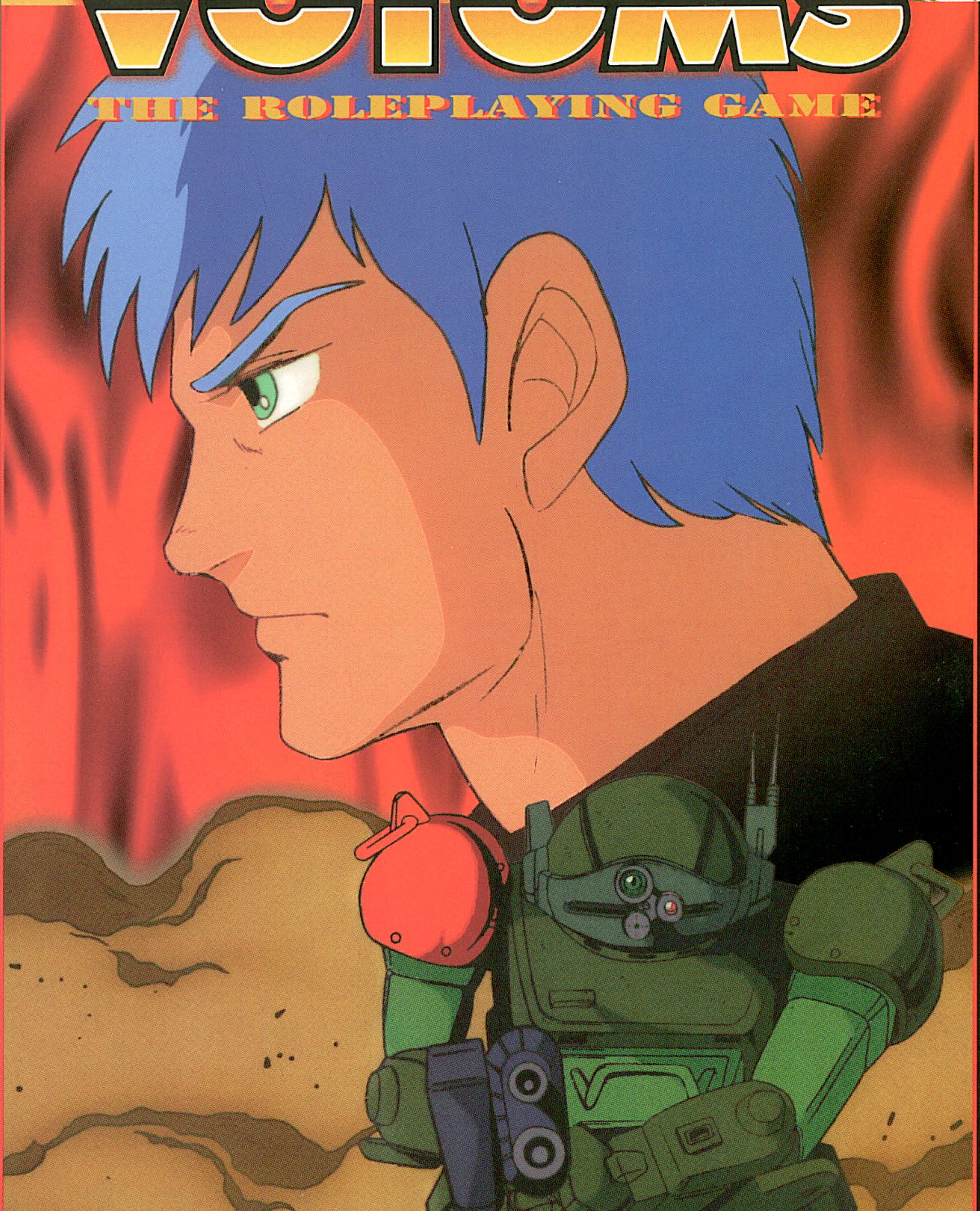
ARMORED TROOPER

VOTOMS

THE ROLEPLAYING GAME



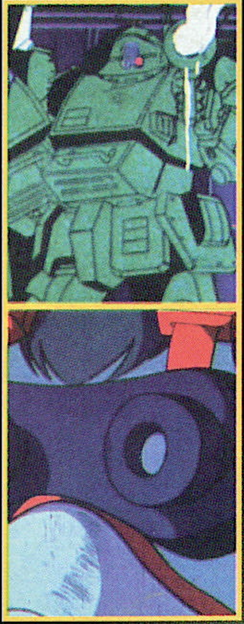
PERFECT SOLDIERS AND BATTLE ROBOTS STRUGGLE IN A NEVER-ENDING WAR

ARMORED TROOPER

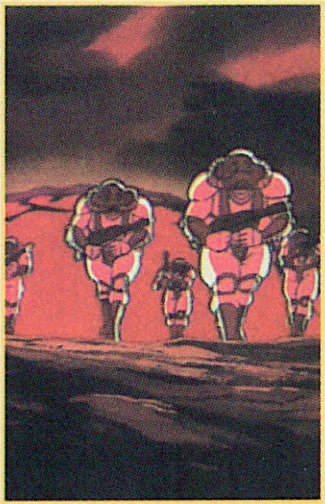
VOTOMS

THE ROLEPLAYING GAME

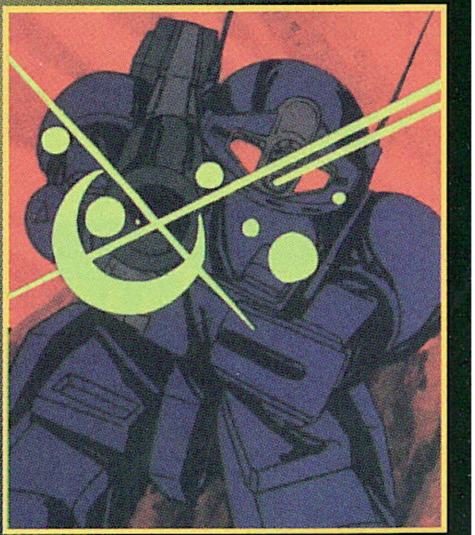
100 YEARS OF WAR



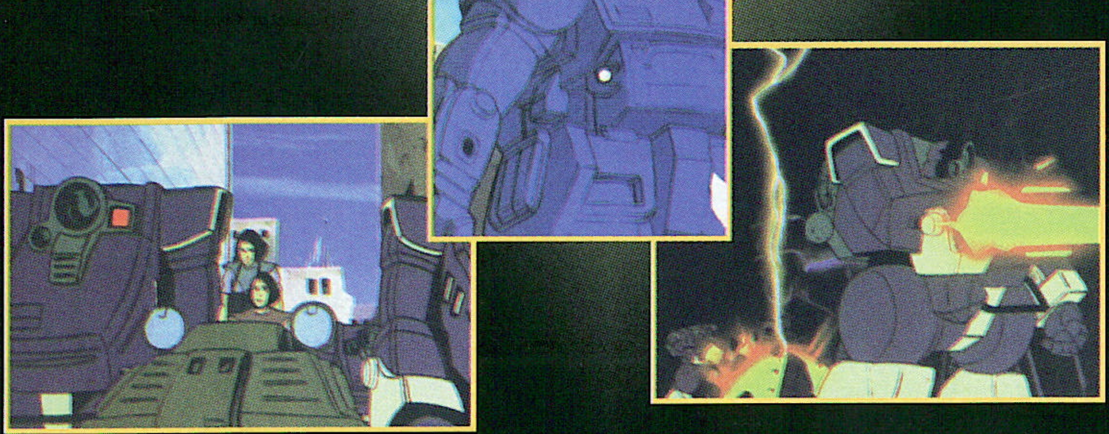
One hundred years have passed since the Gilgamesh and Balarant star systems first exchanged fire in a galactic war that began as a territorial dispute and eventually tore the entire Astragius Galaxy in two. Hundreds of worlds and billions of lives were consumed by this devastating war. The development of the Armored Trooper, a new form of powered armor, escalated the conflict to unprecedented levels of violence.



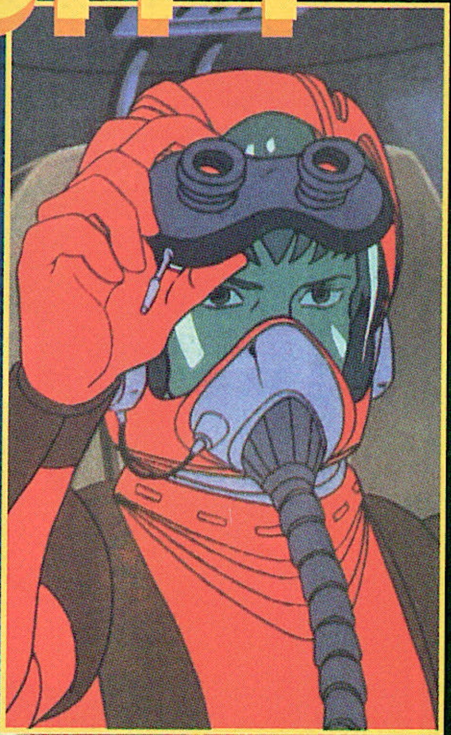
Now, after a century of warfare in which neither side was able to claim a decisive victory, a cease-fire has been declared and the promise of peace hangs in the future. But a conflict that has lasted so long cannot end simply. Those who have lived their entire lives in battle have never known peace, and there are others who stand to profit from continued hostilities.



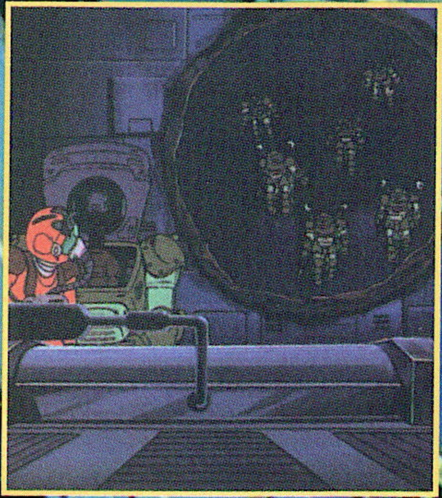
It is during the last stage of the war that this story begins, in the darkness of space near a small asteroid on the edge of the galaxy...



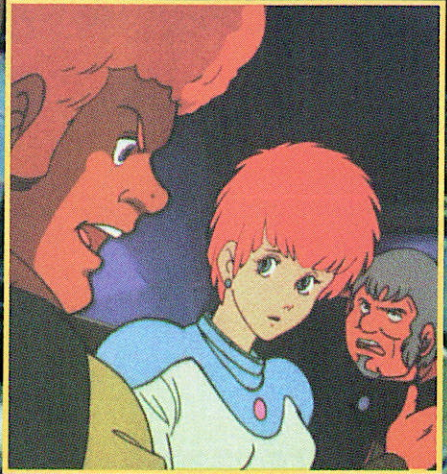
UOODO CITY



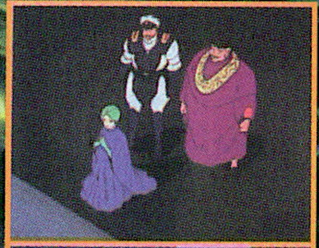
As the first episode of the series opens, a quartet of Gilgamesh officers oversee an illegal operation. Under the command of General Albert Killy and his staff, a platoon of Armored Troopers attack Lido, an asteroid base belonging to the Melkian army, an ally of the Gilgamesh. Newly assigned to this operation, but unaware of its true purpose, is special forces AT pilot Chirico Cuvie, who finds a mysterious cylindrical machine and opens it to discover a woman suspended in a field of energy. He closes the machine as the others approach and order him out into space.

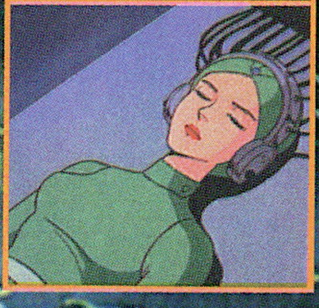


He launches and looks back to see a bomb flying straight for him. The explosion hurls him deep into space, turning his AT into a coffin...until a warship of the Melkian army picks him up. The officer in charge, Captain Rochina, interrogates Chirico about his involvement in the raid, and demands to know the whereabouts of the "Prototype." But Chirico cannot answer. Taken to Planet Melkia, he is tortured further but escapes his prison and flees, remembering the image of the woman he saw on Lido. What he does not yet realize is that there are plots within plots—and that his destiny is linked with hers in a way that will change the galaxy forever.



Months pass, in which a peace treaty is signed between the Gilgamesh and the Balarant. Chirico wanders across Melkia to the city of Uoodo, a dirty pesthole of vagrants and criminals. Corruption runs rampant in Uoodo's Police force, which is taken over by Borough and Iskui, two officers who conducted the Lido raid. They now conceal their identities and drain the city of a valuable mineral called jijirium, which serves an important purpose in their organization, the Secret Society

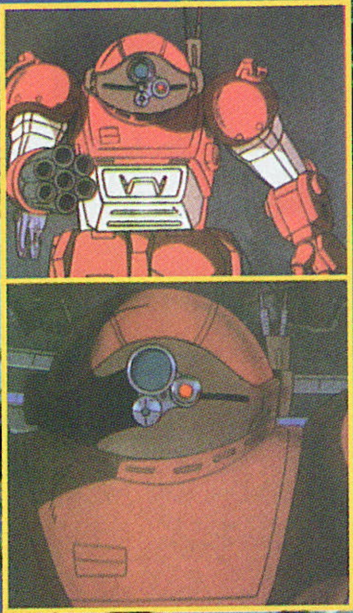




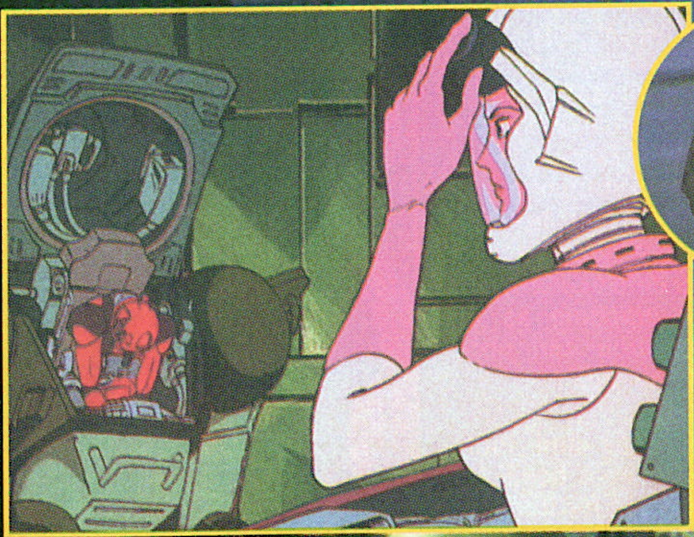
Chirico hides out in a junkyard and meets a trio of Uoodo citizens: Gotho (a weapons dealer), Coconna (a street girl), and Vanilla (a black marketeer). Realizing Chirico is a former AT pilot, Gotho sets him up as a contender in one of Uoodo's Battling arenas, where spectators gamble on AT combat games. Chirico goes along with it, but his actions soon draw the attention of both the police and a mysterious woman called "The Phantom Lady."

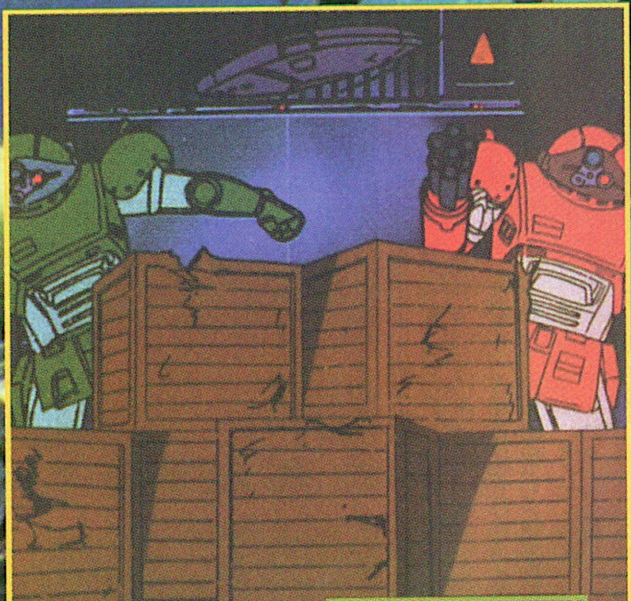
Chirico clashes with the Police in a cat-and-mouse game that is watched intently by Captain Rochina of the Melkian army, who intends to track Chirico back to the stolen "Prototype." Eventually, Chirico dis-

UOODO CITY

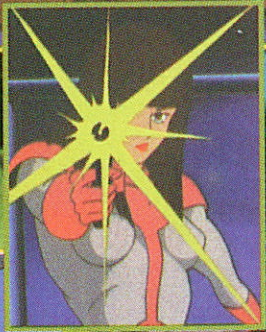


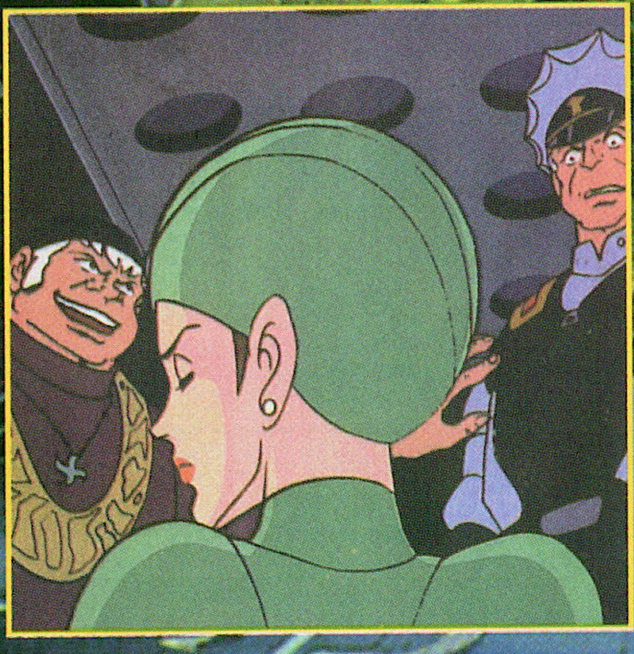
covers that The Phantom Lady is the same woman he saw on Lido. She was in an early stage of development at the time, and her real name is Proto-One. She is a new weapon, a genetically-enhanced warrior called a "Perfect Soldier." Her artificial nature requires that she periodically bathe in jijirium energies, and therefore she cannot escape her masters. Chirico gives her a new name: Fyana.

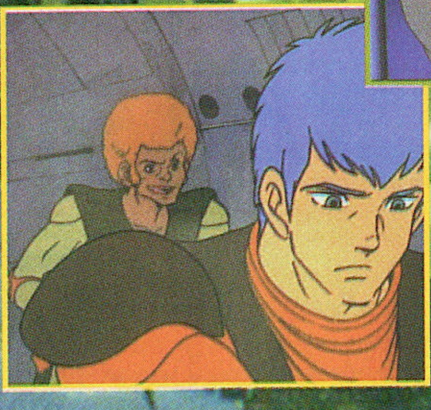




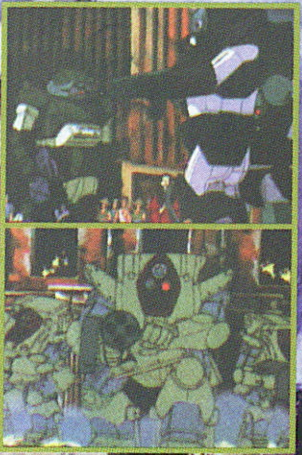
When Rochina discovers that the two have made contact, he orders an AT attack on Uoodo in order to capture the Secret Society officers and recover Proto-One. Rochina fails at both tasks, and Fyana escapes with her superiors, leaving Chirico behind in the midst of a bloodbath.

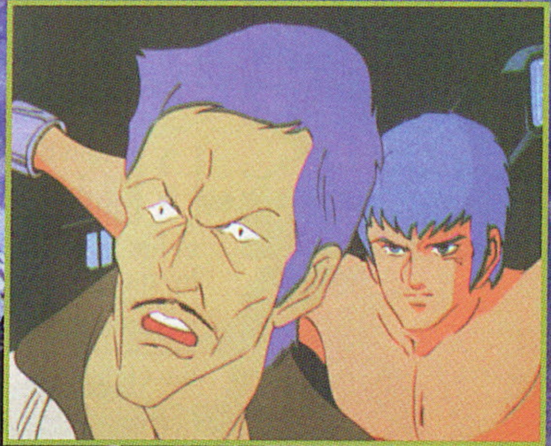




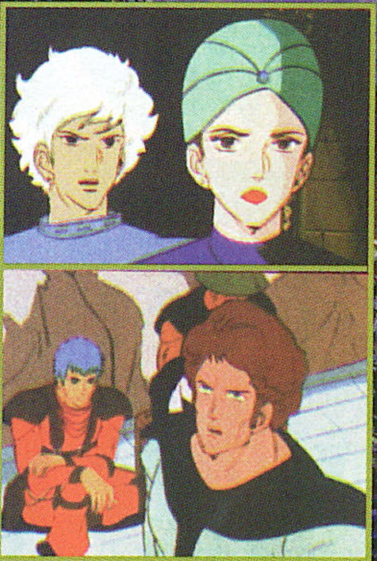


KUMMEN JUNGLE WARS



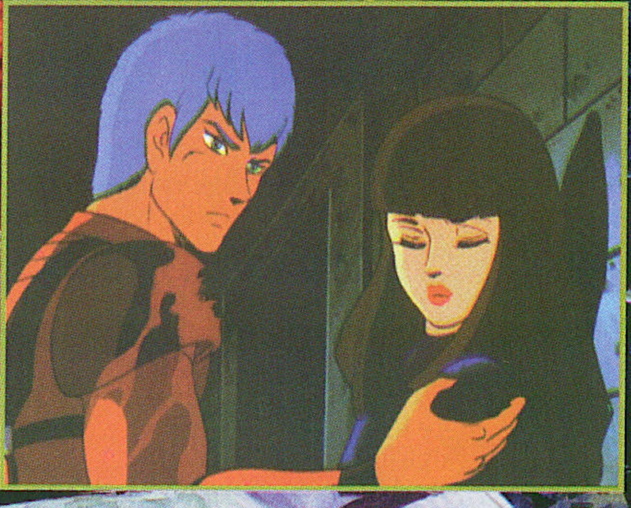


After the fall of Uoodo, Chirico makes his way to the jungle nation of Kummen. Rochina watches Chirico's progress with interest, for Kummen is currently embroiled in a civil war, and the Secret Society may be involved. Chirico enlists as a mercenary at Assemble EX-10, one of several mercenary bases scattered throughout Kummen to eradicate the Veela Guerrillas. The Veela Guerrillas' leader, Prince Kanjelman, resists the modernization that is being forced upon Kummen by the Melkian government. But in order to counter the high-tech AT forces of his enemy, Kanjelman has accepted the aid of the Secret Society, and Borough has come here to supervise their interests.



Gotho, Coconna and Vanilla have also come to Kummen and built a nightclub near EX-10. They are overjoyed at their reunion with Chirico, but skirmishes constantly erupt with the Veela Guerrillas, so they have little time to rest before Chirico is thrust back into battle. He also finds himself surrounded by new companions, mercenaries like himself who support him in defiance of their sadistic platoon leader, Captain Kan Yu. Their names are Bully Kiderra, Pol Potaria, and Ru Shako (a mercenary from the planet Quent).

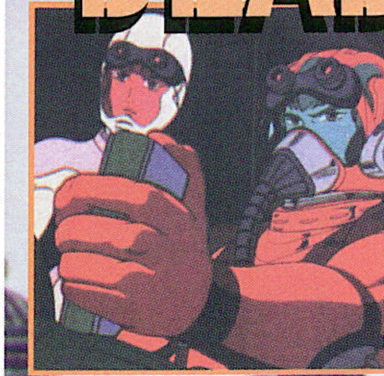
Platoons of ATs clash time and again in the dark jungles of Kummen, and Chirico soon finds himself up against a lethal opponent, a mysterious enemy who pilots the "Blue AT." Chirico sees the Blue AT's fighting style and is certain it could only be piloted by a Perfect Soldier. But it is not Fyana—it is a new PS called Ypsilon, who has vowed to destroy Chirico. The plot thickens once again when Chirico finds Fyana in Kanjelman's castle and attempts to free her.



Finally, Rochina joins the conflict and sends Chirico into the heart of Kanjelman's kingdom to officially recover the Prototype. Once he accomplishes this, however, Chirico pursues his own agenda of revenge against Borough and tries to learn if Fyana can be remade into a normal human being. As this segment of the story nears its crescendo, Rochina launches a massive assault on Kanjelman's palace, effectively mopping up another Secret Society operation.

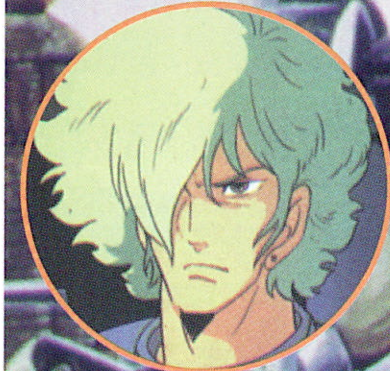
This time, however, Chirico manages to escape with Fyana (and a portable jijirium cylinder) as Kanjelman's kingdom crumbles. But one enemy still survives: Ypsilon.

DEADWORLD SUNSA



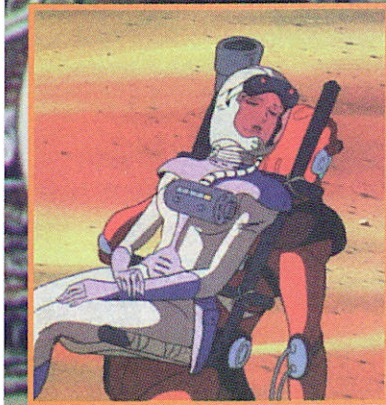
Having narrowly escaped Kummen in a tiny space shuttle, Chirico and Fyana next find themselves on board a gigantic, unnamed spaceship. A search through the lumbering vessel reveals no crew, only automatic controls that cannot be shut down.

Resigned to go wherever the ship takes them, the two at last enjoy a quiet moment when an anthem suddenly blasts through the ship. Following it to a video monitor, Chirico is horrified to witness records of his former Red Shoulder Battalion and all its atrocities. He is haunted by these images as the ship carries them toward a waiting Balarant spacefleet. Forced to defend themselves, Chirico and Fyana draw the attention of the Secret Society and Rochina, both of whom want to resume the chase. The Gilgamesh Army is against taking action that might endanger their treaty with the Balarant, so Rochina decides to follow his own path.

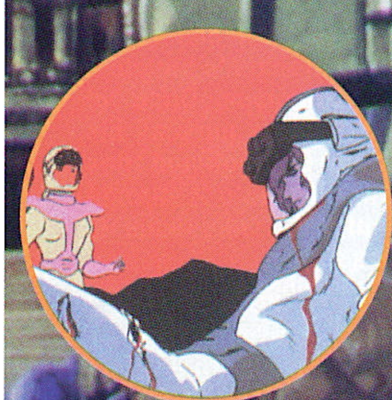


Ypsilon, meanwhile, is obsessed with destroying Chirico and reclaiming Proto-One. He leads several attacks on the two, all the while studied by the Secret Society's scientists Arron and Gurran, who are assigned with the task of learning all they can about the Perfect Soldier.

Besieged by both Ypsilon and the Balarant, Chirico and Fyana crash-land on an airless desert world littered with wreckage from the war. Convinced that some outside force wanted to send him here, Chirico realizes he has come to Sunsa, the site of the bloodiest battle of the Hundred Years War. He is surprised by the reappearance of Gotho and the others, who now employ themselves as arms dealers. Their supplier is a hard-bitten woman named Sophie, who offers Chirico and Fyana shelter in her fortress.



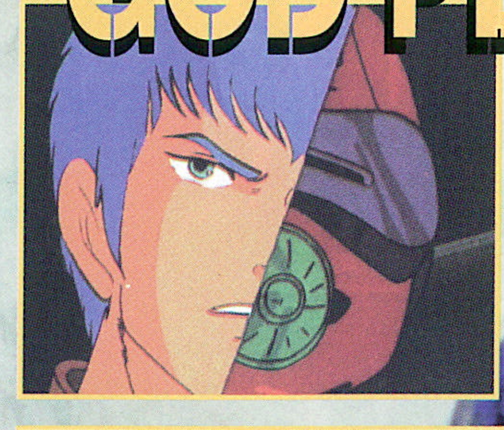
Ypsilon and his AT army are not far behind, however, and when Coconna accidentally reveals Chirico to be a former Red Shoulder (one of the demons responsible for the destruction of Sunsa), Sophie is only too willing to turn him over to his enemies. The ensuing battle brings the Balarant Army down on them all and scatters the survivors, including Sophie, who angrily tracks Chirico across the burning desert. Gotho's group finds Chirico in time to stop Sophie, but their problems aren't over; Fyana has not been re-energized by jijirium in days and is now close to death. Finally reaching the ruins of a supply base, Chirico locates the substance needed to save her...and Rochina makes his move.

