Air Gunner (Humanoid)	-0		4 hexes (45mph)	14 hexes (282mph)

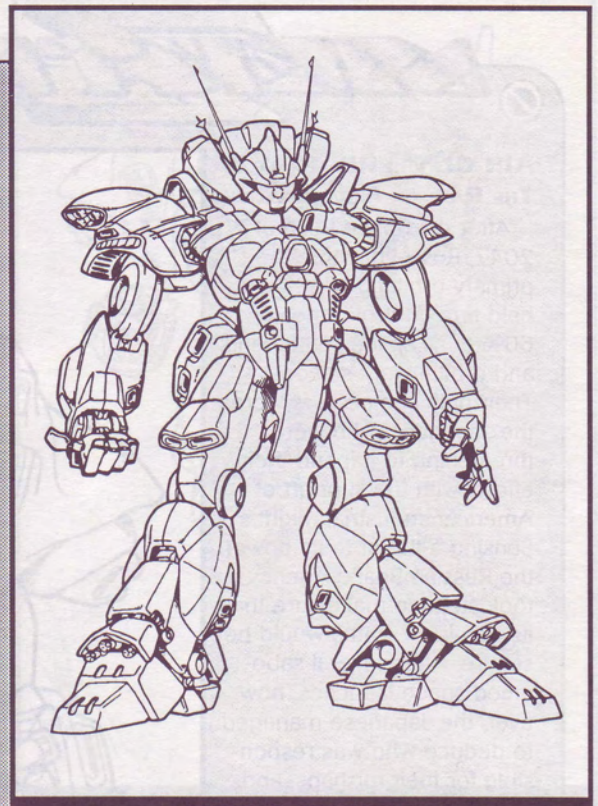
MANEUVER POOL 0

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x1.6

Multiplier System	CP x ?
Powerplant XS: 1	x0.0
Stealth	x0.2
+4 Maneuver Verniers (3 per Arm, 6 per Leg, 2 in Torso)	x0.4



MECHA PROFILE

Name	Weight	Cost
Air Gunner "Fantam" G81	42.35t	190.9

SERVOS & ARMOR 70 / 32.5

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
4	3	Head	STR	3/0	3	MS-S	4
4	10	Torso	HS	10/5	10	MS-S	4
4	5	Right Arm	MS	5/1	5	MS-S	4
4	5	Left Arm	MS	5/1	5	MS-S	4
4	0	Pod	HS	10/0	5	MS-S	4
4	7	Right Leg	MW	7/1	7	MS-S	4
4	7	Left Leg	MW	7/1	7	MS-S	4

SUBASSEMBLIES 3.5 / 0

Cockpit	# Crew	Options	Space	CP
Torso	One	E-Pod	2	2

Subassemblies	Loc	Space	CP	K
Damage Control System	T	1	1	0
Antitheft Code Lock	T	0	0.2	0
Liftwire	T	0	0.3	0
Fuel Supply; 1000km range adds +10% weight (+3.85t)	Pod	0	0	0

MOVEMENT SYSTEMS 28.3 / 0

Movement System	Loc	Spc	CP	K
Thruster Pack	Pod	10	222	0
(Efficiency)	"	-12.2	6.1	0

SENSORS 6 / 2

Sensors	Main	Backup
Loc	Head	Head
Range	7km	1km
Comm	1000km	300km
Kills	2	2
Cost	4	2
Space	1	2

SHIELDS 0 / 0

Shield	DA	SP	Loc	Space	Cost
-					

ARMAMENT 11.5 / 4

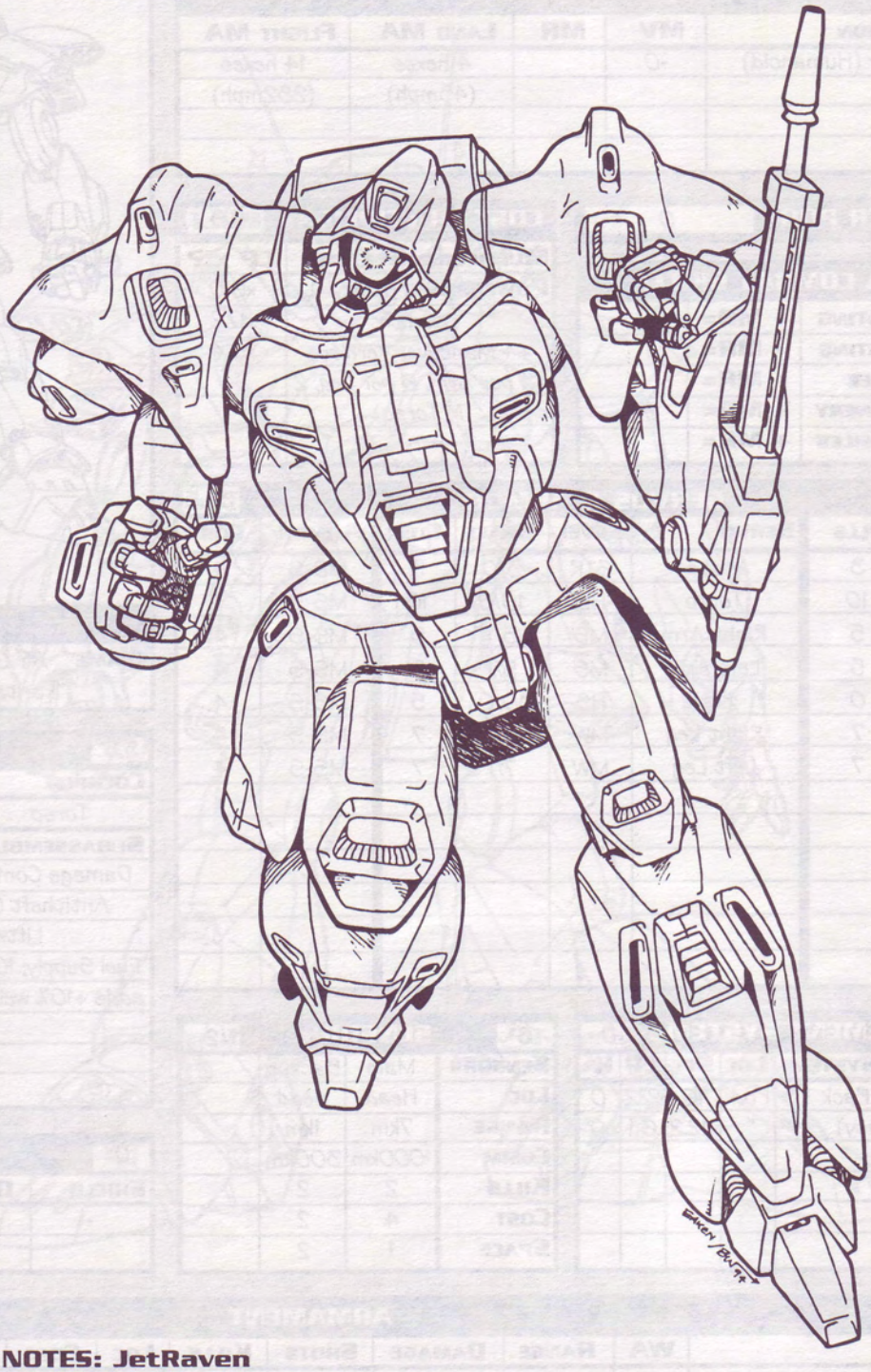
Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Right Hand	+1	-	1+1K	-	1	RA	1	1	Quick & Handy.
Left Hand	+1	-	1+1K	-	1	LA	1	1	Quick & Handy.
Laser Combat Rifle	+1	8	6K	∞	6	1H	9.5	5	Hand-held.

AIR GUNNERS: PART 2
THE RAID ON NOVOROSSIJSK

After the Space Rush of 2047, Russia became the primary orbital power; they held firm control of nearly 60% of all space settlements and orbital work stations. Their only competitors were the Japanese, who were threatening to expand their efforts with the support of American industrial might. Sensing a threat to its power, the Russian Space Agency took steps to make sure that its dominant status would be secure. After several sabotaged space launches, however, the Japanese managed to deduce who was responsible for their mishaps, and decided to strike back.

For many years, the Black Sea had been the center for Russian space activities; using giant floating launch platforms (similar to offshore oil rigs) to keep earth-to-orbit launches in constant operation. If one of the rigs was destroyed, another could take its place with relative ease. However, the facilities had one weakness: the control center at Novorossijsk (one time HQ for the Black Sea fleet). The American intelligence community discovered its secret location and quietly passed the information to their Japanese allies.

The Japanese, in turn, hired an Israeli mercenary group to raid the facility. In the ensuing battle, six Israeli JetRavens managed to pull off a crippling attack on the communications and orbital telemetry arrays while opposed by a dozen Fantom's of the Third Home Air Guard. As a result, the Russians would be unable to launch orbital missions for over six months. The incident was quickly covered up, but the Japanese had regained their foothold in orbit.



NOTES: JetRaven
APT Bonus: +0

Comparable to the Fantam, the Israeli-designed JetRaven is similarly maneuverable and stealthy. Its laser weapon is quick-firing to (supposedly) make up for its slight lag in response time (i.e its -1MV). Also standing at about 10m, it is slightly lighter than the Fantam, and its armor protection is a little less consistent; this reflects the Israelis' relative lack of experience in the Air Gunner design arena. It's desert-tan paint scheme weathers quickly to bright yellow during low-altitude dogfights ... it's come to be known as the "Screaming Banana" by the pilot community.

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Air Gunner	-1		5 hexes (55mph)	14 hexes (282mph)

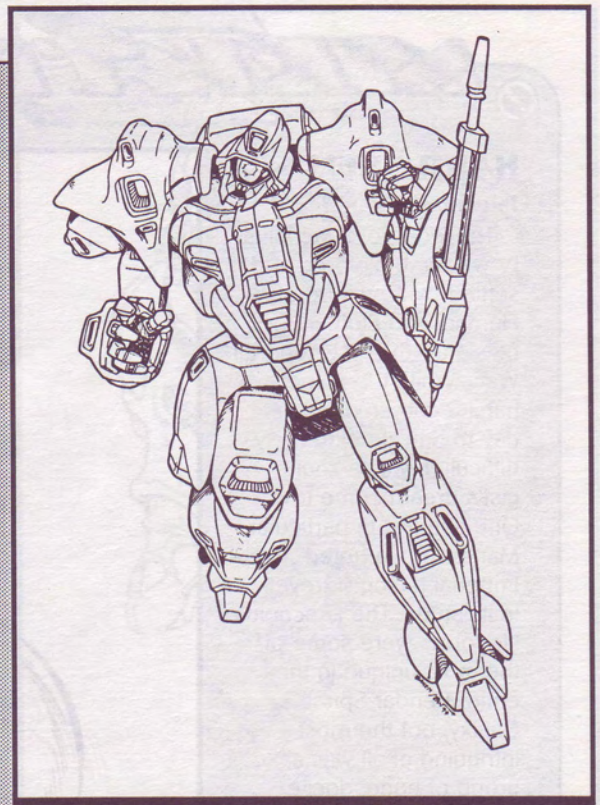
MANEUVER POOL 0

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x1.4

Multiplier System	CP x ?
Powerplant XS: 1	x0.0
Stealth	x0.2
+2 Maneuver Verniers (2 per arm, 2 per, 2 in torso).	x0.2



MECHA PROFILE

Name	Weight	Cost
Air Gunner "JetRaven" G17	39.05t	152.2

SERVOS & ARMOR

60 — 30

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
4	3	Head	STR	3/0	3	MS-S	4
3	12	Torso	MW	12/3.5	12	STR-S	3
4	5	Right Arm	MS	5/0	5	MS-S	4
4	5	Left Arm	MS	5/0	5	MS-S	4
3	7	Right Leg	MW	7/0	7	STR-S	3
3	7	Left Leg	MW	7/0	7	STR-S	3

SUBASSEMBLIES

6.5 — 0

Cockpit	# Crew	Options	Space	CP
Torso	One	E-Pod	2	2

Subassemblies	Loc	Space	CP	K
Weapon Mount	RA	0	3	0
Damage Control System	T	1	1	0
Antitheft Code Lock	T	0	.2	0
Liftwire	T	0	.3	0
Fuel Supply, 1000km range adds +10% weight; +3.55t	T	0	0	0

MOVEMENT SYSTEMS

20.5 — 0

Movement System	Loc	Spc	CP	K
Main Thruster	T	6.5	4.5	0
Backup Thruster	RA	2	2	0
Backup Thruster	LA	2	2	0
Boosting Thruster	RL	5	5	0
Boosting Thruster	LL	5	5	0

SENSORS

6 — 2

Sensors	Main	Backup
Loc	Head	Head
Range	7km	7km
Comm	1000km	300km
Kills	2	2
Cost	4	2
Space	1	2

SHIELDS

0 — 0

Shield	DA	SP	Loc	Space	Cost
-					

ARMAMENT

15.7 — 3.5

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Right Hand	+1	-	1+1K	-	1	RA	1	1	Quick & Handy.
Left Hand	+1	-	1+1K	-	1	LA	1	1	Quick & Handy.
Reapeating Laser Cannon	+0	8	5K	∞	5	WM	13.7	5	Machinefire BV=2.

HARD SHELLS:

Imperial Year 1130

The world of Draconius IV was first explored and settled by a mixture of Humani and Elomani peoples after the first Aggendi War. While the planet's harsh ecosystem made day to day life extremely difficult, it was a zoologist's dream come true. One colonist in particular, Maria Jarid, a noted Imperial biologist, revelled in its study. The Draconius life forms were some of the most unique in the entire Bendar Spiral Galaxy, but the most intriguing of all was a group of huge, docile, insect-like semi-humanoids, dubbed Hard Shells by early settlers who had tried to kill them. While apparently quiet omnivores, their thick exoskeletons, powerful talons, and electrified stingers seemed to belay their pacifistic nature. Dr. Jarid was soon immersed in an examination of the beasts.

Her research soon took an unexpected turn: While studying a particularly fierce-looking Hard Shell, its exoskeleton suddenly split open. Afraid the animal had expired, the Doctor reached out and touched the exposed internal cavity. Suddenly, there was an instant of terror as the tendons and nerves of the beast seemed to explode outward! They wrapped the doctor in a cocoon; she could feel them pricking her skin, burrowing into her arms and legs. She was dragged into the Hard Shell; the exoskeleton snapping shut and silencing her scream ...

NOTES: Mandible

APT Bonus: +3

A Hardshell's Internal Automation operates in conjunction with its Thought Control system, giving each unit a distinct "personality," much like a pet dog (and they're just about that smart). Without a human operator they generally just graze and clumsily scuffle over territory, but a piloted HardShell is unbeatable in close combat. (most HardShells have no ranged weapons and no flight systems). A HardShell's own "mind" (that is, its IA system) is largely subsumed when a pilot is aboard, but the IA system will kick in to protect a stunned operator or protect itself (in that order of importance).

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Hardshell (Humanoid)	-0		6 hexes	0 hexes
			(67mph)	(Flightless)

MANEUVER POOL +2

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x2.7

Multiplier System		CP x ?
Powerplant	XS: 1	x0.3
Thought Control (IA)		x0.5
Thought Control (Pilot)		x0.1
Techno-Organic		x0.5
Internal Automation		x0.3
IA2, Portfolio 10. (1sp H)		

MECHA PROFILE

Name	Weight	Cost
Hardshell "Mandible"	52.5t	359.9

SERVOS & ARMOR

95 — 38.5

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
6	5	Head	HS	5/3	5	MW-a	9
6	10	Torso	HS	10/1.5	10	MW-a	9
6	6	Right Arm	HS	6/3.2	6	MW-a	9
6	6	Left Arm	HS	6/3.2	6	MW-a	9
6	7	Right Leg	MW	7/5.6	7	MW-a	9
6	7	Left Leg	MW	7/5.6	7	MW-a	9

SUBASSEMBLIES

1.2 — 0

Cockpit	# Crew	Options	Space	CP
Torso	One	-	1	0

Subassemblies	Loc	Space	CP	K
Lock	T	0	0.2	0
Design & Decor: +2 COOL	All	0	1	0

MOVEMENT SYSTEMS

0 — 0

Movement System	Loc	Spc	CP	K
-				

SENSORS

9 — 1

Sensors	Main		
Loc	Head		
Range	15km		
Comm	1500km		
Kills	2		
Cost	9		
Space	1		

SHIELDS

0 — 0

Shield	DA	SP	Loc	Space	Cost
-					

ARMAMENT

27.9 — 13

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
High-Frequency Sword	+3*	-	6K-AP	-	6	2h	12	12	Armor-Piercing.
Right Claw	+2*	-	2+1K	-	2	RA	2.8	2.8	Quick & Handy.
Left Claw	+2*	-	2+1K	-	2	LA	2.8	2.8	Quick & Handy.
Right Talon	+1*	-	4+2K	-	4	RL	1.4	1.4	-
Left Talon	+1*	-	4+2K	-	4	LL	1.4	1.4	-
Burn-Pincer	-0*	-	8K	-	8	T	7.5	7.5	Shock Value = 8.

*Has +1 from Thought Control

HARD SHELLS
PART 2

When Maria opened "her" eyes, she realized with a shock that she was looking out through the beast's eyes. When she lifted her leg, the Hard Shell's leg lifted. It mimicked every movement she attempted! Somehow she had become directly connected to its nervous system. She soon found she could control every aspect of its functioning: from walking to activating the giant electro-charged stingers. The doctor was in a state of awe and horror, on the verge of emotional collapse, when she felt the touch of another mind on hers; it seemed to question what she wished, and she wished release ...

So the creature knelt and splitting open, released her — she was shaken, but otherwise none the worse for the experience.

In the weeks that followed, the colonists discovered that all Hard Shells had this ability: If one spent enough time in the proximity of a humani, it would open, and the humani could enter and "pilot" it. Slowly, the Humani settlers became fond of their "allies" on this harsh world, and the two races have worked and fought together ever since. It has been theorized that the Hard Shells are leftover, living, bio-artifacts of the Bendari, and this was reinforced by the discovery of Bendari ruins on the planet. While study continues, the symbiosis of humani and Hard Shell is firmly established, and Hard Shell mecha units now defend the colony.

NOTES: GUNDER
APT BONUS: +1

The Gunder is the largest HardShell yet discovered. At 11m in height (HardShells are very tough for their size; 0.5m per 1K in the torso), it is a lumbering hulk, capable of delivering rock-crushing blows and covered with a nearly uncrackable carapace. Most HardShells generate a bio-electric charge which can be conducted through their throax pincers, but the Gunder is unusual in that it is also capable of discharging this energy at range (a necessary weapon for a unit which walks so slowly). Beware — Gunders are known to be grumpy, hostile and leery of accepting a human operator.

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Hardshell (Humanoid)	-5		2 hexes (22mph)	0 hexes (Flightless)

MANEUVER POOL +2

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x2.6

Multiplier System		CP x ?
Powerplant	XS: 1	x0.0
Superheavy Hydraulics		x0.2
Thought Control (Pilot & IA)		x0.6
Techno-Organic		x0.5
Internal Automation		x0.3
(IA2, Portfolio 10)		

MECHA PROFILE

Name	Weight	Cost
Hardshell "Gunder"	84.0t	525.5

SERVOS & ARMOR

175.5 — 71.5

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
10	8	Head	MH	8/5	8	SH	15
11	22	Torso	MGH	22/0.7	22	MGH	16.5
11	12	Right Arm	MGH	12/7	12	MGH	16.5
11	12	Left Arm	MGH	12/7	12	MGH	16.5
11	12	Right Leg	MGH	12/10	12	MGH	16.5
11	12	Left Leg	MGH	12/10	12	MGH	16.5

SUBASSEMBLIES

0.7 — 0

Cockpit	# Crew	Options	Space	CP
Torso	One	-	1	0

Subassemblies	Loc	Space	CP	K
Design: +1 COOL	All	0	0.5	0
Lock	T	0	0.2	0

MOVEMENT SYSTEMS

0 — 0

Movement System	Loc	Spc	CP	K
-				

SENSORS

2 — 0.5

Sensors	Main		
Loc	Head		
Range	4km		
Comm	800km		
Kills	1		
Cost	2		
Space	1		

SHIELDS

0 — 0

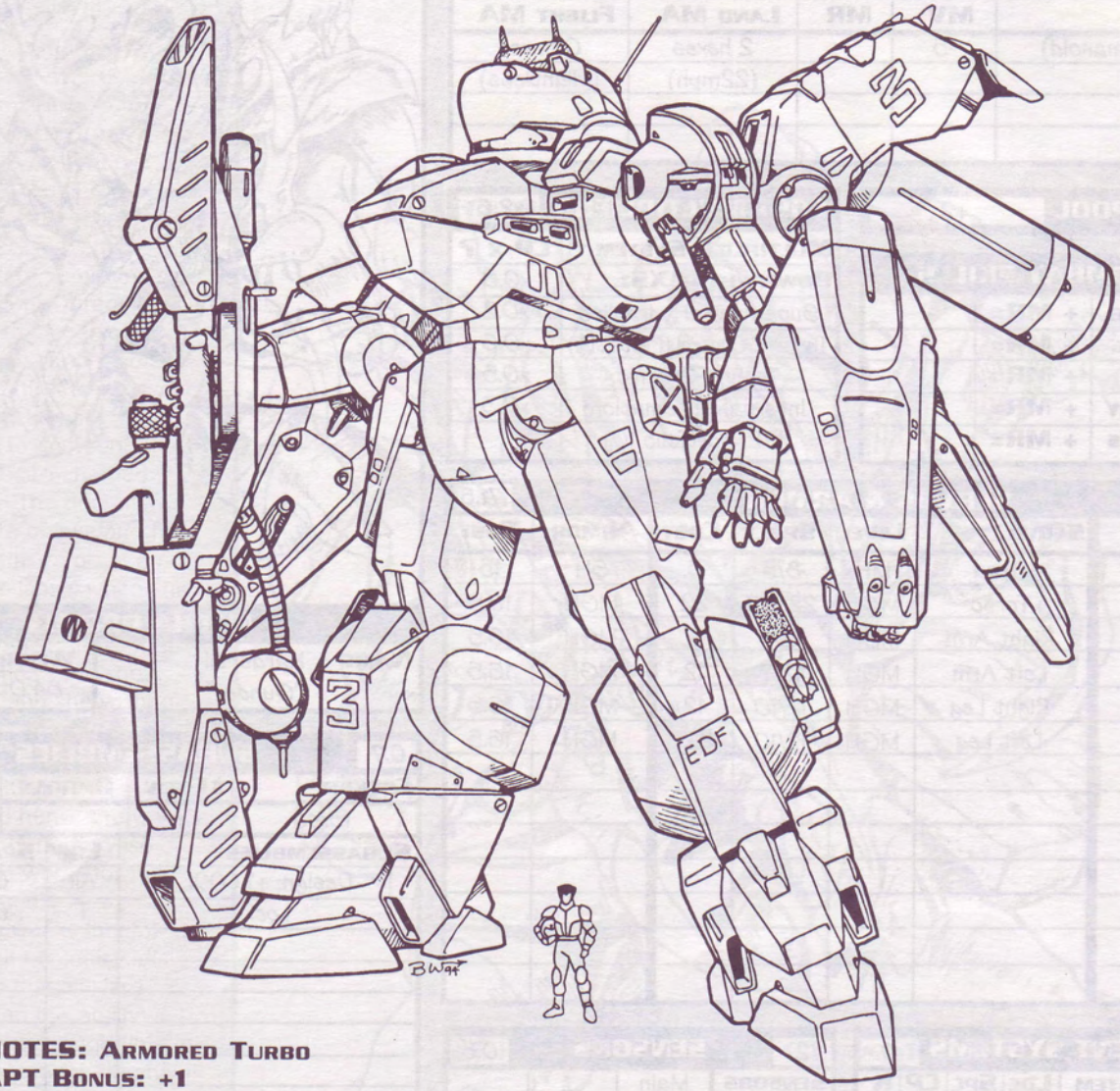
Shield	DA	SP	Loc	Space	Cost
-					

ARMAMENT

23.9 — 12

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
HammerClaw	+2*	-	5+5K	-	5	RA	3	3	-
HammerClaw	+2*	-	5+5K	-	5	LA	3	3	-
Burn Pincer	+0*	-	8K	-	8	T	7.5	7.5	Shock Value=10.
Arc-Launcher	-1*	3	3K	∞	3	T	5.4	5.4	Machine BV=5, Linked,
Arc-Launcher	-1*	3	3K	∞	3	T	5.4	5.4	Machine BV=5, Linked.