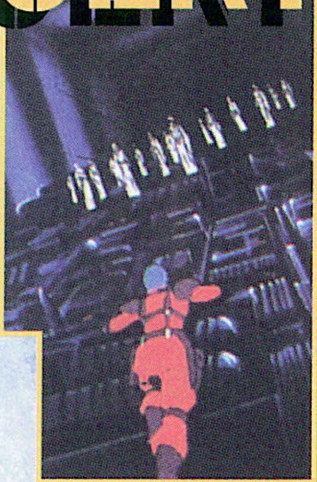


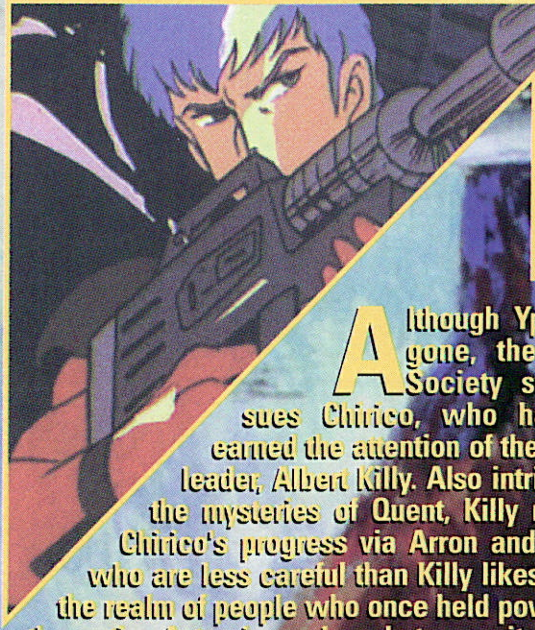
Having defected to the Balarant Army, Rochina captures the entire group in a gambit to pit Chirico against Ypsilon. When that battle finally begins, Rochina studies Chirico's every move. Despite Ypsilon's PS abilities, Chirico matches him blow for blow, fighting far beyond any normal human's ability. "I see now," Rochina shouts. "Chirico is a Perfect Soldier!"

Shocked, Fyana stops the fight, but not in time to save Ypsilon, who dies insisting that Chirico must be a PS, for he could not bear the thought of being defeated by a mere human. Finally confronted with the missing links to his true heritage, Chirico leaves Fyana in Rochina's care and flies to Planet Quent, where Rochina promises he will find the answers.

GOD PLANET QUENT







Although Ypsilon is gone, the Secret Society still pursues Chirico, who has now earned the attention of the cartel's leader, Albert Killy. Also intrigued by the mysteries of Quent, Killy monitors Chirico's progress via Arron and Gurran, who are less careful than Killy likes. This is the realm of people who once held power over the entire Astragius galaxy but gave it up 3,000 years ago to become desert dwellers and mercenaries. Since then, anyone who has attempted to explore Quent's secrets has vanished without a trace.

Fortunately for Chirico, he is reunited with Ru Shako, who had previously fought with him in Kummen and now guides him through the lore of the Quentians in hope of finding the hidden connections with Chirico's past.

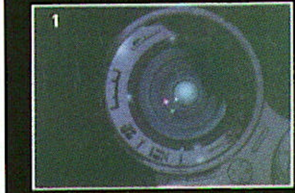
The Gilgamesh send a fleet to join the multi-sided pursuit under the ruse of reclaiming Proto-One. The delicate situation is finally pushed over the edge and turned into a full-scale firefight between the Gilgamesh and Rochina's Balarant task force. When Quent itself fires on the fleets of warships battling in orbit, Chirico, Rochina and the others flee and are recovered by Albert Killy. But the leader of the Secret Society has little time to gloat before his ship is seized and pulled away by an unseen force. "Wiseman," Chirico proclaims, finally giving a name to the unknown entity that has been manipulating all of them for its own inscrutable purposes.

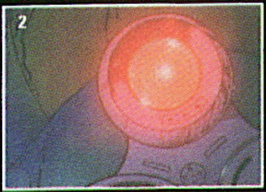
The ship is drawn to an artificial planet where Chirico speaks to Wiseman's mind and all is revealed: 3,000 years ago, the planet Quent reached the peak of its culture. At that point, super-evolved Quentians appeared and planned to conquer every world they desired. Horrified by the implication, the rest of the populace exiled these "Overmen" and abandoned the culture that lead to this point in their evolution. Hundreds of years later, the Overmen returned to pool their knowledge into a collective consciousness they name "Wiseman."

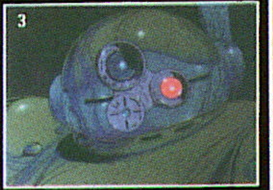
Possessing the Overmens' desire for godhood, Wiseman used its power to influence the galaxy into a war. With war would come technological advances...and eventually, new Overmen to rule the entire galaxy. Now, at last, an Overman has appeared: Chirico Cuvie! With this revelation comes a historic truce between the Gilgamesh and the Balarant, who are now bent on destroying the "successor to God." The destiny of the entire Astragius galaxy is at stake, and when the battle reaches its climax, Quent itself pays the price.

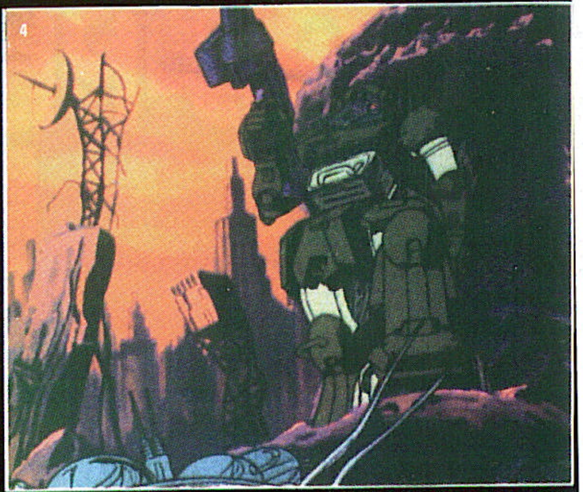
Afterward, a new war looms on the horizon. Both Chirico and Fyana realize that as long as they live, they will only be the tools of others. Stealing a deep space hibernation tube, the two float off into deep space. Their friends wonder if they can find peace in a galaxy that will never know anything but the hell of war.

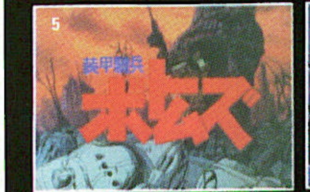
ARMORED TROOPER VOTOMS: OPENING SEQUENCE











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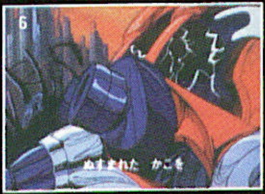
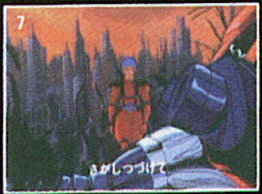
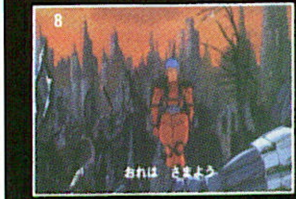


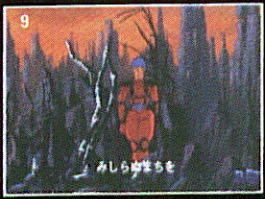
On I go, searching for ...



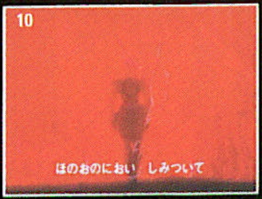
The past that was stolen from me



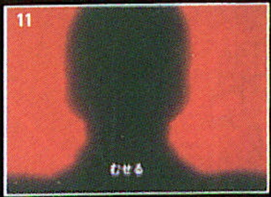
Wandering on through ...



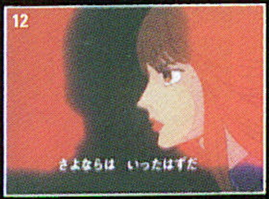
This city, so strange to see ...


10
ほのおのにおい　しみついて

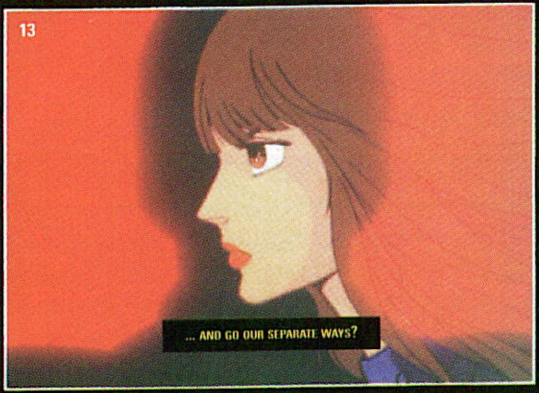
Choked by the scent of flames that seems to



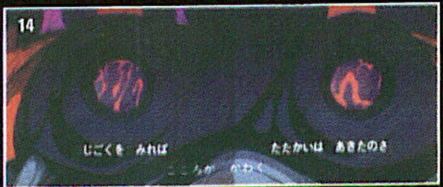
... cling to me.


12
さよならは　いったはずだ

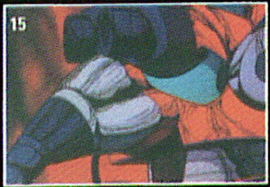
Didn't we both say our goodbyes ...

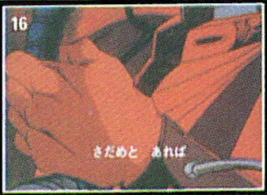


... and go our separate ways?

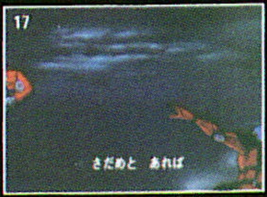

14
じごくを　みれば
こころが　かわく
たたかいは　あきたのさ

When you see the face of hell ... it will squeeze your heart dry.

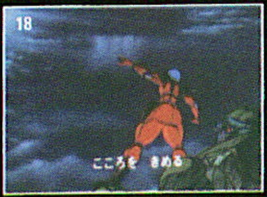




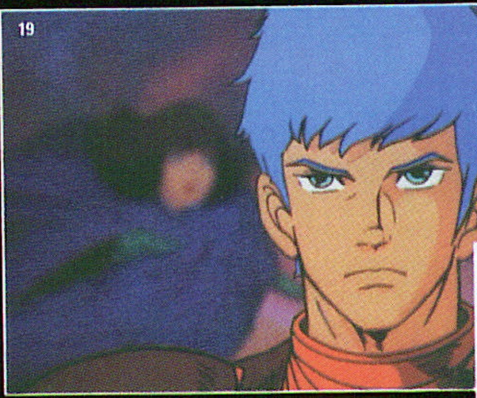
Fighting on seems so pointless now ...



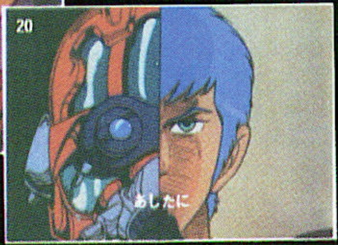
If this must be my fate ...



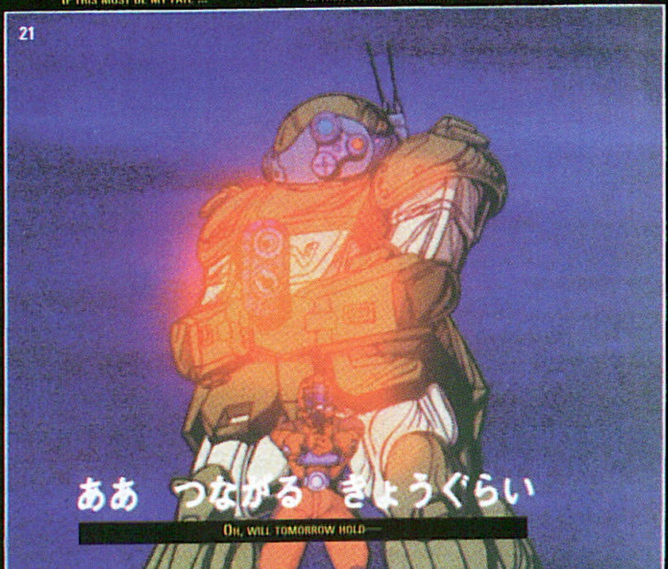
... then I'll make my mind up now.



So please won't you just leave me be ...



... another day?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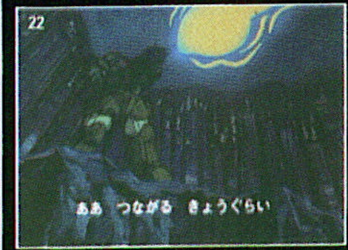
Oh, will tomorrow hold—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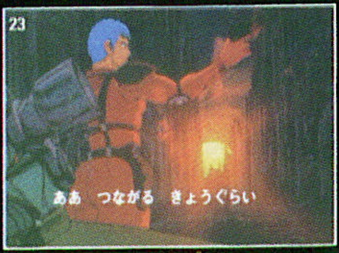
—something new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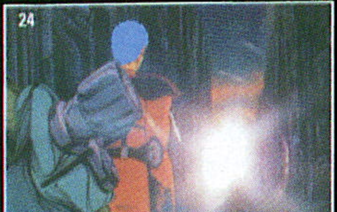
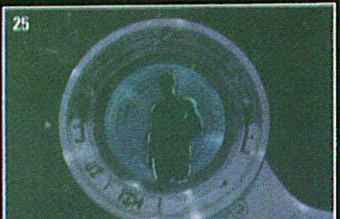
—to see?





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ARMORED TROOPER VOTOMS:
THE ROLEPLAYING GAME

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ANIMECHANIX
Maximum Anime From R.Talsorian

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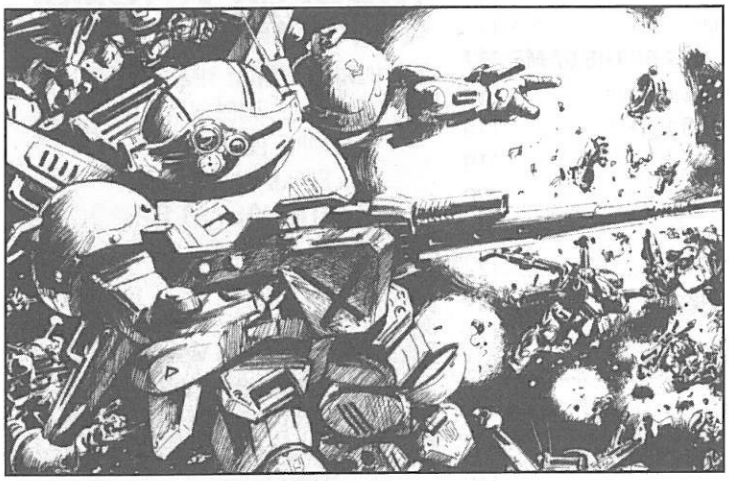
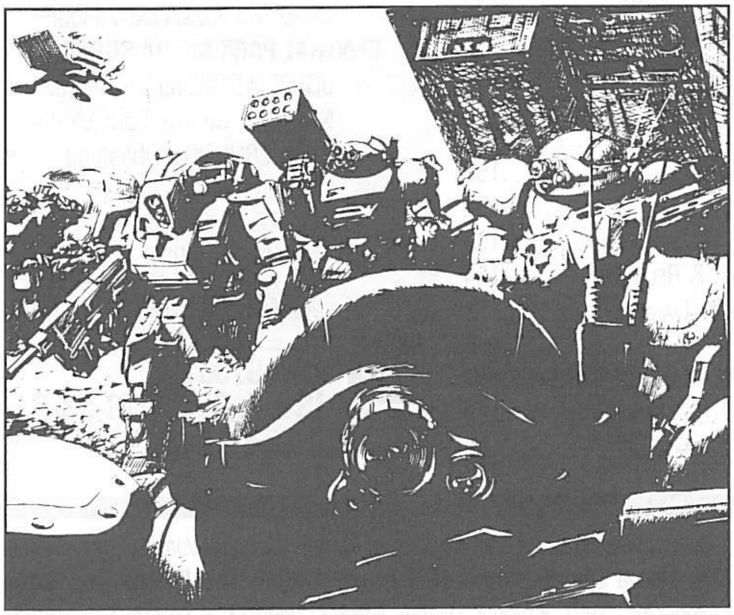
HISTORY OF THE GALAXY

The Hundred Years War

The history of the Astragius Galaxy is a mosaic of destruction in which the key roles of the Hundred Years War were played by the Gilgamesh Confederation and the Balarant Union. This war, the third major conflict in recorded history, started along the Gilgamesh/Balarant frontier in Astragius Year 7113, roughly 500 years since the previous conflict. A territorial dispute over a single star system was the spark that touched off a wildfire. Both sides knew there would be no backing down.





The **Balarant** were desperate for habitable planets to support its overgrown population, and defeat meant extinction. In the beginning, both sides had spread their influence across a few dozen worlds, so the first 50 years saw only small skirmishes. But in the year 7171, total galactic war erupted with the battle of the B'shutima system.

B'shutima, which had been a base for negotiations, was attacked and laid waste by a Balarant interstellar long-range missiles. The **Gilgamesh** retaliation turned the entire B'shutima system into a bloodbath. From that point on, no planet was safe in the mad rush to claim territory. The conflict lasted many decades thereafter, with both sides deploying ISLM's, defensive satellites, and massive space fleets. Gradually, however, ship-to-ship combat gave way to land battles on increasing numbers of worlds.

This lead to the creation of a new weapon: the **Armored Trooper**, a fighting machine driven by a human pilot and optimized for ground combat; its designation was **VOTOM: Vertical One-man Tank for Offense and Maneuvers.** Using a variety of special features and weapons, the ATs provided unprecedented strategic options. On **Melkia,** a planet aligned with Gilgamesh, a unit was even created specifically to exploit the AT's fighting abilities: the Melkian Division Special Forces. But planet-based combat put an incredible strain on both sides ... and there was no end in sight.

The turning point came in 7198 when the Melkian Federation developed a revolutionary AT called the **Scopedog.** In only one year, the Scopedog proved itself the deadliest AT ever made. MDSF units were thrown into every possible campaign with unprecedented results. They quickly became heroes of Gilgamesh, the most respected commanders and soldiers in the galaxy. Ultimately, their use of the AT determined the final outcome of the entire war. One hundred years after it began, a cease-fire was declared. But this brief time of peace would prove to be merely a respite while the next "generation" of weapon was developed: the **Perfect Soldier**.

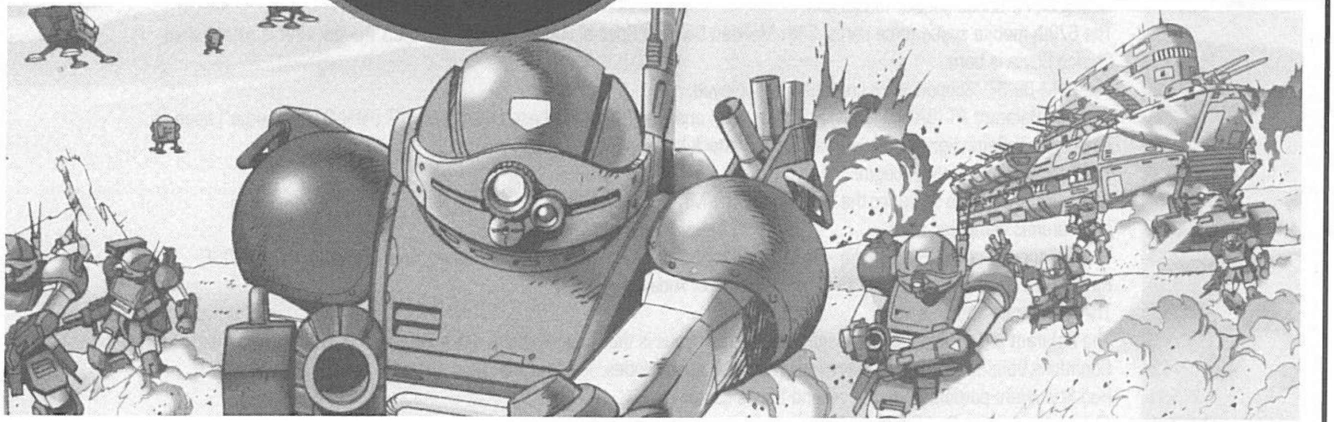
Although it is commonly believed that the war began over territory, the actual reason Gilgamesh and Balarant began fighting was never clear. Typical wartime propaganda notwithstanding, the true mystery lies in the fact that both sides abandoned formal rules and broke all previous patterns of ethical behavior. With reliable records of that period now gone or destroyed, the only remaining evidence of how it began lies in traces of a single, ancient, technologically superior civilization. One planet after another had become swept up in senseless battles throughout the history of the galaxy, and the one constant they all shared was a point of origin with this mysterious civilization ... which began on planet Quent.

Armored Trooper Votoms Timeline

A.C. YEAR	EVENTS
178,000 years ago	Civilization arises on the planet Quent in the center of the Astragius Galaxy.
85,000 years ago	The civilization on Quent reaches its technological golden age and begins to spread across the galaxy.
3,000 years ago	A mutant race called the "Overmen" arises on Quent and is exiled for the danger they represent. Quent civilization abandons its use of technology and slips back into primitivism.
2,000 years ago	On various planets manipulated by the Quent "Overmen", MH drive is developed for faster-than-light space travel.
1,000 years ago	Wiseman is created by the last living Overmen; the First Galactic War begins.
500 years ago	The Second Galactic War begins.
150 years ago	The Melkian Federation is established on Planet Melkia.
7113	The Hundred Years War (also known as the Third Galactic War) begins with a border dispute between the Gilgamesh and the Balarant over a star system lying in their territory.
7171	The Balarant attack B'shutima with interstellar long-range missiles.
7171.9.28	60,000 ships of the Graybull division of Gilgamesh's mobile space forces destroy the Balarant main fleet in the Lectia sector.
7183.4	Development of the MT (Machine Trooper) begins.
7189.6	The Miyoite campaign begins with the seizure of the inhabitable worlds of the Dunatoi system in the Miyoite sector.
7191	Prince Heloram Kanjelman establishes the Holy Kingdom of Kummen on planet Melkia.
7192	The MT-04-L2 "Magical Doll" is created. On planet Melkia, in the Batolea province, a protest movement in a jijirium manufacturing plant grows into an uprising. MTs are deployed to put down the revolt. Their codename is later changed to AT (Armored Troopers).
7193.6	The Dinon City uprising in Melkia's Batolea province is crushed.
7195	300 ATs go into real combat for the first time at the Battle of Dalium. As a result, the Melkian Joint Chiefs of Staff investigate establishing an AT-based special forces unit.
7196.3	The 679th mobile space force corps, 24th Melkian Division Special Forces (MDSF) Armored Trooper Unit is established.
7196.7.7	Chirico Cuvie is born.
7198	The ATM-09-ST "Scopedog" is created and deployed.
7200	The first Balarant AT (BAT-01 "Blocker") is created, and the first Quent-based mercenary AT (ATH-Q1 "Berserga") appears.
7201.4	The Parumis Campaign begins with a surprise attack by Gilgamesh forces.
7202.6	The first Sunsa campaign begins.
7205.7.24	ATs used on massive scale for the first time in the Miyoite campaign.
7206.12	The Parumis campaign ends.
7207.2.13	The Enhanced Special Forces (aka - Red Shoulder Battalion) is established by Colonel Yoran Peruzen of the MDSF.
7208.9.14	Red Shoulders used for the first time in the Battle of Aldavea.
7210.4	The Miyoite campaign ends.
7211.3	The Balarant are tricked into believing the planet Placeus is the Gilgamesh main headquarters in a plot to lure them to their destruction.
7211.5	Countless Balarant ships are destroyed when Placeus explodes. The Placeus campaign ends.
7211.11	Red Shoulders participate in the second Sunsa campaign.
7212.10	Chirico Cuvie joins Red Shoulder Battalion
7213.2	Red Shoulders participate in the third Sunsa campaign. The Sunsa campaign ends as the planet is left uninhabitable. Other battles on Gyaoa and Oromu also end.
7213.3	The ATH-P-FX Grantlydog (the original design of the Bloodsucker) is rolled out.
7213.6	A Melkian battalion is forced off planet Miyoite. A single platoon, armed only with anti-AT rifles, is left behind to cover their escape, during which a shipment of precious jijirium is lost. This event is later termed the "Planbandol Scandal."
7213.7	The battlefront now encompasses 120 worlds. In the Antitets sector, leaders from both sides finalize an armistice. The Red Shoulder Battalion is disbanded.
7213.8.10	A rogue unit attacks a secret Melkian base on asteroid Lido. Birth of first Perfect Soldier (Proto-One).
7213.9	A Melkian intelligence operative investigates the Planbandol Scandal.
7213.10	A Balarant incursion into Gilgamesh space results in the bombing of key points on planet Melkia, including Corza City and the former Red Shoulder base on the Deraida plateau.
7214.1	Chirico Cuvie enters Uoodo City.
7214.3	The Melkian army responds when riots breakout in Uoodo City. The city burns to the ground during a three-way battle between the Melkian forces, the city Security Police, and the forces of the Secret Society.
7214.3	An attack on the ruins of Red Shoulder base on Melkia by former Red Shoulders, including Chirico Cuvie. Birth of second Perfect Soldier (Ypsilon). Yoran Peruzen, his followers, and most of the attackers are killed. Chirico is now the last living Red Shoulder.
7214.6	Chirico Cuvie enters Kummen.
7214.10	The Kummen civil war on Melkia intensifies and Prince Kanjelman is killed in the destruction of the Holy Kingdom of Kummen. Shortly afterwards, a space warship of unknown design enters Balarant space, encountering Balarant forces.
7214.11	The Balarant mount an armed recon mission to planet Sunsa in the Nonaggression Zone. There they engage elements of the Secret Society.
7214.12	Chirico Cuvie arrives at planet Quent and is contacted by Wiseman. An artificial planetoid (Wiseman Station) is destroyed. Quent explodes after an ancient self-destruct system is activated, destroying the last remnants of the Overmen. A joint Gilgamesh-Balarant operation may have been involved, but no official record of the incident remains.
7214.12	A skirmish occurs between Gilgamesh and Balarant forces in the Quent sector as they battle for the remnants of the Wiseman technology.
7215.12	The Fourth Galactic War begins. Chirico and Fyana enter cold sleep and are shot into space.

GILGAMESH CONFEDERATION

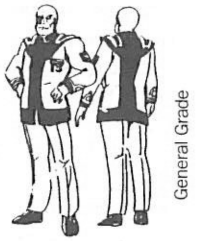
A decade of promises whose fulfillment always seems just around the corner. In the first Galactic War, a mere 20 worlds belonged to the Gilgamesh Confederation. By the end of the 3rd Galactic War a millennia later, there were over 100 worlds involved. Many of these were destroyed during the Hundred Years War, and the remaining planets entrusted themselves into the hands of the **Melkian Federation.** Based on planet Melkia, the Melkian Federation had by far the best-integrated military strength as well as an excellent munitions industry, making it possible for them to unite underdeveloped worlds on behalf of the Gilgamesh. Much of this was done during the last 50 years of the war, during which time the Melkian Planetary Government slowly become a puppet of its own military. Once Melkia had control of the sovereignty, Gilgamesh was given greater mobility, especially after creating new versions of the AT and many other far more deadly and secretive weapons.

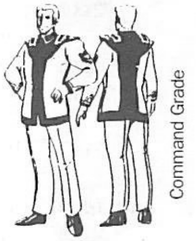


GILGAMESH CONFEDERATION

Command Grade Officer

Field Marshal	General	Lieutenant General	Major General	Brigadier General
✪	○○○	○○	○	○☰


General Grade

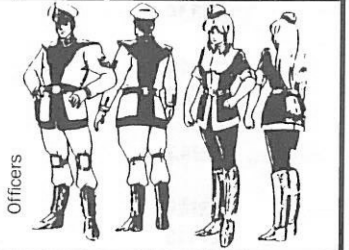

Command Grade

Field Grade Officers

Colonel	Lieutenant Colonel	Major
○☰	○〓	○▭

Commissioned Officers

Captain	1st Lieutenant	2nd Lieutenant	Chief Warrant Officer
☰	〓	▭	▽

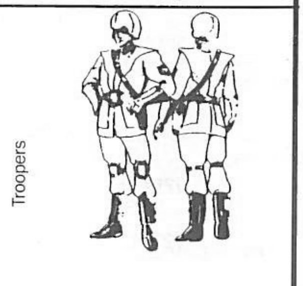

Officers

Non-Com Officers

Warrant Officer	Sergeant Major	Sergeant	Corporal
○▯▯▯	▯▯▯▯	◁▯▯▯	▯▯▯

Recruits

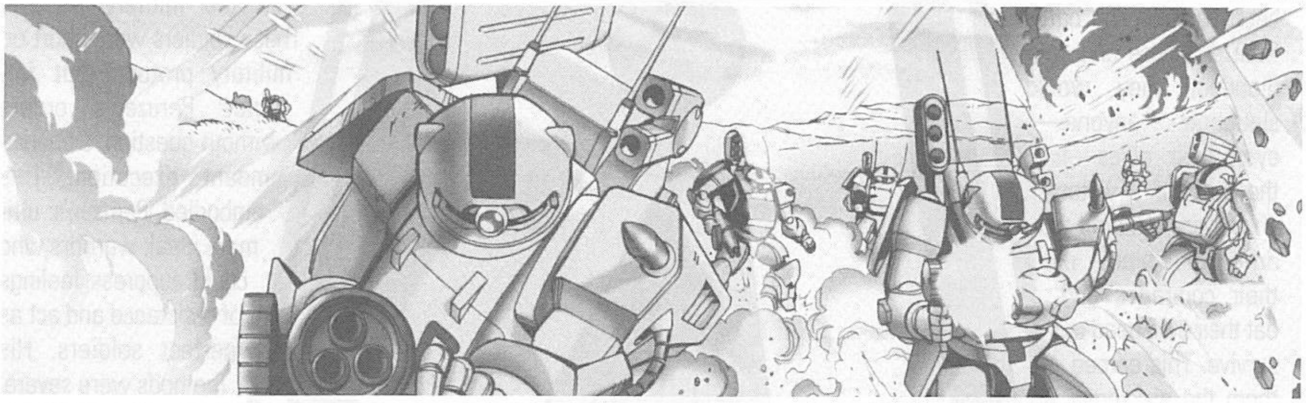
Private 1st Class	Private E2	Private E1
▯▯	▯	☆

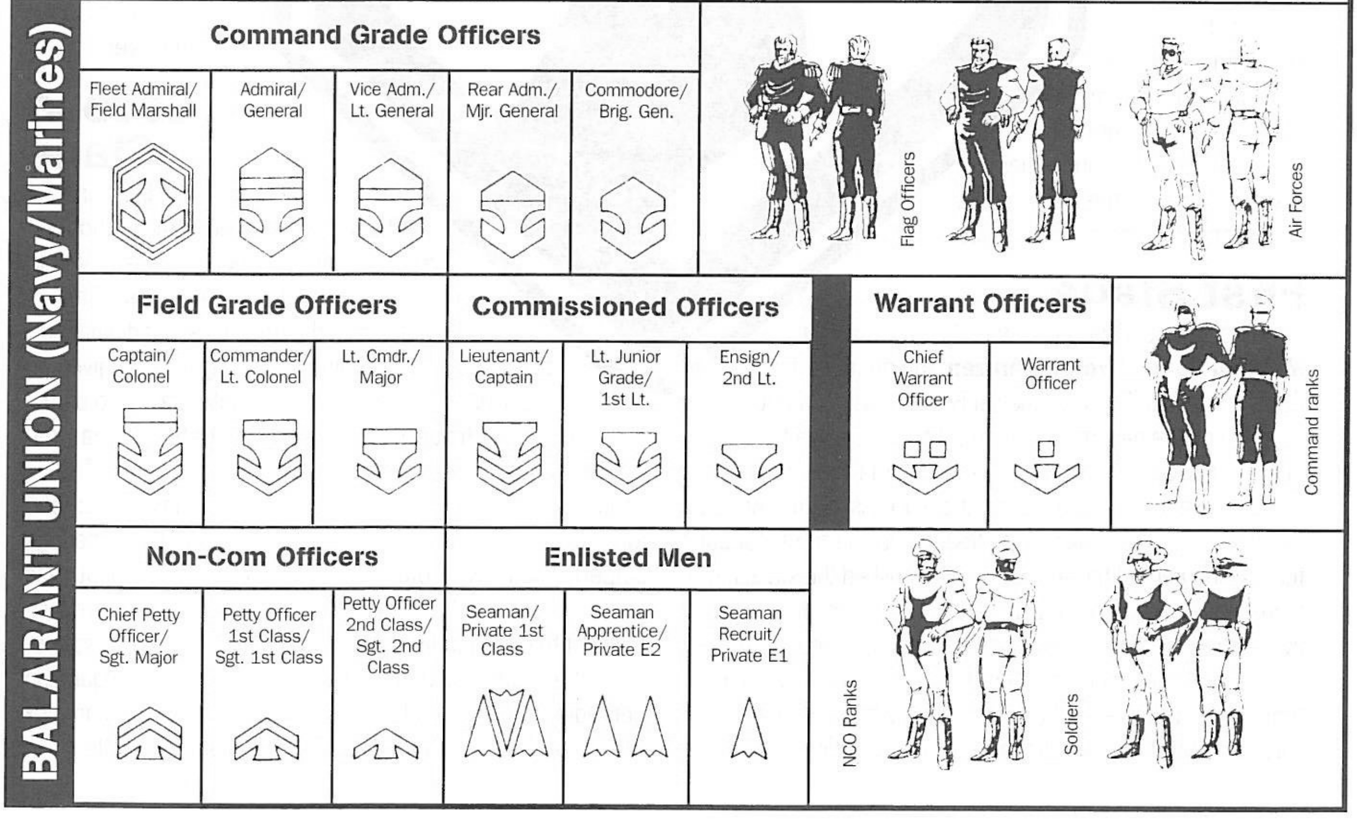

Troopers

BALARANT UNION

The Balarant Union's recorded history began before the First Galactic War, and their union consisted of 30-40 planets. Using Balan as their capital world, the Union later grew to encompass 130 planets. The Balarant Union's special characteristics are the absolute loyalty and fealty of its members to their cause of expansion. As a result, their population gradually outgrew the ability of their planets to support them, and more habitable worlds were constantly needed to sustain them.

At the beginning of the Hundred Years War, the Balarant already had a massive spacefleet and a rigid military structure which kept the Gilgamesh Confederation in check. (Ironically, this very rigidity made it difficult to keep up with advancing technology.) Whereas the early Gilgamesh Confederation was made up of highly individual, ragtag expeditionary forces, Balarant was divided into a star force and planetary army, which had specific and independent functions. But their strength gradually thinned out as the battlefront widened, and they were outclassed by Gilgamesh military technology, most especially the Armored Trooper. Even at the height of the war, the Balarant military considered the AT a mere component of a larger war machine.





BALARANT UNION (Navy/Marines)

Command Grade Officers

Fleet Admiral/ Field Marshall	Admiral/ General	Vice Adm./ Lt. General	Rear Adm./ Mjr. General	Commodore/ Brig. Gen.

Flag Officers

Air Forces

Field Grade Officers

Captain/ Colonel	Commander/ Lt. Colonel	Lt. Cmdr./ Major

Commissioned Officers

Lieutenant/ Captain	Lt. Junior Grade/ 1st Lt.	Ensign/ 2nd Lt.

Warrant Officers

Chief Warrant Officer	Warrant Officer

Command ranks

Non-Com Officers

Chief Petty Officer/ Sgt. Major	Petty Officer 1st Class/ Sgt. 1st Class	Petty Officer 2nd Class/ Sgt. 2nd Class

Enlisted Men

Seaman/ Private 1st Class	Seaman Apprentice/ Private E2	Seaman Recruit/ Private E1

NCO Ranks

Soldiers

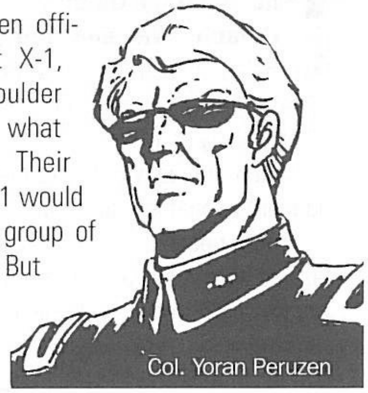
RED SHOULDER BATTALION

HISTORY OF THE RED SHOULDER BATTALION

In the entire history of the Hundred Years War, no single military force earned as much respect, fear, or infamy as the Gilgamesh Confederation's 24th Melkian Strategic Armored Trooper Special Operations Corps Unit X-1. The code name for this unit was "Red Shoulder Battalion," named for the blood-red shoulder pod of the Scopedogs they piloted into combat. Nothing like these berserkers had ever been seen on the battlefront. Ruthless and cold-blooded, they would slaughter anyone—even their allies—for the sake of a victory. They were rumored to drink the blood of their comrades and eat their own dead to survive. This earned them the nickname "Bloodsucker Battalion." They were trained for combat in any condition, feared by enemies and allies alike. They were the best of the best ... and the worst of the worst.

First Stage

Red Shoulder Battalion was the brainchild of **Melkian Colonel Yoran Peruzen**, the premiere tactician in Melkian Division Special Forces. Assigned to build an elite unit, he paid particular attention to guerrilla tactics and made it his goal to create a "perfect battalion that exceeds human potential." Because of the success of its Armored Planning Division, Melkia had already become the focal point for development of the AT, but Peruzen pushed the stakes even higher. In a hidden training base on planet Odon, he conducted live battles, forcing his recruits to distinguish themselves—or die trying. After 6 months of this, his men had greatly improved their fighting skills—and out of the 300 who started, only 148 survived. There were no dropouts. Only casualties.



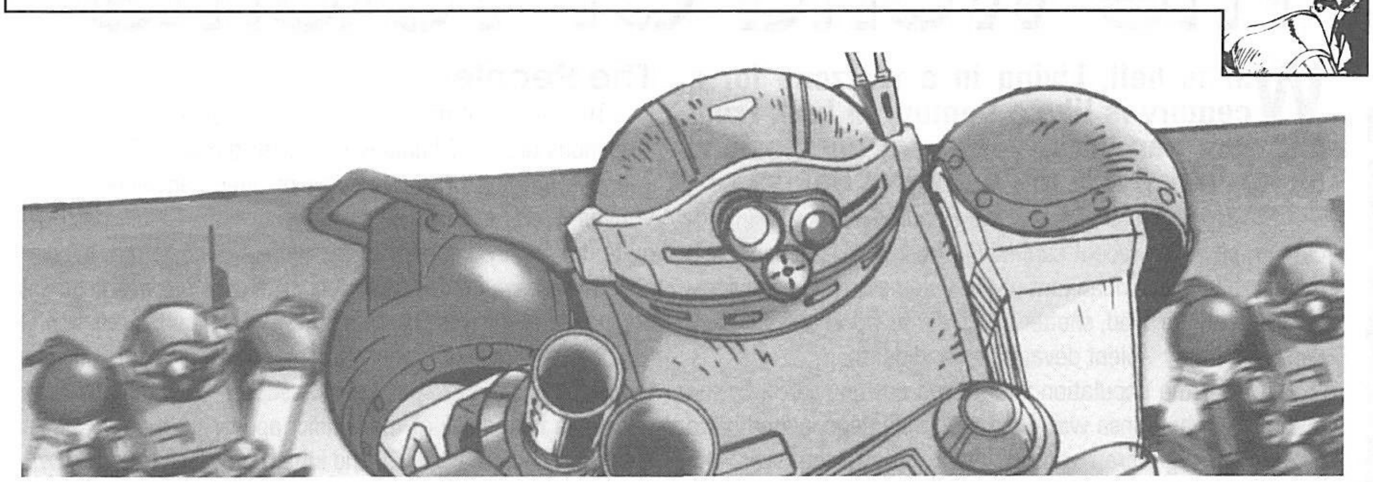
Col. Yoran Peruzen

In 7207.2.13, Peruzen officially established Unit X-1, nicknaming "Red Shoulder Battalion." It was not what Melkian HQ expected. Their chief officials thought X-1 would be manned by an elite group of decorated war heroes. But Peruzen had instead personally hand-picked his men from the worst war zones, the toughest MDSF units, and even the military prisons. These soldiers were short on military protocol but followed Peruzen's orders without question. Defiance meant execution. This embodied Peruzen's ultimate ideal: warriors who could suppress feelings of resistance and act as perfect soldiers. His methods were severe, but the results spoke for themselves.

Second Stage

In 7211, 148 soldiers and 24 officers comprised Red Shoulder Battalion. Lower-ranking soldiers would set up and execute battle plans. Officers directed them from the front lines, but did not participate in actual combat. This task was given to Sergeant-Majors, who lead the actual squads into battle.

The AT of choice for Red Shoulder Battalion was the ATM-09-STTC, a customized version of the ATM-09 Scopedog. Heavily augmented with weapons packs and rocket-boosters in the legs, these "Turbo Custom" Scopedogs outperformed every other AT in existence. Each pilot was also the master of his AT's internal systems, which were customized to match individual skill sets. Attempts to mass-produce the "Turbo Custom" for other units in the Gilgamesh Confederation met with failure; it was simply too complex and powerful for anyone but a Red Shoulder to handle.

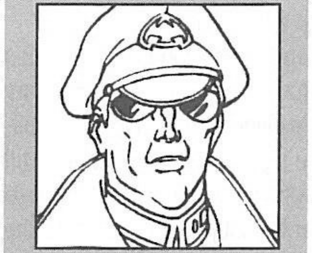


Third Stage

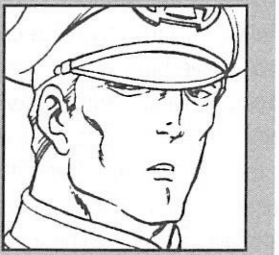
In their first year of service, the Red Shoulders accomplished their missions with surprising speed—and no casualties. At first, military leaders were skeptical, but as these incredible results persisted, they began to make greater use of the battalion. From 7211 until their disbanding two and a half years later, the battalion saw ever-increasing action. Their headquarters on planet Melkia (Deraida base) was often empty, since none of them had to wait long for their next assignment. No more than 50 Red Shoulders were involved in any one battle, but their skills more than made up for their small numbers.

The Red Shoulders were criticized by other divisions, since they never assisted any of their fallen comrades. They merely accomplished their missions, showing no compassion. But this criticism fell on deaf ears. The Melkian Leaders cared about little more than victory over the enemy.

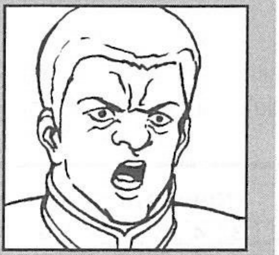
RED SHOULDER BATTALION



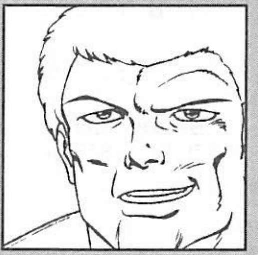
Col. Yoran Peruzen



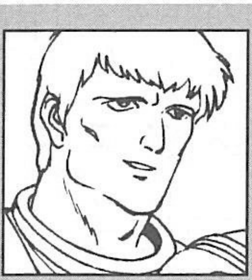
Maj. Liman



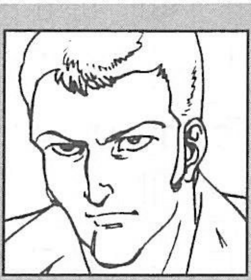
Lt. Makkai



M.Sgt. Gregor Garrosh



Sgt. Muza Merre



Sgt. Baiman Haggard

In 7213, the Gyaoa Campaign, the Orom Campaign, and the Sunsa Campaign were three of the most significant battles involving Red Shoulders. On Gyaoa, three Red Shoulders were the only survivors out of hundreds of soldiers. But the Sunsa Campaign was easily the most brutal of the three and later became the indirect reason for the battalion's disbanding. By the time the Red Shoulders were finished with Sunsa, thousands of civilians lay dead and the very atmosphere of the planet had been bled away into space.

Fourth Stage

In 7213.7, at the conclusion of the Hundred Years War, one of the conditions of the peace treaty between the Gilgamesh and the Balarant was the disbanding of Red Shoulder Battalion. This was vital from the Balarant point of view, and it provided Gilgamesh with a powerful bargaining tool. It also gave Melkia an opportunity to respond to galaxy-wide outrage over the fate of Sunsa. (The "Sunsa Scandal" was later revealed by the galactic media in a series of sensationalized pieces, depicting the Red Shoulders as they massacred everybody in their path.)

Even after the disbanding, the mere fact that Red Shoulder Battalion had once existed inspired further action from Balarant. In 7213.10, three months after the signing of the peace treaty, a unit of the Balarant Space Force embarked on a bold incursion into Melkian space—and bombed Deraida Base from orbit. The incident was buried by the military on both sides, as the final elimination of Red Shoulder Battalion served them equally well. Afterward, only 30 of the soldiers remained, protecting Colonel Peruzen in the hidden underground sections of the base.

The other surviving members of the battalion went on to other assignments, hated and feared wherever they turned up, either as mercenaries-for-hire, or in Battling arenas all over the galaxy. The war was over, but its dark legacy lived on.

The World Of Votoms

War is hell. Living in a warzone for a century is like a century in hell. From this, you can draw your own conclusions about daily life in the Astragius Galaxy.

Much like the survivors of the Hundred Years war in feudal Europe or the recent conflicts in Bosnia or Lebanon, each day for the typical inhabitant of the Votoms world is a desperate scramble for food, shelter and security, punctuated by random and utterly violent devastation and death.

75% of the population was wiped out on Melkia by the end of the war. Sunsa was almost entirely depopulated, save for wandering scrap gangs. Even before the war, the Quentians had abandoned technology for the life of nomadic foragers, living in the deep canyons of their ancient world.

What of the rest of the Galaxy? It's hard to say; the actual Votoms series concerns itself primarily with only three worlds. However, from other Votoms materials (such as *Merowlink* and *Big Battle*,) we can draw a few conclusions; there were at least two hundred or more worlds involved in the conflict, and while none have escaped the endless warfare of the past century, there are at least a fair number that may still maintain sizable populations and industrial capacity. Finding these worlds; indeed, recovering those who have either been obliterated out of contact or have turned their backs on the conflict entirely, would take a lifetime of adventure in itself.

Even though the war is over, almost every civilized planet has a sizable military presence, if not in the form of actual military bases, then with a large population of mustered-out soldiers of all stripe cluttering the landscape. In places with weak or non-existent law enforcement, these futuristic "ronin" often terrorize the local civilians. This, of course, often leads to rival bands arising to either eliminate the marauders in the name of justice (or a fast buck from the grateful inhabitants), or simply entering the fray to take over the spoils of a well-intimidated population.

Either way, in the Astragius Galaxy, the cease fire may have been declared, but the war is far from over.

The People

The people of the Astragius Galaxy appear to be a heterogenous group of humans similar to those on Earth today. There is no sign of non-humans or aliens anywhere in the Votoms world, and from all existing maps, the Galaxy has been quite thoroughly explored by the time of the 100 Year War.

One reason for this homogeneity may be a common human origin, either directly or indirectly sponsored by the mythic Quentian Overmen as part of their overall master plan. Both written and spoken languages seem to support this common origin theory, as both sides of the conflict appear to use very similar speech (Standard Astradan) and letter forms (see chart below).

• Politics

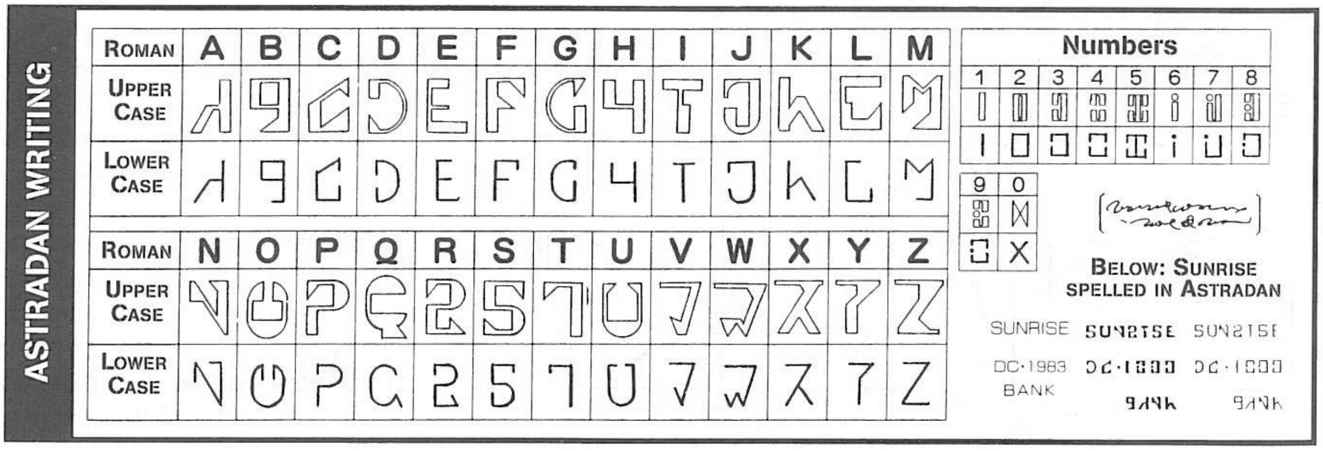
Although most worlds seem to maintain their own forms of government (Melkia supports not only a military government, but the Kingdom of Kummen as well!), in general, all governments in the Astragius Galaxy are first and foremost subject to the rule of the local military (after all, they have the guns.)

In general, the social structure of the worlds of Astragius appears to be republican in nature. Save for the hereditary monarchy of Kummen, there is little evidence of kingships, nobility or the other trappings of divine right. Where civilization still reigns, leaders are chosen by lot, vote, or the agreement of those who consider them most competent—subject, of course, to the overriding concerns of the all-powerful militaries. (On Melkia, the main government is entirely subservient to the Army.)

Dictatorships, on the other hand, are probably quite common in regions where law and order have broken down under the relentless ravages of war—strongmen and warlords always arise whenever there are no powerful forces to oppose them. Whether these worlds can raise the ability to throw off their oppressors will be a matter of luck, perhaps mercenary intervention, or whether the local dictator ever appears to be enough of a threat to the military to warrant direct action.

• Religion

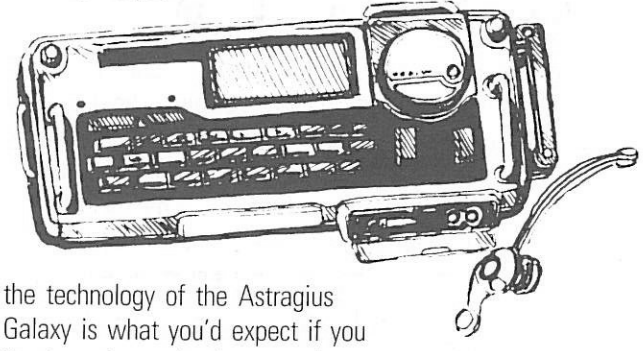
Other than the pastoral religion of Van Nu (limited to the Kingdom of Kummen on Melkia), and the beliefs of the


ASTRADAN WRITING
ROMAN
UPPER CASE
LOWER CASE
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
Numbers
1 2 3 4 5 6 7 8
9 0
BELOW: SUNRISE SPELLED IN ASTRADAN
SUNRISE
DC·1983
BANK

Quentmen (which are as much about real taboos as they are about faith), there appears to be no strong central religion in Astragius culture. Serge Borough often masquerades in the guise of a "holy man" (but the religion he represents is only vaguely alluded to). As with most war-torn regions, one can expect any number of strange beliefs to have cropped up in the past hundred years.

General Technology

Technology-wise, the Astragius Galaxy seems to be not all that dissimilar to our own 20th century. With the exception of its mighty starships and obvious faster than light travel, most Votoms tech could be constructed in any large factory today (a sentiment expressed by *Votoms* mecha designer Kunio Okawara himself). A hodgepodge of our own capabilities and a few extraordinary leaps, the technology of the Astragius Galaxy is what you'd expect if you fought an intergalactic war *today.*



• Computers

Save for Wiseman (an artifact of the Quentian Overmen) there appear to be no artificial intelligences in the Votoms world. Even the "mission disks" of the Votoms units appear to be mostly advanced "fly by light" systems similar to ones in place in the 20th century. Personal computers are common, but there appears to be no centralized information/communications system or other Internet equivalent.

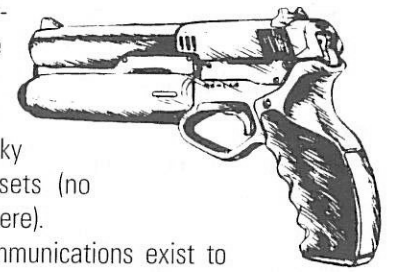
• Vehicles

Antigravity and other gravitic propulsion systems are unknown in the Astragius Galaxy. Vehicles tend to be tracked, multi-wheeled, fan-jet powered or rotor driven; even spacecraft use reaction-thrust engines. There are no small personal fusion or fission power supplies on-planet; even Votoms suits require fuel to operate.

Where the *Votoms* universe surpasses ours is in *space.* Vast starfleets ply the cosmic depths and the entire span of the Galaxy has obviously been explored, charted—and fought over. Considering the vast gap between FTL starships and ground-pounding vehicles, it is probable that the Quentian Overmen at some point made lightspeed travel (the MH drive) available to their successors, if only to promote the intergalactic war they required to further their master plan.

• Communications

The communications of the Astragius Galaxy lag somewhat behind our own more sophisticated systems. While there are telephones and radios in the Votoms universe, there are no equivalents of cellular or satellite-linked personal communications. There are ground-to-space communications, but they require relatively bulky and powerful radio sets (no "beam me up Scotty" here).



However, FTL communications exist to coordinate space fleets and transmit data, but these are also large and confined to installations or starships. These advanced radios may be another artifact of Quentian superscience, as Wiseman would have found it nearly impossible to engineer a galactic war without FTL communications.

• Weapons

The majority of weapons in the Votoms world are cased chemical reaction weapons—guns any 20th century human would recognize easily. Energy weapons occur on starships and for certain specialized Votoms attacks, but apparently do not exist on the personal weapons level.

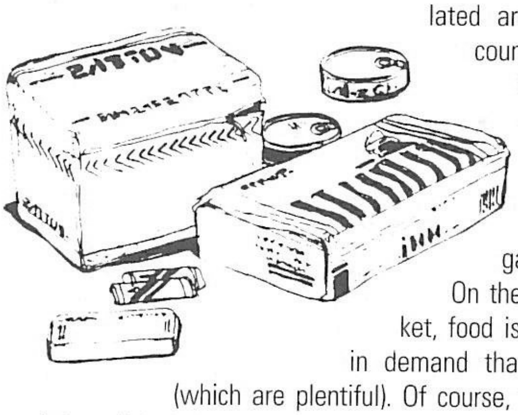
• Medical Technology

From the day to day view, Votoms medical technology is somewhat equal to that of 20th century Earth; medicine is still practiced with scalpels, bandages, and drugs instead of protoplasmic regenerators or cybernetics. From the reactions of most people to Proto One (Fyana), they are less astounded at the fact that she may well have been cloned and than they are impressed by the fact that she has been *enhanced.*

Day to Day Life

• Food

Most food in Astradan culture is synthetic—real food is rare and hard to get. Starvation is worse in the heavily populated areas; in the country, it's back to simple grains and the occasional unlucky game animal. On the black market, food is even more in demand than weapons (which are plentiful). Of course, the military and the political classes eat the best, but that's *always* been the way in wartime.



• Shelter

When walking tanks start throwing blasts around, the real estate is the first thing to go. In the worst areas, Astragians huddle in the ruins of burned out or rubbled buildings. In the more advanced cities, structures are obviously metal or concrete and take punishment better. There are no large shopping or cultural centers; most have been obliterated in the fighting. Outside the cities, people live in huts, wood and frame buildings, or reinforced structures made up of surplus war materials or wrecks.

• Work

What do you do if you aren't in the military? The vast majority of Astragians runs farms, factories and shops. (There are even pet stores.) But businesses unrelated to the military effort are almost entirely limited to small shops; by now, any major production capacity has been nationalized. This is not the place to become a business tycoon (at least not outside of the black market).

• Entertainment

Besides commercial entertainment broadcasts (and wartime announcements), most Astragians also get their news and entertainment from the local nightclub, pub, or community meeting spot. There are blood sports like Battling and other spectator combats, but these are (in the main) limited to wrecked cities and the underworld.

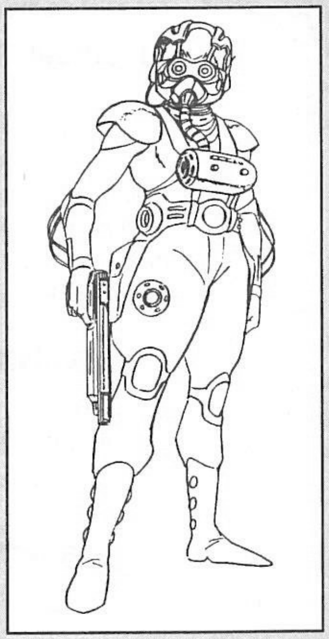
Life in the Military

If you're looking for an easy berth, the Military isn't it. Glamourous as it may seem to the average civie on the war-wracked street, service in either the Balarant or Gilgamesh forces is no picnic.

Getting in

Joining up is not problem in the militaries of the Astragius Galaxy. After a hundred years of war—a war that decimated many civilian populations as well as armies— all sides are starved for men. There's no conscription; by now, anyone who could be rounded up has already been grabbed and killed off—all the military can offer now is food, shelter and a chance to fight back when the other guys come to wipe out your home town.

For many people, after 100 years of war, that's enough.



Basic Boot (in the Face) Camp

In a word, basic is brutal. Forget the endless drill, the limited food, and the rigors of calesthetics. Barracks life is astoundingly harsh; beatings from superior officers and fellow grunts alike are the order of the day and are used to both instill espirit de corps as well as discipline. But if you survive the first six weeks, you'll come out of the experience with a bond between your fellow grunts that can't be broken. You hope.

In the Navy

If you're lucky, when you pass Basic, you can score a berth in the Navy (a lot easier if you're a Balarant native due to their huge space force). The life of a spacer is pretty much drills and boredom, punctuated by moments of sheer terror as you ward off incoming death and hope your ship doesn't get vaped (all too common). Ignoring the fatal outcome, the food is better, the treatment fairer (naval officers aren't as big on beating the message into the crew), and the chances for promotion greater. Many a gutsy ensign has found himself in the Command chair after the majority of the senior officers were obliterated by a nearly fatal hit. And if he shows promise in the Hot Seat, they might even let him keep the ship (what's left of it).