*has +1 from Thought Control.



NOTES: Armored Turbo
APT Bonus: +1
Since the original Turbo was a somewhat lackluster design, in 1520 all Turbos were outfitted with this Command Armor suite as a standard feature. This "Tremaine-type" Turbo (named after the creator of the Command Armor) is a much more respected Mekton. The whole armor system can be ejected (even the wings) in one action, leaving a standard-type Turbo (without it's original Shield or Beam Sword). Note: stats for Command Armor are in bold type.

ALGOL: AY1525

After the UAA was disbanded in late 1520, the world of Algol entered a period of "peaceful paranoia." As the planetary superpowers were weakened by internal friction, the orbital governments began to consolidate their positions. Soon, the only effective power structure in the system resided in space. Years passed with the nations of Karga and Elara keeping a wary eye on their powerful orbital "allies." This stalemate might have gone on indefinitely, but for a single catastrophic event: invasion.

An Aggendi ship, long forgotten by humanity, had reactivated. Located in deep space, far from inhabited areas, it started dispatching squadron after squadron of mecha, each programmed with the goal of destroying as many humans as possible. The alien machines descended in a nearly continuous stream, as constant as bombs in the Blitz. The very existence of life on Algol appeared theatened.

The planetary powers quickly realized that a defensive posture was useless. The alien ship seemed capable of producing an unlimited number of invaders, and showed no indication of stopping. The only way to deal with the problem was to eliminate it at its source: The Aggendi ship must be destroyed before it could decimate Algol. The vital question remained: how?

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Armored Mekton	-0		3 hexes	15 hexes
			(33mph)	(335mph)
Mekton	-2		5 hexes	13 hexes
			(55mph)	(232mph)

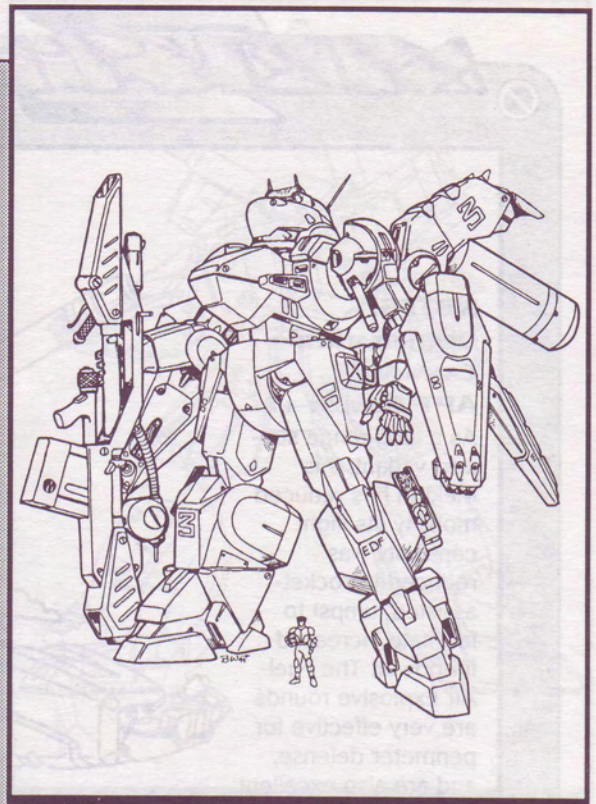
MANEUVER POOL +0

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x1.55

Multiplier System	CP x ?
Powerplant XS: 1	x0.15
Space & Desert Use	x0.1
+1 Verniers (1/L, 1/A, 1T)	x0.1
+2 Verniers (5T, 2.5/W)	x0.2



MECHA PROFILE

Name	Weight	Cost
EMA-219XT Armored Turbo	80.3t/41.5t	477

SERVOS & ARMOR

107 — 39

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
1/4	4	Head	HS	7/0	5	MS-S	4
(↑)	0	C-Armor	MW	2/0	4	ß	0
3/4	10	Torso	HS	10/6	10	MS-S	4
(↑)	0	C-Armor	HS	10/0	16	ß	0
4	6	Right Arm	HS	6/1	6	MS-S	4
4	6	Left Arm	HS	6/1	6	MS-S	4
4	6	Right Leg	HS	6/3	6	MS-S	4
4	6	Left Leg	HS	6/3	6	MS-S	4
4	2	Right Wing	MS	8/0	4	ß	8
4	2	Left Wing	MS	8/0	4	ß	8

SUBASSEMBLIES

8 — 7.3

Cockpit	# Crew	Options	Space	CP
Torso	One	E-Pod	2	2

Subassemblies	Loc	Space	CP	K
Linkage (all 3 Missile Pods)	-	-	6	0
Fuel Tanks (1000km range; +10% weight = 7.3t)	R&LW	0	-	NA

MOVEMENT SYSTEMS

51.2 — 0

Movement System	Loc	Spc	CP	K
Thruster (w/ Efficiency)	RL	2	14.1	0
Thruster (w/ Efficiency)	LL	2	14.1	0
Booster (w/ Efficiency)	RW	5.5	11.5	0
Booster (w/ Efficiency)	LW	5.5	11.5	0

SENSORS

5 — 2.5

Sensors	Main	Backup	Backup
Loc	Head	Torso	H-CA
Range	2km	1km	1km
Comm	500km	300km	300km
Kills	1	2	2
Cost	1	2	2
Space	1	2	2

SHIELDS

17.6 — 7

Shield	DA	SP	Loc	Space	Cost
Binder: 2/0	-2	7 (ß)	RA	1	8.8
Binder: 2/0	-2	7 (ß)	LA	1	8.8

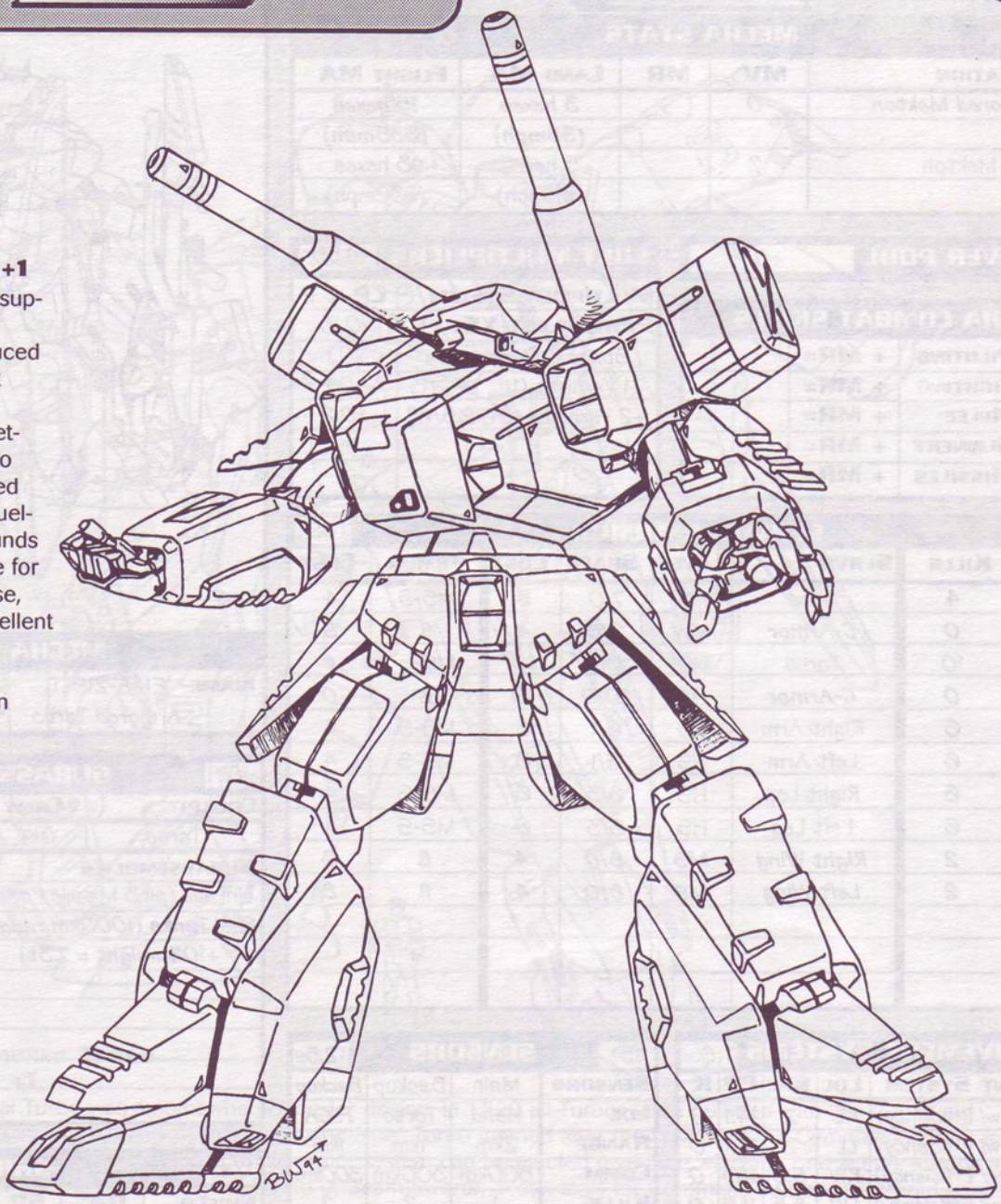
ARMAMENT

112.3 — 24.5

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Right & Left Hands	+1	-	1+1K	-	1 each	R&LA	1 & 1	1 each	Quick & Handy.
Pulse Laser	+0	4	3K	5	(3)	H	7	6	Fragile, Machinefire BV=3.
Missile Pods (3)	+0	5	5K	10/10/10	3 each	A, A, T	3, 3, 3	3 each	RA, LA & T Linked.
Beam Carbine	+2	8	4K	10	4	1H	5.4	5.4	Hand-held.
Right & Left Graspers	+1	-	2+1K	-	2 each	Bindr	1.9 & 1.9	.4 each	Handy.
Twin Pulse Lasers	-1	4	3K x2	5	(3 & 3)	Bindr	7.5	1.6	Fragile, Machine BV= 3x2.
Twin Pulse Lasers	-1	4	3K x2	5	(3 & 3)	Bindr	7.5	1.6	Fragile, Machine BV= 3x2.
Grenade Launchers	-2	8	8K (BR1)	4	2	T-CA	8.3	5	Blast Radius = 1.
Beam Swords (2)	+1	-	6K	∞	2 each	1H	4 & 4	4 each	Handheld.
Armor Buster	+2/+3	12	7K-AP	3	7	2H	49.3	14	Uses 1 Hand & 1 Grasper.
220mm Caseless Ammo	(↑)	-	(↑)	3 & 3	(2)	R & LL	4.5	NA	1 in gun, 1 on each leg; Armor-Piercing Tracers.

NOTES:
DEATHSTALKER CANNON
APT BONUS: +1

As a long-range support variant, this Mekton has reduced mobility (its flight capability was reduced to rocket-assisted jumps) to facilitate increased firepower. The Fuel-Air Explosive rounds are very effective for perimeter defense, and are also excellent cityburners. Coincidence? Not in the Kargan dictionary.



ALGOL: PART 2

After four weeks of constant Aggendi attacks on orbital and planetside holdings, Doctor Tal and Lathrin Darkmoor emerged from the confines of Muria with a proposal: A fleet of space ships could be constructed to take the battle to the enemy. All of Algol supported the plan, and soon an assortment of vessels was under construction at Algolian orbital station Sunlight 1.

The fleet is currently 35 percent complete, with work crews operating 24 hours a day. With most industrial capacity diverted to ship construction, the Mekton contingent is sorely underfunded. But Cedric and Maria Artis, commanders of the fleet's mecha arm, are trying to make the best of a bad situation. Using old contacts as members of the UAA, the two officers have rounded up as many old Archipelago War mektons as they can find, and are using as much of a budget as they can gather to modernize the mecha. Old Deathstalkers, Turbos, Vigils and Vantages are being upgraded, brought to the level of good, if not great, modern mektons. This will hopefully allow the fleet to maintain a numerical, if not technological, superiority against its mysterious opponent. The mainstays of the force are the Armored Turbo, made famous by David Tremaine, and the Deathstalker Cannon, a unit designed for long-range heavy bombardment.

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Mekton	-4		3 hexes (33mph)	6-hex jump (300 meters)

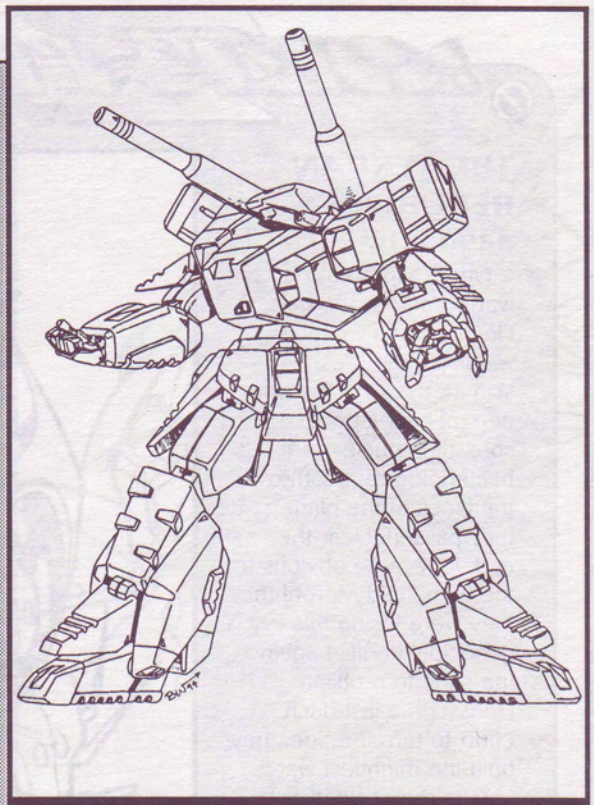
MANEUVER POOL +1

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x1.15

Multiplier System		CP x ?
Powerplant	XS: 5	x0.15



MECHA PROFILE

Name	Weight	Cost
IMK-08A Deathstalker (Artillery Type)	50.6t	188.5

SERVOS & ARMOR 61 / 30.5

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
4	5	Head	HS	5/0.8	5	MS-S	4
4	10	Torso	HS	10/4	10	MS-S	4
4	5	R. Arm	MS	5/0	5	MS-S	4
4	5	L. Arm	MS	5/0	5	MS-S	4
4	6	R. Leg	HS	6	6	MS-S	4
4	6	L. Leg	HS	6	6	MS-S	4

SUBASSEMBLIES 8 / 0

Cockpit	# Crew	Options	Space	CP
Torso	One	E-Pod	2	2

Subassemblies	Loc	Space	CP	K
Linkage (Cannons)	T	0	2	0
Weapon Mount	T	2	2	0
Weapon Mount	T	2	2	0
Fuel (1000km range adds +10%; 46x0.1 = +4.6t)	T	0	0	0

MOVEMENT SYSTEMS 10.4 / 0

Movement System	Loc	Spc	CP	K
Jump Rockets	T	2.4	2.4	0
Jump Rockets	RL	4	4	0
Jump Rockets	LL	4	4	0

SENSORS 2 / 0.5

Sensors	Main		
Loc	Head		
Range	4km		
Comm	800km		
Kills	1		
Cost	2		
Space	1		

SHIELDS 0 / 0

Shield	DA	SP	Loc	Space	Cost
-					

ARMAMENT 82.4 / 15

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Right Hand	+1	-	1+1K	-	1	RA	1	1	Quick & Handy.
Left Hand	+1	-	1+1K	-	1	LA	1	1	Quick & Handy.
Sniping Laser	+1	6	2K	∞	2	Head	1.6	1.6	Antipersonnel only.
Defense Laser	+1	6	2K	∞	2	Head	1.6	1.6	Anti-mecha only.
Electrothermal Howitzer	+0	10	8K	20	8	R-Mt	21.4	10	Linked to other cannon.
225mm FAE Magazine	-	-	(BR=1)	(↑)	(4)	RA	17.2	4	Blast Radius = 1.
Electrothermal Howitzer	+0	10	8K	20	8	L-Mt	21.4	10	Linked to other cannon.
225mm FAE Magazine	-	-	(BR=1)	(↑)	(4)	LA	17.2	4	Blast Radius = 1.

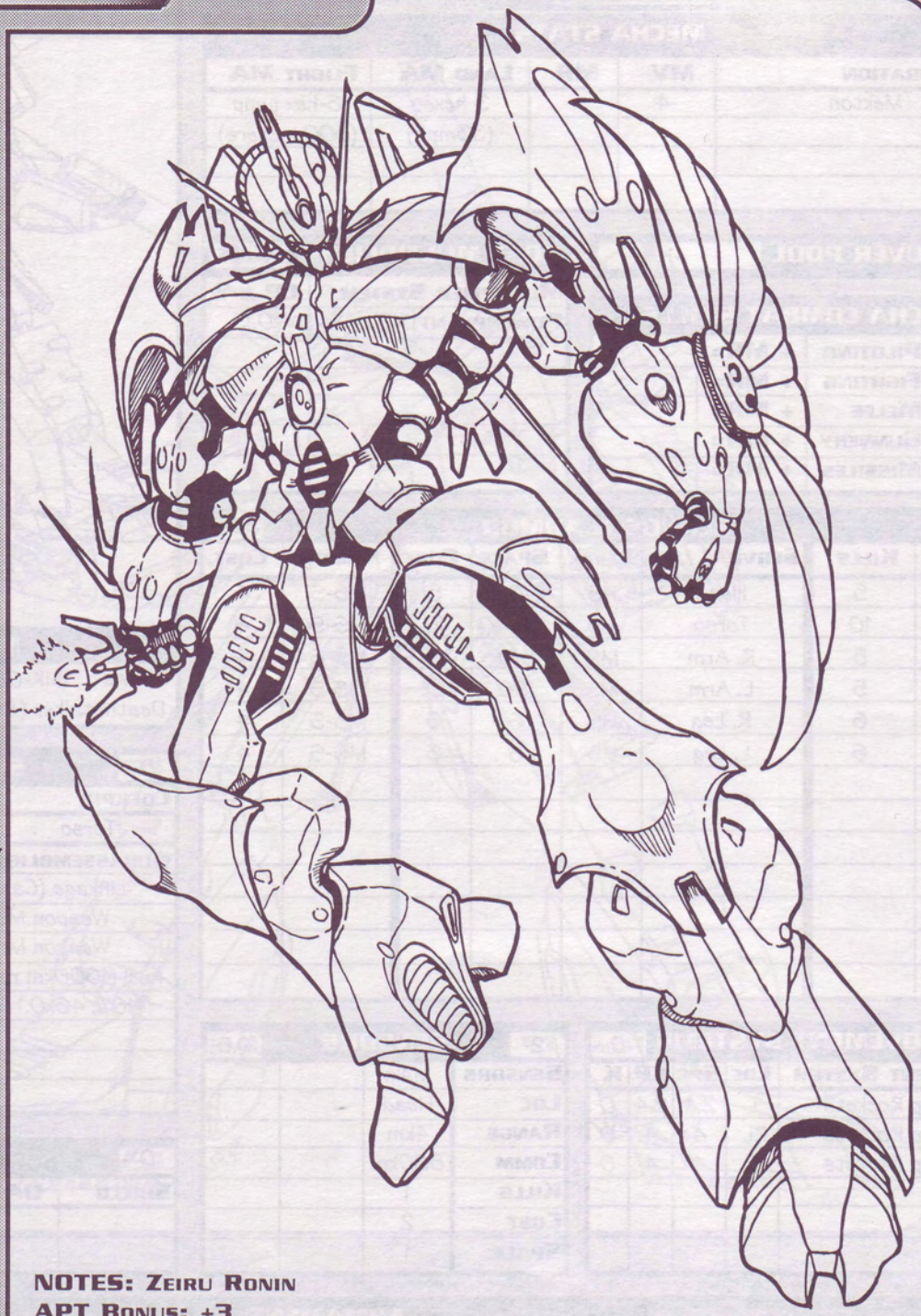
THE TERRAN REPUBLIC:

2250 A.D.

Once, two great races warred across the galaxy. Fleets of small, nimble warships and mecha skimmed across the borders of hyperspace, spreading nuclear and bacteriological death over the faces of the planets they passed. Near the end, it became obvious to the humanoid Morphi that they were losing this genocidal conflict against the psuedo-reptilian Herisst. In a last-ditch effort to turn the tide, they built the mightiest war mecha their scientists could conceive: the Zieru. But the massed forces of the Herisst fell upon the Morphi homeworld before the prototype could be put into operation, and the giant war-machine was left idle in its hidden base, preserved by vacuum and self-repair programs.

A millenium later, the Herisst were again at war; this time with a new race called the Humans. And as the pattern of the last conflict seemed about to be repeated, a small human scoutship stumbled upon the dead remains of the Morphi homesystem. There, the curious pilot discovered the metal behemoth slumbering in its launch cradle. Cautiously, she sat in the control pod which seemed to somehow welcome her...

And after a thousand years of sleep, the Zieru awakened to avenge its parent race and defend its new-found allies.