On the Ground

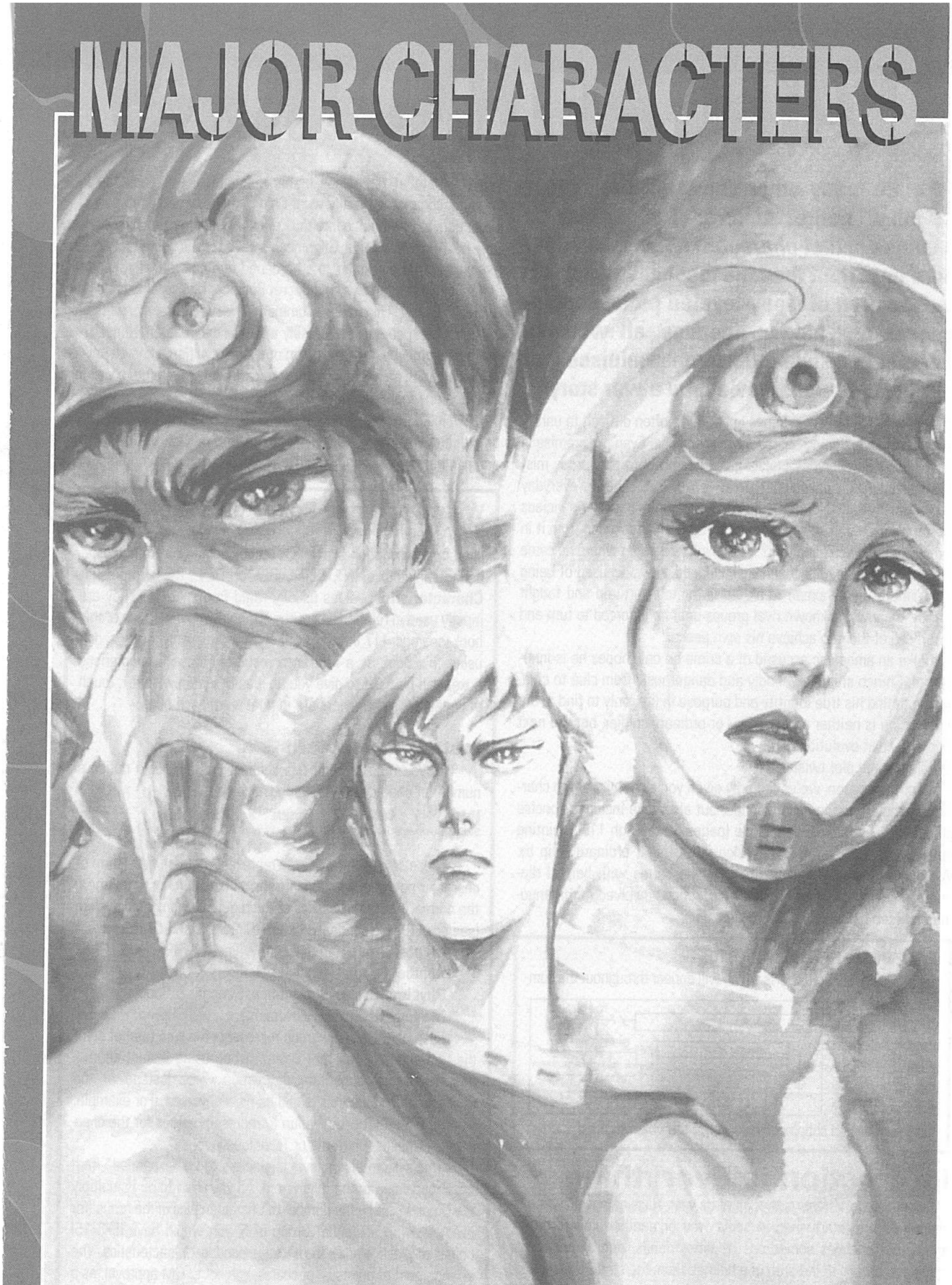
Planetside, it's far tougher. The real grunts get shoulder arms and a few heavy weapons. The best of the best get AT training and move up to one man killing machines like Dog-type ATs; more armor, bigger guns, but since you're the first out of the landing craft, you'll need them. The Armored Troopers are the elite of the combat crews; the additional weeks of training are hellishly hard, but it's worth it in the long run; you generally live longer than those poor bastards with the anti-AT rifles!

Red Shoulder Hell

Of course, regular AT training is a cakewalk compared to what you'd face if the old units like the 24th Melkian Strategic Armored Trooper Special Ops Corps [Unit X-1] were still in action (we *think* they've been decommissioned). The "Red Shoulders" are utterly ruthless, as befits the sort of guys who've gone through not only Basic and AT training, but did the latter with *real ammo* and *real people trying to kill them.*

But if you're looking for action, adventure and a chance to even a few scores, the military may be the place for you. Just watch your back and remember the oldest rule in the Book: ***Never Volunteer.***

MAJOR CHARACTERS



FATAL ATTRACTIONS

Unlike many other shows in the "super robot" genre, *Armored Trooper Votoms* is unique in that *characterization* is often far more important than the mecha. Votoms is a construction of many-leveled plots, double-crosses and hidden agendas, all weaving together in a style often more reminiscent of a Bogart *film-noir* movie than a war story.

Even with a full set of tapes in hand, it's often difficult to unravel the many layers going on in a *Votoms* episode. Even the premise is convoluted—an everyday mecha grunt is sent on a dangerous mission to capture an unknown "secret" prize. But is he an everyday mecha grunt at all? No, he's actually a onetime member of a vicious special forces group so reviled even its own allies recoiled from it in horror. But is Chirico even that? He doesn't remember where he came from, or anything earlier than late childhood. He is accused of being some kind of superhuman freak; he is hunted, tortured and fought over by shadowy, unknown rival groups until he is forced to turn and destroy all of them to achieve his own peace.

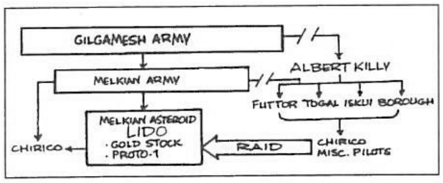
Like an amnesiac accused of a crime he only hopes he is innocent of, Chirico stumbles blindly and dangerously from clue to clue, hoping to find his true identity and purpose in life, only to find in the end that he is neither robotic killer or ordinary soldier, but the next step in human evolution.

Talk about plot twists!

For this reason, we've not only given you a cast list of the characters who appear in each episode, but also have included concise guides to each individual episode (pages 67 through 116), pointing out the key plot points and changes that might ordinarily slip by. We've also kicked off each Stage of the series with helpful diagrams showing the relationships and factions involved in the ongoing plot (see below).

Interaction Charts

These are simple charts which will appear throughout the summaries of the story line. They are there to help players sort out the increasingly complex web of interrelations and subplots that occur in the *Votoms* series.



Interaction is Everything

One key to *Votoms* is that all of its vast, Russian novel sweep of characters are intertwined in some way or another. Lovers betray lovers, old enemies sometimes become friends, and alliances are made and broken at the drop of a helmet. From the start of the series, when the Secret Society launches its conspiracy of gold and Perfect Soldiers, there are double-crosses and hidden agendas—Col. Peruzen's plan to use Chirico to advance operation LIDO, while arranging his death at the hands of his unit mates. But does the Red Shoulder commander really want Chirico dead, or is this all part of a larger plan to turn Chirico into the Perfect Soldier Peruzen suspects he truly is? And what about Gilgemesh Intel agent Rochina (acting in a role not all that dissimilar to a hardened film noir detective) and his one man quest to uncover the Secret Society's plans? Who is he really working for? Gilgamesh Commander Arus Karmeny, who also wants to bring down General Killy and his conspirators? Himself? Or maybe, just maybe, its all the plan of a shadowy figure known only as Wiseman, with an agenda that forces entire empires to go to war just to shape one man's destiny?

Welcome to the World of *Armored Trooper Votoms*, where the only things that are what they seem are the mecha. But the players and planners of this deadly game, however, are a whole other story.

What Do Those Boxes Mean?

As you read through this section, you will notice that each character description also has a accompanying box to one side, listing things like INT, TECH, REF or DEX. These represent **Characteristics;** values usually rated from 1 to 10. They are mostly used in relationship to the Fuzion roleplaying rules of this book (see pgs. 117 through 156). But for those only interested in using this book as a reference resource, these Characteristic boxes can be used to give you an idea of just how smart, tough or capable the characters are in relation to each other.

Instant Characteristics

As you read through this section, you may also notice a number of characters with listings like so:

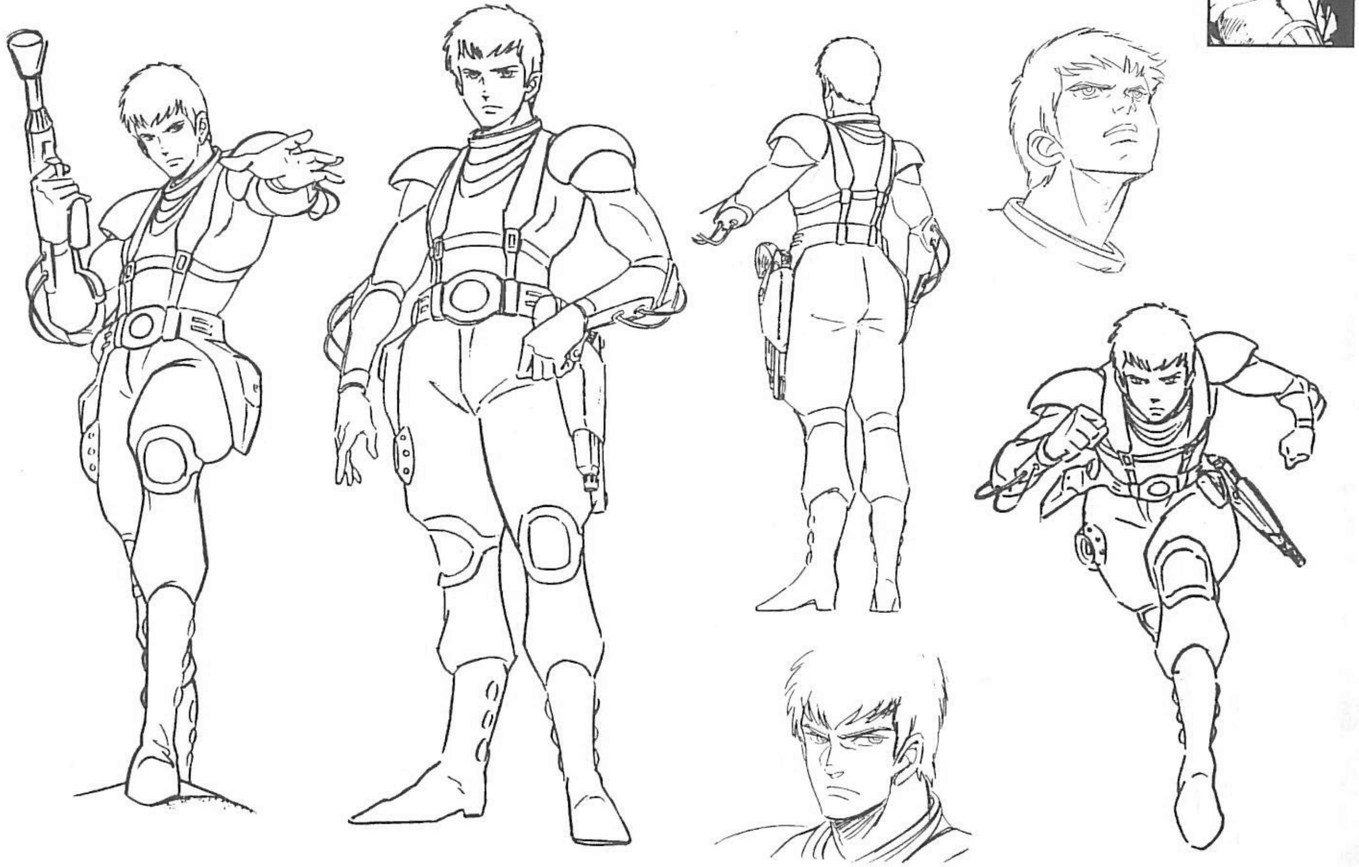
MENTAL 7 **COMBAT** 8 **PHYSICAL** 8 **MOVE** 8
Skills: Businessman 3, Crimefighter 6, Scientist 5, Hand-to-hand 4,

These small blocks of type represent a *streamlined* form of character notation, known as **Instant Fuzion.** In Instant Fuzion, the normal 10 Characteristics of the regular Fuzion game system (see pg. 119) are condensed into 4 Characteristic ***Groups :***

Mental Group [Intelligence, Willpower & Presence]
Combat Group [Technique, Reflexes & Dexterity]
Physical Group [Constitution, Strength & Body]
Movement Group [Movement]

Each Characteristic group represents the sum total of all of the Characteristics in that Group. When using Instant characters, you'll just substitute the Group value instead of the Characteristic value that would be normally used. (For example, using the Combat Group value to represent values for the character's Reflexes, Dexterity or Technique.)

This system also allows characters to be "expanded" from the Group value to the full system. All you need to do is multiply the Group Value by the number of Characteristics in the group (for example, with a Combat Group of 5, you would have (5x3=15) points to place among the three expanded Characteristics. The arrangement of points is, of course, subject to GM approval; as a rule of thumb, we suggest no Characteristic be more than *twice* the value of any other Characteristic in its Group.



CHIRICO CUVIE

Age	19	**Description**	Armored Trooper Pilot						
INT	3	**PRE**	6	**WILL**	8	**TECH**	5	**Move**	5
REF	$7^{U} 9^{K} 10^{S}$	**DEX**	$7^{U} 9^{K} 10^{S}$	**STR**	4	**CON**	8	**BODY**	7
Luck	10^{U} 12^{K} 13^{s}	**Resistance**	24						
Punch	4D6	**Run**	15m/yds	**Leap**	2.5m/yds	**Swim**	5m/yds		
Stun Pts	35	**Stun Def**	-16	**Hit Pts**	35	**Recovery**	12		

Skill	LVL	Skill	LVL	Options	LVL
Concentration*	5	Heavy Weapons	6	Renown	$1^{U} 2^{K} 5^{S} 7^{Q}$
Education*	2	AT Weapons	7^{U} 8^{K} 9^{S}	Combat Sense	+2
Local: Melkia*	3	Pilot: AT	$8^{U} 10^{K} 12^{S}$	Rapid Healing	3
Perception*	6	Pilot: Aircraft	3	Blind Reaction	3
Persuasion*	3	Driving	4	Hi Pain Threshold	3
Teacher*	2	Mechanics: AT	6		
Athletics*	7	Computers	4	**Complications**	**Value**
Hand-to-Hand*	4	Stealth	4	Unlucky	-5
Melee Weapons	5	Survival	6	Amnesia	-10
Marksmanship	6	Tracking	3	Hunted: Secret Soc	-5
Evasion	7	Tactics	4	Enemy: Ypsilon	-25

Equipment: Armor Magnum, extra ammunition, combat knife, AT Piloting Suit, AT (Scopedog, Marshydog, or Rabidlydog, depending on time), mechanical toolkit, survival gear.

Note: Notations [X^{U}] on Characteristics represent Stages= $X^{U DOO}$ $X^{K UMMEN}$ $X^{S UNSA}$ X^{QUENT}

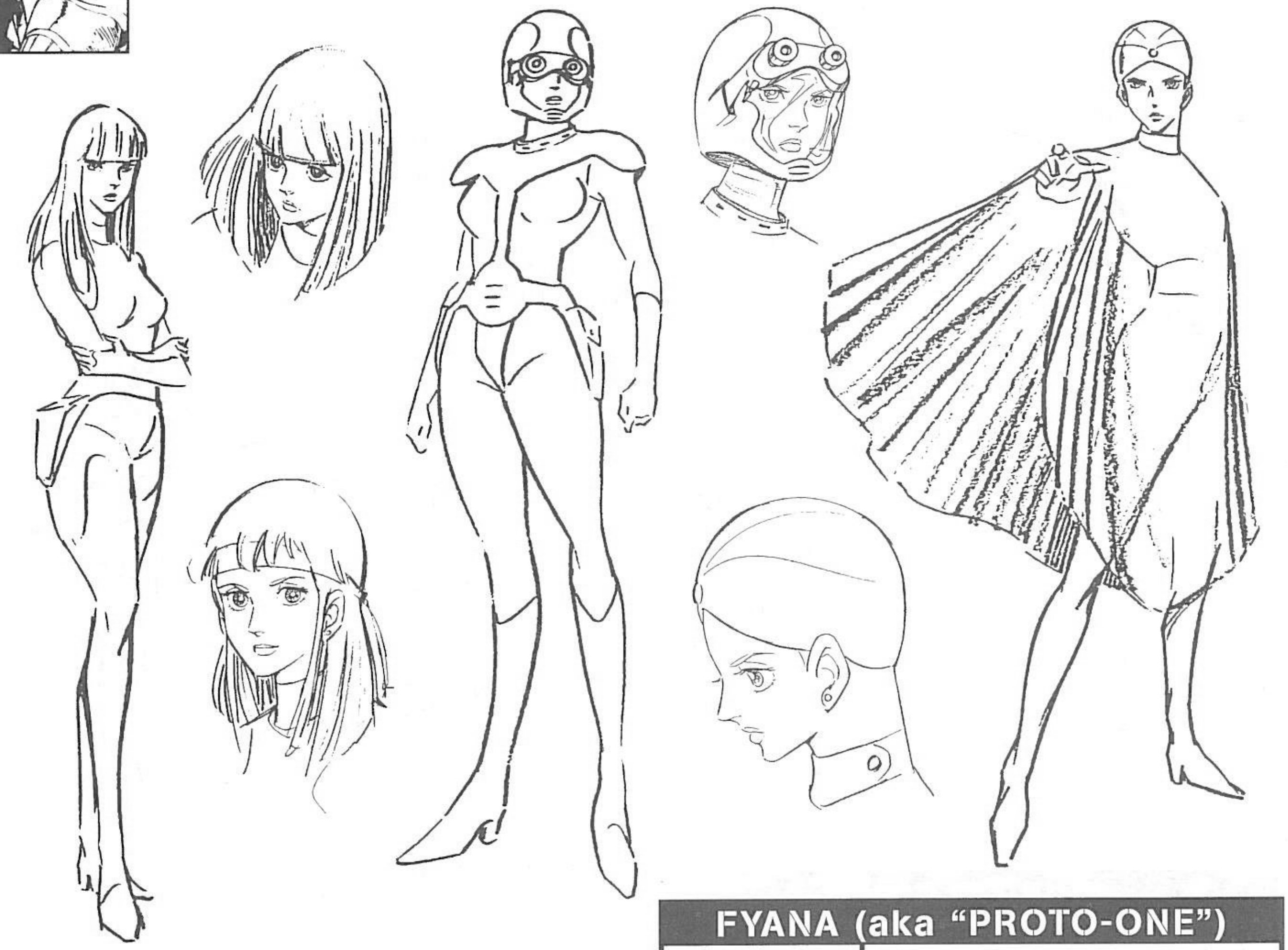
CHIRICO CUVIE

As the central character around which Votoms revolves, Chirico Cuvie is haunted by two pasts—one he cannot remember and another he cannot forget. He has no memory of his life prior to his 10th year, in which he lived on the planet Sunsa with adoptive parents who found him in a refugee center and were studying his unusual healing abilities—until they were killed in the first of many enemy invasions. Chirico witnessed their deaths, and survived burns that would have killed an ordinary human ... but over the subsequent years, he proved himself to be far from ordinary.

Enlisting in the Melkian army as an Armored Trooper pilot, Chirico distinguished himself in many battles against the Balarant and was transferred at age 16 to the elite Red Shoulder Battalion. There, he was scrutinized by the commanding officer, Colonel Yoran Peruzen. Peruzen had been watching Chirico for many years, and had become convinced that Chirico's miraculous recuperative powers made him unkillable; a supreme survivor. After nearly ending Peruzen's life, Chirico was thrown into the final battle of Sunsa. He wasn't supposed to survive it ... but he did. This was the battle that brought the Hundred Years War to an end, and the Red Shoulder Battalion was disbanded soon after.

In a last ditch effort to rid himself of Chirico, Peruzen transferred him to General Albert Killy's rogue unit for the raid on Lido. Killy's men were instructed to kill Chirico during the operation, but Chirico's unusual abilities made him more difficult to eliminate than anyone could guess. Caught up in events completely beyond his control, however, Chirico became a renegade—hunted both by Killy's agents and the Melkian army.

Wanting only to uncover the lies and conspiracies that surround him, Chirico makes his way across the galaxy to find his destiny. His incredible stamina and resourcefulness are the result of his unknown heritage. When this truth is uncovered, nothing will ever be the same again.



FYANA (A.K.A. PROTO-ONE) The PHANTOM LADY

Beautiful and mysterious, she is at the center of the conspiracy that nearly cost Chirico his life on Lido. She is many things to many people, and her evolution through various identities changes her from a living weapon to a human being. As "Proto-One," she is the deadly killing machine she was designed to be as the first Melkian Perfect Soldier. As "The Phantom Lady," she is a figure of mystery on the streets of Uoodo City. Chirico later gives her the name "Fyana," and from that point she begins to develop as a person with genuine emotions.

Genetically engineered by the Melkian army, her enhanced fighting abilities make her as deadly as she is captivating. What no one could have foreseen, however, was that when she first awoke in Lido and saw Chirico, her destiny would be forever linked with his. From Lido, she is abducted by the Secret Society and later sent against Chirico in battle. When she meets him face to face for the second time, she feels a strong attraction to him which eventually inspires her to defect from the Secret Society and join him on the run.

Her dependency on the radiation of jijirium for re-energization leads to dangerous conditions when she cannot find appropriate regenerative facilities, but when in top form she is an excellent, refined soldier, highly skilled in many forms of combat.

FYANA (aka "PROTO-ONE")

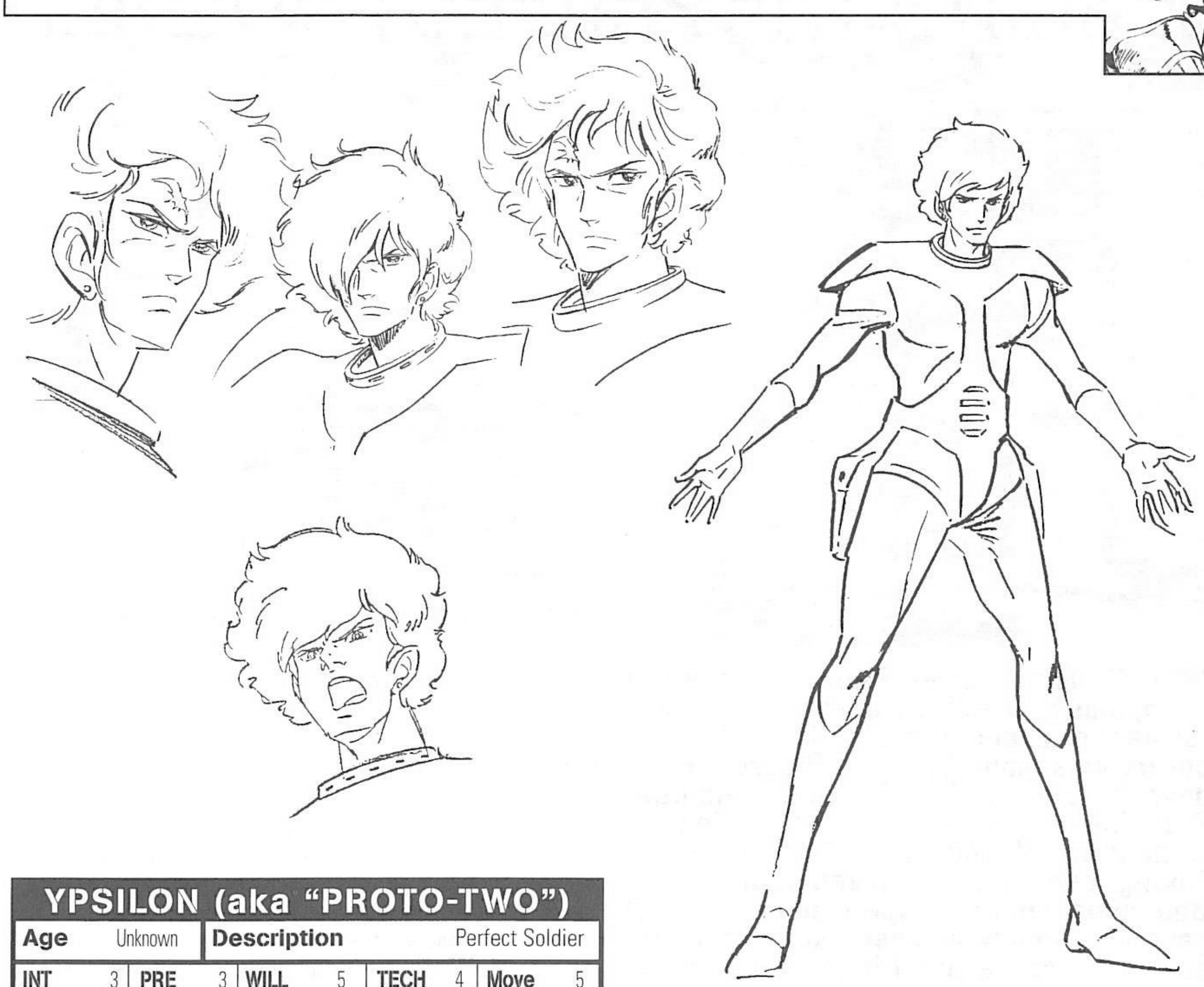
Age	Unknown	**Description**	Perfect Soldier

INT	5	**PRE**	4	**WILL**	2	**TECH**	4	**Move**	5
REF	9	**DEX**	9	**STR**	2	**CON**	3	**BODY**	4

Luck	14	**Resistance**	6				
Punch	2D6	**Run**	15m	**Leap**	2.5m	**Swim**	5m
Stun Pts	20	**Stun Def**	-6	**Hit Pts**	20	**Recovery**	5

Skill	LVL	Skill	LVL	Options	LVL
Concentration*	4	AT Weapons	7	Beautiful	+1
Education*	2	AT Pilot	9	Combat Sense	+1
Perception*	4	Driving	5	Rapid Healing	3
Persuasion*	4	Stealth	5	Blind Reaction	3
Teacher*	2	Wardrobe/Style	6	Hi Pain Threshold	3
Athletics*	6				
Hand-to-Hand*	3				
Melee Weapons	5			**Complications**	**Value**
Markmanship	5			Addiction: Jijirium	-45
Evasion	7			Addiction: Chirico	-7
				Hunted (everyone)	-17

Equipment: Autopistol, AT Piloting Suit, AT (usually a Brutishdog).



YPSILON (aka "PROTO-TWO")

Age	Unknown	**Description**	Perfect Soldier

INT	3	PRE	3	WILL	5	TECH	4	Move	5
REF	10	DEX	10	STR	4	CON	7	BODY	4

Luck	13	Resistance	15				
Punch	4D6	Run	15m/yds	Leap	2.5m/yds	Swim	5m/yds
Stun Pts	20	Stun Def	-14	Hit Pts	20	Recovery	11

Skill	LVL	Skill	LVL	Options	LVL
Concentration*	4	Heavy Weapons	3	Handsome	+1
Education*	2	AT Weapons	7	Combat Sense 2	6
Perception*	6	AT Pilot	11	Rapid Healing	3
Persuasion*	2	Driving	2	Blind Reaction	3
Teacher*	1	Stealth	3	Hi Pain Threshold	3
Athletics*	6	Survival	4	**Complications**	**Value**
Evasion	6	Leadership	2	Bad Tempered	-25
Hand-to-Hand*	4	Tactics	2	Obsessed (Chirico)	-30
Melee Weapons	4			Intolerant	-3
Marksmanship	3			Obsessed (Fyana)	-15

Equipment: Autopistol, AT Piloting Suit, AT (Snapping Turtle or Strikedog, depending upon time).

YPSILON A.K.A. PROTO-TWO

As indicated by his codename, Ypsilon is the second Perfect Soldier, having been "born" after Proto-One. She was with Ypsilon during his awakening in the underground sections of the former Red Shoulder base on Melkia. She gave him his name, and he formed an immediate attachment to her as would a child to its mother. She first attempted to teach him gentleness, but his pre-programmed killing nature emerged despite this, much to the pleasure of Albert Killy and the other masters of the Secret Society.

Under the later tutelage of Borough and Prince Kanjelman in Kummen, Ypsilon matures as a warrior. His genetically-engineered combat skills are honed to perfection, and unlike Proto-One, he remains fiercely loyal to his commanding officers.

Emotionally, however, Ypsilon is still very much a child. Arrogant and egocentric, he sees himself as the ultimate in human evolution. From his first encounter with Chirico Cuvie, Ypsilon becomes obsessed with killing him, convinced that Chirico has poisoned the mind of Proto-One … and only his death will end her "confusion" about whom she really loves. This obsession increases from one bloody battle to another throughout Kummen and all the way to their final showdown on Sunsa.

MAKING THE PERFECT SOLDIER

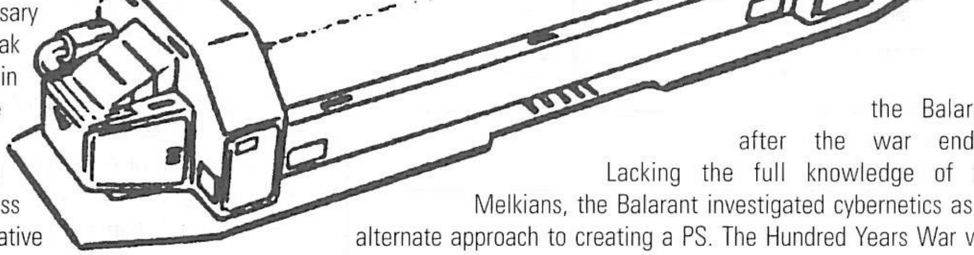
The Perfect Soldier Project was given impetus by the discovery of a mysterious remnant of unknown technology. This discovery was made by Yoran Peruzen in the days before he founded Red Shoulder Battalion, and was classified by General Battentain of the Melkian Federation. Taking cues from Peruzen's discovery, Battentain gathered experts in the fields of genetics, biology, and neuroscience to create a perfect warrior. Microcomputer systems would be integrated into its body. It would have highly-developed mental functions and superior reflexes. It would literally be a new type of human, adapted to the age of warfare.

The first stage of creation was physical; genetic manipulation and reinforcement of the neural pathways with computerization. By synchronizing the nervous system with its own internal computer, reflexes and reaction times would be sped up substantially. The second stage was mental; integrating combat data into the mind as instinctive knowledge. At this point, all normal mental processes in the subject were suspended while this knowledge was uploaded. The process would take twenty hours, after which the Perfect Soldier would be "born" in an adult human body. After one month, it would be indistinguishable from a normal human—until sent into battle.

The mineral jijirium is necessary to keep a Perfect Soldier in peak form. Without periodically bathing in jijirium radiation to activate muscle enhancements in the body, the PS quickly loses strength. The effect is not life-threatening unless the PS goes without a regenerative bath over a prolonged period. A liquid form of jijirium can also be used to regenerate, but it is less effective than the pure energy form. Since the Secret Society's emotional control over its PSs was never perfected, they convinced Proto-One and Proto-Two that jijirium was vital to their existence. They were psychologically conditioned to believe that physical weakness would be followed by gradual paralysis and death.

Proto-One, the first complete PS, had gone through the physical stage of creation and was awaiting her programming during the attack on the Lido research base. It was at this point that she saw Chirico—his image was the first to be imprinted on her blank mind. After she was abducted and programmed by the Secret Society, the Melkian Federation suspended all PS research until she could be recovered. Proto-Two (Ypsilon) was born several months later in secret, having gone through both stages of creation without interruption.