NOTES: Zeiru Ronin
APT Bonus: +3

Standing 27 meters tall and capable of "supercruising" (going supersonic without using afterburners), this is a big-time, "cosmic" sort of mecha concept. Although it is a 1:1 Scale design, its biggest weapons are actually x10 Scale; through Space Efficiency, this is made into an issue of power rather than of physical size. For instance, the Pulse Laser and Laser Net do not physically "combine" into the Laser Typhoon, rather their beams fire simultaneously, merging into one seething energy ball which then vaporizes (hopefully) the target. Similarly, while the VariableSword is itself a 1:1 Scale Energy Pool, it has enough Power Available to energize a x10 Scale EMW all the time, and if the Energy Absorber in the shield can suck up 20 Kills of Beam Weapon or EMW damage, the Atomsplitter sword can be used ... once.

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Power Structure (Humanoid)	-3		4 hexes	30 hexes
			(45mph)	(Mach 2.3)

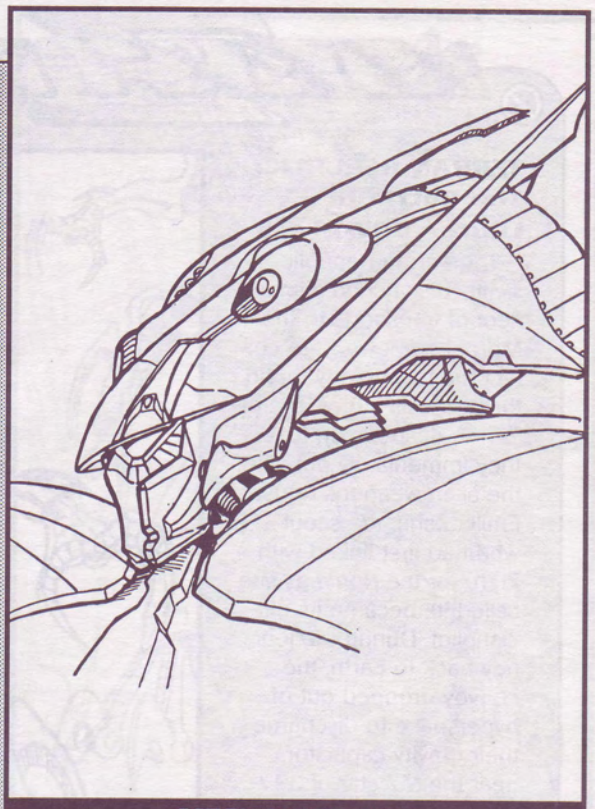
MANEUVER POOL +4

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x2.4

Multiplier System		CP x ?
Powerplant	XS: 5	x0.3
All-Environment		x0.4
Thought Control		x0.5
+3 Verneirs (7.5 / arm)		x0.3



MECHA PROFILE

Name	Weight	Cost
Power Structure "Zeiru Ronin"	112.5t	2155.1

SERVOS & ARMOR

209 — 67

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
8	8	Head	MH	8/0	8	MH-ß	16
9	18	Torso	AH	18/0.6	18	AH-ß	18
10	10	R. Arm	AH	10/0.5	10	SH-ß	20
10	10	L. Arm	AH	10/0.5	10	SH-ß	20
9	0	Pod	AH	18/0	9	AH-ß	18
10	11	R. Leg	SH	11/0	11	SH-ß	20
10	11	L. Leg	SH	11/0	11	SH-ß	20

SUBASSEMBLIES

5.4 — 0

Cockpit	# Crew	Options	Space	CP
Torso	One	E-Pod	2	2

Subassemblies	Loc	Space	CP	K
Damage Control	T	1	1	0
Spotlights (2)	H	0	0.4	0
Design (+3 COOL)	All	0	2	0

MOVEMENT SYSTEMS

169.9 — 0

Movement System	Loc	Spc	CP	K
Main Thruster	Pod	18	63.4	0
(Efficiency)	"	-45.4	22.7	-
Booster	RL	11	31.6	0
(Efficiency)	"	-20.6	10.3	-
Booster	LL	11	31.6	0
(Efficiency)	"	-20.6	10.3	-

SENSORS

6 — 2

Sensors	Main	Backup
Loc	Head	Head
Range	7km	1km
Comm	1000km	300km
Kills	2	2
Cost	5	2
Space	1	2

SHIELDS

36 — 5

Shield	DA	SP	Loc	Space	Cost
AH-ß	-2	5	L. Arm	1	36

Energy Absorber; Absorbtion = 1/2

ARMAMENT

438.3 — 38.5

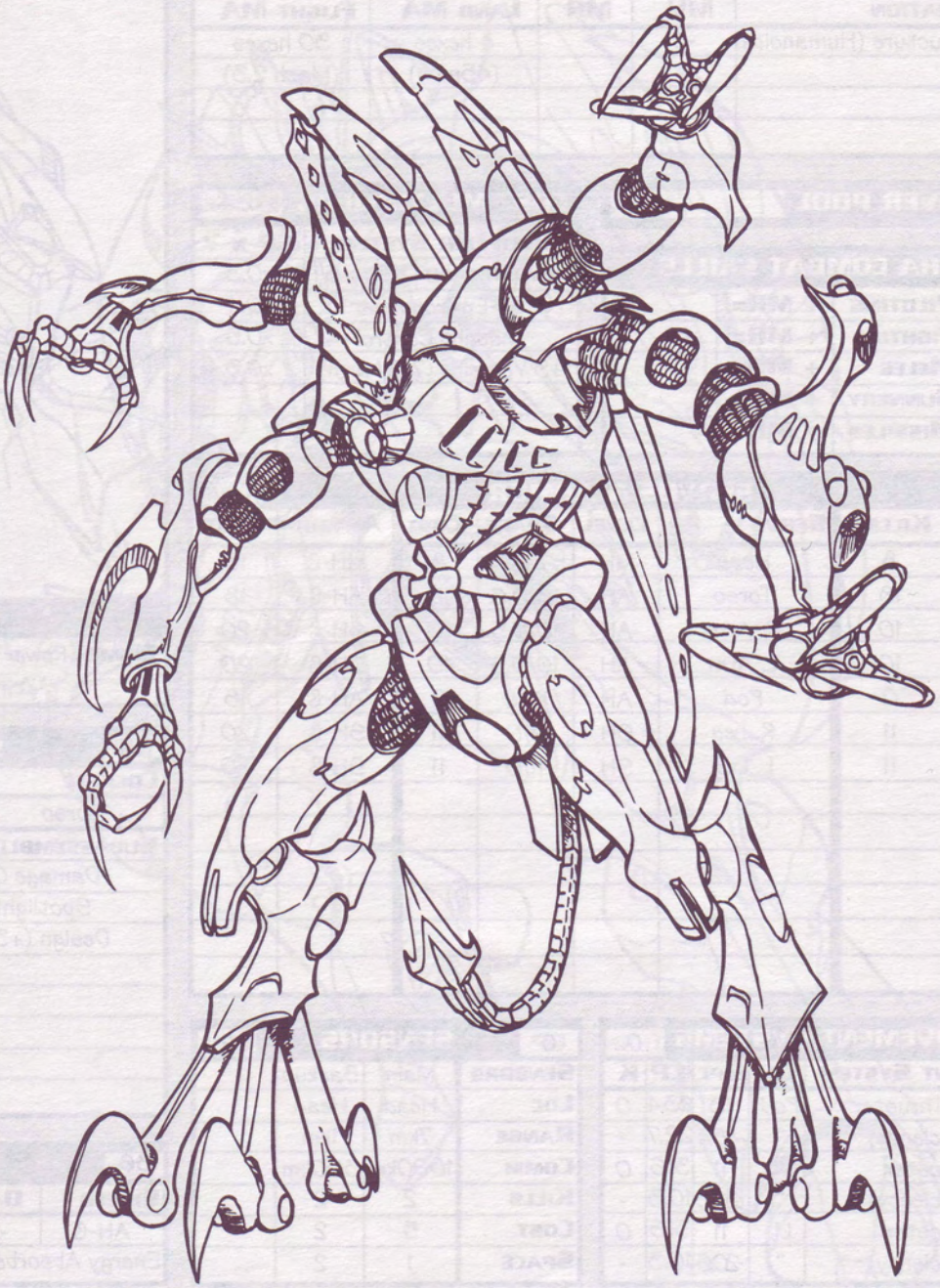
Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Right Hand	+2*	-	2+2K	-	2	RA	3.2	2	Quick & handy.
Left Hand	+2*	-	2+2K	-	2	LA	3.2	2	Quick & handy.
Pulse Laser	+2*	8	15K	W-Up=1	15*	H	179.8	5	Fragile, BV=∞.
Laser Net	+1*	8	15K	W-Up=1	15*	T	95.9	5	Fragile, 60° Wide Angle.
(Laser Typhoon)	+4*	150	30K	1	(30*)	T	+93.7	9.4	Combiner (PL+LN), x10.
VariableSword	-	-	-	-	13	1H	62.5	10	Portfolio-2 Energy Pool.
(Standard Mode)	+2*	-	20K	-	-	-	(25)	-	x10 Scale.
(Atomsplitter Mode)	+2*	-	40K	-	-	-	(50)	-	x10 Scale; Must draw 20 points from shield's energy absorber to use.

*has +1 WA; Thought Control

TERRAN REPUBLIC: The Battle of Luyten 347-14

The Terran Republic swiftly dispatched a small fleet of transports to the Morphi homeworld to collect the technology found there. It was a measure of Terran desperation that they immediately put all of the alien weapons to use. Emilia Zahn, the scout who had first linked with Zieru (or the *Ronin* as she called it), became its official pilot. During the journey back to Earth, the convoy dropped out of hyperspace to discharge their gravity capacitors near the M7 star of 347-14. Unfortunately, a Herisst attack force was waiting for them, lead by Eelion, one of the greatest of the Herisst combat riders, flying his elite "Power Structure," Vermaxis.

Zahn and the Ronin deployed with the other mecha, and, despite her unfamiliarity with her craft, made an exceptional showing against the lesser Herisst machines. The Vermaxis was another matter, however. After Eelion had ripped open two transports, he finally confronted Zahn and the battle was joined. The duel that followed lasted twenty minutes (an eternity for a dogfight), but resulted in Eelion's withdrawl and the confused retreat of the Herisst force. The convoy lost two transports, four fighter-mecha, the Zieru-Ronin was damaged, and Zahn had minor injuries, but the day had gone to the Terrans. The tide was finally beginning to turn.



NOTES: Vermaxis

APT Bonus: +3

This thirty-meter monster is a designed for mass destruction, but its numerous melee weapons (an aesthtic necessity of alien design) make it easily capable of anti-mecha activity. Each of its talons has an energy-enhanced mode for maximum damage potential (the "Aura Talons" are not so much discrete EMWs as they are an energy field conducted through the mehca's talons). The "Plasmatic Holocauster" can only fire once every three turns, but completely fills a 60° cone with a superheated plasma. Vermaxis' flight system is its big weakness; its wings open out to deploy moth-like "solar sails" composed of iridescent fibers. The wing housings on the back are unarmored (so as not to obstruct the solar fibers) and thus are easily destroyed.

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Power Structure (Humanoid)	-4		4 hexes (45mph)	18 hexes (523mph)

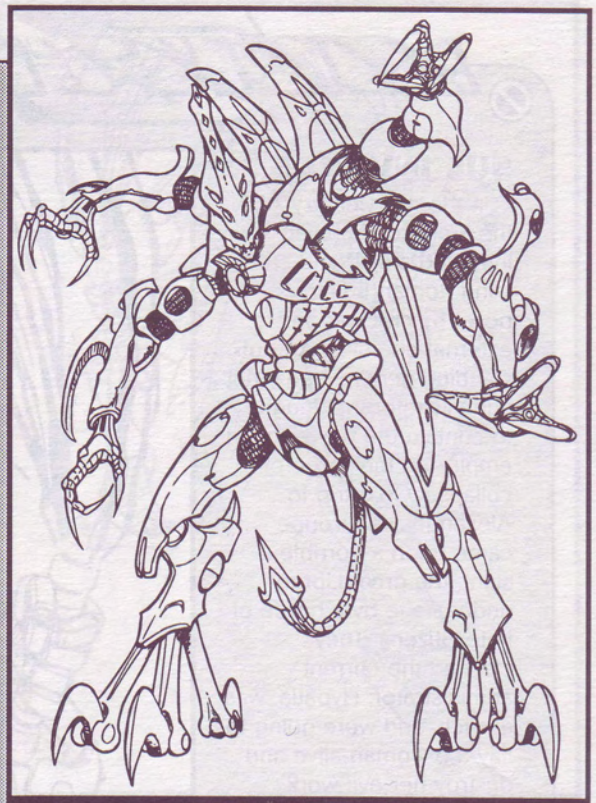
MANEUVER POOL +5

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x2.8

Multiplier System	CP x ?
Powerplant XS: 5	x0.3
Thought Control	x0.5
All-Environment	x0.4
+2 Verniers; 5/T Arms	x0.2
Teleportation: Combat 2 hexes, Global 16km.	x0.4



MECHA PROFILE

Name	Weight	Cost
Power Structure "Vermaxis"	123t	3096.8

SERVOS & ARMOR

165 — 77.5

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
8	9	Head	AH	9/4	9	MH-S	8
8	20	Torso	SH	20/1.5	20	MH-S	8
9	8	R. T. Arm	LH	8/1.5	8	AH-S	9
9	8	L. T. Arm	LH	8/1.5	8	AH-S	9
9	9	R. B. Arm	MH	9/0.2	9	AH-S	9
9	9	L. B. Arm	MH	9/0.2	9	AH-S	9
8	10	R. Leg	AH	10/0	10	MH-S	8
8	10	L. Leg	AH	10/0	10	MH-S	8
0	2	R. Wing	LH	17/0	7	-	0
0	2	L. Wing	LH	17/0	7	-	0

SUBASSEMBLIES

2.5 — 0

Cockpit	# Crew	Options	Space	CP
Torso	One	E-Pod	2	2

Subassemblies	Loc	Space	CP	K
Design (+1 COOL)	All	0	0.5	-

MOVEMENT SYSTEMS

130.6 — 0

Movement System	Loc	Spc	CP	K
Gravitics	RW	17	492	0
(Efficiency)	"	-32.2	16.1	-
Gravitics	LW	17	492	0
(Efficiency)	"	-32.2	16.1	-

SENSORS

8 — 3

Sensors	Main	Backup	Backup
Loc	Head	Head	Head
Range	7km	1km	1km
Comm	1000km	300km	300km
Kills	2	2	2
Cost	4	2	2
Space	1	2	2

SHIELDS

0 — 0

Shield	DA	SP	Loc	Space	Cost
-					

ARMAMENT

799.9 — 42.5

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Talon (four)	+1*	-	5K+2K	-	5 each	Arms	47.4	1.5 each	Quick, Handy.
Aura Talon (four)	+1*	-	12K	1 Turn	3 each	Arms	13.2	3.3 each	EMW, Turns in Use = 1.
High-Frequency Blade	+2*	-	10K AP	-	10	RBA	25	4	Armor-Piercing.
Plasma Bolter	+0*	10	9K	∞	9	LBA	22.3	4	-
Combat Tail	-1*	-	6K	-	6	T	18	4.5	Entangling, Shocking.
Gouging Claw	+0*	-	8K AP	-	8	RL	16	10	Quick, Armor-Piercing.
Gouging Claw	+0*	-	8K AP	-	8	LL	16	10	Quick, Armor-Piercing.
Plasmatic Holocauster	+3*	8	12K	W-Up=3	12	T	642	12	60° Wide Angle, BV=∞.

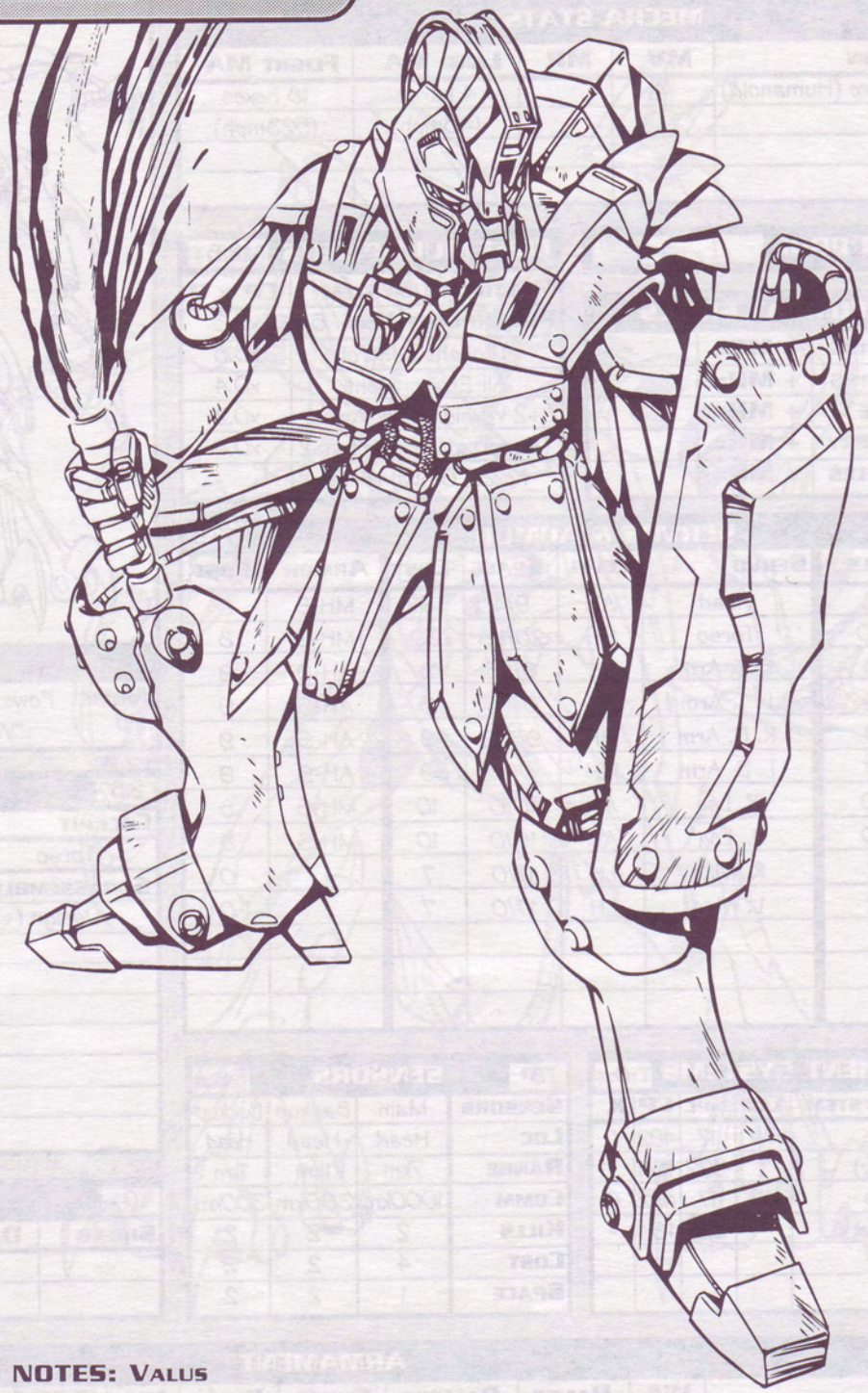
*has +1 from Thought Control

SOL INVICTUS

In the 3rd Century AD, the Emperor Aurelian inherited a split and crumbling Roman Empire, beset by civil war and external enemies. An outstanding general and strict administrator, he sought to contain the power of an empire on the verge of collapse. On a trip to Alexandria, his troupe came upon a horrible sight: the great Library under siege by a horde of irate citizens. They claimed the current administrator, Hypatia, was a witch, and were going to flay the woman alive and destroy her evil work. Enraged, Aurelian ordered his troops to "disperse" the crowd; which they did with typical Roman efficiency. Hypatia and the Library were saved.

Taking an interest in her scholarly work, Aurelian asked for a tour of the facility, a boon Hypatia gladly granted. It soon became obvious that the Emperor was smitten by the attractive scholar. When Aurelian returned to Rome, he had a new wife, and the Library was moved brick by brick to the capital.

To help fortify the city (and his prized "collection") Aurelian constructed a new set of walls around Rome, their construction made simpler and sturdier by access to texts on Greek and Middle Eastern architecture. Soon all of Rome was benefiting from the Emperor's foresight and the knowledge the Library contained. Like a gift from the gods, new life was brought to a once-fading empire. From such humble beginnings, the Empire of Sol Invictus was born.



NOTES: VALUS

APT BONUS: -1

Although the civilization that created this Gladiator Machine has managed space travel, they haven't done it terribly gracefully; Sol Invictus' 21st-century level achievements have been done with 19th-century technology. Consequently, the Gladiator Machines are ponderously heavy (double the weight of "mature" mecha), slow, flightless, clumsy and poorly armored. These are the most "bare bones" of mecha designs, capable of working at minimum perfomance levels – but they do work, and they're the most powerful war machines of their world. The Valus stands out among other GMs in that instead of being armed with a sword or other melee weapon, it uses an armored cutting torch in combat.