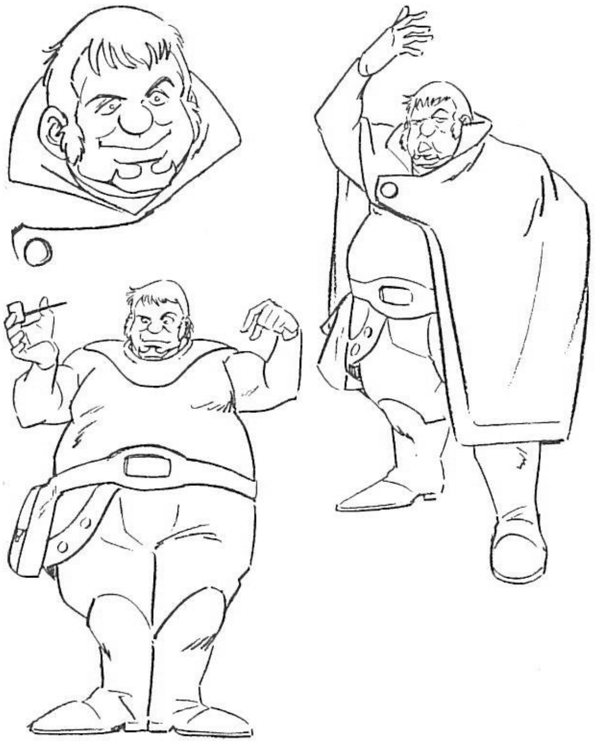
Following the Lido raid, the PS Project was classified top secret, and all involved were either assassinated or placed under strict supervision. Nevertheless, word of the project leaked to the Balarant after the war ended. Lacking the full knowledge of the Melkians, the Balarant investigated cybernetics as an alternate approach to creating a PS. The Hundred Years War was over, but the weapons race would never end.



MAJOR FRIENDS & ENEMIES

BOULEUSE GOTHO

Gotho (pronounced "Goto") is a wily, 50-year old Uoodo City weapons dealer with a penchant for moneymaking schemes. He "discovers" Chirico hiding out in his junkyard and sponsors him into Uoodo's Battling, a popular game involving AT pilots pitted against each other while spectators gamble on the outcome. After the fall of Uoodo, Gotho travels with his companions to Kummen, where they build a nightclub to serve the EX-10 mercenary base. Gotho's off-world connections also provide him with an arms trading business. Throughout his encounters with Chirico, Gotho emerges as an unlikely father figure despite his shady background.



BOULEUSE GOTHO

Age	around 45	**Description**	Fixer

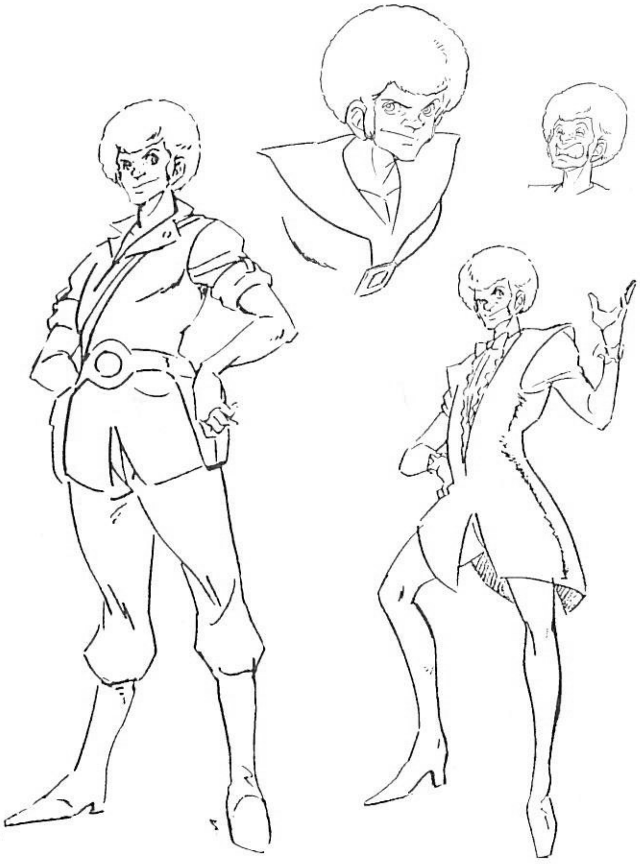
INT	5	**PRE**	6	**WILL**	3	**TECH**	4	**Move**	2
REF	3	**DEX**	3	**STR**	4	**CON**	5	**BODY**	5

Luck	8	**Resistance**	9				
Punch	4D6	**Run**	6m/yds	**Leap**	1m/yds	**Swim**	2m/yds
Stun Pts	25	**Stun Def**	-10	**Hit Pts**	25	**Recovery**	9

Skills/Options	LVL	Skills/Options	LVL	Skills/Options	LVL
Trading	8	Marksmanship	2	Gambling	5
Streetwise	6	Perception	5	Expert: Battling	5
Bribery	5	Persuasion	5	Contacts: Underworld	3
Evasion	2	Driving	3		

VANILLA VARTLA

Vanilla is a brash, loudmouthed black marketeer whose connections in Uoodo City often make him a valuable source of information. After joining forces with Gotho and being drawn into Chirico's ongoing battle, he turns out to be a decent fighter himself, and even consents to join the mercenary army in Kummen when the guerrilla war escalates. Vanilla's enthusiasm and over-eagerness make him a volatile companion, but he usually comes through for those who depend on him. His piloting skills suggest past involvement with the military.



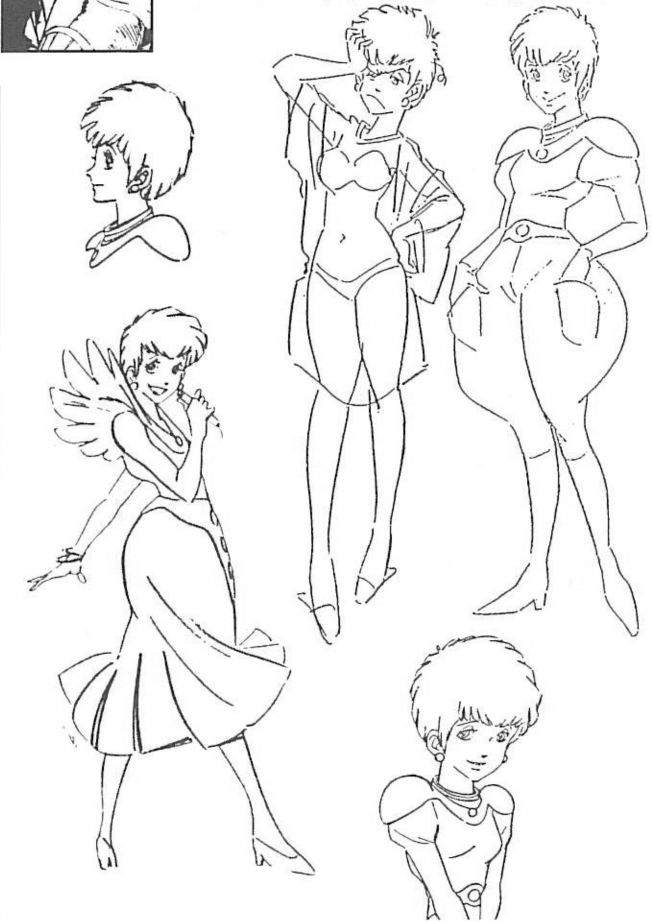
VANILLA VARTLA

Age	Mid 20s	**Description**	Club Manager

INT	3	**PRE**	6	**WILL**	2	**TECH**	5	**Move**	4
REF	4	**DEX**	4	**STR**	3	**CON**	3	**BODY**	4

Luck	7	**Resistance**	6				
Punch	3D6	**Run**	12m/yds	**Leap**	2m/yds	**Swim**	4m/yds
Stun Pts	20	**Stun Def**	-6	**Hit Pts**	20	**Recovery**	6

Skills/Options	LVL	Skills/Options	LVL	Skills/Options	LVL
Mechanics	5	Marksmanship	4	Gambling	3
Streetwise	6	Hand-to-Hand	3	Business	4
Pilot	5	Perception	3	Expert: ATs	3
Evasion	4	Driving	3		



COCONNA

Coconna grew up as an orphan in Uoodo City, managing to hold onto her innocence despite the crime and corruption of the streets. She tags along with Gotho and Vanilla, constantly looking for her own profit margin and throwing in her services whenever she can. She develops a searing crush on Chirico early in the series and often has to push her reluctant companions to help him when he is in trouble. Her brashness (and screeching volume) tests everyone's patience until later episodes when she becomes useful despite her constant complaining and argumentative nature.

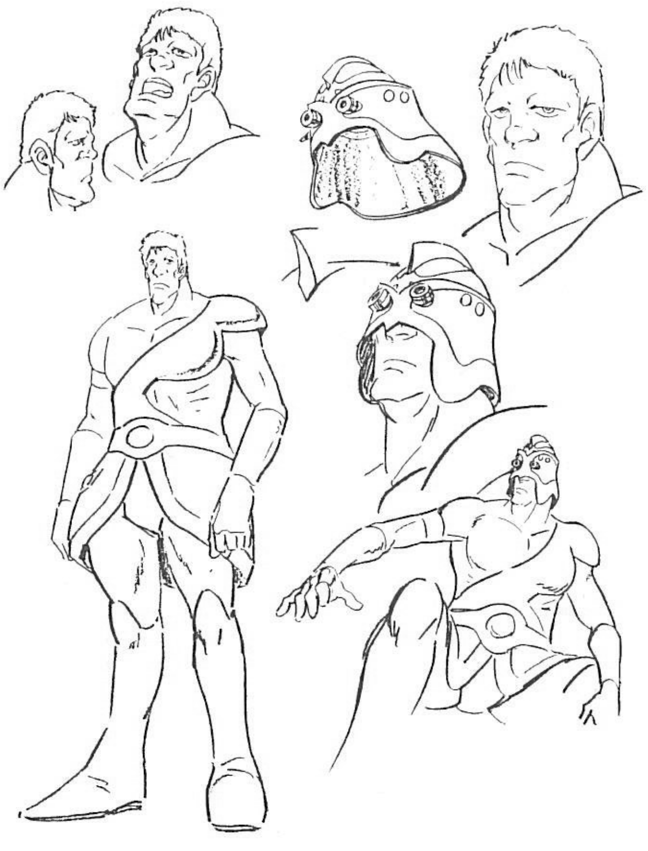
COCONNA

Age	Early 20s	**Description**	Entertainer

INT	3	**PRE**	5	**WILL**	3	**TECH**	1	**Move**	5
REF	3	**DEX**	4	**STR**	1	**CON**	3	**BODY**	2

Luck	6	**Resistance**	9				
Punch	1D6	**Run**	15m/yds	**Leap**	2.5m/yds	**Swim**	5m/yds
Stun Pts	10	**Stun Def**	-6	**Hit Pts**	10	**Recovery**	4

Skills/Options	LVL	Skills/Options	LVL	Skills/Options	LVL
Singing	6	Stealth	2	Contact: Chirico	9
Wardrobe/Style	3	Perception	3	Schitck: Always Looks Cute and Confused	3
Persuasion	3	Education	2		
Streetwise	2	Athletics	2		



RU SHAKO

Shako is a Quentman, one of the legendary race of fighting men from the planet Quent. He offers his services as a mercenary at Assemble EX-10 in Kummen, where his path crosses Chirico's. Shako is quiet and efficient, a giant of a man who proves a formidable opponent in his customized "Berserga" AT. When Chirico travels to Quent in the last part of the series to search for clues to his heritage, Shako meets him again and becomes a valuable ally as the story nears its climax.

RU SHAKO

Age	Unknown	**Description**	Quentman

INT	4	**PRE**	6	**WILL**	5	**TECH**	4	**Move**	3
REF	5	**DEX**	5	**STR**	7	**CON**	7	**BODY**	7

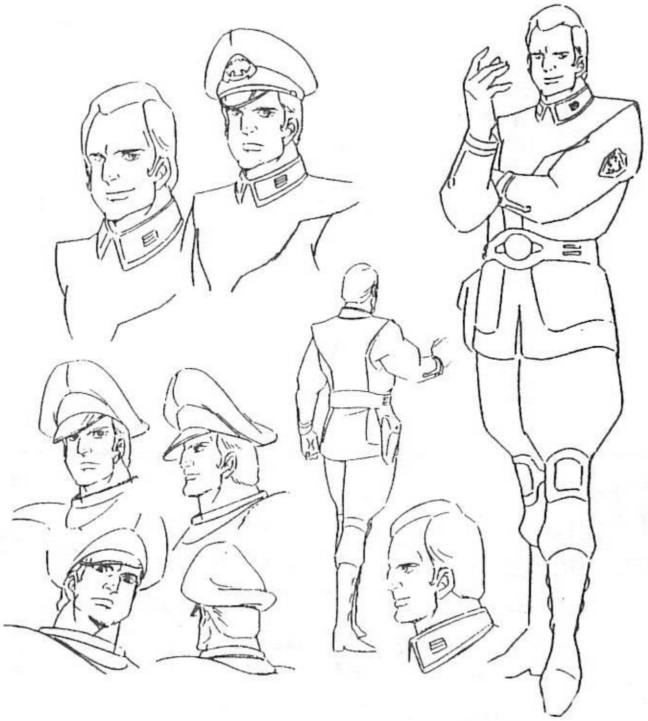
Luck	9	**Resistance**	15				
Punch	7D6	**Run**	9m/yds	**Leap**	1.5m/yds	**Swim**	3m/yds
Stun Pts	35	**Stun Def**	-14	**Hit Pts**	35	**Recovery**	14

Skills/Options	LVL	Skills/Options	LVL	Skills/Options	LVL
Quent Lore	3	Marksmanship	4	Perception	5
AT Pilot	6	Survival	5	Athletics	4
AT Weapons	6	Driving	3	Hand-to-Hand	5
Evasion	6	Mechanics	4	Expert: Berserga	6

CAPTAIN JEAN-PAUL ROCHINA

Tough, calculating, and driven, Rochina is a Melkian intelligence officer who investigates the raid on Lido and finds a lone Chirico Cuvie drifting in space. Although his interrogation of Chirico produces no information, Rochina is convinced of a connection between Chirico and whoever kidnapped the top secret Perfect Soldier. Under the orders of his superior officer, General Battentain, Rochina and his spy network keep a close watch on Chirico in Uoodo City and Kummen, unsure of the level of his involvement with the mysterious Secret Society.

As he becomes more deeply involved with Chirico's progress, Rochina defects from his own military in order to continue the pursuit. This involves a complex game of capture and manipulation, in which Rochina himself is merely the pawn of a greater power.



CAPTAIN JAN PAUL ROCHINA

Age	30	**Description**	Intelligence Officer

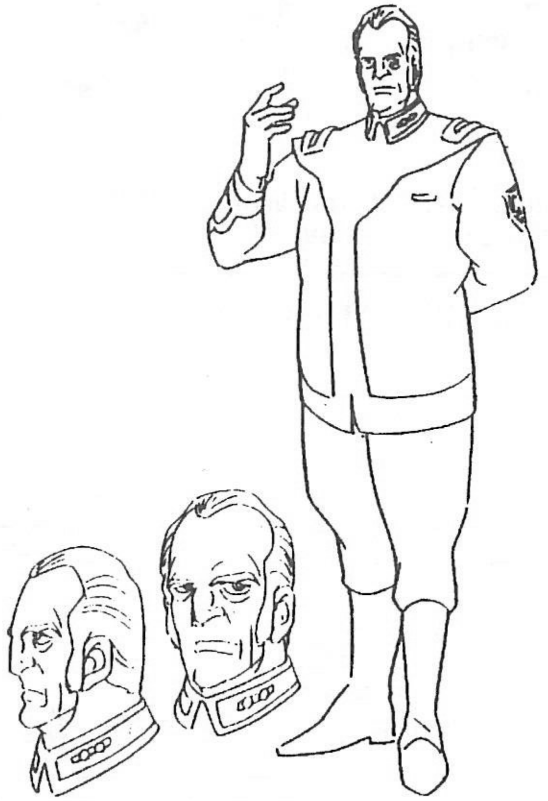
INT	7	**PRE**	5	**WILL**	6	**TECH**	2	**Move**	3
REF	3	**DEX**	3	**STR**	3	**CON**	4	**BODY**	4

Luck	10	**Resistance**	18				
Punch	3D6	**Run**	9m/yds	**Leap**	1.5m/yds	**Swim**	3m/yds
Stun Pts	20	**Stun Def**	-8	**Hit Pts**	20	**Recovery**	7

Skills/Options	LVL	Skills/Options	LVL	Skills/Options	LVL
Espionage	5	Hand-to-Hand	2	Perception	5
Persuasion	5	Quent Lore	2	Membership (Army)	14
Marksmanship	3	Conspiracy	5	Contact: Wiseman	30
Evasion	3	Interrogation	5	Intuition	7

GENERAL DETEL BATTENTAIN

Stationed in his own command base on planet Melkia, Battentain commands the investigation to recover Proto-One from the Secret Society after the Lido raid. He was one of the key development officers in the Perfect Soldier Project, and is personally responsible for its top secret status.



GENERAL BATTENTAIN

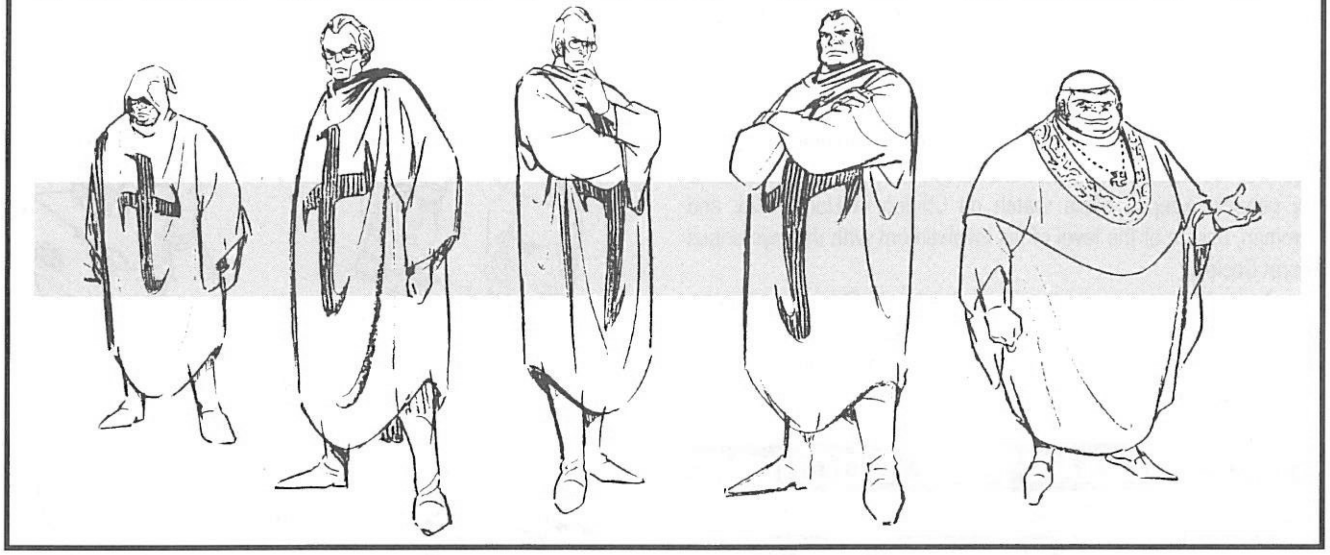
Age	Mid 50's	**Description**	Military Commander

INT	6	**PRE**	5	**WILL**	5	**TECH**	2	**Move**	3
REF	3	**DEX**	4	**STR**	3	**CON**	3	**BODY**	4

Luck	10	**Resistance**	15				
Punch	3D6	**Run**	9m/yds	**Leap**	3m/myds	**Swim**	3m/yds
Stun Pts	20	**Stun Def**	6	**Hit Pts**	20	**Recovery**	6

Skills/Options	LVL	Skills/Options	LVL	Skills/Options	LVL
Perception	5	Concentration	3	Conspiracy	8
Education	5	Athletics	3	Leadership	7
Persuasion	6	Hand-to-Hand	3	Quent Lore	3
Marksmanship	4	Teacher	2	Membership (Army)	9

THE SECRET SOCIETY



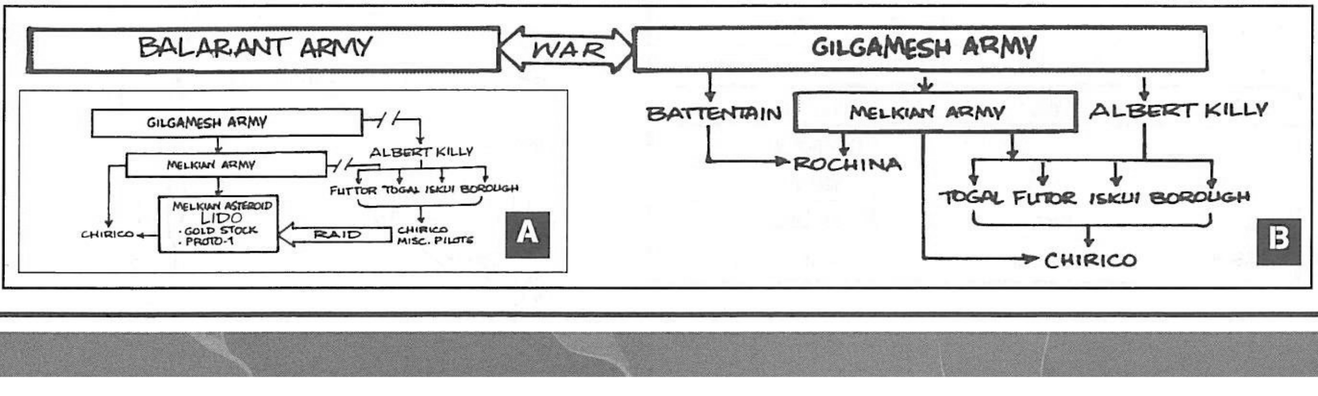
Despite the rise and fall of planetary and interstellar governments, the true powerbrokers of all worlds in the Astragius Galaxy for the past 3,000 years have been members of the Secret Society. In the beginning, they served the Quentian Overmen as a priest class who wielded power and considered themselves the Children of God. With the outbreak of the Hundred Years War, they infiltrated the militaries of both sides.

Shortly before the war's end, they developed the objective of creating an "Army of God." They would prepare for their god's second coming by building up a force to rule over the entire Astragius Galaxy. To support this goal (and line their own pockets) they began to operate as arms dealers rather than as a religious functionaries. Eventually, few members of the Society truly believed that the Quentian Overmen were gods, or indeed anything more than a myth.

The current Secret Society may indeed have true links to the beliefs of their priestly origins, but if so, these beliefs are far overshadowed by their more secular ambitions.

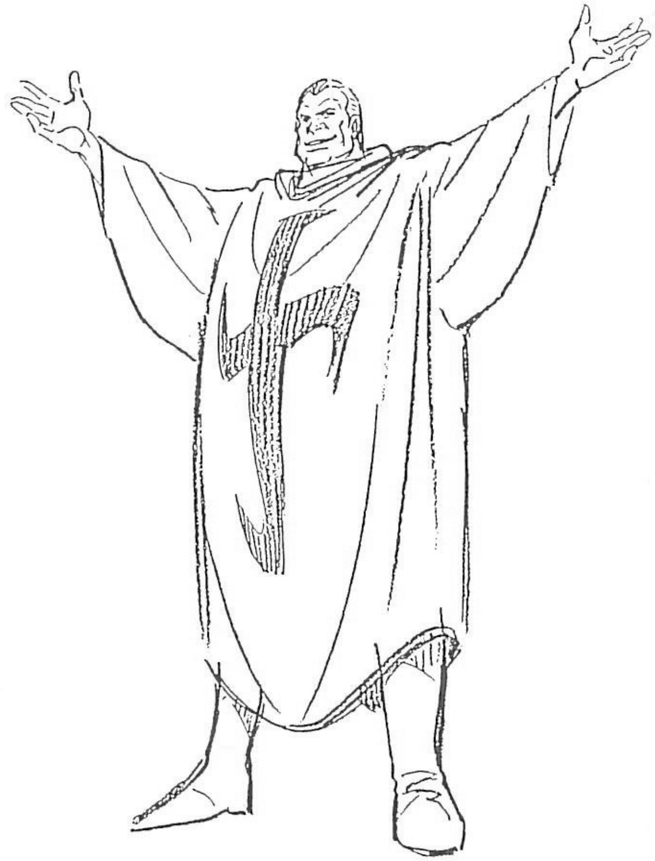
Operation LIDO

The secret, illegal mission masterminded by Albert Killy of the Gilgamesh Army. In a raid on the Melkian Asteroid LIDO, AT pilots under his command stole both a huge gold stock and the freshly created Perfect Soldier Proto-One. The leaders of this operation then defected from the Gilgamesh Army and formed the Secret Society, each taking a responsible persona to hide behind (Borough becomes a holy man, Iskui a police Chief, etc.). The Secret Society then went on to develop their own Perfect Soldier, Proto-Two, and pursue their own greedy interests in an attempt to stake their own claim on a galaxy destabilized by constant warfare.


BALARANT ARMY
WAR
GILGAMESH ARMY
GILGAMESH ARMY
ALBERT KILLY
MELKIAN ARMY
FUTTOR TOGAL ISKUI BOROUGH
MELKIAN ASTEROID LIDO
· GOLD STOCK
· PROTO-1
CHIRICO
RAID
CHIRICO
MISC. PILOTS
A
BATTENTAIN
MELKIAN ARMY
ALBERT KILLY
ROCHINA
TOGAL FUTOR ISKUI BOROUGH
CHIRICO
B

GENERAL ALBERT KILLY

Over the course of the Hundred Years War, many men rose to power and took leadership roles in the Secret Society. One such man was Gilgamesh General Albert Killy, whose expertise in manipulating lives and military resources placed him in an ideal position to capitalize on his agenda of greed and deception. At the end of the war, Killy and his men launch "Operation Lido," the invasion of a Melkian research base hidden inside an asteroid on the galactic rim. There, they steal not only a strategic reserve of gold ingots, but also the top secret prototype of the Melkian Perfect Soldier Project. From that point on, they become the direct target of a Melkian investigation, but Killy has already taken many steps to make himself a force to be reckoned with. Ironically, the one element Killy does not foresee in this deadly game proves to be the most dangerous: Chirico Cuvie.



GENERAL ALBERT KILLY

Age	50s	**Description**	Secret Society Leader

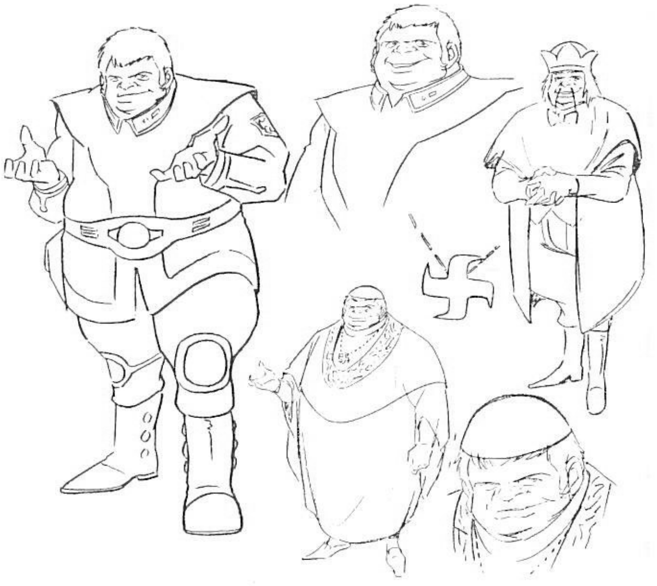
INT	7	**PRE**	7	**WILL**	6	**TECH**	2	**Move**	3
REF	3	**DEX**	3	**STR**	4	**CON**	3	**BODY**	4

Luck	10	**Resistance**	18				
Punch	4D6	**Run**	9m/yds	**Leap**	1.5m/yds	**Swim**	3m/yds
Stun Pts	20	**Stun Def**	-6	**Hit Pts**	20	**Recovery**	7

Skills/Options	LVL	Skills/Options	LVL	Skills/Options	LVL
Conspiracy	8	Marksmanship	3	Concentration	4
Leadership	5	Hand-to-Hand	3	Education	4
Persuasion	5	Evasion	3	Teacher	4
Bureaucratics	5	Perception	4	Membership (SS)	+10

MAJOR SERGE BOROUGH

Borough participates in Killy's Uoodo operation, taking the guise of a holy man and becoming the mentor of the Perfect Soldier, whom he calls "Proto-One". When Chirico is discovered in Uoodo, Borough aids the effort to eliminate him, ultimately pitting Proto-One against him in battle. After the destruction of Uoodo by the Melkian army, Borough casts his lot with another of Killy's allies, the Prince of Kummen, and continues to hound Chirico until their final confrontation



SERGE BOROUGH

Age	Around 45	**Description**	Secret Society Agent

INT	4	**PRE**	4	**WILL**	2	**TECH**	1	**Move**	2
REF	3	**DEX**	3	**STR**	3	**CON**	3	**BODY**	4

Luck	7	**Resistance**	6				
Punch	3D6	**Run**	6m/yds	**Leap**	1m/yds	**Swim**	2m/yds
Stun Pts	20	**Stun Def**	-6	**Hit Pts**	20	**Recovery**	6

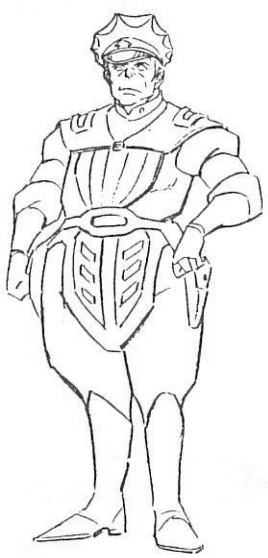
Skills/Options	LVL	Skills/Options	LVL	Skills/Options	LVL
Conspiracy	6	Marksmanship	2	Concentration	3
Leadership	3	Hand-to-Hand	2	Education	3
Persuasion	4	Evasion	3	Perception	3
Bureaucratics	4	Intimidation	4	Membership (SS)	6

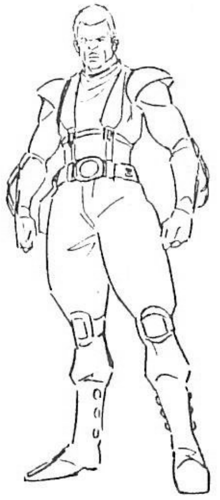
MAJOR GIMUAL ISKUI

After the Lido raid, Iskui becomes the commander of Killy's subsequent operation in Uoodo. As the Chief of Police, Iskui uses his position to funnel priceless jijirium to the pockets of the Secret Society. Unprepared for the fact that Chirico survived the attempt on his life at Lido, Iskui's nerves begin to break as the eyes of the Melkian army follow Chirico into his midst.

MENTAL 4 **COMBAT** 4 **PHYSICAL** 5 **MOVE** 3

Skills: Hand-to-hand 5, Marksmanship 6, Awareness 5. Perk: Chief of Uoodo Police



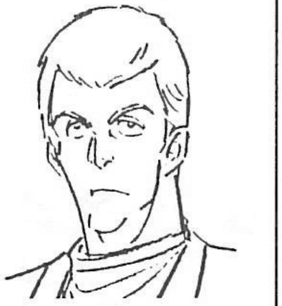


CAPT. ORIYA

As the field commander of the Lido raid, Oriya was directly responsible for the attempt on Chirico's life. Later, in Uoodo, he functions as Borough's bodyguard and is sent after Chirico when the Secret Society discovers he is still alive.

MENTAL 4 **COMBAT** 6
PHYSICAL 6 **MOVE** 5

Skills: AT Pilot 6, Marksmanship 6, Hand-to-hand 7

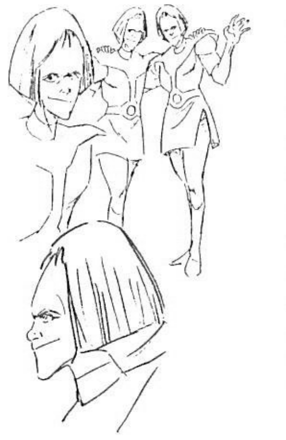


LT. CONIN

Serving alongside Oriya on the Lido raid, Conin also moves on to Uoodo and becomes Iskui's physical extension. He is ordered to kill Chirico in a Battling match and almost succeeds.

MENTAL 5 **COMBAT** 7 **PHYSICAL** 7 **MOVE** 6

Skills: AT Pilot 7, Marksmanship 7, Hand-to-hand 8

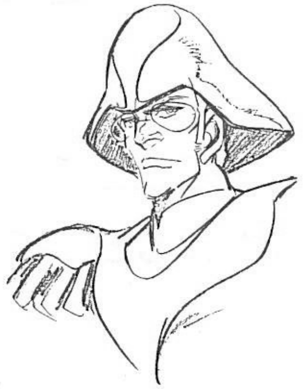


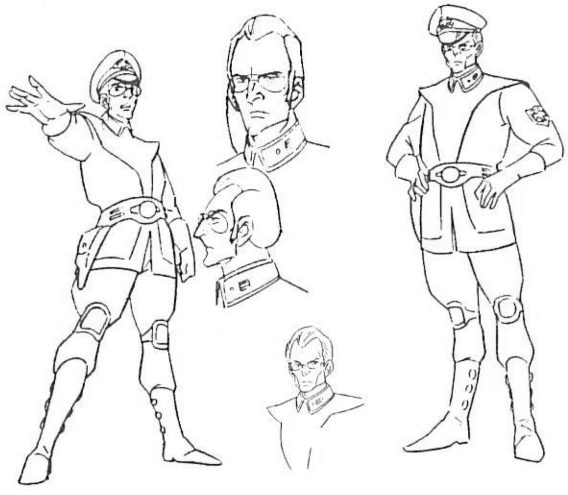
ARRON & GURRAN SCHMITEL

Twin brothers and co-conspirators under Albert Killy, they are scientists pursuing all that can be learned about the Perfect Soldier. They regard Ypsilon as a demigod and were instrumental in his creation. After observing his final battle with Chirico on Sunsa, they continue to work for Killy and wind up in the middle of the mysteries that unfold on planet Quent. As they become more and more captivated by the secrets there, Arron develops slightly more ambition, but until that point, the only prominent difference between them is the color of their clothing; Arron wears brown, Gurran wears green.

MENTAL 7 **COMBAT** 2 **PHYSICAL** 3 **MOVE** 4

Skills: Scientist 8, Awareness 6, Hand-to-hand 2



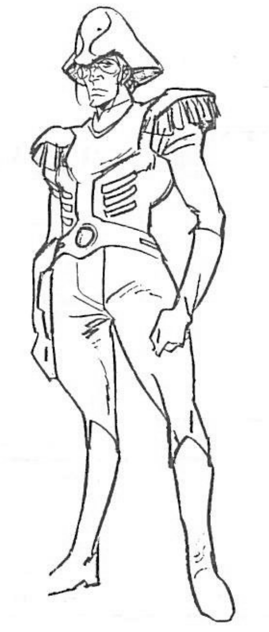


SHIMKAS FUTTOR, KIDEL TOGAL

Togal (left) and Futtor (right) are other officers who conspire with Killy to undertake the Lido operation. As the Captain of the Teltain, Futtor takes up the hunt for Chirico on Sunsa, but Togal is not seen again after his initial appearance in the first episode.

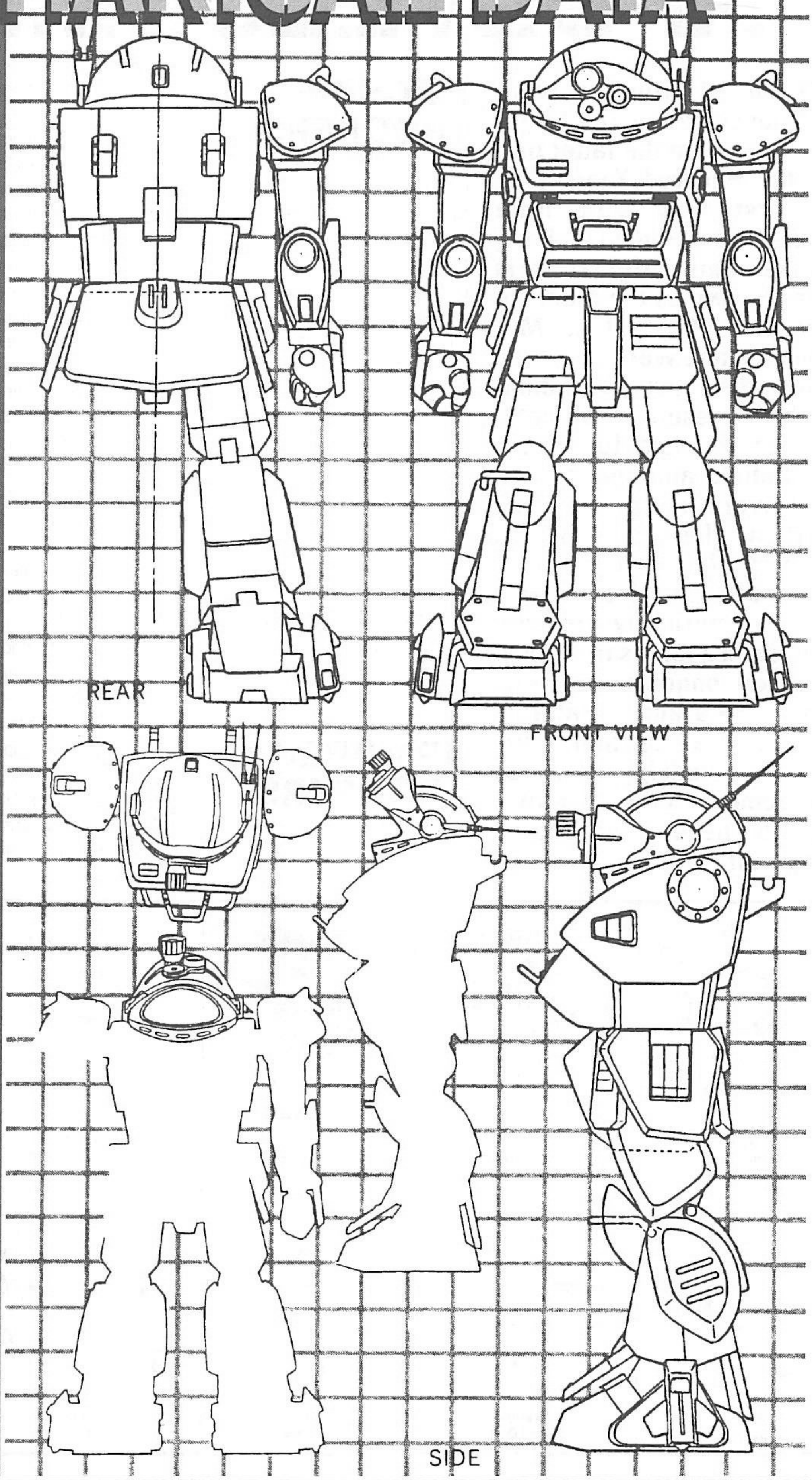
MENTAL 5 **COMBAT** 3
PHYSICAL 3 **MOVE** 3

Skills: Leadership 6, Tactics 6, Persuasion 5, Hand-to-hand 4



MECHANICAL DATA

メカニカル・データ


REAR
FRONT VIEW
SIDE

AT DEVELOPMENT

Armored Troopers were developed by the Gilgamesh army in the latter part of the Hundred Years War. At first, they were little more than one-man walking tanks. This original form was known as the Machine Trooper (MT), but as MTs evolved and were improved upon, they gave significantly better results in all categories. Models for urban, battlefield and space combat were produced. This forced the redesign of almost all previously-used weapons, but also allowed the numerically inferior Gilgamesh forces to recover in their ongoing war with the Balarant. Balarant forces created their own ATs by studying captured Gilgamesh units, but they could never produce a superior machine.

MACHINE TROOPERS

In the year 7183, the Gilgamesh army created powered-armor walking machines for its Mobile Infantry. These units, called Machine Troopers, were considered revolutionary at the time, but were only a crude predecessor of what was to come. Speed and strength were their greatest assets, but their size also had a psychological impact on human opponents. The MTs also had unique problems: Mechanical components were constantly exposed, the Muscle Cylinders were comparatively weak, the Polymer Ringers Solution was often unstable, and onboard computer systems had to be constantly updated.

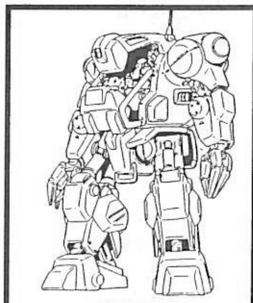
Despite these drawbacks, the evolution of the AT had begun. The first significant use of the MT occurred in 7192, in Planet Melkia's Batolea province. A squad of 32 MTs was used to put down the jijirium riots, and accomplished in 10 days what the regular police could not in over a year.

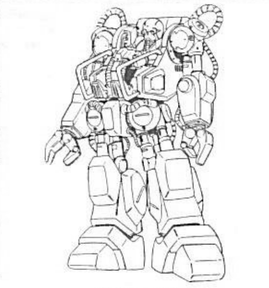
ARMORED TROOPERS

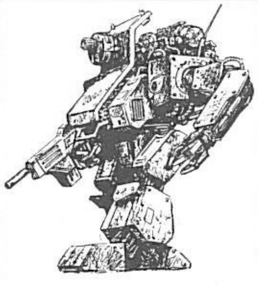
The AT was the next step beyond the MT, once its growth pains were eliminated. Under the supervision of Melkian technicians, the Muscle Cylinders were improved and the armor was strengthened, resulting in what had to be considered a "tank" in humanoid form. This is what inspired the designation VOTOM: Vertical One-man Tank for Offense and Maneuvers.

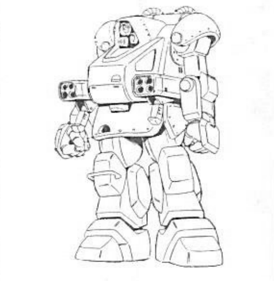
In the beginning, military officers were not impressed with the AT. After sending a large contingent of ATs against the Balarant in the Battle of Dalium in 7195, however, they quickly revised their views. The Melkian Joint Chiefs of Staff even began plans for an AT special forces unit to develop the AT's use in battle. From this point on, the AT made rapid progress. The Melkian Federation soon found itself in an important position as a result of their efforts, and Melkia itself became the Gilgamesh capital world by the time of the cease fire.

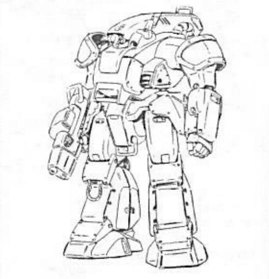
The first "true" Armored Trooper was the ATM-01 Clever Camel, which featured a sophisticated sensor suite used primarily for reconnaissance. Subsequent models added more features, but the ATM-09 Scopedog truly revolutionized the technology. The Scopedog is an efficient, multipurpose vehicle, easily adaptable to different situations. Ultimately, it was the Scopedog that determined the outcome of the Hundred Years War.

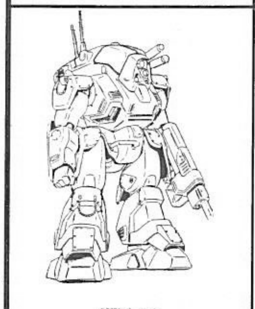

MT-X02
Machine Trooper

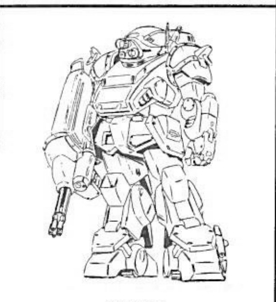

MT-03-ST
Mechanical Trooper

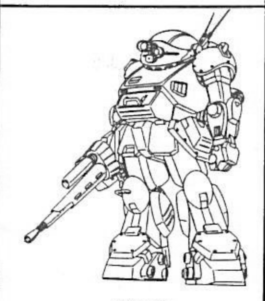

MT-04
Magical Doll

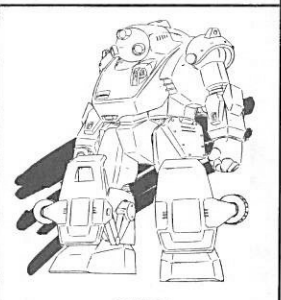

AT-02, 03
Armored Trooper

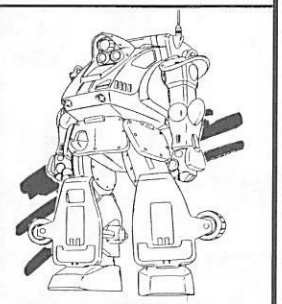

AT-05
Armored Trooper


ATM-01
Clever Camel


ATM-04
Cruel Dog

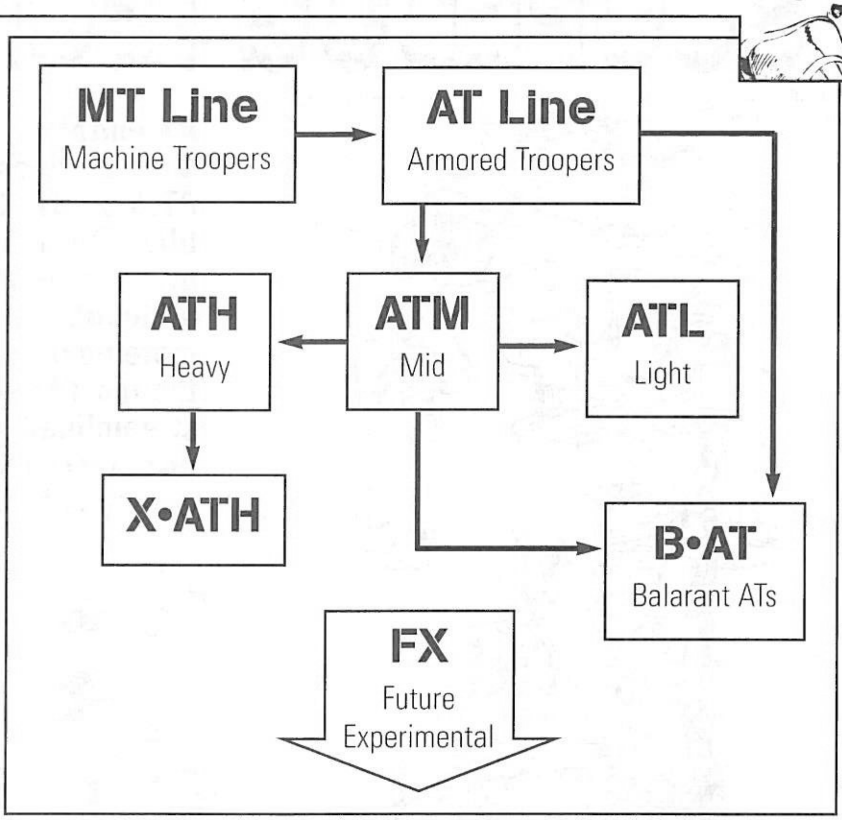

ATM-09
Scopedog


ATH-06
Diving Beetle

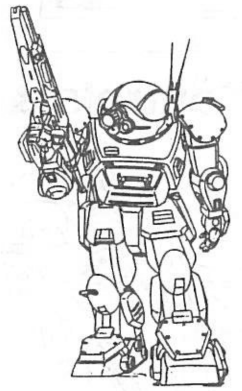

ATH-14
Standing Turtle

The development of the Armored Trooper goes far beyond what is apparent in animation. Beyond those ATs featured in the TV series, there are many preceding units, contemporary models not seen in the show, and prototypes which point the way towards the future of AT technology. Featured at the bottom of the previous page are some of the mecha developed in this context.

Votoms mecha follow a definite set of categories and designations. The first was **MT** (Machine Trooper), which was the initial attempt by the Gilgamesh Army to build workable battle mecha. This led to the highly successful **AT** line, which is broken down by class (Light, Mid, Heavy). Variations on these classes are indicated by suffixes such as **ST** (Standard), **WP** (Water Proof), **BTC** (Battling Custom), **BTS** (Battling Special), **X** (Experimental), and **FX** (Future Experimental—models currently in development for the next war). Balarant and Quent mecha are tagged with a **B** or **Q,** respectively.



M-CLASS AT

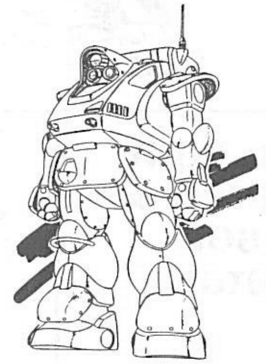


The M (Mid) class AT, such as the ATM-09 Scopedog, is a multifunctional unit designed for a variety of situations and tasks. Balarant created its own version, the BATM-03. (Nicknamed "Fatty" by Gilgamesh soldiers because of its pot-bellied chassis.) This model proved effective in space combat, but inferior to the Scopedog in ground battles. Scopedogs make use of a wide variety of optional vehicles and weapons, and can change their gear to suit different needs at a moment's notice.

Examples of the Scopedog's success are innumerable. The years of 7180-7210 best represent the model's versatility, taking into account the Miyoite War, the Parumis War, and finally the hellish Sunsa War that included the Red Shoulders. The cease fire that ended the Hundred Years war placed limitations on the use of M-class ATs, making them expendable in the post-war environment. But military researchers have put this "downtime" to use, developing the new FX (Future Experimental) series based on the success of the M-class series.

H-CLASS AT

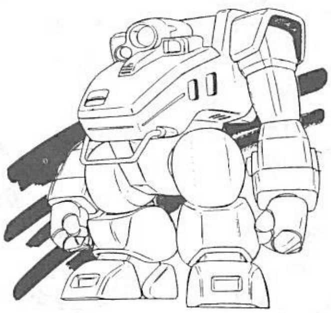
The H (heavy) class ATs were created to compensate for what few virtues the M-class lacked, namely sheer brute strength. The H-class has twice as much power and armor as the M-class, but its maneuverability is reduced as a result. A large carrying capacity allows it to use heavier weapons that are more effective in campaigns against enemy cities. They also contain stronger power generators, enabling them to carry gear that is unwieldy for the M-class.



Near the end of the war, the H-class existed in great variety. After the war, they are used primarily for riot control. Against human opponents without ATs of their own, pilots prefer the H-class over the M-class. Limited maneuverability is no longer as important a dividing point.

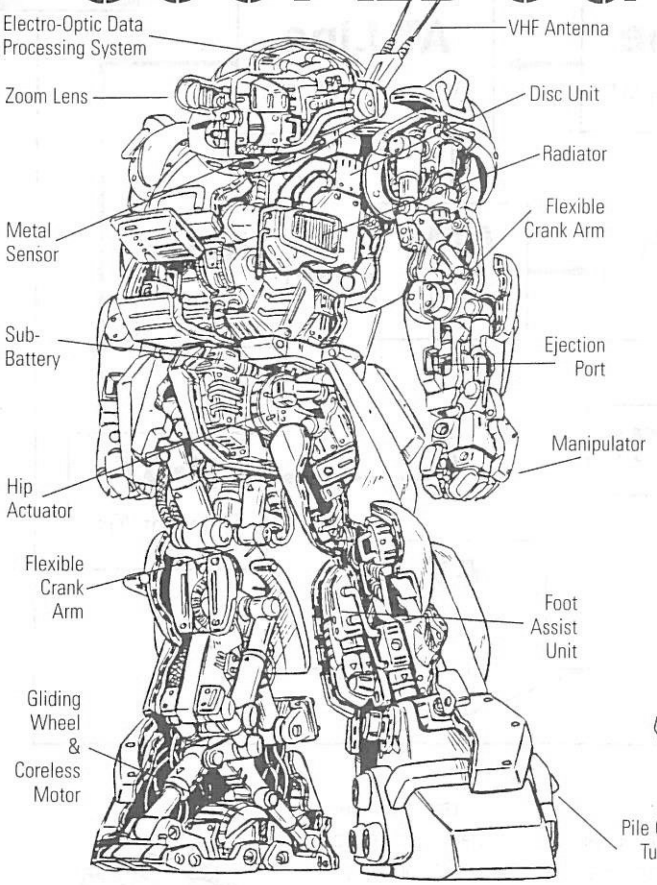
The ATH-14 Standing Tortoise is a good representative of the H-class series. Originally, its multifunctional status resembled that of the Scopedogs, but it has been augmented by heavier armor and greater power. The Tortoise does not suffer much loss in maneuverability regardless of the encumbrance. Custom models can also be created, making the Tortoise a popular choice of Battling pilots.

L-CLASS AT

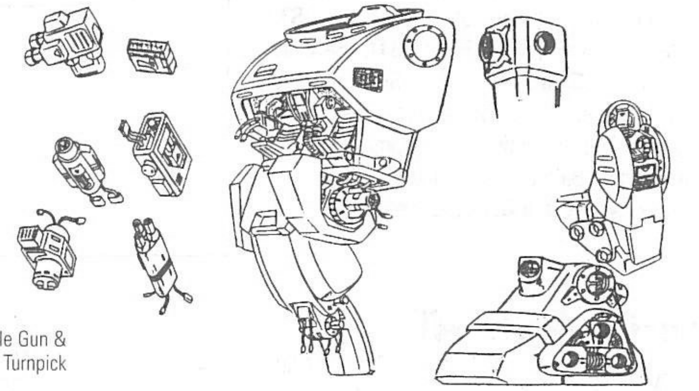


The L (light) class ATs were developed near the end of the war and have their own unique promise for the future. By combining the refined muscle cylinder of the M-class AT with a compact, lightweight chassis, the X•ATL-01 Zwerg demonstrates high maneuverability and reliability.

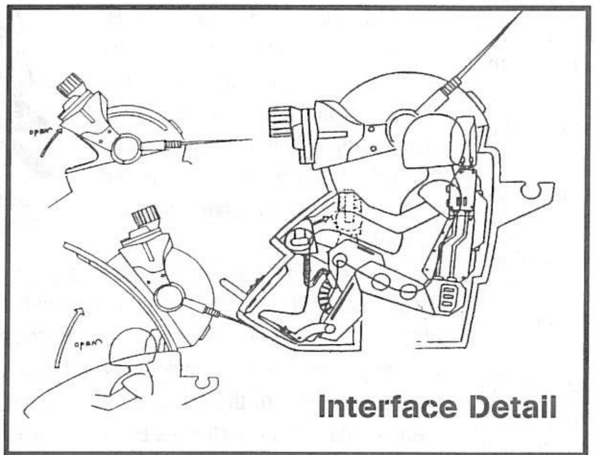
SCOPEDOG TECHNOLOGY


Electro-Optic Data Processing System
VHF Antenna
Zoom Lens
Disc Unit
Radiator
Metal Sensor
Flexible Crank Arm
Sub-Battery
Ejection Port
Manipulator
Hip Actuator
Flexible Crank Arm
Foot Assist Unit
Gliding Wheel & Coreless Motor
Pile Gun & Turnpick

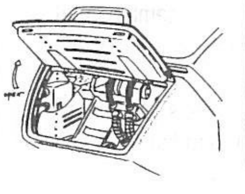
Central to both the Votoms storyline and the genesis of the entire AT line is the ATM-09-ST "Scopedog", owing to its versatility. This unit is the epitome of AT technology as developed by the Gilgamesh army, for although some of its contemporaries are more powerful, the Scopedog contains all of the most basic features of AT design in one streamlined, potent package. Thus its makeup set the standards for later models and it is deployed in far greater numbers.

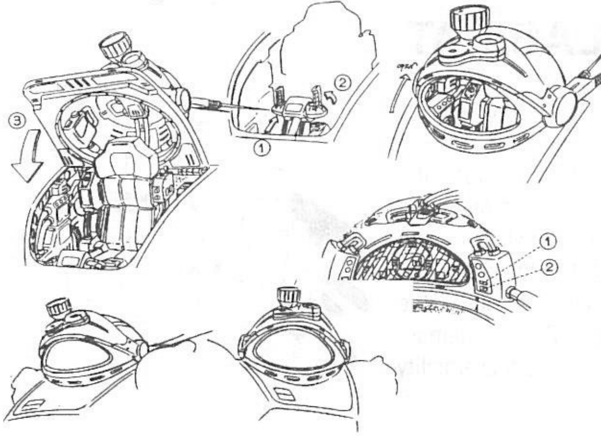


Cockpit Hatch & Visor Detail

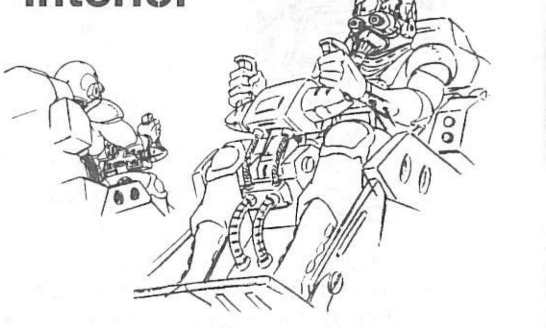


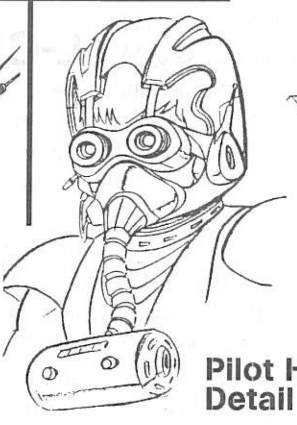
Interface Detail



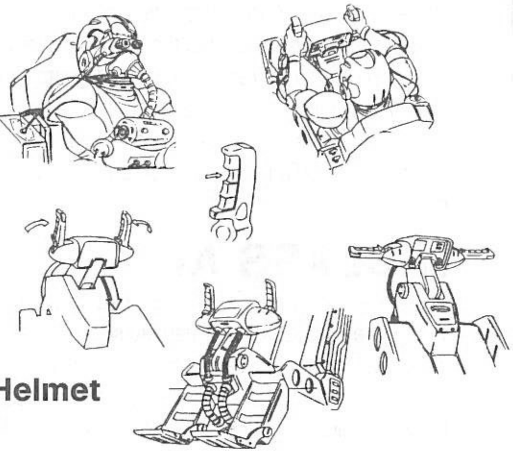


Cockpit Controls & Interior

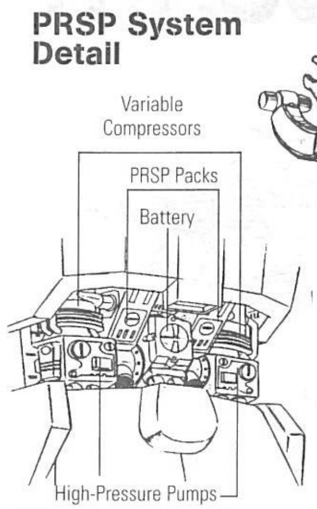


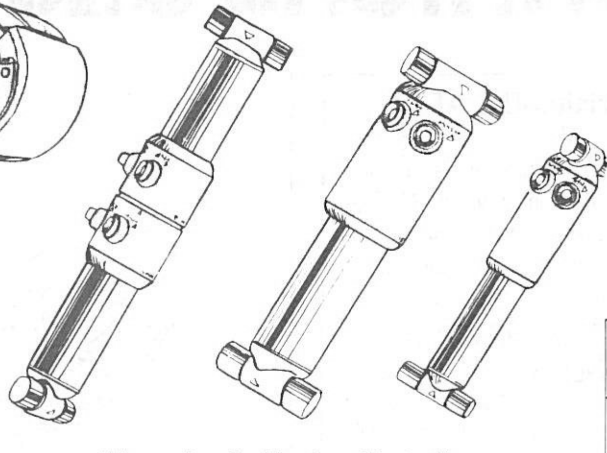


Pilot Helmet Detail



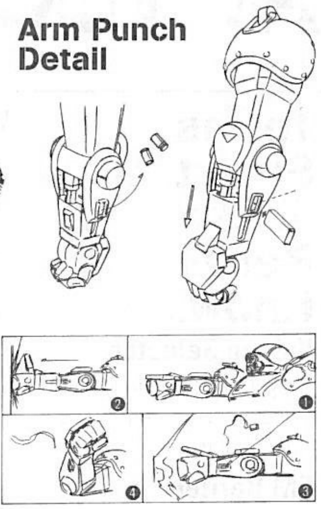
PRSP System Detail





Muscle Cylinder Detail

Arm Punch Detail



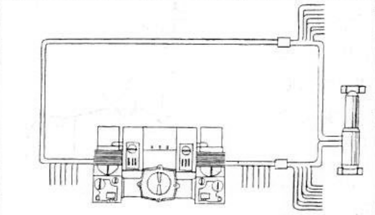
INTERNAL SYSTEMS

Integral to the Scopedog's operation is a combination of technologies that mimic the kinetics of the human body. Electrical power that is generated by the battery (which also runs the onboard computer and sensor suite) powers conventional motors to operate the hands, feet, and major joints at the neck and waist. Electricity is also fed to an endoskeleton of Muscle Cylinders, which extend and contract to motivate the arms and legs, creating tension similar to that of organic muscles. Electricity generated by this activity is fed back into the battery.