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Gladiator Machine (Humanoid)	-10		1 hex (11mph)	0 hexes (Flightless)

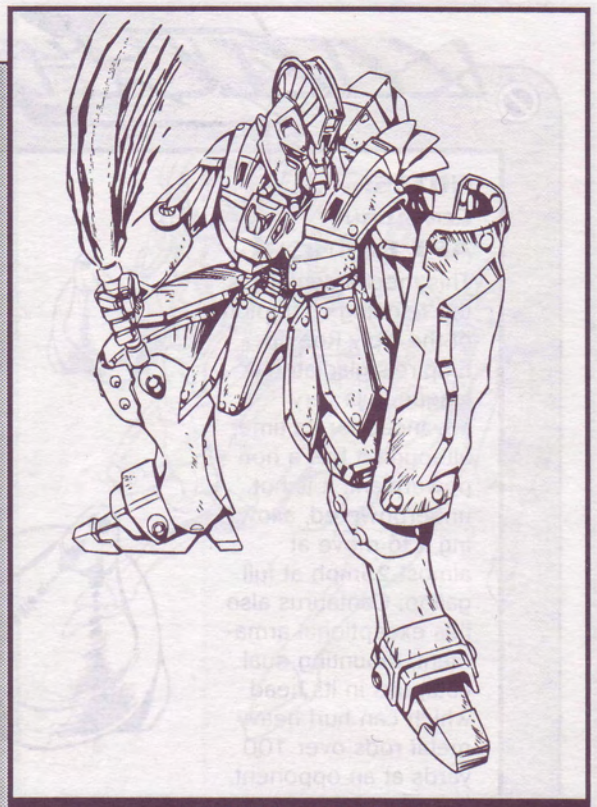
MANEUVER POOL -1

COST MULTIPLIERS x0.65

Multiplier System	CP x ?
Powerplant XS: 5	-x0.15
Weight Inefficiency	-x0.2

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	



MECHA PROFILE

Name	Weight	Cost
Gladiator Machine "Valus"	90.0t	40.5cp

SERVOS & ARMOR (52 / 35)

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
6	4	Head	MS	4/3	4	MW-Ø	3
6	8	Torso	MS	8/6	8	MW-Ø	3
6	5	Right Arm	MS	5/4	5	MW-Ø	3
6	5	Left Arm	MS	5/4	5	MW-Ø	3
6	6	Right Leg	HS	6/6	6	MW-Ø	3
6	6	Left Leg	HS	6/6	6	MW-Ø	3

SUBASSEMBLIES (0 / 0)

Cockpit	# Crew	Options	Space	CP
Torso	One	-	1	0

Subassemblies	Loc	Space	CP	K
-				

MOVEMENT SYSTEMS (0 / 0)

Movement System	Loc	Spc	CP	K
-				

SENSORS (2 / 1.5)

Sensors	Main	Backup
Loc	Head	Torso
Range	1km	1km
Comm	300km	300km
Kills	1	2
Cost	0	2
Space	1	2

SHIELDS (3.5 / 3.5)

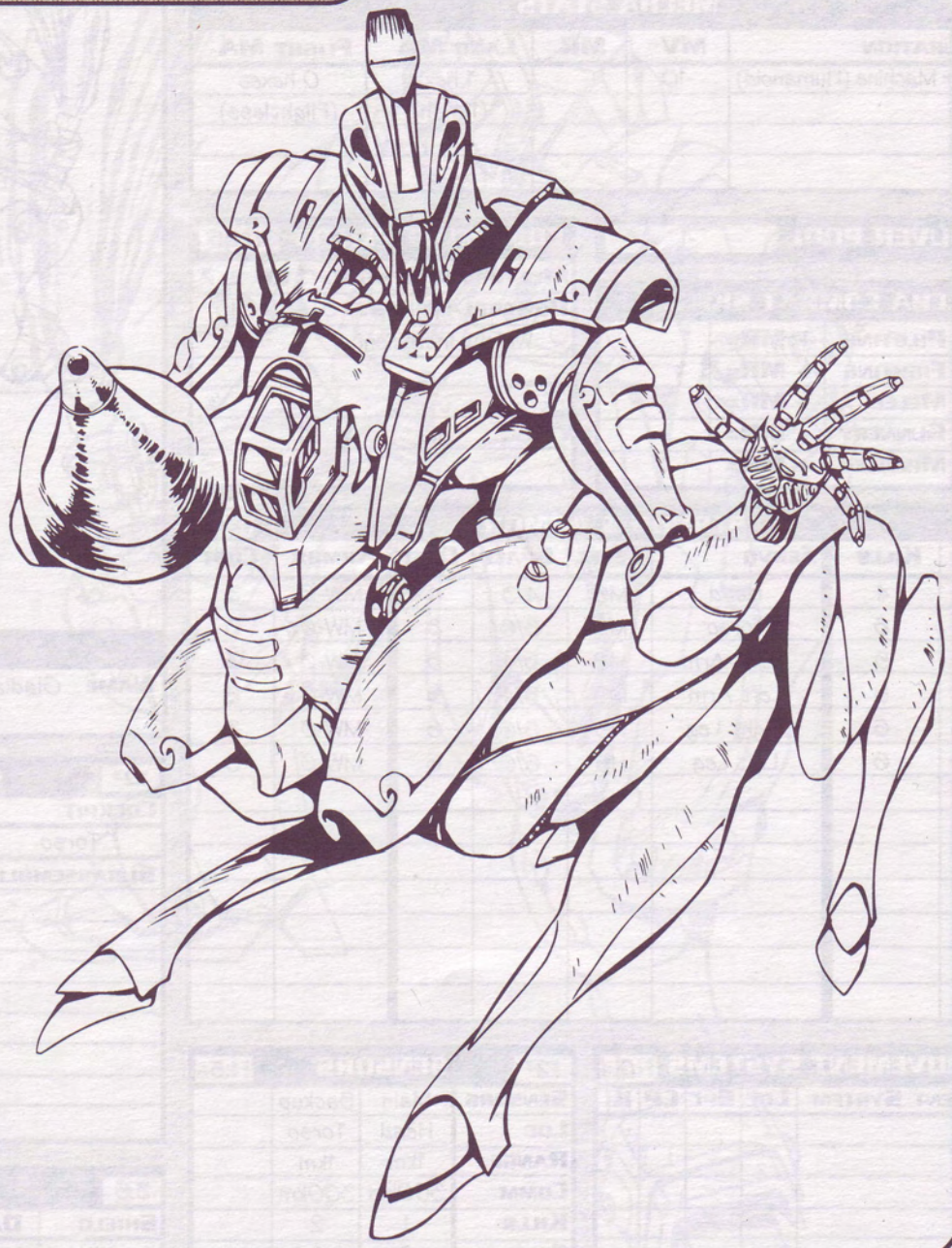
Shield	DA	SP	Loc	Space	Cost
MW	-2	7	1h	1	3.5

ARMAMENT (4.8 / 5)

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Right Hand	+1	-	1+1K	-	1	RA	1	1	Quick, Handy.
Left Hand	+1	-	1+1K	-	1	LA	1	1	Quick, Handy.
Fire Gladius	+1	-	6K	5 turns	8	1h	2.8	2.8	Handheld.

NOTES:
CENTAURUS
APT BONUS: +0

This mecha-centaur is the reigning champion of the Holy Roman Empire's gladiatorial league. It is very advanced for its time; although it has a hot powerplant, it is not underpowered, allowing it to move at almost 25mph at full gallop. Centaurus also has exceptional armament, mounting dual catapults in its head which can hurl heavy metal rods over 100 yards at an opponent. Its main weapon, the Gunspear, is also much-feared for its ability to launch clusters of ballbearings held together by hot wax and doused with Greek Fire (a primitive napalm made from a mixture of pitch, oils and phosphorous which burns even in water). Unlike most GMs, Centaurus does not have an underpowered engine, so it does not have the normal -1 Action penalty. Who made this amazing GM remains a mystery.



SOL INVICTUS: THE GREAT REBELLION

Ages passed. The power and glory of the Empire of Sol Invictus grew. It slowly spread to Asia and Africa and finally the far-off lands across the seas. The oceans were traversed as easily as the great roads, and the people of the New World payed homage to the Emperors of the Old.

By the turn of the Millennium, the Empire had spread its mighty reach to the sister worlds of the Terra. Space itself had fallen to Roman Science, and the Empire's total dominance was assured.

But with total domination comes oppression, and the Emperor on Terra recently decreed that those who serve, shall always serve: the practice of slavery has been resurrected.

This has thrown the "provinces" (Venus, Mars, and The Asteroid Belt) into an uproar. Miners who once worked hard with dreams of retiring to the Garden Jewel (Terra) have had their hopes crushed. They are left with one recourse: rebellion. Using powerful Gladiator Machines, they are attempting to overthrow the Provincial Governor on Mars, before taking the battle to the homeworld itself.

Leading the revolt is Lucius III, in his personalized Gladiator Machine, the Valus. The Valus is famous for the hyper-powered cutting torch it uses as a primary weapon. Facing them are the Legions, armed with Centaurus Gladiator Machines.

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Gladiator Machine (Humanoid)	-10		2 hexes (22mph)	0 hexes (Flightless)

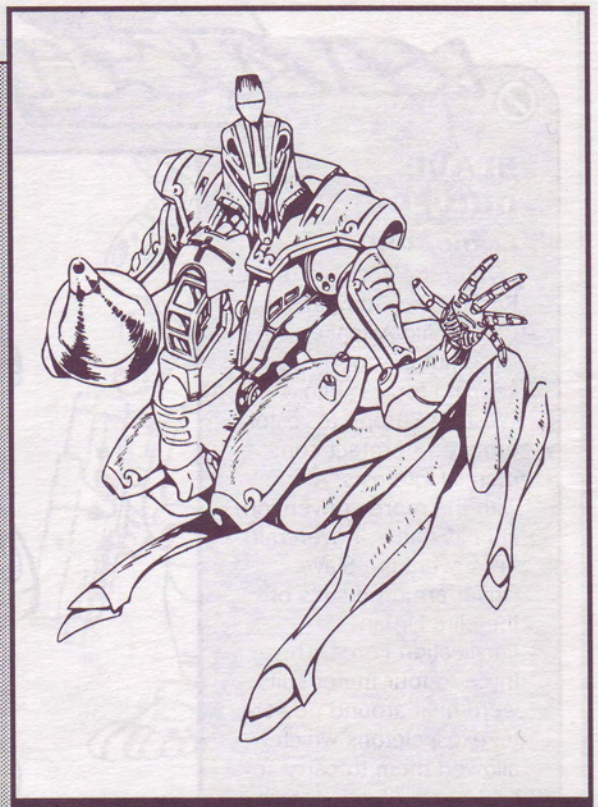
MANEUVER POOL 0

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x0.7

Multiplier System		CP x ?
Powerplant	XS: 5	-x0.1
Weight Inefficiency		-x0.2



MECHA PROFILE

Name	Weight	Cost
Gladiator Machine "Centaurus"	98.0t	53.8

SERVOS & ARMOR

65 — 41.5

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
5	3	Head	STR	3/1.75	3	HS-Ø	2.5
5	12	Torso	MW	12/10	12	HS-Ø	2.5
5	4	R. Arm	STR	4/3	4	HS-Ø	2.5
5	4	L. Arm	STR	4/3	4	HS-Ø	2.5
4	6	R. Foreleg	HS	6/6	6	MS-Ø	2
4	6	L. Foreleg	HS	6/6	6	MS-Ø	2
4	6	R. Hindleg	HS	6/6	6	MS-Ø	2
4	6	L. Hindleg	HS	6/6	6	MS-Ø	2

SUBASSEMBLIES

4 — 0

Cockpit	# Crew	Options	Space	CP
Torso	One	-	1	0

Subassemblies	Loc	Space	CP	K
Linkage for Ballistas	H	0	2	0
Linkage for Gun/Spear	GnSp	0	2	0

MOVEMENT SYSTEMS

0 — 0

Movement System	Loc	Spc	CP	K
-				

SENSORS

2 — 1.5

Sensors	Main	Backup
Loc	Head	Torso
Range	1km	1km
Comm	300km	300km
Kills	1	2
Cost	0	2
Space	1	2

SHIELDS

0 — 0

Shield	DA	SP	Loc	Space	Cost
-					

ARMAMENT

5.85 — 6

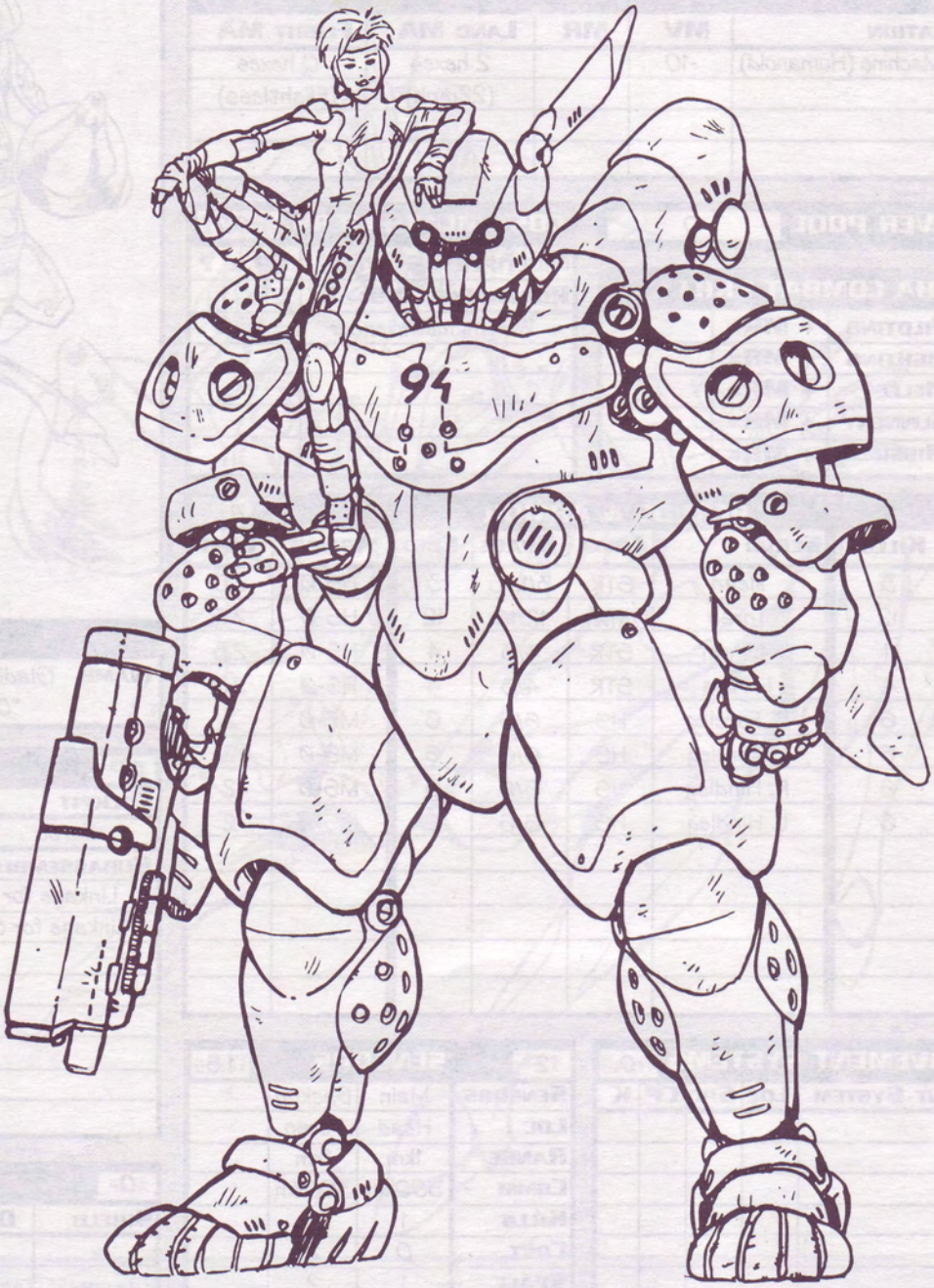
Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Right Hand	+1	-	1K	-	1	RA	1	1	Quick, Handy.
Left Hand	+1	-	1K	-	1	LA	1	1	Quick, Handy.
Ballista	-2	2	1K	(6)	1	H	0.12	0.12	Linked.
Ballista	-2	2	1K	(6)	1	H	0.12	0.12	Linked.
Ballista Ammunition	-	-	-	(↑)	1	H	0.01	0.01	Standard Ammo.
GunSpear (Spear)	+2	-	4K	-	4	1h	3	3	Handheld.
GunSpear (Gun)	-1	3	2K	3	2	"	0.5	0.5	Linked to Gunspear.
Gunspear Ammo (Gun)	0	-	Incen/Scat	(↑)	1	GnSp	0.1	0.1	Incendiary Scattershot.

SLAVE DRIVERS:

Earth 2090

After the collapse of the Russo-Euro Combine, the Pan Pacific Alliance sent a large number of "peace-keeping forces" into Western Europe to restore order and protect commercial interests. Along with the more conventional units (tanks, hovercraft, helis) went the Slave Driver armored suits of the elite Urban Pacification Force. These three-to-four meter suits were built around powerful exoskeletons which allowed them to carry several layers of neo-carbide armor, as well as firepower equivalent to a regular infantry squad. Ideal for the close-quarters-style of fighting which was common in Hamburg and Paris at the time, a squad of suits like the Mitsubishi Gargoyle could easily level several city blocks. And since they could also mount considerable anti-armor weaponry, they were the bane of larger armored units operating in any sort of dense terrain.

A unique facet of these mecha was the small size of the pilot compartment, requiring that the user be of slight build and stature to allow maximum space for equipment. This lead to an inordinate number of female pilots being recruited for Slave Driver duty. Despite male fears to the contrary, these female-heavy combat units quickly proved themselves some of the most ferocious on the field, inspiring fear and respect in opponents and allies alike.



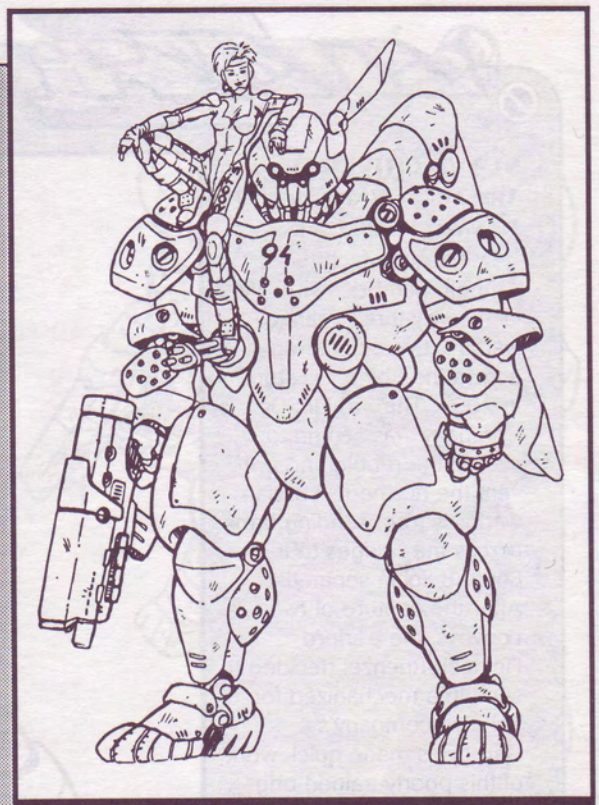
NOTES: Gargoyle
APT Bonus: +1

Slave Drivers are essentially AFVs walking on two legs; a compromise between the classic "giant robot" and "powered armor" concepts. The tech level at which they exist cannot produce a flight-capable unit (athough HALO-insertion paratrooper SDs are feasible), and beam weaponry is still iffy; this same tech level uses a great deal of composite/ceramic materials to reduce weight (keep in mind, all SD designs have their weight chopped in half through efficiency). The Gargoyle is equally at home fighting AFVs and infantry, but its true enemies have become (of course) other Slave Drivers. Designed for small-group tactics, its ECM suite makes hit-and-run ops easier, and some variations even have Stealth (not to avoid Radar, which is worthless on the ground, but for the silent running and IR masking features).

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Slave Driver (Humanoid)	-2		30 hexes	0
			(60m per turn)	(Flightless)

Note: All "Hexes" are human-scale (2 meters), and all damages are Hits, not Kills.



MECHA PROFILE

Name	Weight	Cost
Mitsubishi "Gargoyle"	6.13t	88.2cp

MANEUVER POOL +0

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x1.15

Multiplier System		CP x ?
Powerplant	XS: 1	x0.15

SERVOS & ARMOR

116 — 44.5

SP	Hits	Servo	Level	Space	Cost	Armor	Cost
30	25	Head	HS	5/0	5	MW-a	9
30	60	Torso	MW	12/5	12	MW-a	9
30	0	Pod	MW	12/0	6	MW-a	9
30	35	R. Arm	MW	7/2.8	7	MW-a	9
30	35	L. Arm	MW	7/2.8	7	MW-a	9
30	40	R. Leg	LH	8/0.2	8	MW-a	9
30	40	L. Leg	LH	8/0.2	8	MW-a	9

SUBASSEMBLIES

14.2 — 0

Cockpit	# Crew	Options	Space	CP
Torso	One	E-Seat	7*	1

Subassemblies	Loc	Space	CP	Ht
Damage Control System	T	1	1	0
2 Spotlights	H	0	0.2	0
ECM: -6 Sensors	Pod	12	12	0

*Cockpit Space Notes: Maximum Body Type = 7; Head, Torso & Arms in Torso(4), Legs in Legs(1.5e).

Weight Efficiency: 61.3t - 30.65t = **+61.3cp**

MOVEMENT SYSTEMS

0 — 0

Movement System	Loc	Spc	CP	Ht
-				

SENSORS

14 — 1.5

Sensors	Main	Backup	ASP
Loc	Head	Head	Head
Range	4km	1km	4km
Comm	800km	300km	na
Hits	5	10	na
Cost	2	2	10
Space	1	2	2

SHIELDS

0 — 0

Shield	DA	SP	Loc	Space	Cost
-					

ARMAMENT

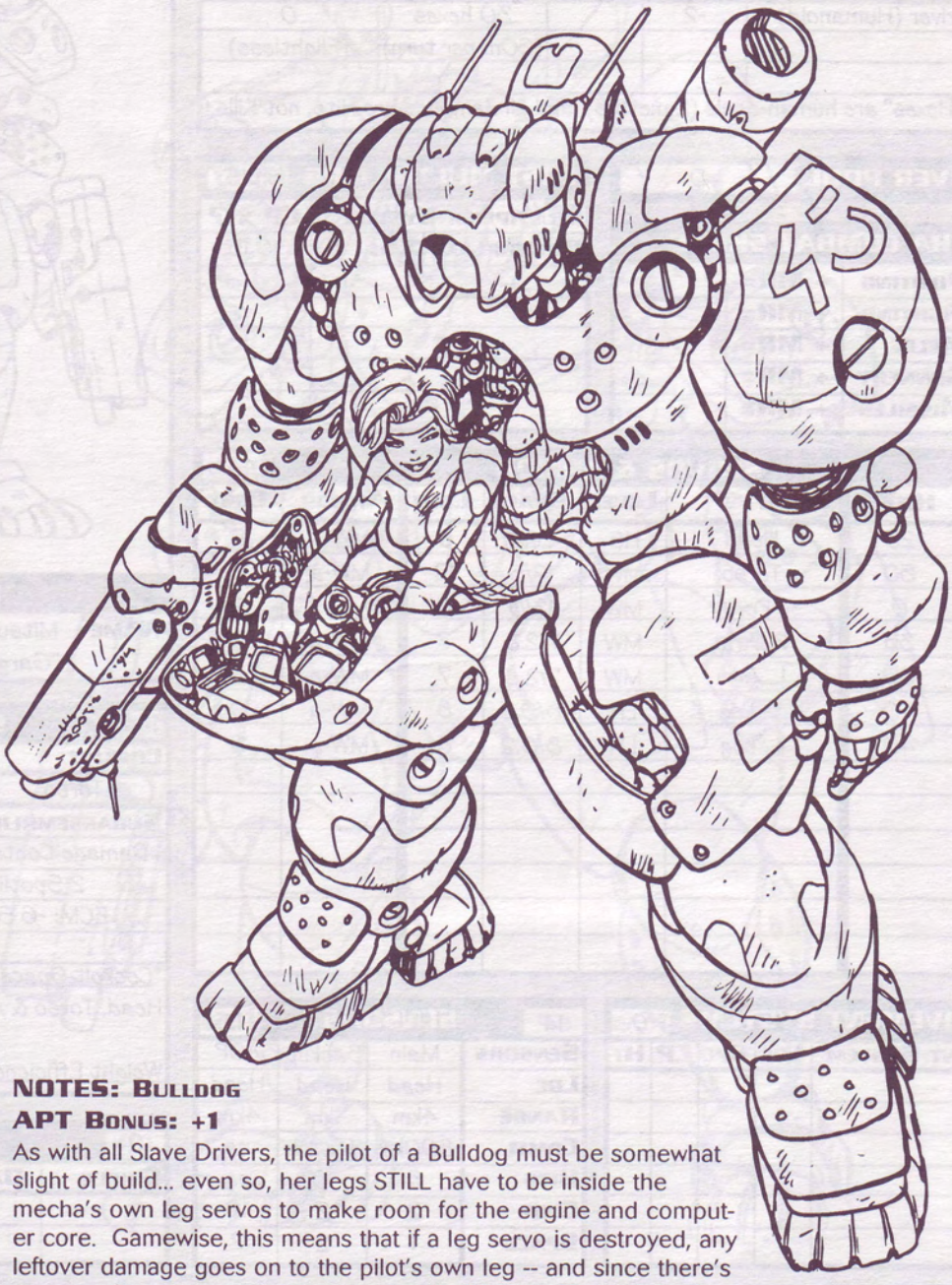
32.7 — 15.3

Weapon	WA	Range	Damage	Shots	Hits	Loc	Cost	Space	Notes
Right Hand	+1	-	15h+5h	-	15	RA	4.2	4.2	Quick & Handy.
Left Hand	+1	-	15h+5h	-	15	LA	4.2	4.2	Quick & Handy.
10mm Minigun	-1	50	15h	20b	15	T	2.9	1.4	Machienfire BV=6.
10mm Ammunition	-	-	-	(↑)	3	T	0.6	0.6	Standard Ammo.
Assault Rifle w/ Grenadier		125	25h AP	10b	25	1H	6.8	6.8	Machinefire BV=3.
25mm DPU Rounds	+0	-	-	(↑)	4	Gun	0.7	(0.7)	Armor-Piercing.
60mm HEDP Grenade	-	-	25hAP BR3	1	4	Gun	0.7	(0.7)	AP, Blast Radius=3.
6 Extra 25mm Mags	-	-	AP	(10b E)	4 (x6)	RL/LL	4.2	2.1e	3 Extra mags per leg.
12 Extra 60mm Grenades	-	-	AP-BR3	(1 Each)	4 (x12)	RL/LL	8.4	4.2e	6 Extra grenades per leg.
	-								

SLAVE DRIVERS: THE THIRD BATLE OF ARNHEM, 2091

Despite the fact that Arnhem had been virtually leveled by three years of warfare, two of its bridges across the Rhine still stood in 2091. The 3rd UPSD Company was sent in to secure the rubble and prevent the northern Prussian warlords from sending arms across the bridges to the South Belgian separatists. After the capture of two convoys, the warlord Heinrich Ruenzel decided to send in a mechanized force. The 3rd company's Gargoyles made quick work of this poorly-trained brigand unit, sending four bedraggled men back to Ruenzel with the message,"Next time, send real soldiers." Enraged, Ruenzel contracted a mercenary Slave Driver company, the Iron Maidens, to "remove any Pac Force insects from *my* Arnhem."