This is the system that makes possible the devastating Arm Punch. Muscle cylinders in the forearm, assisted by gas-filled cartridges, extend at high velocity, thrusting the forearm structure forward with tremendous force. The exhausted cartridge is ejected, a new one takes its place from the magazine, and the action can repeat instantly. Spare cartridges are stored in the magazines attached to armor plates at the hip.

POLYMER RINGERS SOLUTION

Performance of the muscle cylinders is maintained by the circulation system. Polymer Ringers solution is pumped throughout the AT's limbs by a variable compressor, which is analogous to a human heart pumping blood to the musculature. After making its way through the system, the fluid is purified and recycled, but it eventually breaks down and must be replaced. The life of the PR solution often dictates the class of AT and its endurance in the field. Improvements to the internal systems are contingent on extending the active life of the liquid, necessitating larger purification packs and heavier frames. (The backpack of the Brutishdog is an enhanced Polymer Ringers Solution Purification pack, or PRSP.) Polymer Ringers solution is also flammable, and can cause an AT to explode when hit.

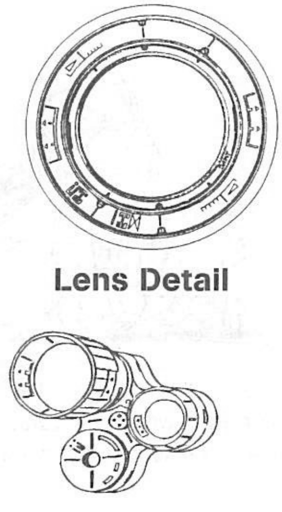


PR Electrical Circulation

Polymer Ringers solution is pumped throughout the AT, from the Muscle Cylinders, through the Variable Compressors, to be filtered back through again.

SENSORS

In addition to the lens turret, which provides visual information, the Scopedog also contains passive sensors for metal detection, electromagnetics, and audio pickups. It also uses conventional radar and sonar, and a unique jijirium-powered vibration/pulse generator. High-performance ATs are also equipped with a super-sensitive multi-pulse doppler system, which is well-suited to Perfect Soldiers.



Lens Detail

CENTRAL COMPUTER

The MolCat-128 CPU contains an internal drive which utilizes Mission Discs that send integrated commands to joints and limbs, simplifying the job of the pilot. This unit is essentially the "brain" of an AT Most pilots use pre-fab mission discs, but more experienced operators often write their own.

Mission Disks & Computer Detail

AT TECHNICAL GLOSSARY

Terms Smart AT Jocks Better Know...

Vulcan Selector

A verbal command that switches between manual and full-auto on all weapons.

EM Barrier

An anti-AT defensive trap built into spaceships or military facilities. Contact with an EM energy field causes an AT to explode.

Visitor-Use AT

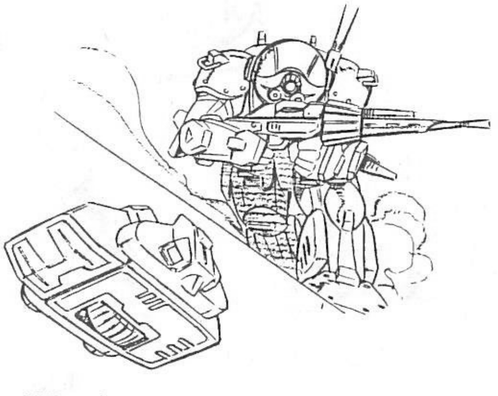
An AT kept by the Ringmaster of a Battling arena for pilots who don't own an AT. They can be rented or sold, but the pilot is responsible for all maintenance and repairs.

Melkian Military Signalling

Similar to Morse code, this can be transmitted by an LED built into an AT's lens turret.

Rabbit

Term used in reference to an AT auto-piloted by its mission disc. Usually used as a decoy.

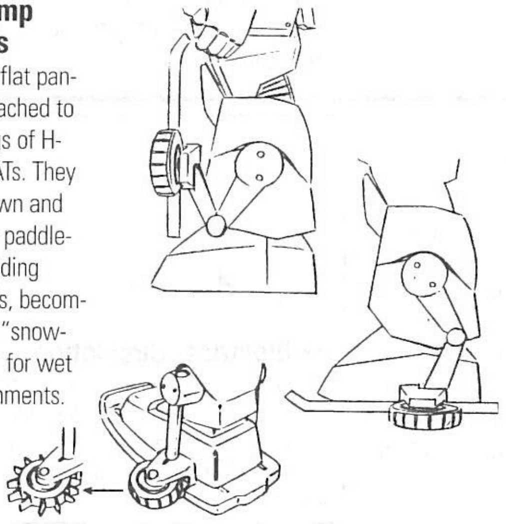


Gliding Wheels

These are wheels built into the footplates of an AT. Powered by coreless motors, these allow the AT to "skate" over most dry surfaces at high speeds. The Scopedog's feet are also equipped with Pile Guns whose integrated Turnpick functions as a braking mechanism.

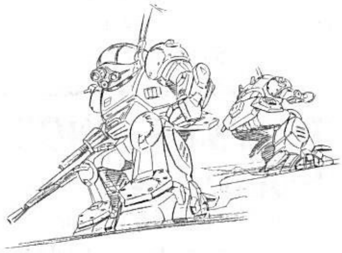
Swamp Clogs

Large, flat panels attached to the legs of H-class ATs. They flip down and deploy paddle-like Gliding Wheels, becoming AT "snowshoes" for wet environments.



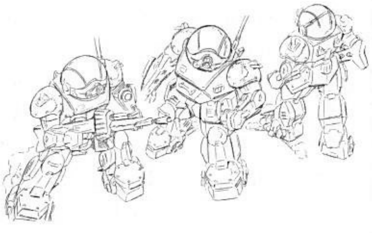
Standing Boost

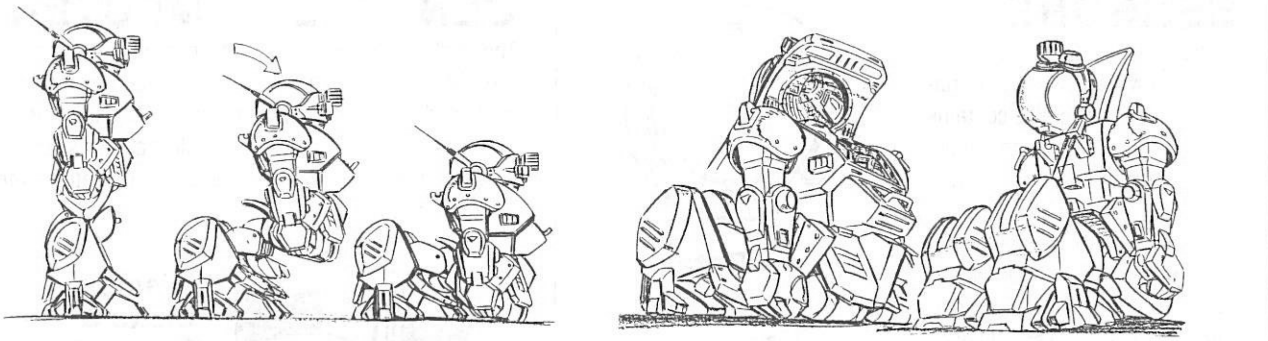
A difficult maneuver in which the AT uses its Gliding Wheels to charge forward in short bursts, stopping and starting while maintaining an upright position.



Roller Turn

An AT maneuver in which the pilot plants one turnpick into the ground and uses the Gliding Wheels to pivot around in a tight circle.

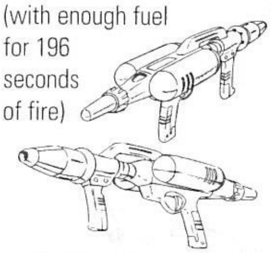




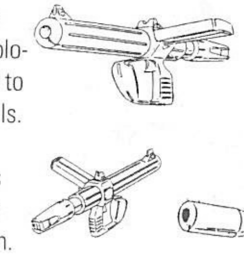
Descent Mechanism

The mechanism that allows an AT to go into "standby mode." The inner segment of the lower leg ratchets out from the leg, bringing the upper body downward. Can also be used as a shock absorber when dropping from level to level or parachuting, but cannot absorb excessive shock.

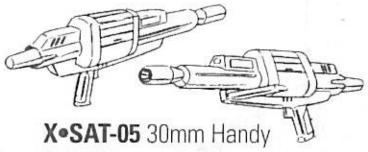
AT WEAPON SPECIFICATIONS



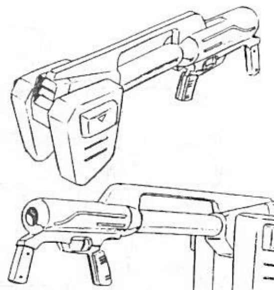
FTAT-16 Flamethrower (with enough fuel for 196 seconds of fire)



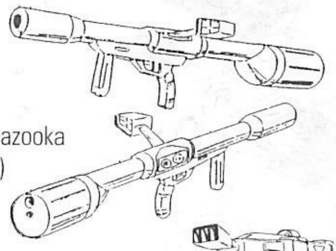
GAT-49min Pentatrooper Uses liquid explosive propellant to fire 50mm shells. So named because it was designated the Type-5 handgun.



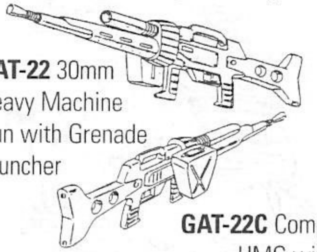
X•SAT-05 30mm Handy Solid Shooter (full-auto bazooka with magnetic barrel)



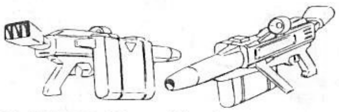
X•SAT-01 50mm Solid Shooter (semi-auto bazooka with magnetic barrel)



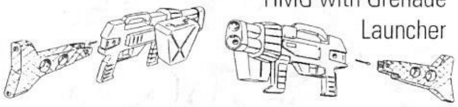
SAT-03 60mm Solid Shooter (semi-auto bazooka with magnetic barrel)



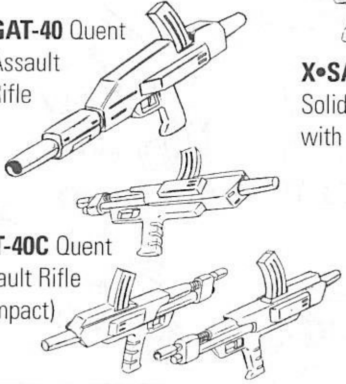
GAT-22 30mm Heavy Machine Gun with Grenade Launcher



X•SAT-06 30mm Handy Solid Shooter (full-auto bazooka with magnetic boost firing)

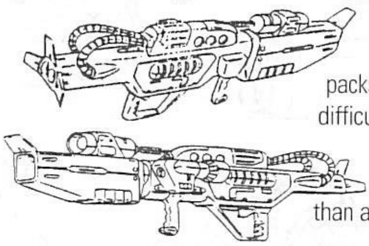


GAT-22C Compact 30mm HMG with Grenade Launcher

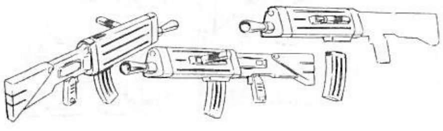


GAT-40 Quent Assault Rifle

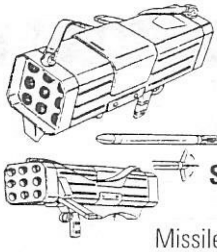
GAT-40C Quent Assault Rifle (Compact)



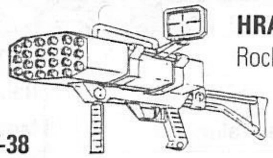
GAT-35 Long Gun This long-range neutrino-energy weapon is capable of penetrating spaceship hulls. Its power packs make it very difficult to wield by anything smaller than an M-class AT.



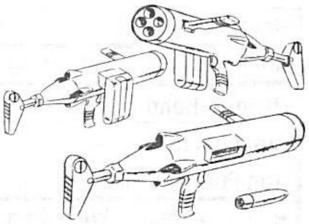
GAT-19 30mm Mid Machine Gun



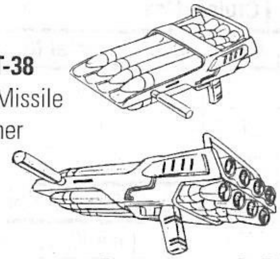
SMAT-38 Shoulder Missile Gunpod



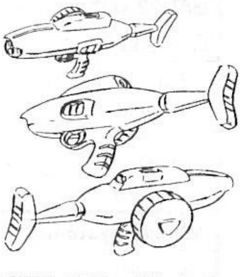
HRAT-30 Handy Rocket Gun



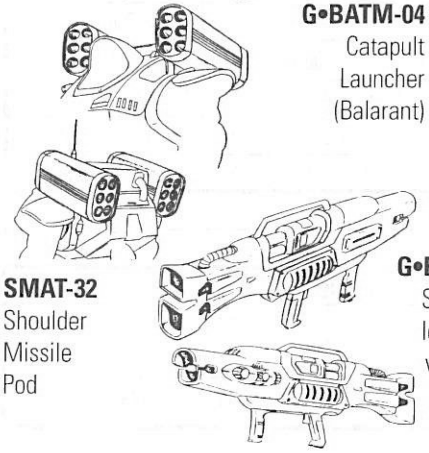
HRAT-23 Hand Rocket Launcher



HMAT-38 Hand Missile Launcher



G•BATM-04 Catapult Launcher (Balarant)



SMAT-32 Shoulder Missile Pod

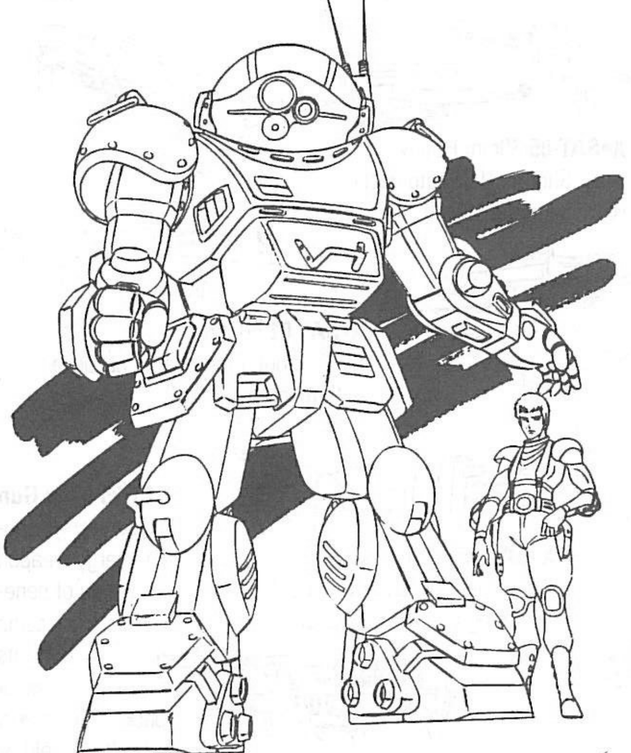
G•BATM-02 Hardblade Gun Similar to the Long Gun (but less powerful), this Balarant weapon is designed for use against enemy ships.

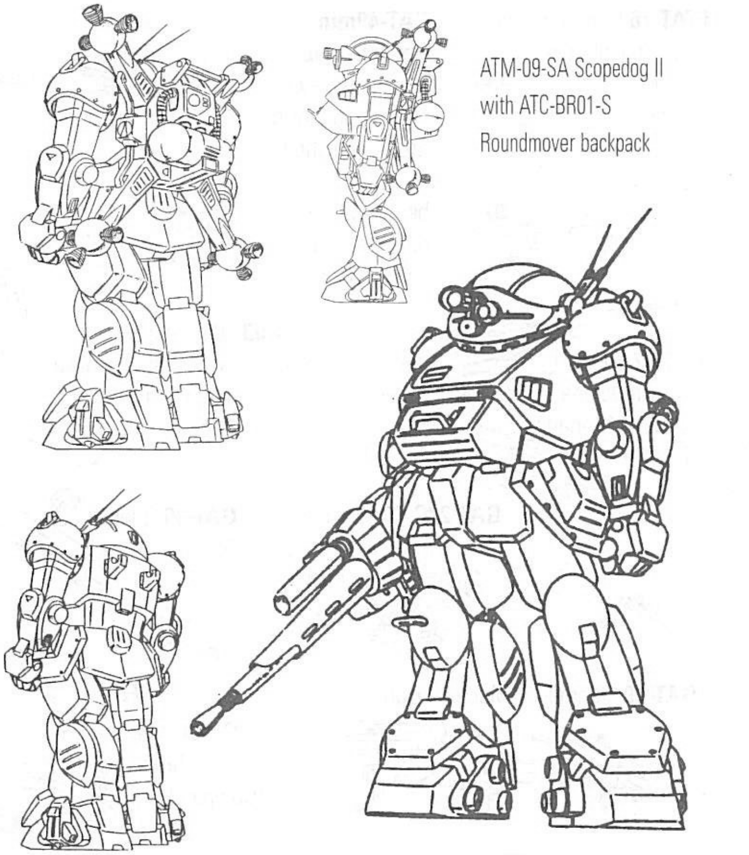
AT Weapons

Deadly: ✸
Crippling: ●
Effective: ❍
Ineffective: ✕
Useless: —

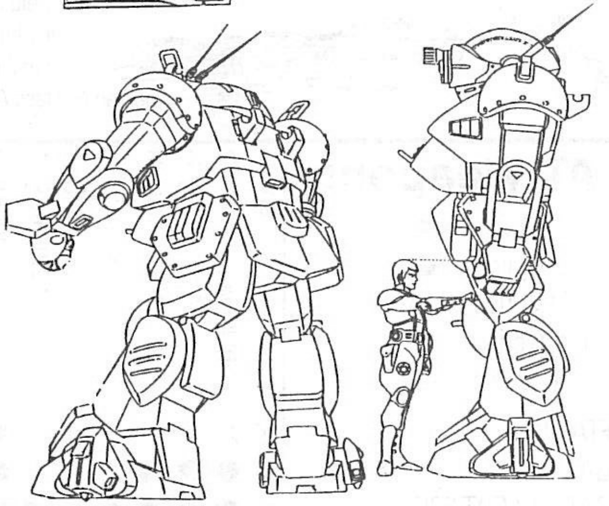
	vs ATs	vs Armored Vehicles	vs Motorcycles	vs Helicopters	vs Fighters	vs Ships	vs Structures	vs Infantry
FTAT-16	✕	✕	❍	—	—	—	❍	✸
GAT-19	✸	●	●	●	✕	✕	❍	●
GAT-22 / GAT-22C	✸	●	✸	●	✸	✕	●	●
GAT-35	—	—	—	—	❍	✸	—	—
GAT-40 / GAT-40C	✸	✸	✸	✸	❍	✕	❍	●
GAT-49min	✸	✸	✸	●	❍	✕	❍	●
HMAT-38	●	✸	●	✸	—	—	✸	❍
HRAT-23	✸	✸	✸	✸	●	❍	●	❍
HRAT-30	●	✸	✸	❍	✕	✕	●	✕
SAT-03	✸	✸	✸	✸	●	✸	✸	❍
SMAT-32	●	✸	✸	✸	✕	❍	✸	✕
SMAT-38	●	✸	✸	✸	✕	❍	✸	✕
X•SAT-01	✸	✸	✸	✸	●	✸	✸	❍
X•SAT-05	✸	●	✸	✸	●	●	●	●
X•SAT-06	✸	✸	✸	✸	●	●	●	❍
G•BATM-02	—	—	—	—	❍	✸	—	—
G•BATM-04	✸	✸	✸	✸	●	❍	●	❍

ATM-09-ST SCOPEDOG





ATM-09-SA Scopedog II with ATC-BR01-S Roundmover backpack



Scopedog			**40 OP**
Weight	6627 kg	**Computer**	+1 INT/TECH
PR Solution Life	218 hours	**Rabbit Value**	1 + Die Roll
Maneuver Value	-4	**Move**	6 (19kph)
Strength	STR 9	**Run/Sprint**	12m / 18m
Armor KD (14mm)	60 KD	**Roller Dash**	27 (82.6kph)
Structure (ATM)	120 SDP	**Cruise/Max**	54m / 81m

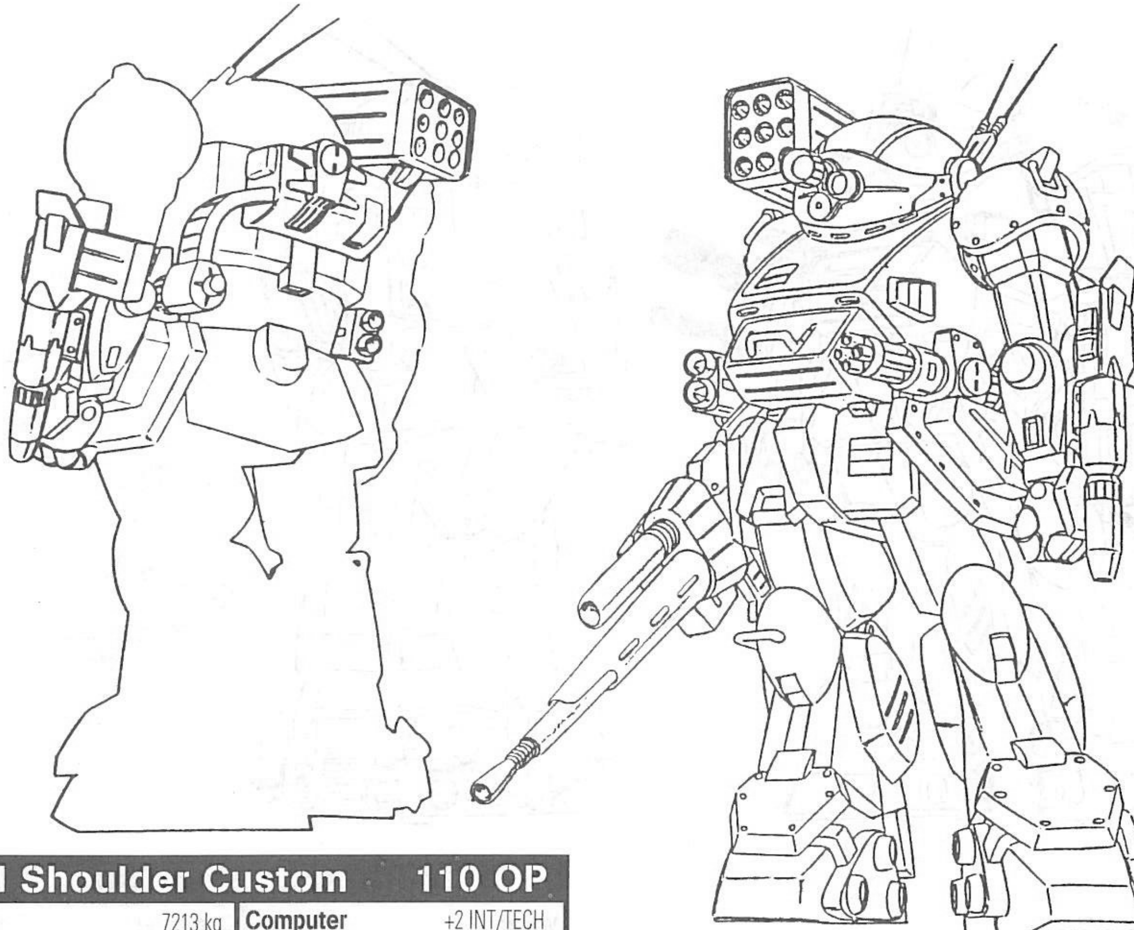
Armament	**WA**	**Rng**	**Dmg**	**Loc**	**Special Notes**
Hand-to-Hand	±0	-	9D6	-	(Kick is -1WA, 10D6)
Arm Punch	±0	-	7D6 x2	R. Arm	4 shots, Armor-Piercing.
Arm Punch	±0	-	7D6 x2	L. Arm	4 shots, Armor-Piercing.
Handweapons	**WA**	**Rng**	**Dmg**	**Loc**	**Special Notes**
GAT-22 with	+1	1km	7D6 x2	2H	ROF 10, 120 shots, AP.
Grenade Lnchr	±0	1km	6D6 x2	-	1 Shot, 30m blast.
or **GAT-49min**	±0	500m	6D6 x4	2H	6 shots, 20m blast.
or **SAT-03**	+1	4.5km	4 Kills	2H	15 shots, AP.
or **SMAT-38**	+2	3km	2 Kills	2H	9 shots, 10m blast.
or **GAT-35**	+1	4.5km	11 Kills	2H	Warmup time 2 phases.
Special Systems					
None of note.					
VARIANT: ATM-09-SA Scopedog II					
Space-use variant includes full sealing and life support for use in space. ATC-BR01-S Roundmover backpack grants 1G of acceleration (equivalent to a cumulative MOVE of 50), has 15KD, adds +137kg (total 6764kg) and +15 OP (total 55 OP).					

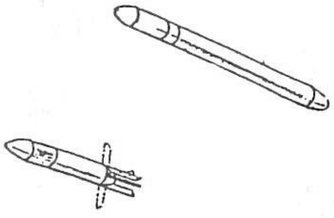
ATM-09-ST SCOPEDOG

Owing to its sheer versatility, as of Astragius Year 7213 the Scopedog is the standard by which all other ATs are judged. Its primary features include a lens turret which links directly to the pilot's goggles, a hydraulic-powered arm punch, and gliding wheels built into the feet. Utilizing a coreless motor, the wheels rotate to propel the Scopedog forward in a "roller dash." (The Balarant Fatty doesn't use this system, opting instead for hover jets.) The pile gun assembly on the outer foot houses a jackhammer-like turnpick that acts as a maneuvering mechanism. The limbs of the Scopedog are powered by muscle cylinders, and conventional motors operate the hands, feet, and major joints such as the neck and waist. The internal electrical system is mounted on the stable elements of the framework. Limbs are attached to the body by flexible crank arms.

Notable Features: Turret lens x1, Sensor suite x1, Arm punch x2, Gliding Wheels x2, Pile gun/Turnpick x2

RED SHOULDER CUSTOM





Red Shoulder Custom 110 OP

Weight	7213 kg	**Computer**	+2 INT/TECH
PR Solution Life	164 hours	**Rabbit Value**	2 + Die roll
Maneuver Value	-5	**Move**	6 (18kph)
Strength	STR 9	**Run/Sprint**	12m / 18m
Armor KD (14mm)	60 KD	**Roller Dash**	27 (83kph)
Structure (ATM)	120 SDP	**Cruise/Max**	54m / 81m

Armament	WA	Rng	Dmg	Loc	Special Notes
Hand-to-Hand	±0	-	9D6	-	(Kick is -1WA, 10D6)
Arm Punch	±0	-	7D6 x2	R. Arm	4 shots, Armor-Piercing.
Arm Punch	±0	-	7D6 x2	L. Arm	4 shots, Armor-Piercing.
Gatling Gun	±0	800m	10D6	Torso	ROF40, 200 rounds.
Solidshooter	±0	2.2km	2 Kills	L. Arm	5 shots, Armor-Piercing.
Rocket Lnchr	±0	1.5km	3 Kills	Torso	9 shots, 20m blast.
SSM Pack	+2	3km	2 Kills	Torso	2 shots, Smart, 10m blast.

Handweapon	WA	Rng	Dmg	Loc	Special Notes
GAT-22 with	+1	1km	7D6 x2	2H	ROF 10, 120 rounds, AP.
Grenade Lnchr	±0	1km	6D6 x2	-	1 Shot, 30m blast.