The Maidens, equipped with the Licatech Bulldog, entered Arnhem as only an SD unit could: they walked up along the bottom of the Rhine. Since both sides wanted the bridges intact, the fighting quickly devolved into 25mm sniping matches between Slave Drivers. It became obvious that Ruenzel would be sending reinforcements soon, so Michi Shindo, the 3rd's commander, pulled a desperate gambit: she contacted the Licatech factory in California. Then, after careful reconnaissance to locate the majority of the enemy units, she released a broad-band transmission of the Bulldog's Emergency Escape Code (which had been browbeaten out of the manufacturer). Simultaneously, every Bulldog escape hatch blew open, exposing the pilot and disabling the majority of systems. The result was a stunning victory for the 3rd UPAS, and a humiliating defeat for Ruenzel. After the battle, the Maidens sued Licatech for releasing the ejection code – they may have lost the battle, but they won the lawsuit.



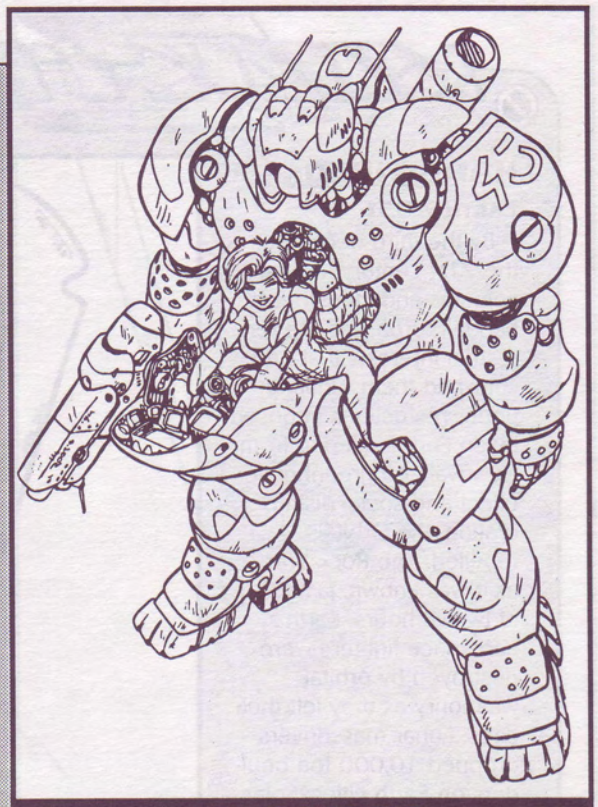
NOTES: BULLDOG
APT BONUS: +1

As with all Slave Drivers, the pilot of a Bulldog must be somewhat slight of build... even so, her legs STILL have to be inside the mecha's own leg servos to make room for the engine and computer core. Gamewise, this means that if a leg servo is destroyed, any leftover damage goes on to the pilot's own leg -- and since there's no room for armored clothing, that spells "Ouch!" The Bulldog is a more narrow-field design than the Gargoyle; it's armament is primarily anti-SD in design; the shotgun is a vicious armor-stripper and its hydraulics system was designed with hand-to-hand combat in mind. In the unlucky case that it does meet an AFV, it has a 1-shot X-ray laser gun (firing melts the insides of the weapon, so it's just thrown away after use).

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Slave Driver (Humanoid)	-2		30 hexes	0 hexes
			(60m per turn)	(Flightless)

Note: All "Hexes" are human-scale (2 meters), and all damages are Hits, not Kills.



MECHA PROFILE

Name	Weight	Cost
Licatech "Bulldog"	6.65t	82.8cp

MANEUVER POOL +0

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x1.15

Multiplier System		CP x ?
Powerplant	XS: 1	x0.15

SERVOS & ARMOR

117 — 48

SP	Hits	Servo	Level	Space	Cost	Armor	Cost
35	30	Head	MW	6/4	6	LH-a	10.5
35	70	Torso	LH	14/9	14	LH-a	10.5
35	40	R. Arm	LH	8/3.8	8	LH-a	10.5
35	40	L. Arm	LH	8/3.8	8	LH-a	10.5
35	45	R. Leg	MH	9/3.9	9	LH-a	10.5
35	45	L. Leg	MH	9/3.9	9	LH-a	10.5

SUBASSEMBLIES

1.2 — 0

Cockpit	# Crew	Options	Space	CP
Torso	One	E-Seat	7*	1

Subassemblies	Loc	Space	CP	Ht
Damage Control System	T	1	1	0
1 Spotlight	H	0	0.2	0

*Cockpit Space Notes: Maximum Body Type = 7; Head, Torso & Arms in Torso(4), Legs in Legs (1.5e).

Weight Efficiency: 66.5t - 33.25t = **+66.5cp**

MOVEMENT SYSTEMS

0 — 0

Movement System	Loc	Spc	CP	Ht
-				

SENSORS

6 — 0.5

Sensors	Main	Radio/Radar An.
Loc	Head	Head
Range	2km	500km
Comm	500km	na
Hits	5	na
Cost	1	5
Space	1	1

SHIELDS

0 — 0

Shield	DA	SP	Loc	Space	Cost
-					

ARMAMENT

34 — 18

Weapon	WA	Range	Damage	Shots	Hits	Loc	Cost	Space	Notes
Right Hand	+1	-	15+10H	-	15	RA	4.2	4.2	Quick & Handy.
Left Hand	+1	-	15+10H	-	15	LA	4.2	4.2	Quick & Handy.
55.5mm ShotCarbine	+0	100	30H	9	30	1h	4	4	Handheld.
Shotshell Magazine	-	-	Scatter	(↑)	5	Gun	0.9	(0.9)	Scattershot ammo.
8 Extra Magazines	-	-	Scatter	(9 each)	5 (x8)	4/Leg	7.2	3.6e	8x extraMags, 4 per leg.
Plasma-LAW	+1	200	75H	1	75*	2h	13.5	13.5	Disposable 1-shot.

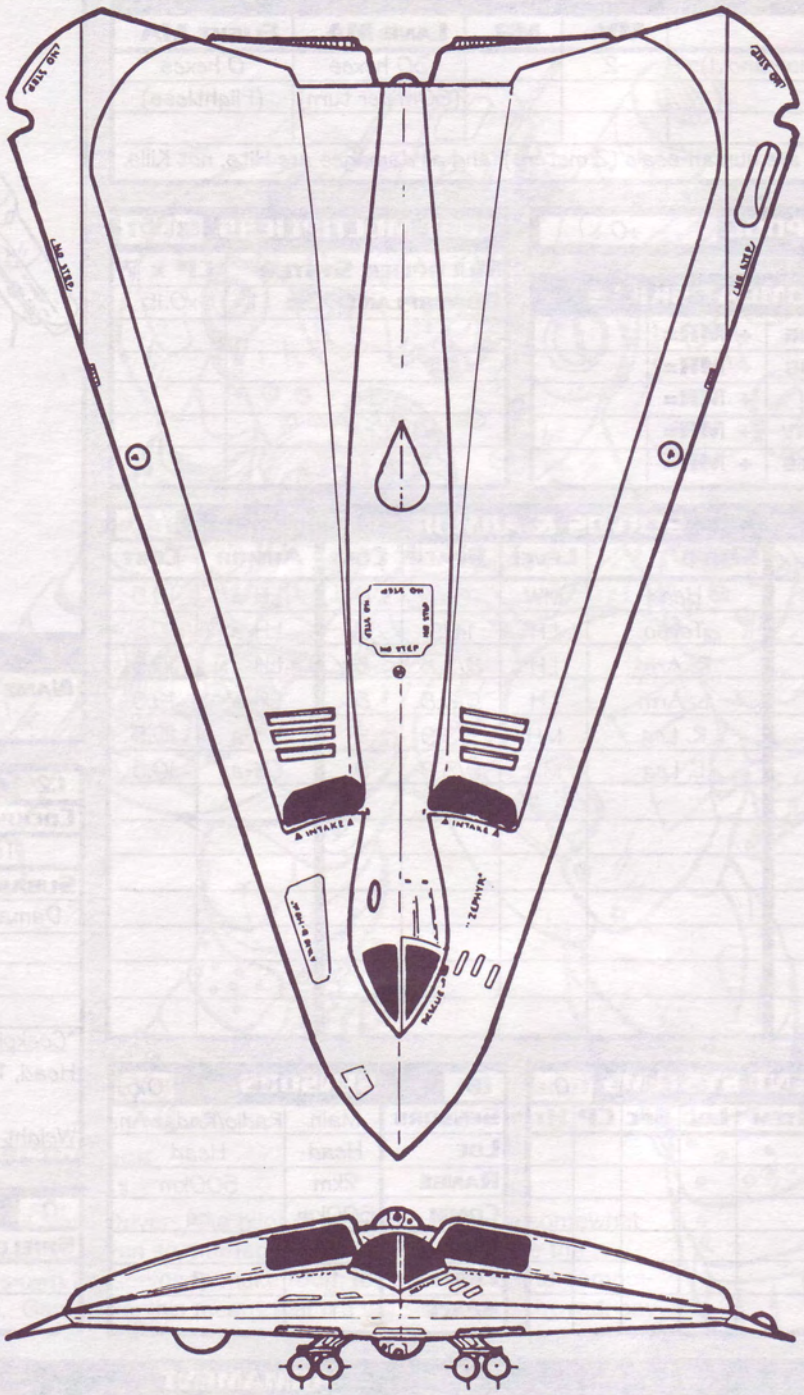
HARDWIRED:

Earth 2051

By the third decade of the 21st century, orbital colonies and industries had far surpassed the terrestrial interests that had spawned them. Chafing under restrictions imposed by an Earth suffering from an advanced greenhouse effect and social disintegration, the Orbitals rebelled. The Rock War, as it was known, lasted all of twelve hours. Earth's aerospace fighters were destroyed by orbital weaponry as they left their pads. Lunar massdrivers dropped 10,000 ton boulders on Earth cities. Solar power arrays cooked whole districts under microwave broadcasts. By the time the smoke cleared, the globe was under the control of the Orbital Corporations.

Now, the nations of the world have been reduced to a myriad squabbling fiefdoms. Orbital laws restrict travel, transport, and technology. But in the shadow of Orbital dominance thrives a network of smugglers and thirdmen. These daring entrepeneurs arrange to deliver vital goods across the many new borders that bind the world. For pride and profit, they fly their deltas (homemade stealth cargo aircraft) into the night against the lackeys of the great conglomerates. For a brief, romantic time, the deltajocks will rule the skies ... until the Orbitals themselves decide to drive them into the ground.

Welcome to the world of *Hardwired* by Walter Jon Williams. Who says *Mekton* needs to be limited to the realms of Anime?



NOTES: Zephyr

APT Bonus: +0

The cockpit of this 77 foot long Delta is designed for one pilot, but there is cockpit space for a second passenger or observer/navigator. The "ECM" system simulates the Zephyr's 30 decoy flares and 12-load chaff launcher, but gamewise the effects are pretty much the same. Since Deltas have to make cross-country smuggling runs, this fighter has a large fuel tank (3500km) and its "Thought Control" system represents a cybernetic interface; the pilot must have five skulljacks for connecting his nervous system to the Delta's cockpit panel. The internal weapons bay houses IR, radar-homing, antiradiation and decoy missiles, but they're the same in game terms.

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Delta (Fighter)	-2		0 hexes	32 hexes
			(Taxi)	(Mach 2.6)

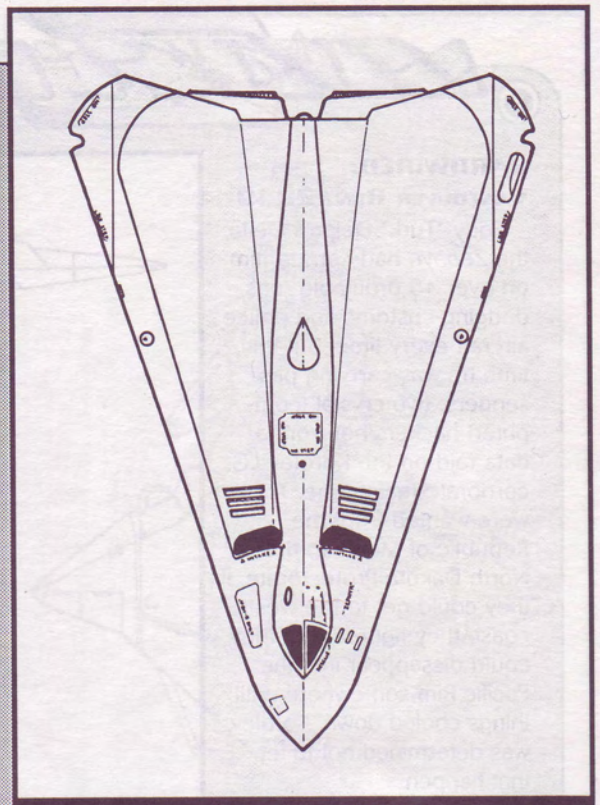
MANEUVER POOL +2

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x1.8

Multiplier System	CP x ?
Powerplant XS: 1	x0.0
Thought Control (for 1)	x0.5
+1 Verniers (2.5/Wing)	x0.1
Stealth	x0.2



MECHA PROFILE

Name	Weight	Cost
Homebuilt Smuggling Delta "Zephyr"	38.5t	256.8

53 SERVOS & ARMOR 21.5

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
1	18	Torso	MGH	30/0	22	SL-∂	3
1	11	R. Wing	MGH	11/0	11	SL-∂	3
1	11	L. Wing	MGH	11/0	11	SL-∂	3

16.5 SUBASSEMBLIES 0

Cockpit	# Crew	Options	Space	CP
Torso	Two	E-Seats	2	3

Subassemblies	Loc	Space	CP	K
Damage Control System	T	1	1	0
Storage: 4 Tons	T	8	8	0
"Chaff & Flares"	T	3	4.5	0
(-3 Missile ECM)				
3500km Fuel Supply	T	0	0	0
(28.5 +35% = 38.5t)				

21.8 MOVEMENT SYSTEMS 0

Movement System	Loc	Spc	CP	K
Turbofans	RW	8.5	10.1	0
(Efficiency)	"	-1.6	0.8	"
Turbofans	LW	8.5	10.1	0
(Efficiency)	"	-1.6	0.8	"

14 SENSORS 1

Sensors	Main	Radar
Loc	Torso	Torso
Range	7km	70km
Comm	1000km	NA
Kills	2	0
Cost	4	10
Space	1	5

0 SHIELDS 0

Shield	DA	SP	Loc	Space	Cost

37.4 ARMAMENT 6

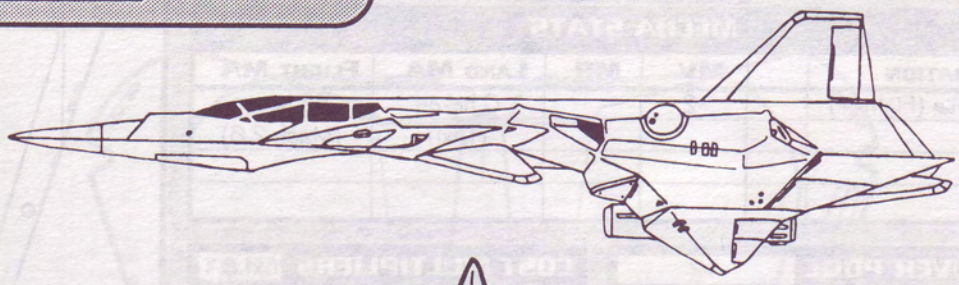
Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Dorsal 30mm Gatling Turret	-0*	5	2K	8b	2	T	7.6	1	Machinefire BV=8.
30mm Ammo	-	-	-	(↑)	1	T	0.6	1	Standard Ammo.
Ventral 30mm Gatling Turret	-0*	5	2K	8b	2	T	7.6	1	Machinefire BV=8.
30mm Ammo	-	-	-	(↑)	1	T	0.6	1	Standard Ammo.
Internal Missile Bay	+1*	8	8K	16	6	T	21	6	-
*Has +1 from Thought Control									

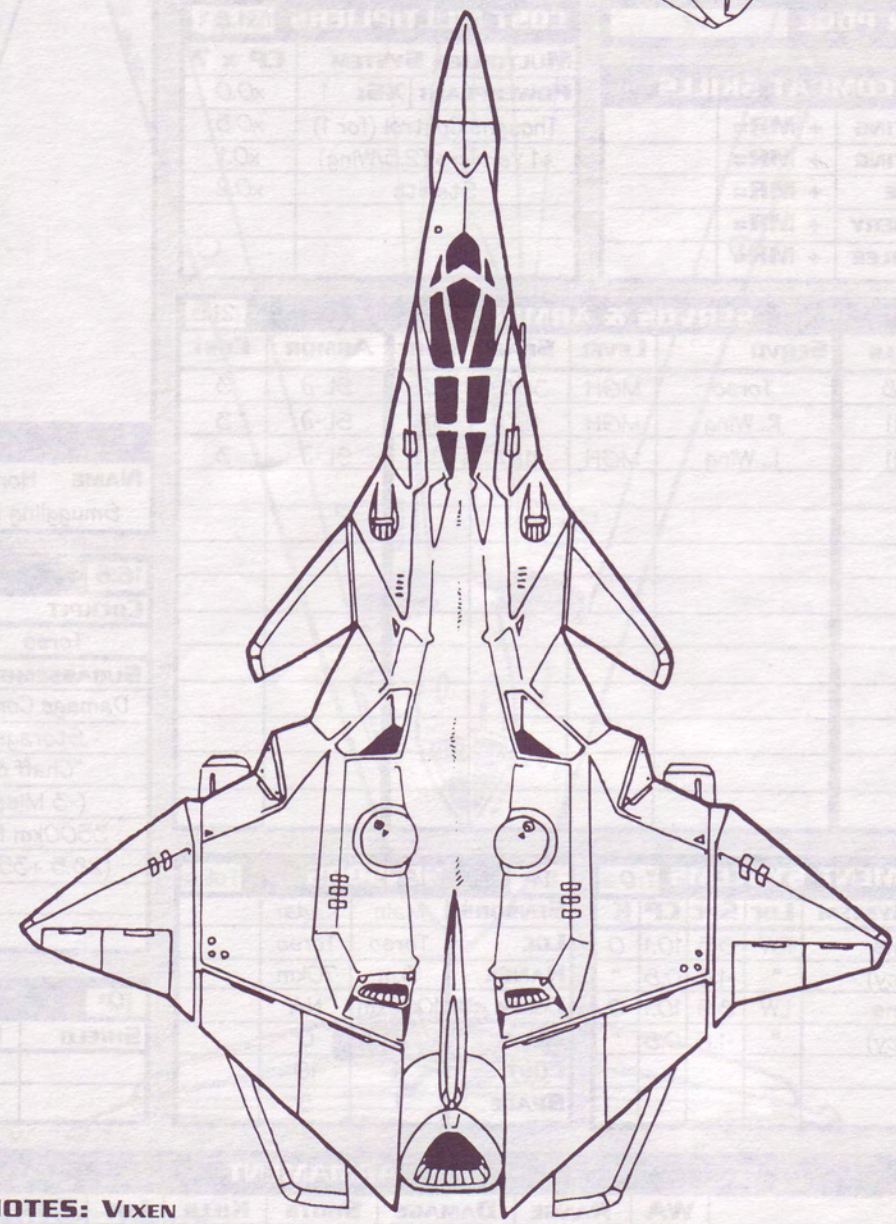
HARDWIRED:
VANCOUVER RUN, 2049

Eddy "Turk" Dejan's Delta, the *Zephyr*, had carried him on over 45 profitable runs, dodging customs and police aircraft every time. But this time he was carrying passengers: two crystal (computer) hackers hot from a data raid on the Korolev I.G. corporate mainframe. They were wanted from the Republic of Maine to the North Dakota Protectorate. If they could get to the west coast, they figured that they could dissappear into the Pacific Rim somewhere until things cooled down. Korolev was determined not to let that happen.

Eddy launched with four other deltajocks, each hired to fly decoy on this run (hey, the crystaljocks now had money to *burn*). Each flew a different course and succeeded in drawing off the majority of the orbital cutters which had been monitoring the air lanes.

Unfortunately, radar finally I.D.ed Eddy while he was over Montana and a cutter was launched from orbit to intercept. Eddy deployed every countermeasure he had, even dropping altitiude to draw the cutter into the lower zones where its maneuverability would suffer. Three times the Zephyr was raked by cannon fire, but no missiles found their mark, and in the end, Eddy simply ran the cutter out of fuel. His joy was short-lived, however, for upon landing in Vancouver, Eddy found the cargo bay ripped open by decompression. The acceleration chambers that had held the crystaljocks had been perforated by the cutter's cannon and his charges had been blown from the bay. Ever pragmatic, Eddy was just glad he had made sure that they had paid in advance.





NOTES: VIXEN
APT BONUS: +0

At 56 feet long, the Vixen is large for a Cutter but still not in the Frigate class of aircraft. Crew consists of one pilot and one observer/weaponeer; both must cybernetically jack in to the fighter to control it. Cutters were originally intended to be launched into orbit by solid fueled rocket boosters (like today's space shuttle) and deploy its Kinetic Kill Missiles to destroy orbital platforms. However, the Orbitals came to use Cutters themselves as orbital insertion anti-smuggler vehicles. It's faster than most Deltas, but doesn't have their range. Systemwise, the Vixen's "ECM" works just as the Zephyr's does, and its Kinetic Kill Missiles have a minimum range of 20 hexes (1kilometer – they're antisatellite, after all).

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Cutter (Astrofighter)	-0		0	36 hexes (Mach 3.4)

MANEUVER POOL +0

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

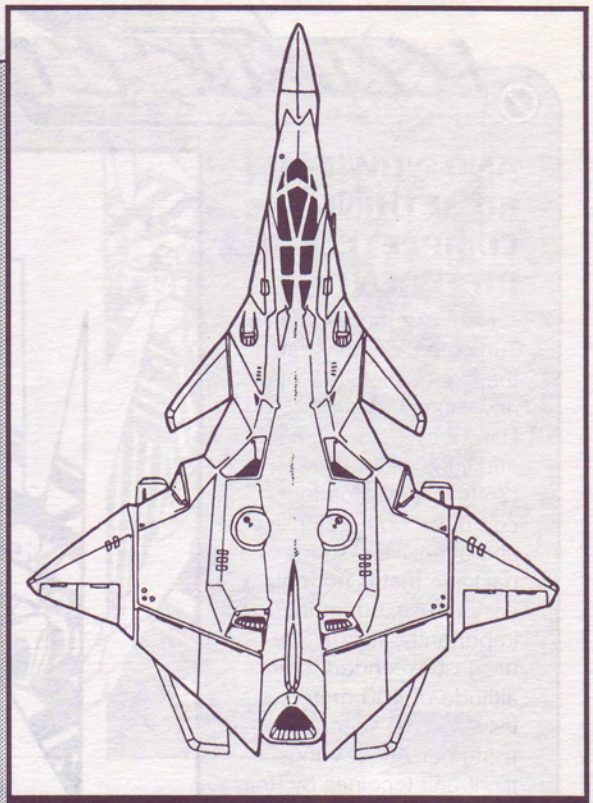
COST MULTIPLIERS x1.85

Multiplier System	CP x ?
Powerplant XS: 1	x0.0
+2 Verniers (5 per Wing)	x0.2
Thought Control (for 2)	x0.6
Space Protection	x0.05

SERVOS & ARMOR

42 — 11.5

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
2	9	Torso	MW	18/0	12	LW-∂	6
2	4	R. Wing	MW	10/0	6	LW-∂	6
2	4	L. Wing	MW	10/0	6	LW-∂	6



MECHA PROFILE

Name	Weight	Cost
"Vixen" X11 Transatmospheric Cutter	22.0t	456.2

SUBASSEMBLIES

15 — 0

Cockpit	# Crew	Options	Space	CP
Torso	Two	E-Seats	2	3

Subassemblies	Loc	Space	CP	K
Linkage for Vulcans	T	0	2	0
Damage Control	T	1	1	0
Weapon Mount (R. Wing)	RW	0	3	0
Weapon Mount (L. Wing)	LW	0	3	0
"Chaff & Flares" (-2 Missile ECM)	T	0	3	0
1000km Fuel Supply (20.0t +10% = 22t)	T	0	0	0

MOVEMENT SYSTEMS

17.8 — 0

Movement System	Loc	Spc	CP	K
Thrusters	T	4	13.2	0
(Efficiency)	"	-9.2	4.6	"

SENSORS

18 — 1

Sensors	Main	Radar
Loc	Torso	Torso
Range	11km	110km
Comm	1300km	na
Kills	2	na
Cost	6	12
Space	1	1

SHIELDS

0 — 0

Shield	DA	SP	Loc	Space	Cost
-					

ARMAMENT

153.8 — 7.5

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Vulcan Cannon	+2*	6	2K AP	10b	2	T	6.8	1.5	Machine BV=6, Linked.
40mm AP Tracers	(↑)	-	(↑)	(↑)	2	T	2.5	1	Armor-Piercing, Tracers.
Vuclan Cannon	+2*	6	2K AP	10b	2	T	6.8	1.5	Machine BV=6, Linked.
40mm AP Tracers	(↑)	-	(↑)	(↑)	2	T	2.5	1	Armor-Piercing, Tracers.
Air-to-Air Missile Bay	+3*	10	8K	3	1	RW	29.9	5	Seeking: 3 Turns.
Air-to-Air Missile Bay	+3*	10	8K	3	1	LW	29.9	5	Seeking: 3 Turns.
Kinetic Kill Missile	-1*	500	10K	1	1	RWMt	34.6	10	-
Kinetic Kill Missile	-1*	500	10K	1	1	LWMt	34.6	10	-
Antimissile ChemLasers	+3*	na	"3"	5	3	T	6.2	2	Antimissile Only.

*Has +1 from Thought Control

AND NOW FOR SOMETHING COMPLETELY DIFFERENT...

Here our model, Marlie Turlington, demonstrates the flight capablities of our new Hummingbird® HardBody. This compact and lightweight unit (26.5kg.s, fully loaded), combines both defensive and offensive systems in a package that is not only easy to use, but more importantly, *stylish*. She has just ascended to an altitude of 400 meters in less than 10 seconds using her Angel Wings flight unit (engines by Rolls Royce, casing design by Felice of Paris), rapidly outpacing the police-grade spinner rising behind her.

Of course, our girl isn't afraid to get down-and-dirty either. Her helmet (again styling by Klien) contains image-enhancers, and heads-up displays for all her suit systems, allowing her to assess any target out to 300 meters. (And the helmet is specially designed not to disturb your hairstyle upon removal; no more hat-hair for you long-maned peace-officers!) The Hummingbird polymer-based exoskeleton gives her the strength of several gorillas, and anyone messing with this fine fillly will find themselves eating a polycarbon-enclosed fist with enough power to dent a tank (the stain-proof covering is easily cleaned with a damp rag, no fuss, no muss).

Yes, be it with style or slugs, Marlie's bound to knock them off their feet with the new Hummingbird® HardBody from Garamond. You just won't look like a cop without it...

NOTES: HUMMINGBIRD

APT BONUS: +2

The "HardBody" series of high-fashion combat armor uses the "Human" Scale, which is effectively 1/10th Scale. Scaled weight becomes pointless at this level; whatever the design is, it's assumed to be usable by a human (1 ton scales down to 1kg at "Human" scale). The original weight (in tons) is still important for purposes of determining MV and thrust requirements (hence the -50% weight efficiency). Remember that this suit is worn: if a servo is destroyed, the limb inside takes the remaining damage.

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
HardBody (Armor)	-0		Wearer MAx2	200 hexes (90mph)

Note: All "Hexes" are human-scale (2 meters), and all damages are Hits, not Kills.

MECHA PROFILE

Name	Weight	Cost
HardBody "Hummingbird"	26.5kg	56.5cp

MANEUVER POOL +0

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x1.3

Multiplier System		CP x ?
Powerplant	XS: 1	x0.3

SERVOS & ARMOR

143 / 43

SP	Hits	Servo	Level	Space	Cost	Armor	Cost
20	15	Helmet	MW	6/4	6	MH-ß	16
20	20	Torso	MW	20/9	12	MH-ß	16
20	15	Right Arm	MW	9/9	7	MH-ß	16
20	15	Left Arm	LH	12/0	8	MH-ß	16
20	15	Left Leg	MW	9/9	7	MH-ß	16
20	15	Right Leg	MW	9/9	7	MH-ß	16

SUBASSEMBLIES

1.1 / 0

Cockpit	# Crew	Options	Space	CP
NA	-	-	-	-

Subassemblies	Loc	Space	CP	Ht
Design: +2 COOL	All	0	1	0
Stereo	Helm	0	0.1	0
Weight Efficiency:				
52.5t -26.25t = +52.5cp				

MOVEMENT SYSTEMS

8 / 0

Movement System	Loc	Spc	CP	Ht
Thrusters	T	8	8	0

SENSORS

5 / 0.5

Sensors	Main	Target Analyzer
Loc	Helmet	Helmet
Range	1km	1km
Comm	300km	na
Hits	3	0
Cost	0	5
Space	1	1

SHIELDS

0 / 0

Shield	DA	SP	Loc	Space	Cost
-					

ARMAMENT

20 / 9

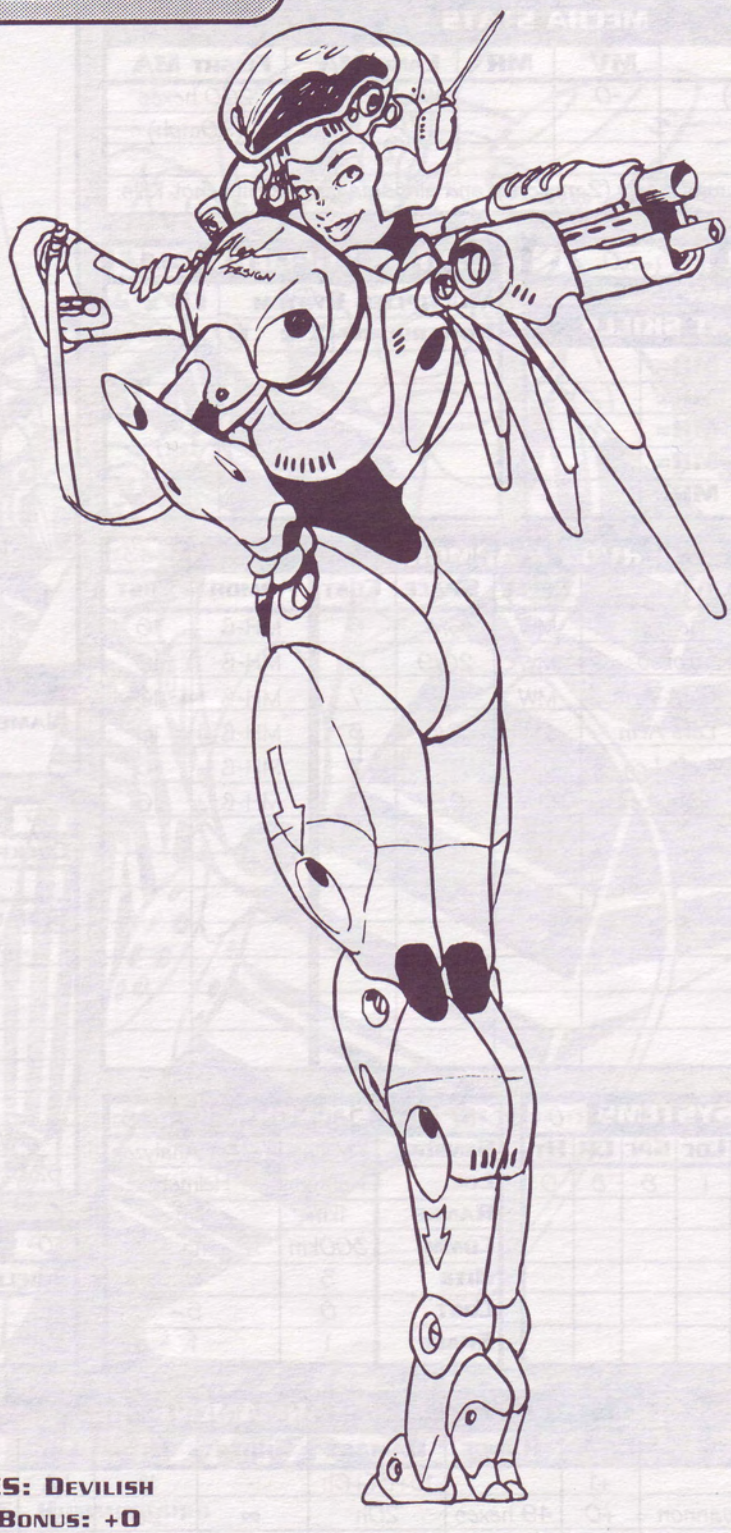
Weapon	WA	Range	Damage	Shots	Hits	Loc	Cost	Space	Notes
Battleglove	+1	-	15+BT+6h	-	15	LA	5.6	5.6	Handy.
Ri-Mar Blastfire Armcannon	+0	49 hexes	20h	∞	20	LA	11.4	6.4	Beam Weapon.
Cat's Tail	-1	-	5h	-	5	T	1.5	1.5	Quick, Entangling.
Cat's Tail	-1	-	5h	-	5	T	1.5	1.5	Quick, Entangling.
(Punch - Right)	+1	-	BT+6h	-	-	-	-	-	(Wearer's Damage + 1h per
(Kick - Either)	+1	-	BT+6h	-	-	-	-	-	Servo Level).

AND NOW...

PART DEUX.

Want more firepower than the Hummingbird® but don't want to sacrifice your fashion sense? Then check out the Devilish® Advanced HardBody. As our model Kathy Krawford shows, just wearing this suit gives you oodles of attitude. Commissioned by Garamond from the exclusive House of Aléx in Milano, this suit was designed with heavy weaponry in mind. The Devilish® sports a state-of-the-art ECM and targeting system in the stylish Colani-inspired dorsal casing. This ties in to the Wide-View™ helmet display so our Kathy can pick her targets with total confidence. (Remember: Getting off the first shot gets their attention and allows you to strike a properly dramatic pose.) The helmet interior has Full-Reflec® flash defense as well, which can be manually activated so you can check your make-up after that hard firefight.

Built around an up-graded exo-frame, the Devilish® can carry more ordinance than similar suits. The boots feature the unique Power Pump® heel system which is not only an effective melee weapon, but accenuates that "legs-up-to-there" look that's so popular! While not fully flight-capable, a system of thrust jets assist the wearer to "leap over tall buildings" without breaking a sweat. The suit comes in a variety of designer colors, including fuchia, teal, and flourescent green, because when you're wearing something this hot, it would be a *sin* not to be seen!



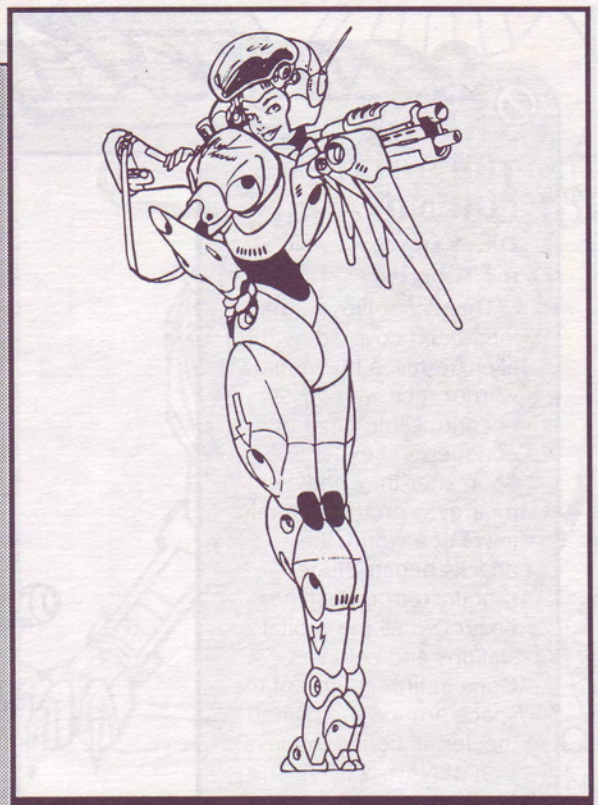
NOTES: DEVILISH
APT BONUS: +0

The Devilish sacrifices grace (i.e., jumpjets instead of flight & a non-boosted powerplant) for the ability to be simply devastating: extra-tough armor, boosted strength and high firepower make this HardBody a popular choice. The Milegra Duet® projectile weapon can load all sorts of shells; the grenades, APs and tracers are listed only as examples (keep in mind the gun can only load one 12-shot magazine at a time). The bonus to COOL in these designs would be more accurately represented by a bonus to *Wardrobe & Style* skill – it's up to the referee.

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
HardBody (Armor)	-0		Wearer MA	15-hex Jump (30 meters)

Note: All "Hexes" are human-scale (2 meters), and all damages are Hits, not Kills.



MANEUVER POOL +0

COST MULTIPLIERS x1.4

Multiplier System	CP x ?
Powerplant XS: 1	x0.0
Heavy Hydraulics (-1sp E)	x0.1
+3 Maneuver Verniers (3/Arm, 3/Leg, 3 T)	x0.3

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

MECHA PROFILE

Name	Weight	Cost
HardBody "Devilish"	33.55kg	117.9cp

SERVOS & ARMOR

249 — 51

SP	Hits	Servo	Level	Space	Cost	Armor	Cost
23	13	Helmet	LH	11/8	7	AH-∂	27
23	25	Torso	LH	22/13.5	14	AH-∂	27
23	0	Pod	LH	14/1	7	AH-∂	27
23	15	Right Arm	LH	12/3.8	8	AH-∂	27
23	15	Left Arm	LH	12/3.8	8	AH-∂	27
23	15	Right Leg	LH	12/4.5	8	AH-∂	27
23	15	Left Leg	LH	12/4.5	8	AH-∂	27

SUBASSEMBLIES

14.1 — 0

Cockpit	# Crew	Options	Space	CP
NA	-	-	-	-

Subassemblies	Loc	Space	CP	Ht
Design: +3 COOL	All	0	2	0
Stereo	Helm	0	0.1	0
ECM: -5 vs Missiles	Pod	9	9	0
ECM: -4 vs Sensors	Pod	3	3	0
Weight Efficiency: 67.1t -33.55t = **+67.1cp**				

MOVEMENT SYSTEMS

7.5 — 0

Movement System	Loc	Spc	CP	Ht
Jumpjets	T	4.5	4.5	0
Jumpjets	RL	1.5	1.5	0
Jumpjets	LL	1.5	1.5	0

SENSORS

5 — 0.5

Sensors	Main	Target Analyzer
Loc	Helmet	Helmet
Range	1km	1km
Comm	300km	na
Hits	3	0
Cost	0	5
Space	1	1

SHIELDS

0 — 0

Shield	DA	SP	Loc	Space	Cost
-					

ARMAMENT

97.6 — 15.6

Weapon	WA	Range	Damage	Shots	Hits	Loc	Cost	Space	Notes
Milegra Duet® Multilauncher	+2	64	25h	(12)	25	2hand	35	NA	Handheld, variable ammo;
Hi-Ex Bursting Munitions	-	-	Blast=8hex	12	(11)	R.Arm	42	4.2	Blast Radius = 3.
Shaped Charge HEATs	-	-	A-P	12	(11)	L.Arm	10.3	4.2	Armor-Piercing.
High-Energy Tracers	(+1)	-	-	12	(11)	gun	6.3	NA	Tracers.
Power Pump®	+1	-	10+10h	-	10	R.Leg	2	2	High-Heel Melee Weapon!
Power Pump®	+1	-	10+10h	-	10	L.Leg	2	2	High-Heel Melee Weapon!
Punch	+1	-	BT+10h	-	-	-	-	-	(Wearer's Damage + 1h per
Kick	+1	-	BT+10h	-	-	-	-	-	Servo Level).

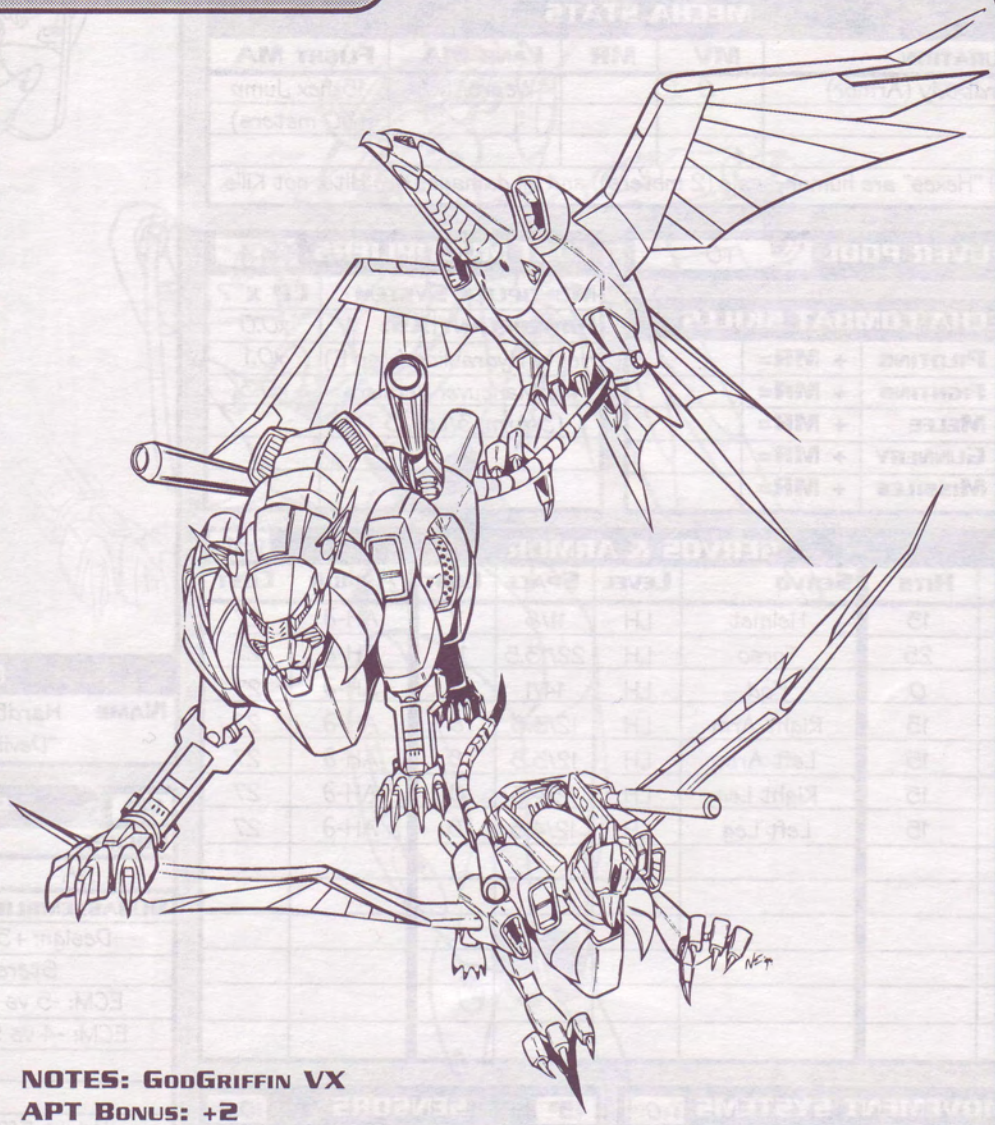
THE BATTLE FOR NOVA 2:

Dr. Yakazuma and his Griffin...

The planet Nova 2 had long been coveted by the alien Jerrali, a humanoid warrior race with an uncontrollable drive to conquer and expand. Soon after they had set their eyes on this emerald jewel of a world, the attacks began. Huge, robotic, terror machines destroyed all the orbital stations and colonies. Once in firm control of the space around the planet, the Jerrali began the invasion of Nova 2 itself. The fighting was long and hard, but in the end it became painfully obvious that the planetary forces had no hope against the invaders. City after city fell to the alien horde.

Yet deep in his secret lab in the capitol of Praxix City, Dr. Yakazuma (the brilliant, if eccentric, scientist) had perfected a secret weapon against the alien menace. It was a giant war machine created from the combination of two different "Merge Fighters." The assembled GodGriffin VX nearly doubled the fighting capabilities of its parts. The doctor prayed it would be enough to defeat the Jerrali menace.

Tragically, before the machine could be turned over to the military, the city was attacked by the Sinistron; Yakamura's lab was demolished, and he was presumed killed. His twin children, Kiran and Kari, survived the attack, however, and activated their father's machines in the hope of saving the city.



NOTES: GodGriffin VX
APT Bonus: +2

This Combiner's two component mecha, the GodWing V and the GodFang X, are powerful in their own right, but by combining into the next Scale such features as armor Damage Coefficients, the Beastform damage bonus and weapon ranges are multiplied by 10x! The GGVX's Efficient Transformation allows it to change between Avian and Beast forms without spending any actions; this is not so much a transformation as it is a representation of a mecha unit with the capabilities of both a Beast and Avian (higher land MA as well as unassisted flight through wing-flapping). This is a much "tighter" design than is really necessary; every structural kill in the GGVX can be accounted for in either the GWV or GFX. This is to represent the relative newness of combiner technology on the planet of Nova 2 – later combiners would have substantially greater Kill values than the sum of their component mecha's structures (and a lot of Weight Efficiency).

DAMAGE SCALE: Servo (Armor/Kills)

GGVX	=	GWV	+	GFX	GGVX	=	GWV	+	GFX
H(20/10)		H(10/10)		H(10/0)	T(20/40)		T(10/20)		H(0/10)
2FLs(20/20)		2Ls(10/9)		2FLs(10/11)	"		2Ls(0/2)		T(10/6)
2Ws(10/10)		2Ws(10/10)		-	2HLs(10/20)		-		T(0/8)
Tail(10)		-		Tail(10)	"		-		2HLs(10/12)
Beak(20)		Beak(8)		Fangs(12)	Surger(10)		Cannons(10)		-
Blaster(30)		-		2Cannons(15)	2Missiles(7)		-		2Missiles(7)
2Talons(20)		2Talons(10)		2FLClaws(10)	2Claws(10)		-		2HLClaws(10)

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Mechabeast: Lion	-5		8 hexes (90mph)	0 hexes (Flightless)

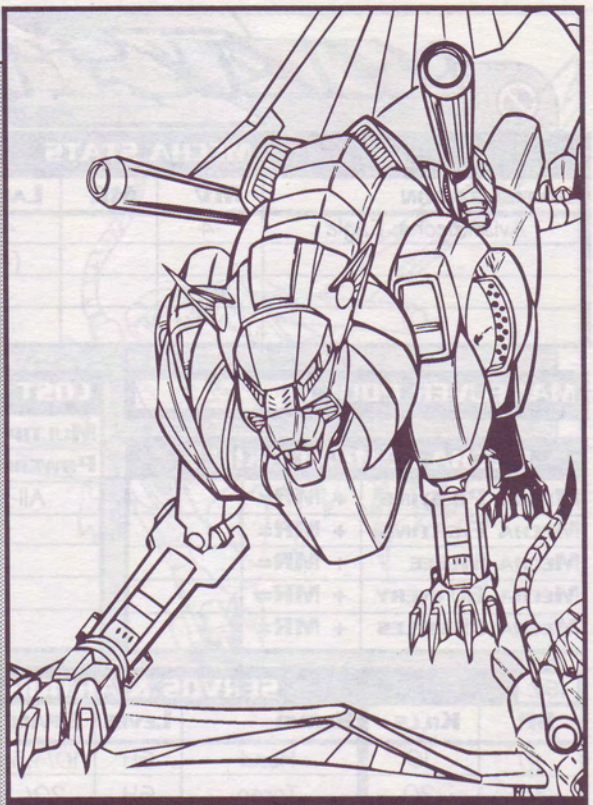
MANEUVER POOL +2

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x1.7

Multiplier System		CP x ?
Powerplant	XS: 5	x0.3
All-Environment		x0.4



MECHA PROFILE

Name	Weight	Cost
Merge-Fighter "Godfang X"	61.5t	1098.3

SERVOS & ARMOR

198 — 69

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
10	10	Head	SH	10/0	10	AH-ß	20
10	22	Torso	MGH	22/0.7	22	AH-ß	20
10	11	Right Foreleg	SH	11/0	11	AH-ß	20
10	11	Left Foreleg	SH	11/0	11	AH-ß	20
10	12	Right Hindleg	MGH	12/9	12	AH-ß	20
10	12	Left Hindleg	MGH	12/9	12	AH-ß	20

SUBASSEMBLIES

7 — 0

Cockpit	# Crew	Options	Space	CP
Head	One	E-Pod	2	2

Subassemblies	Loc	Space	CP	K
Linakge for Missile Pods	RLFLs	0	3	0
Linakge for beam Cannons	T	0	2	0

Combiner Cost: +389.9

Weight Efficiency:

123t -61.5t = 123cp

MOVEMENT SYSTEMS

0 — 0

Movement System	Loc	Spc	CP	K
-				

SENSORS

9 — 1

Sensors	Main		
Loc	Head		
Range	15km		
Comm	1500km		
Kills	2		
Cost	9		
Space	1		

SHIELDS

0 — 0

Shield	DA	SP	Loc	Space	Cost
-					

ARMAMENT

1304 — 53

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Right Foreleg Claw	+0	-	10K+6K	-	10	RFLeg	5.8	1	-
Left Foreleg Claw	+0	-	10K+6K	-	10	LFLeg	5.8	1	-
Right Hindleg Claw	-1	-	10K+7K	-	10	RHLeg	3	3	-
Left Hindleg Claw	-1	-	10K+7K	-	10	LHLeg	3	3	-
Missile Pod	+0	8	10K	13	7	RFLeg	34	10	Linked to other Missile Pod.
Missile Pod	+0	8	10K	13	7	LFLeg	34	10	Linked to other Missile Pod.
Fangs	+1	-	12K+2K	-	12	Head	23.5	7	Armor-Piercing.
Beam Cannon	-2	4	15K	W-Up=3	15	Torso	8.4	8.4	Warm-Up Time = 3, Linked.
Beam Cannon	-2	4	15K	W-Up=3	15	Torso	8.4	8.4	Warm-Up Time = 3, Linked.
Tail	-1	-	10K+2K	-	10	Torso	4.5	4.5	Entangling.

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Avianmecha: Eagle	-4		4 hexes (45mph)	12 hexes (188mph)

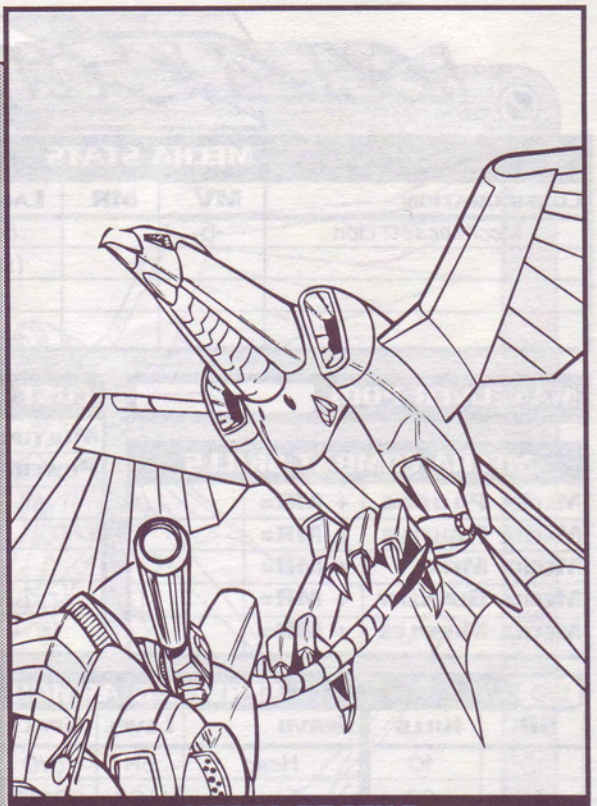
MANEUVER POOL +2

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x1.7

Multiplier System		CP x ?
Powerplant	XS: 5	x0.3
All-Environment		x0.4



MECHA PROFILE

Name	Weight	Cost
Merge-Fighter "Godwing V"	57.3t	845.1

SERVOS & ARMOR

192 — 66

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
10	10	Head	SH	10/4.5	10	AH-ß	20
10	20	Torso	SH	20/	20	AH-ß	20
10	10	Right Wing	SH	10/	10	AH-ß	20
10	10	Left Wing	SH	10/	10	AH-ß	20
10	11	Right Leg	SH	11/5	11	AH-ß	20
10	11	Left Leg	SH	11/5	11	AH-ß	20

SUBASSEMBLIES

6 — 0

Cockpit	# Crew	Options	Space	CP
Head	One	E-Pod	2	2

Subassemblies	Loc	Space	CP	K
Linkage for Talons	R/LL	0	4	0

Combiner Cost: +389.8
Weight Efficiency:
86 -28.7t = 57.4cp

MOVEMENT SYSTEMS

0 — 0

Movement System	Loc	Spc	CP	K
-				

SENSORS

9 — 1

Sensors	Main		
Loc	Head		
Range	15km		
Comm	1500km		
Kills	2		
Cost	9		
Space	1		

SHIELDS

0 — 0

Shield	DA	SP	Loc	Space	Cost
-					

ARMAMENT

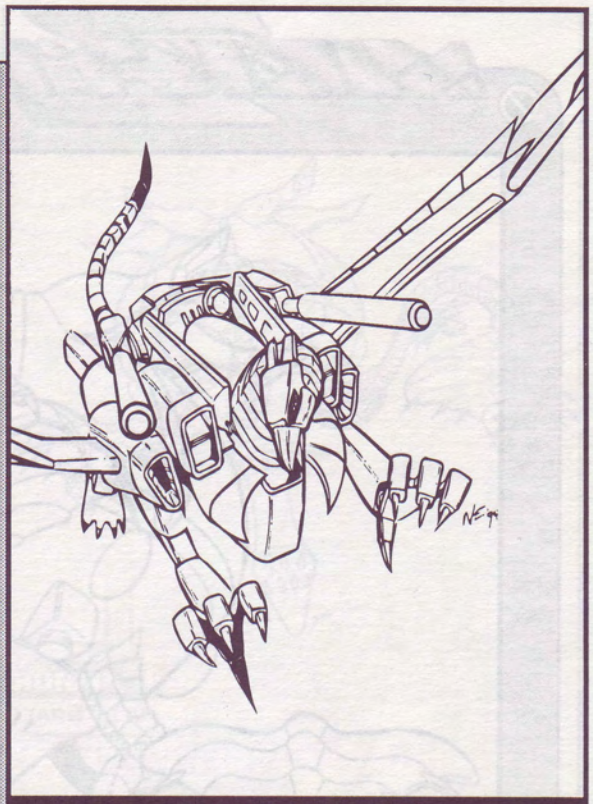
27.1 — 19

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Right Talon	+1	-	10K+6K	-	10	RLeg	6	6	Linked to other Talon.
Left Talon	+1	-	10K+6K	-	10	LLeg	6	6	Linked to other Talon.
Beak	-1	-	8K+2K	-	8	Head	2.5	2.5	-
Pulse Cannons	-2	4	10K	W-Up=3	10	Torso	12.6	12.6	Machine BV3, Warm Up=3.

MEKTON Z

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Griffin Mecha (walking)	-1		12 hexes	0
			(188mph)	(Flightless)
Griffin Mecha (flying)	-1		8 hexes	16 hexes
			(90mph)	(395mph)



MANEUVER POOL +2

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x3.9

Multiplier System	CP x ?
Powerplant XS: 5	x0.3
Combiner System	x0.5
Avianform	x0.35
Efficient Transformation	x0.1
All-Environment	x0.4
V-Max (2 turns)	x1.25

MECHA PROFILE

Name	Weight	Cost
Merge-Griffin "Godgriffin VX"	118.8t	6081.5

SERVOS & ARMOR

975 — 135

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
20	10	Head	SL	1/0.4	25	LW-ß	100
20	40	Torso	LW	4/0	100	LW-ß	100
20	20	Right Foreleg	SL	2/0	50	LW-ß	100
20	20	Left Foreleg	SL	2/0	50	LW-ß	100
10	10	Right Wing	SL	1/1	25	SL-ß	50
10	10	Left Wing	SL	1/1	25	SL-ß	50
10	20	Right Hindleg	SL	2/	50	SL-ß	50
10	20	Left Hindleg	SL	2/	50	SL-ß	50

SUBASSEMBLIES

107 — 0

Cockpit	# Crew	Options	Space	CP
Head	Two	E-Pods	0.4	4

Subassemblies	Loc	Space	CP	K
Linkage for Talons	Talons	0	100	0
Linkage for Missiles	FLs	0	3	0
Weight Efficiency: 209t -90.2t = 180.4cp				

MOVEMENT SYSTEMS

0 — 0

Movement System	Loc	Spc	CP	K
-				

SENSORS

18 — 2

Sensors	Main	Backup
Loc	Head	Head
Range	15km	15km
Comm	1500km	1500km
Kills	2	2
Cost	9	9
Space	0.1	0.1

SHIELDS

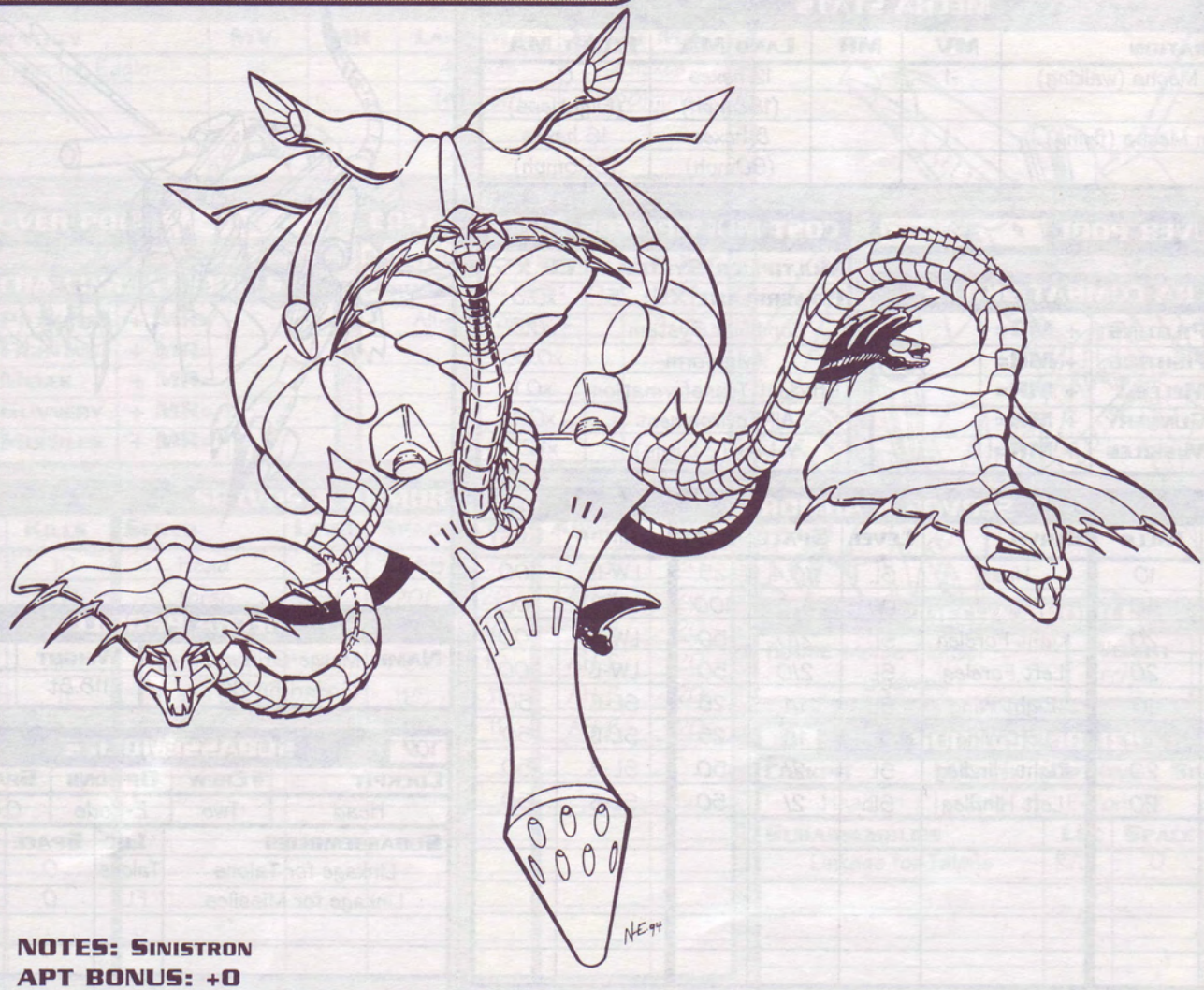
0 — 0

Shield	DA	SP	Loc	Space	Cost
-					

ARMAMENT

413.1 — 72

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Beakbiter	+0	-	20+20K	-	20	H	21.3	0.4	-
Beam Surger	+0	30	10K	∞	10	H	96.3	0.4	Machinefire; ∞ BV.
2x Foreleg Talons	+1	-	20+20K×2 AP	-	20/20	R/L FLs	125	1/1	Armor-Piercing (Linked).
2xHindleg Claws	-1	-	10+20K	-	10/10	R/L HLs	12.5	1/1	-
Missile Pod	+0	8	10K	13	7	R HL	34	1	Linked to other Missile Pod.
Missile Pod	+0	8	10K	13	7	L HL	34	1	Linked to other Missile Pod.
Beam Blaster	+1	30	30K	W-Up=1	30	T	80	3.2	Machinef BV2, Warm-Up=1.
Tail	-1	-	10+20K	-	10	T	10	0.4	Entangling.



NOTES: Sinistron
APT BONUS: +0

As an Alien mecha designed to subjugte Nova 2, the Demon Fortress is a x10 Scale design, requiring another X10 Scale unit (such as the GodGriffin VX) to stop it. While a serious threat to lesser units, the GodGriffin VX should not have too much trouble with this mecha; it's more of a mass terror weapon than an anti-mecha unit. Since none of the Strikevipers are linked, and the Fusion Blossom takes precious time to use, the Needle Missiles are really Sinistron's most dangerous attack. Keep in mind, however, that Sinistron's 10x Scale Alpha armor only ablates under attacks of 20K or more!

THE BATTLE FOR NOVA 2: Sinistron Arrives!

As the Sinestron was razing Praxix to the ground, the Yakazuma twins went to war in the GodGriffin's components. Kiran piloted GodFang X, the leonine mecha, and Kari flew the raptor module, GodWing V. While unfamiliar with most of their robots' abilities, they took to the field against the alien monstrosity.

The battle was vicious and devastating, with the Sinestron blasting away indiscriminately. If its fire found its mark, excellent; if not, a little more of the surrounding city was destroyed– either way, it was accomplishing its mission.

The twins suffered another disadvantage: the Sinestron was able to fly, which often left GodFang entirely out of the fight. Kiran was forced to watch helplessly as his sister battled the alien machine. Finally Kari's luck ran out, and she was captured by the entangling cobra heads.

But as their metallic jaws sought to crush GodWing, Kiran heard his father's voice, a recording in the GodFang's computers! Activated by some unseen trigger, it dictated the procedure for combining the two machines into GodGriffin VX! In desperation, Kiran leapt at the Sinestron and made contact with his sister in GodWing. The instant their mecha touched, the combination took place, and the twins now controlled the powerful GodGriffin.

The battle swiftly turned as the Merge Master rent the Sinistron asunder. The first of the Jerrali terror weapons had fallen to the power of GodGriffin VX!

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Mechabeast: Monster	-2		0 hexes (Legless)	12 hexes (188mph)

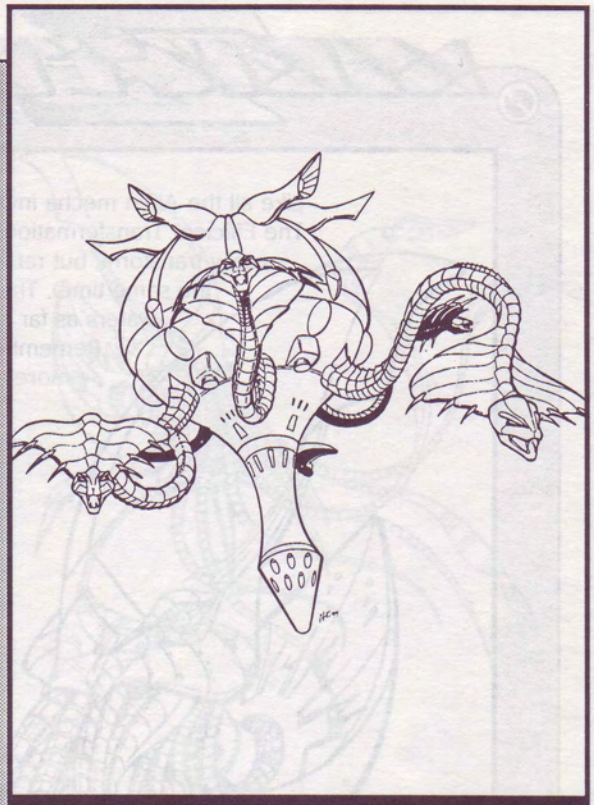
MANEUVER POOL +1

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x1.1

Multiplier System		CP x ?
Powerplant	XS: 1	x0.0
Space & Water Use		x0.1



MECHA PROFILE

Name	Weight	Cost
Demon Fortress "Sinistron"	143t	2779.8

400 SERVOS & ARMOR 55

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
40	70	Torso	HS	16/0	250	MS-a	150

50 SUBASSEMBLIES 0

Cockpit	# Crew	Options	Space	CP
Torso	1 Crew	E-Pod	2	50

Subassemblies	Loc	Space	CP	K

285 MOVEMENT SYSTEMS 0

Movement System	Loc	Spc	CP	K
Gravitics	T	3	215	0
(Efficiency)	"	-5.6	70	"

225 SENSORS 10

Sensors	Main	GravLens
Loc	Torso	Torso
Range	40km	40km
Comm	10Kkm	na
Kills	20	na
Cost	100	125
Space	1	1

0 SHIELDS 0

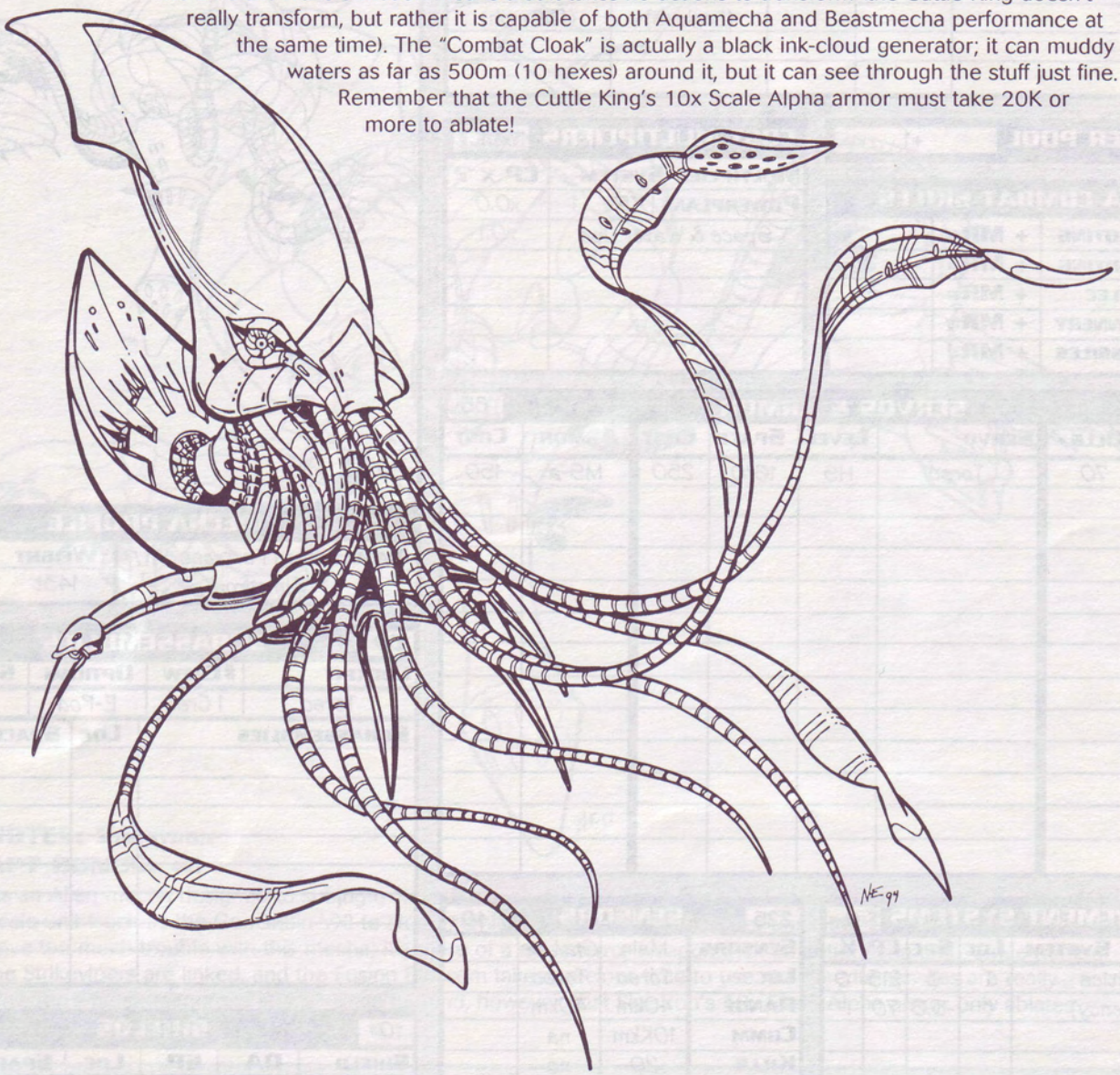
Shield	DA	SP	Loc	Space	Cost
-					

1567.1 ARMAMENT 78

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Strikeviper	+2	-	10K+20K	-	10	T	71.9	1	Quick, Entangling.
Strikeviper	+2	-	10K+20K	-	10	T	71.9	1	Quick, Entangling.
Strikeviper	+2	-	10K+20K	-	10	T	71.9	1	Quick, Entangling.
Strikeviper	+2	-	10K+20K	-	10	T	71.9	1	Quick, Entangling.
Strikeviper	+2	-	10K+20K	-	10	T	71.9	1	Quick, Entangling.
Strikeviper	+2	-	10K+20K	-	10	T	71.9	1	Quick, Entangling.
Fusion Blossom	+0	30	30K	W-Up=1	30	T	975	3	Wide (360°)Angle.
Needle Missiles	+0	30	20K	66	66	T	160.7	2	-

NOTES: THE CUTTLE KING
APT BONUS: +0

Like all the Alien mecha invading Nova 2, this "Malevolent Mollusk" was built at the x10 Scale. The Efficient Transformation means that it takes no actions to transform (the Cuttle King doesn't really transform, but rather it is capable of both Aquamecha and Beastmecha performance at the same time). The "Combat Cloak" is actually a black ink-cloud generator; it can muddy waters as far as 500m (10 hexes) around it, but it can see through the stuff just fine. Remember that the Cuttle King's 10x Scale Alpha armor must take 20K or more to ablate!



THE BATTLE FOR NOVA 2: BEWARE THE CUTTLE KING!

After the defeat of the Sinestron, the Jerrali attempted again and again to defeat the GodGriffin, but no matter how powerful of a machine they sent, the spirit of the twins, combined with the power of their father's invention, remained undefeated.

Undaunted, the normally brutal Jerrali were forced to other, less conventional, methods...

The attacks started small at first: a ship here, a submarine there. Soon entire underwater cities (which harvest kelp for food) were being attacked and destroyed. The twins investigated and were soon locked in deadly combat with the Cuttle King! While the GodGriffin was at a disadvantage in the aquatic setting, it was clearly more powerful than the Jerrali machine. The Cuttle King's ranged beams, while powerful, were simply no match for the GodGriffin, and it was soon disabled.

But the true horror came when the robotic squid was opened: Its pilot was none other than Mina Tanaka, a once great marine biologist— and Kiran's lover! Mutated into a half-aquatic monstrosity and brainwashed with a hatred of humanity, she had been transformed by the aliens into a weapon of war. She survived the battle, but was imprisoned by the military, forced to live the rest of her life in an aquarium. A heartbroken Kiran searched frantically for a cure to his love's condition, but no process could be found.

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Mechabeast: Mollusk	-2		8 (3 Aqua)	0 (6 Aqua)
			(90/33mph)	(67mph)
Aquamecha	-1		0 hexes	0 (12Aqua)
			(swim only)	(188mph)

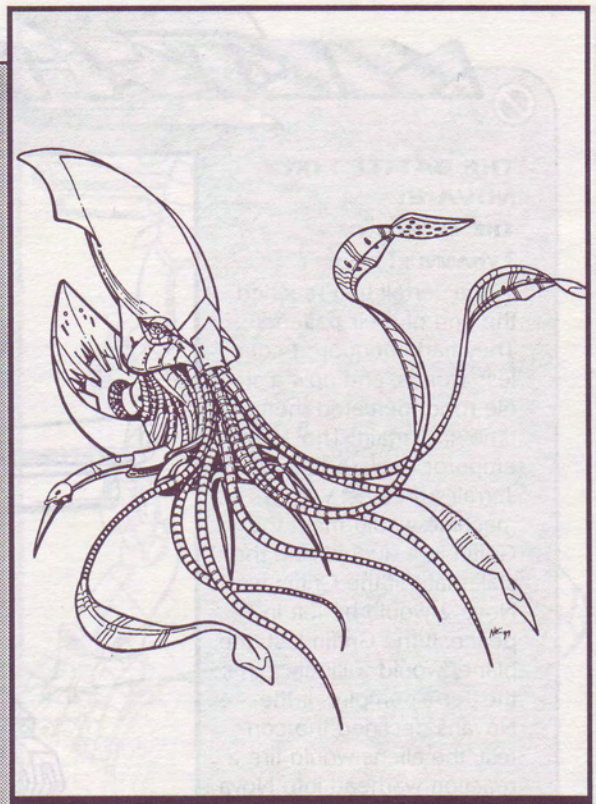
MANEUVER POOL 0

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS x2.25

Multiplier System		CP x ?
Powerplant	XS: 1	x0.0
Water & High-Pressure		x0.15
Aquamecha Form		x0.2
Efficient Transformation		x0.1
Cloaking (Combat & Fire)		x0.8



MECHA PROFILE

Name	Weight	Cost
Malevolent Mollusk "The Cuttle King"	210t	4702.5

725 SERVOS & ARMOR 115

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
20	50	Torso	STR	8/4	150	LW-a	75
20	20	Leg	LW	2	50	LW-a	75
20	20	Leg	LW	2	50	LW-a	75
20	20	Leg	LW	2	50	LW-a	75
20	20	Leg	LW	2	50	LW-a	75

100 SUBASSEMBLIES 0

Cockpit	# Crew	Options	Space	CP
Torso	One	E-Pod	2	50

Subassemblies	Loc	Space	CP	K
Linkage (for Optic Lasers)	OLs	0	50	0

342.6 MOVEMENT SYSTEMS 0

Movement System	Loc	Spc	CP	K
Hydrojets	T	1	236	0
			.3	
(Efficiency)	"	-8.5	106.	"
			3	

100 SENSORS 10

Sensors	Main		
Loc	Torso		
Range	7km		
Comm	1000km		
Kills	20		
Cost	100		
Space	1		

0 SHIELDS 0

Shield	DA	SP	Loc	Space	Cost
-					

822.4 ARMAMENT 85

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Stinger	+1	-	20K* (+20K)	-	20	T	162.5	0.5	*Shocking, Entangling.
Stinger	+1	-	20K* (+20K)	-	20	T	162.5	0.5	*Shocking, Entangling.
Stinger	+1	-	20K* (+20K)	-	20	T	162.5	0.5	*Shocking, Entangling.
Stinger	+1	-	20K* (+20K)	-	20	T	162.5	0.5	*Shocking, Entangling.
Grappler	+0	-	10K (+20K)	-	10	T	13.1	0.5	Entangling.
Grappler	+0	-	10K (+20K)	-	10	T	13.1	0.5	Entangling.
Grappler	+0	-	10K (+20K)	-	10	T	13.1	0.5	Entangling.
Grappler	+0	-	10K (+20K)	-	10	T	13.1	0.5	Entangling.
Optic Laser	+1	30	10K	∞	10	T	22.5	0	Linked.
Optic Laser	+1	30	10K	∞	10	T	22.5	0	Linked.
Electroblast	+2	40	30K	W-Up=2	30	T	75	0	Warm Up Time = 2 turns.

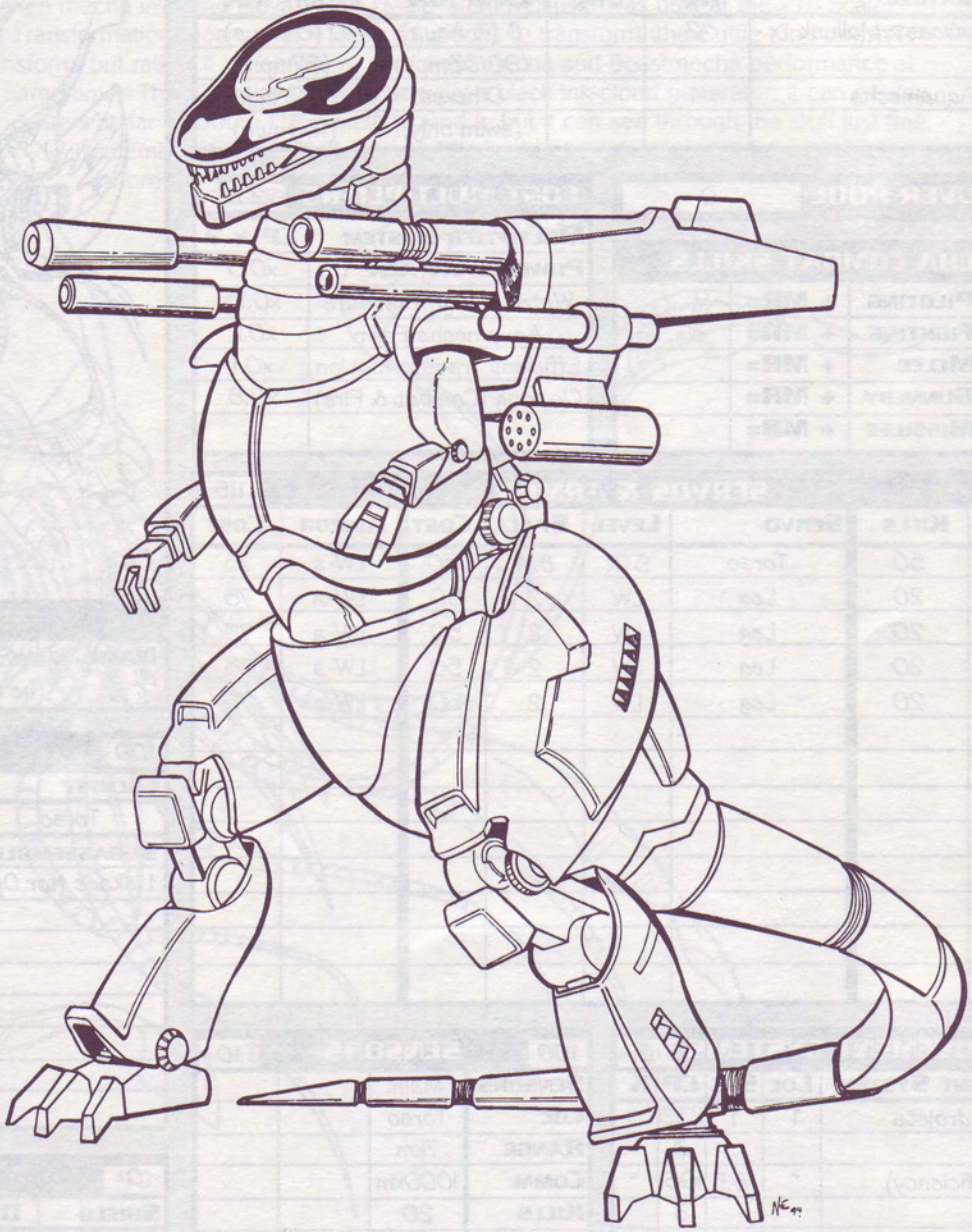
THE BATTLE FOR NOVA 2:
The Terror of Tyrannus!

The Jerrali had reached the end of their patience. They had conquered countless worlds, and now a single robot defeated them time and again! The Jerrali emperor declared that the Jerrali's greatest war machine would meet the Griffin in a duel to end the stalemate. If the Griffin won, Nova 2 would be left in peace. If the Griffin lost, the planet would willingly join the Jerrali empire. If the Novans declined the contest, the aliens would fire a reaction warhead into Nova 2's sun, destroying the world!

The match was set.

The battle raged on for hours; it seemed that the pilot of Tyrannus knew all of the Griffin's weaknesses. Soon it became clear that the controller was none other than— Doctor Yakazuma! His crushed body had been taken by the aliens, and his mind downloaded into a computer. He was then programmed to design most of the new Jerrali weapons, and was himself placed in control of Tyrannus!

The bitter fight continued, as the twins sought to defeat the electronic ghost of their father, and in the end, Tyrannus fell. In his fading moments, Dr. Yakazuma regained control his mind and was able to give his children a parting gift: all of the Jerrali technical data stored in his databanks. This information would allow Novan scientists to ensure the safety of the planet and Kiran to restore Mina Tanaka to normal. Nova 2 still honors the noble and tragic doctor as its savior.



NOTES: Tyrannus

APT Bonus: +0

Created through an unholy fusion of Alien technology and Dr. Yakazuma' scientific genius, this "Howitzasaurus" is a technological abomination. Its many ranged weapons are all highly effective, and the combination of its Beastmecha configuration and its heavy hydraulics make Tyrannus' multiple melee weapons devastatingly powerful. Since this unit's sole piloting system is the downloaded mind of Dr. Yakazuma, it's Internal Automation level is unprecedented. However, conflicts in human and alien technology resulted in exceptionally heavy and easily ablated armor (Tyrannus weighs twice what it should and its armor's Damage Coefficient is only 10K). Furthermore, the ScanMetal which encloses the head is more vulnerable than regular armor (notice the spaceless sensors and the lighter head armor).

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA
Beastmecha: Dinosaur	-4	2	8 hexes	0
			(90mph)	(Flightless)

MANEUVER POOL 0

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	14+1D10
Mecha Fighting	+ MR=	14+1D10
Mecha Melee	+ MR=	14+1D10
Mecha Gunnery	+ MR=	14+1D10
Mecha Missiles	+ MR=	14+1D10

COST MULTIPLIERS x2.4

Multiplier System		CP x ?
Powerplant	XS: 1	x0.0
Weight Inefficiency		-x0.2
Water, Desert & Arctic		x0.15
Heavy Hydraulics (-1sp e)		x0.1
Internal Automation 9		x1.35
(Portfolio 10, 1 space head)		

SERVOS & ARMOR

1425 — 265

SP	Kills	Servo	Level	Space	Cost	Armor	Cost
20	30	Head	STR	3/0	75	LW-S	50
30	60	Torso	STR	6/4	150	STR-S	75
30	20	R. Arm	SL	2/1.4	50	STR-S	75
30	20	L. Arm	SL	2/1.4	50	STR-S	75
30	0	R. Gunpod	LW	4/1.6	50	STR-S	75
30	0	L. Gunpod	LW	4/1.6	50	STR-S	75
30	50	R. Leg	MS	5/5	125	STR-S	75
30	50	L. Leg	MS	5/5	125	STR-S	75
30	40	Tail	MS	4/2.6	100	STR-S	75

MOVEMENT SYSTEMS

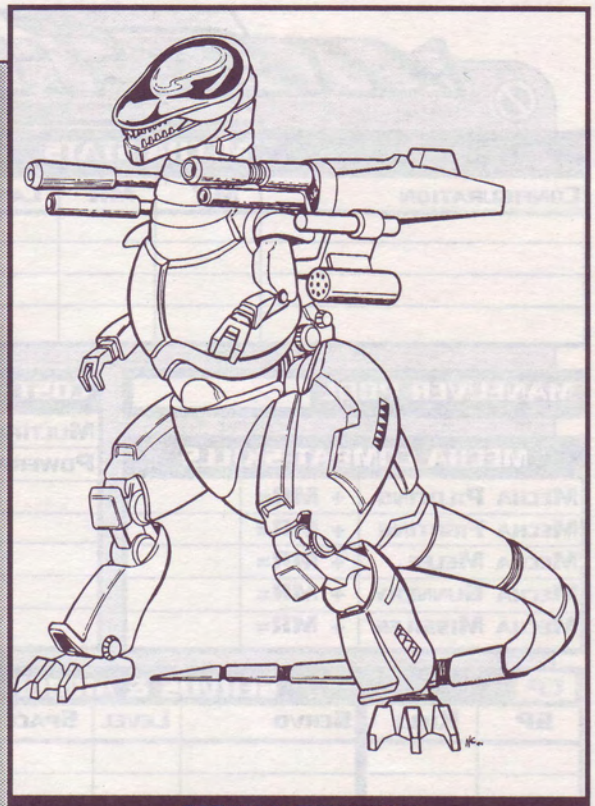
0 — 0

Movement System	Loc	Spc	CP	K
-				

SENSORS

12.5 — 5

Sensors	Main	
Loc	Head	
Range	10km	
Comm	3000km	
Kills	10	
Cost	12.5	(for Efficiency)
Space	0	



MECHA PROFILE

Name	Weight	Cost
DinoTank "Tyrannus"	346.0t	4533.8

SUBASSEMBLIES

225 — 0

Cockpit	# Crew	Options	Space	CP
None	1A	-	-	0

Subassemblies	Loc	Space	CP	K
Linkage for Photons	Torso	0	75	0
Linkage for Scatterguns	Torso	0	75	0
Linkage for Missiles	Torso	0	75	0

SHIELDS

0 — 0

Shield	DA	SP	Loc	Space	Cost
-					

ARMAMENT

226.6 — 76

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes
Powerjaws	+1	-	20KAP+30K	-	20	Head	62.5	1	Armor-Piercing.
Magneticlaw	-1	-	10K+30K	-	10	R Arm	6.25	0.6	-
Magneticlaw	-1	-	10K+30K	-	10	L Arm	6.25	0.6	-
Tail Thrasher	+0	-	20K+30K	-	20	Tail	35	1.4	Quick.
Photon Cannon	+1	50	30K	W-Up=2	30	R Pod	36.8	1.5	Warm Up = 2, Linked.
Photon Cannon	+1	50	30K	W-Up=2	30	L Pod	36.8	1.5	Warm Up = 2, Linked.
Mega-Scattergun	+0	40	10K	10	10	R Pod	10	0.4	Linked.
Scattershot Ammo	-	-	-	(↑)	1	R Pod	2.5	0.1	Scattershot.
Mega-Scattergun	+0	40	10K	10	10	L Pod	10	0.4	Linked.
Scattershot Ammo	-	-	-	(↑)	1	L Pod	2.5	0.1	Scattershot.
Missile Launcher	-1	30	10K	9	5	R Pod	9	0.4	Linked.
Missile Launcher	-1	30	10K	9	5	L Pod	9	0.4	Linked.

MECHA STATS

Configuration	MV	MR	Land MA	Flight MA

MANEUVER POOL

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

COST MULTIPLIERS MULT

Multiplier System	CP x ?
Powerplant XS:	

SERVOS & ARMOR

CP Tons

SP	Kills	Servo	Level	Space	Cost	Armor	Cost

MECHA PROFILE

Name	Weight	Cost

SUBASSEMBLIES

CP Tons

Cockpit	# Crew	Options	Space	CP

Subassemblies	Loc	Space	CP	K

MOVEMENT SYSTEMS

CP Tons

Movement System	Loc	Spc	CP	K

SENSORS

CP Tons

Sensors			
Loc			
Range			
Comm			
Kills			
Cost			
Space			

SHIELDS

CP Tons

Shield	DA	SP	Loc	Space	Cost

ARMAMENT

CP Tons

Weapon	WA	Range	Damage	Shots	Kills	Loc	Cost	Space	Notes

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