Special Systems

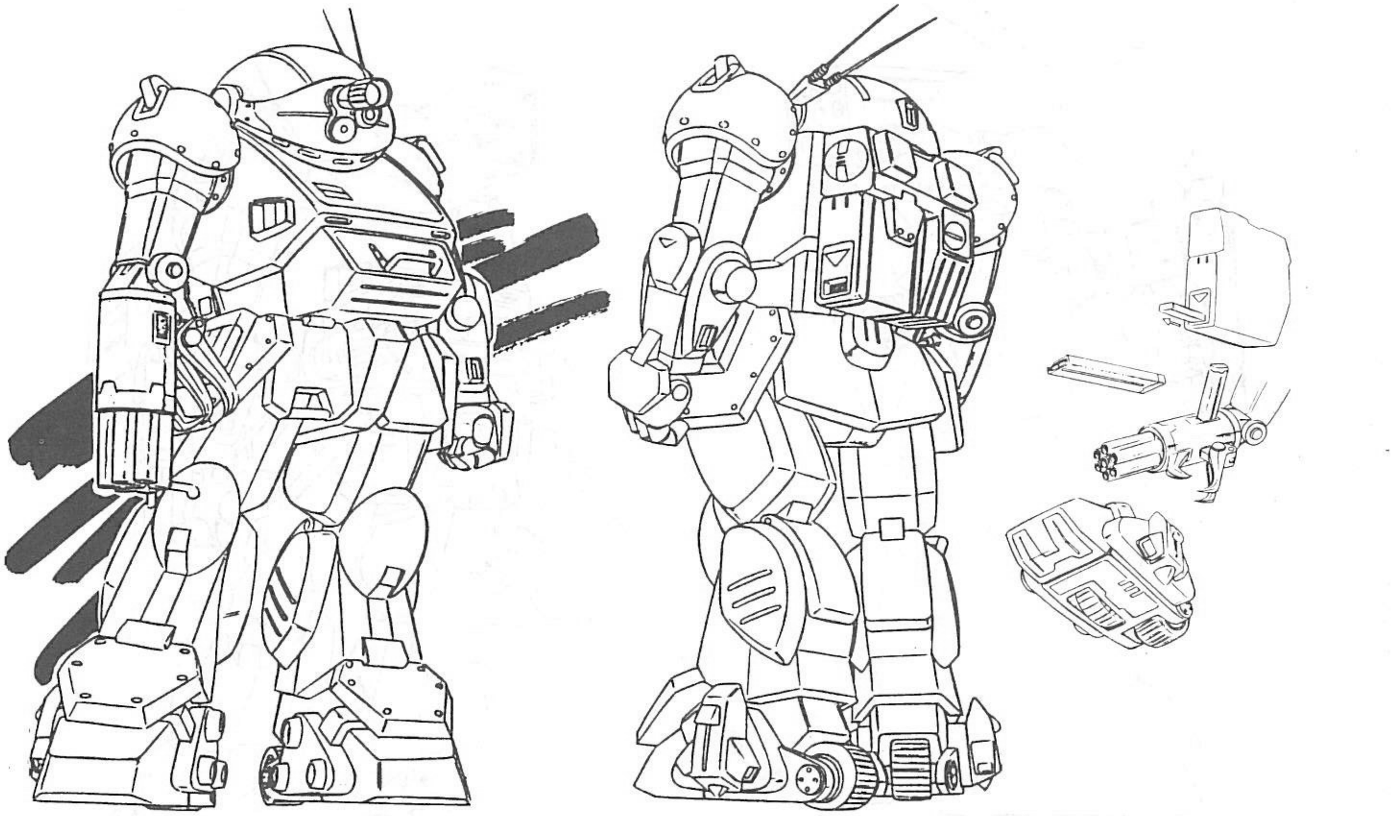
- Backpack has KD10 and houses enhanced mission computer and ammo hopper for Gatling gun.
- Shoulder-mounted rocket launcher can be ejected once empty. This lightens the load of the AT enough to increase MV from -5 to -4.

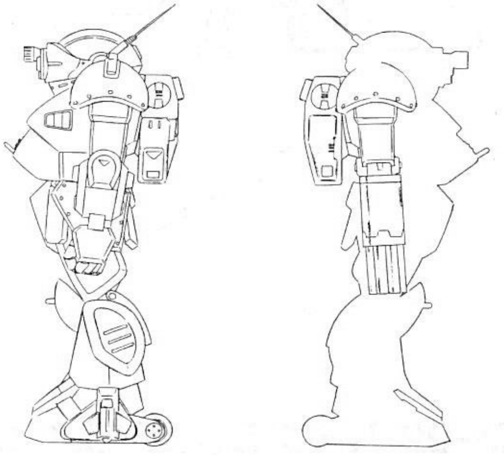
ATM-09-RSC SCOPEDOG RED SHOULDER CUSTOM

This Scopedog variant was built by Chirico Cuvie in Uoodo City to emulate the configuration of the Red Shoulder Battalion's signature AT, the ATM-09-STTC Scopedog Turbo Custom. To that end, Chirico's Red Shoulder Custom is heavily augmented—it sports a secondary computer package, a larger Polymer Ringers tank, more powerful Gliding Wheels, and a variety of extra weapons packs. While this customized Scopedog is more powerful than the normal model, Chirico didn't have the resources to match the full performance of the Turbo Custom type.

Notable Features: Turret lens, Sensor suite, Arm punch x2, Gliding Wheels x2, Pile gun/Turnpick x2, Shoulder Rocket Launcher, SSM Launcher, 4-barrel Gatling Gun, Arm-mounted Solid Shooter, Chain-fed Ammo Pack.

PERFECT SOLDIER'S DOG





ATM-09-GC BRUTISHDOG

This is a customized Scopedog designed for use by Perfect Soldiers. Its feet are equipped with enhanced dual-roller gliding wheels, its sensor suite includes a pulse-doppler radar system, and its controls are so complex and sensitive that only a Perfect Soldier can handle it. On top of all that, its right arm sports a fearsome Gatling Claw, which consists of a hex-barrelled, laser-aimed 20mm Gatling gun combined with a metal-rending claw. The ATM-09-GC (Gatling Claw) Brutishdog was used by Fyana in her pursuit of Chirico Cuvie in Uoodo City.

Notable Features: Turret lens x1, Sensor suite x1, Pulse-doppler sensor, Arm punch x2, Enhanced Gliding Wheels x2, Pile gun with Turnpick x2, PRSP pack, 20mm Gatling Claw.

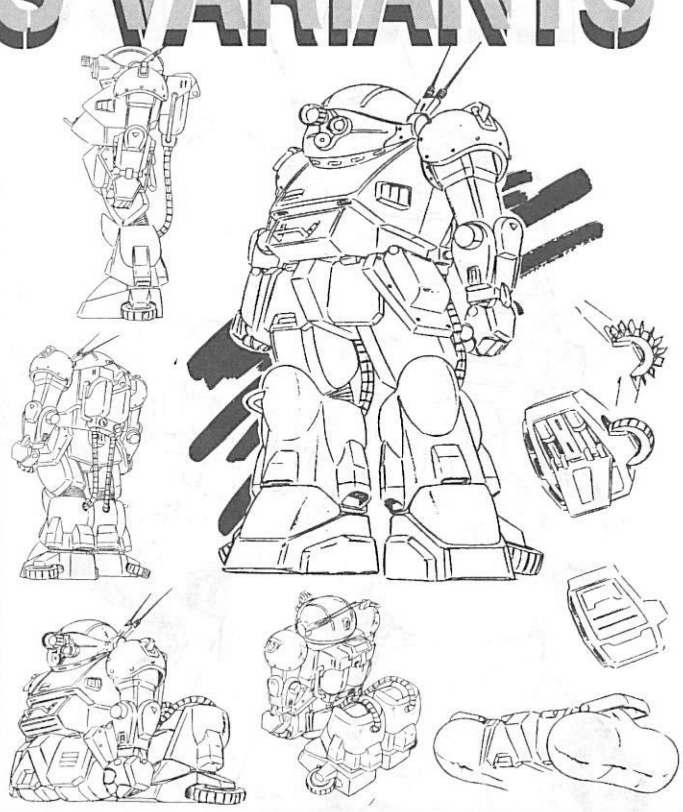
Brutishdog			**55 OP**
Weight	6983 kg	**Computer**	+2 INT/TECH
PR Solution Life	147 hours	**Rabbit Value**	2 + Die Roll
Maneuver Value	-2	**Move**	6 (19kph)
Strength	STR 11	**Run/Sprint**	12m / 18m
Armor KD (14mm)	60 KD	**Roller Dash**	28 (85.2kph)
Structure (ATM)	120 SDP	**Cruise/Max**	56m / 84m

Armament	**WA**	**Rng**	**Dmg**	**Loc**	**Special Notes**
Hand-to-Hand	±0	-	11D6	-	(Kick is -1WA, 12D6)
Arm Punch	±0	-	7D6 x2	L. Arm	4 shots, Armor-Piercing.
Claw	-1	-	7D6 x3	R. Arm	-
Gatling Gun	+1	1km	6D6 x2	2H	ROF 20, 60 shots, AP.
Handweapons	**WA**	**Rng**	**Dmg**	**Loc**	**Special Notes**
Usually none	-	-	-	-	-

Special Systems

- PRSP Pack has 30KD, stores 5 extra magazines for Gatling Claw—an empty clip can be dropped and a new one deployed from the backpack and loaded into the gun all in one action.
- Pulse-Doppler Sensors increases sensor range to 10km and eliminates blind spots (no penalties for dealing with targets behind the AT). Only a Perfect Soldier or other superior human can make use of this system.
- Custom Design: Minimum REF 8, (Piloting -5) x2.5 = Maneuver Pool.

DOG SERIES VARIANTS



ATM-09-WR MARSHYDOG

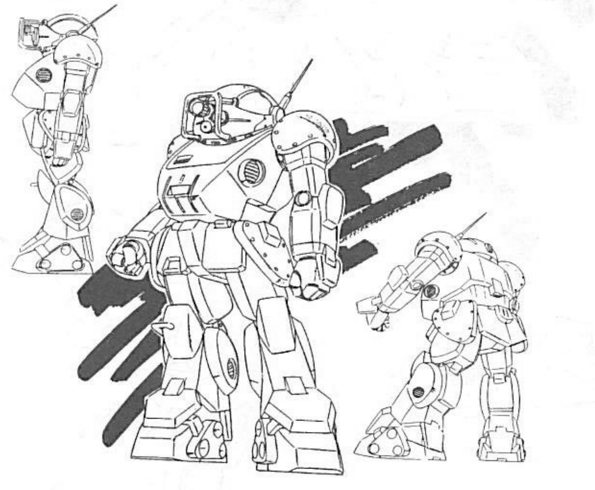
This mass-produced Scopedog variant is built for wet jungle environments, and can either float on the water's surface by inflating its Air Barge pontoon packs or it can stay submerged for limited times. Chirico Cuvie used an M-09 Water Resistant "Marshydog" throughout the Kummen jungle wars.

Notable Features: Turret Lens, Sensor suite, Arm Punch x2, Gliding Wheel x2, Oxygen tanks, Hydrojets, Air Barge system.

Marshydog			45 OP
Weight	6795 kg	**Computer**	+1 INT/TECH
PR Solution Life	192 hours	**Rabbit Value**	1 + Die Roll
Maneuver -4	**Strength** 9	**Move**	6 (19kph)
Armor/Hits	60 KD / 120 SDP	**Roller Dash**	21 (62kph)

Armament	WA	Rng	Dmg	Loc	Special Notes
Arm Punch x2	±0	-	7D6 x2	Arms	4 shots, Armor-Piercing.
GAT-22C with	±0	600m	7D6 x2	2H	ROF 10, 120 shots, AP.
Grenade Lnchr	-1	600m	6D6 x2	-	1 Shot, 30m blast.

Special Systems: Sealed for underwater use, Air Barge & Hydrojets allow a MOVE of 6 on the water's surface.



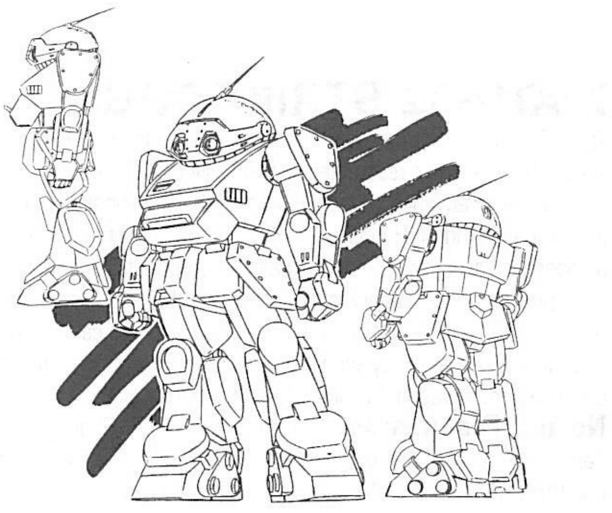
ATM-09-STC STRONGBOX

The Strongbox's immediately distinguishing feature is the protective impact bar around its visor, but its most important trait is its exceptionally heavy armor (25mm as opposed to the Scopedog's 14mm). This M-09 Standard Custom is commonly used in Uoodo's Battling arenas.

Notable Features: Turret Lens, Sensor Suite, Gliding Wheel x2, Extra-heavy (25mm) armor.

Strongbox			42 OP
Weight	7200 kg	**Computer**	+1 INT/TECH
PR Solution Life	20 hours	**Rabbit Value**	1 + Die Roll
Maneuver -5	**Strength** 9	**Move**	6 (18kph)
Armor/Hits	80 KD / 120 SDP	**Roller Dash**	21 (62kph)

Special Systems: Heavy (25mm) armor plating. Handweapons optional.



ATM-09-SSC PURPLE BEAR

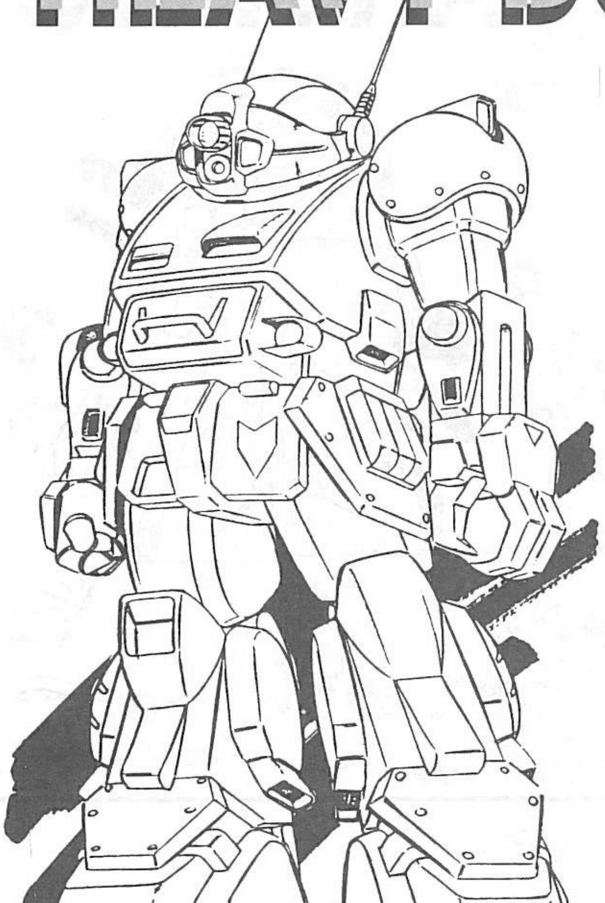
Like the Strongbox, the Purple Bear is used in Uoodo City's Battling arenas. The M-09 StereoScope Custom's dual sensors improve depth perception, but are only effective in visible light conditions.

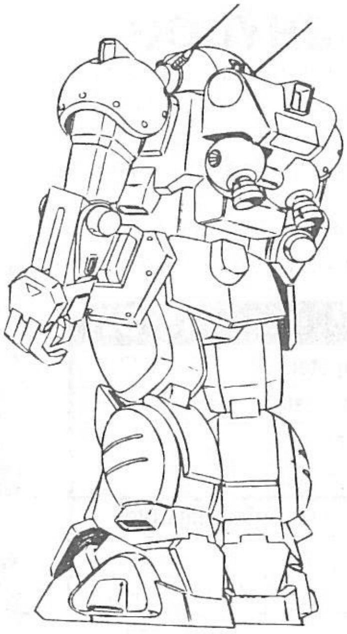
Standard features: Stereoscopic Lenses, Sensor suite, Gliding Wheel x2, 8mm armor.

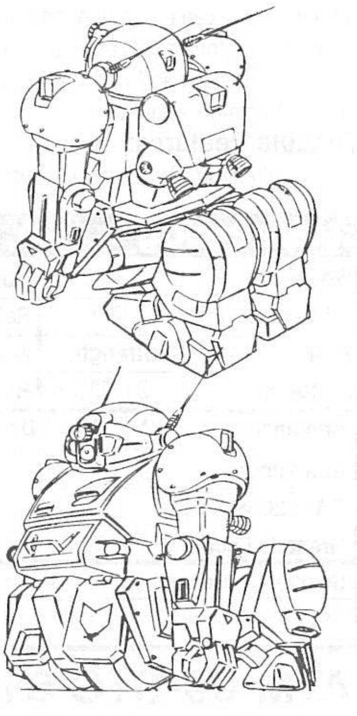
Purple bear			30 OP
Weight	6180 kg	**Computer**	+1 INT/TECH
PR Solution Life	148 hours	**Rabbit Value**	1 + Die Roll
Maneuver -4	**Strength** 9	**Move**	6 (19kph)
Armor/Hits	48 KD / 120 SDP	**Roller Dash**	24 (72kph)

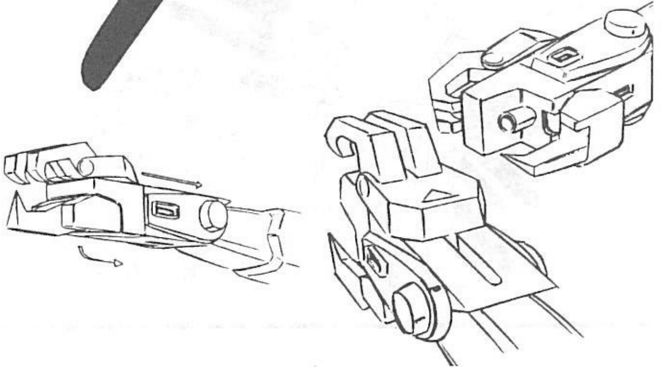
Special Systems: Light (8mm) armor, Stereoscopic sensors (+1 Perception, sensor range x2, treats all targets as 1 range step closer). Handweapons optional.

HEAVY DOG SERIES









X•ATH-02 STRIKEDOG

This AT is the space-use prototype of the experimental Heavy Dog series. Despite their resemblance to the M-class, the Heavy Dogs are the most advanced machines of their kind, boasting greater power than standard H-class ATs. The Strikedog is a test model with an operating system so complex that only a Perfect Soldier can handle it properly. Its Iron Claw is an improvement over the Brutishdog's Gatling Claw, but the difficulty in reloading its 11mm cannon makes this more of an auxiliary weapon, best used in conjunction with a portable hand weapon. Ypsilon piloted the Strikedog.

Notable Features: Arm punch (right arm only), Gliding Wheels, Sensor suite, Enhanced Visor Scopes, 11mm Arm-mounted Cannon, Iron Claw, Twin Vernier Pack, Leg-mounted verniers.

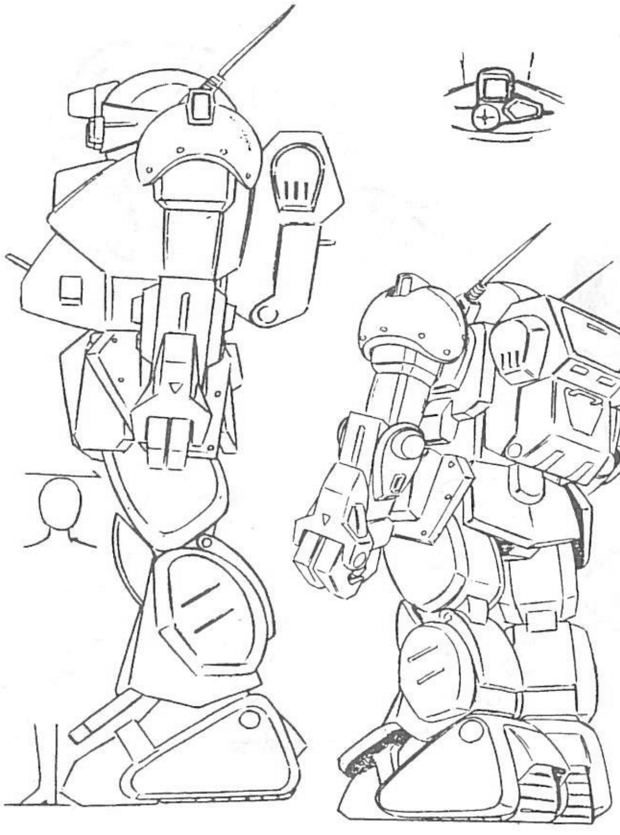
Strikedog			**100 OP**
Weight	7750 kg	**Computer**	+2 INT/TECH
PR Solution Life	22 hours	**Rabbit Value**	2 + Die Roll
Maneuver Value	-3	**Move**	6 (19kph)
Strength	STR 12	**Run/Sprint**	12m / 18m
Armor KD (14mm)	60 KD	**Roller Dash**	33 (98kph)
Structure (ATH)	140 SDP	**Cruise/Max**	66m / 99m

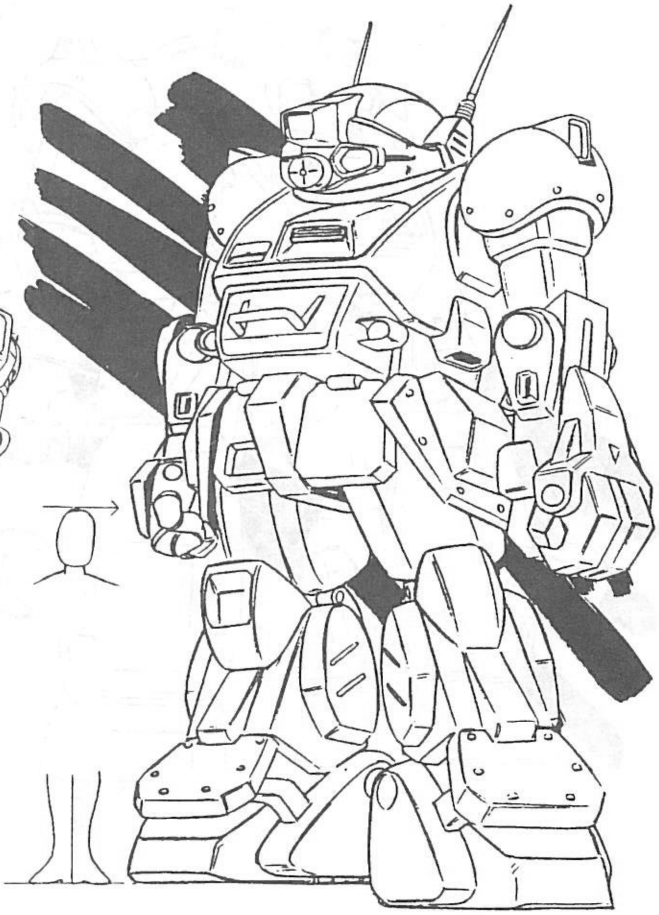
Armament	**WA**	**Rng**	**Dmg**	**Loc**	**Special Notes**
Hand-to-Hand	±0	-	12D6	-	(Kick is -1WA, 13D6)
Arm Punch	±0	-	7D6 x2	R. Arm	4 shots, Armor-Piercing.
Iron Claw	-1	-	7D6 x3	L. Arm	-
11mm M.G.	±0	700m	9D6	L. Arm	ROF 20, 60 shots, AP.
Handweapons	**WA**	**Rng**	**Dmg**	**Loc**	**Special Notes**
X•SAT-01	+1	3.4km	3 Kills	1-H	36 shots, AP.

Special Systems

- PRSP Backpack has 25KD and houses main rocket boosters; Strikedog can pull 1 G of acceleration (equivalent to a cumulative Move of 50).
- Pulse-Doppler Sensors increases sensor range to 10km and eliminates blind spots (no penalties for dealing with targets behind the AT). Only a Perfect Soldier or other superior human can make use of this system.
- Custom Design: Minimum REF 8, (Piloting -5) x2.5 = Maneuver Pool.

HEAVY DOG SERIES



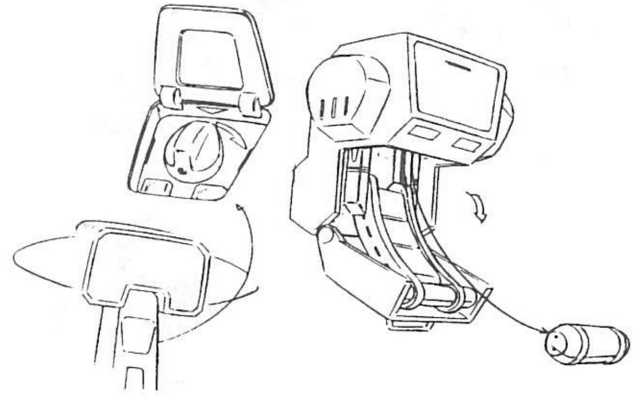


Rabidlydog	95 OP		
Weight	7737 kg	**Computer**	+3 INT/TECH
PR Solution Life	162 hours	**Rabbit Value**	3 + Die Roll
Maneuver Value	-2	**Move**	6 (19kph)
Strength	STR 13	**Run/Sprint**	12m / 18m
Armor KD (14mm)	60 KD	**Sand-Trippers**	36 (108kph)
Structure (ATH)	140 SDP	**Cruise/Max**	72m / 108m

Armament	WA	Rng	Dmg	Loc	Special Notes
Hand-to-Hand	±0	-	13D6	-	(Kick is -1WA, 14D6)
Arm Punch	±0	-	7D6 x2	R. Arm	4 shots, Armor-Piercing.
Iron Claw	-1	-	7D6 x3	L. Arm	-
11mm M.G.	±0	700m	9D6	L. Arm	ROF 20, 60 shots, AP.
Handweapons	**WA**	**Rng**	**Dmg**	**Loc**	**Special Notes**
X•SAT-06	+1	1.7km	7D6 x3	1-H	67 shots, ROF10, AP.

Special Systems

- PRSP Backpack has 25KD, can carry an assortment of solid explosive mines.
- Pulse-Doppler Sensors increases sensor range to 10km and eliminates blind spots (no penalties for dealing with targets behind the AT). Only a Perfect Soldier or other superior human can make use of this system.
- Custom Design: Minimum REF 8, (Piloting -5) x2.5 = Maneuver Pool.

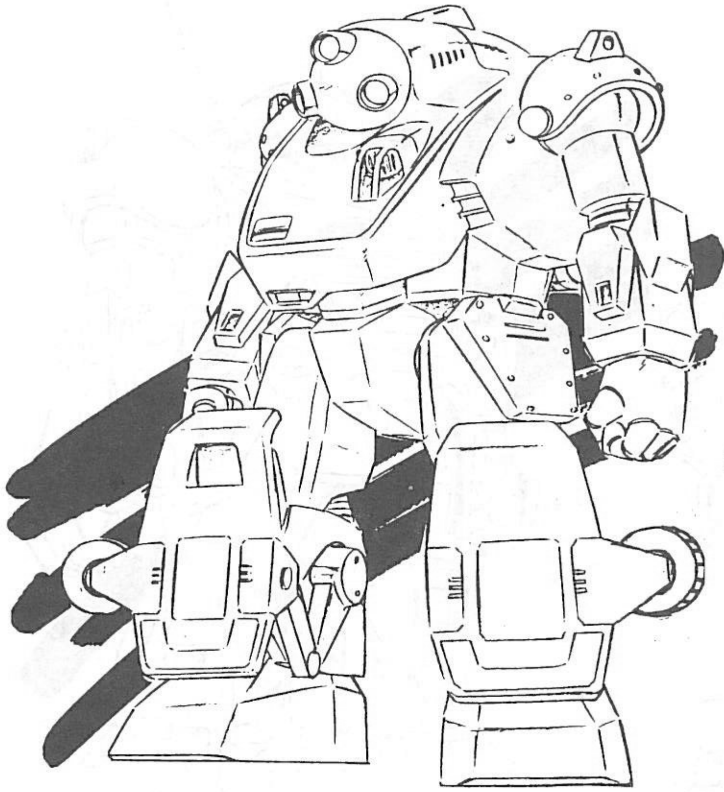


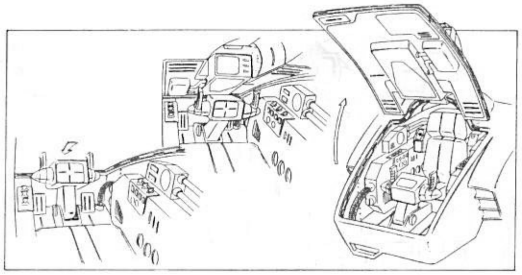
X•ATH-02-DT RABIDLYDOG

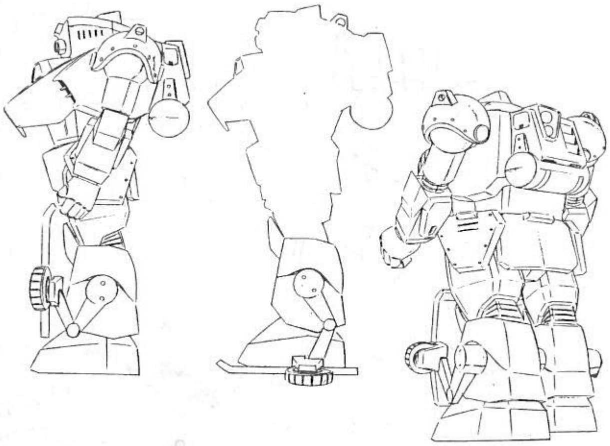
This is the desert-use version of the experimental Heavy Dog series. It's an enhanced version of the Strikedog, designed by Wiseman and built by the Secret Society for Chirico Cuvie. Its Iron Claw is a larger, heavier version of that on the Strikedog, and its mission pack contains a solid explosive minelayer. As of Astragius year 7214, the Rabidlydog was the single most powerful AT ever built.

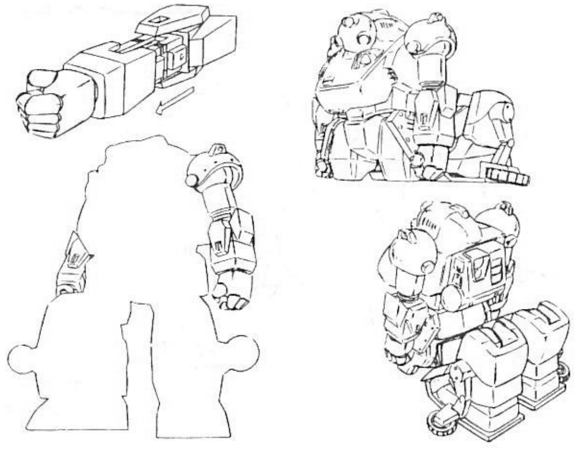
Notable Features: Arm punch (right arm only), Sensor suite, Sand Trippers, Heavy Duty Iron Claw, Mission Pack w/solid explosives, Enhanced Visor Scopes.

MERCENARY AT - BEETLE









ATH-06-WP DIVING BEETLE

A forerunner to the H-14 Turtle/Tortoise series, the H-06 Water Proof "Diving Beetle" is similar in size and mass and is capable of operating underwater for up to two hours. It is used by many different groups—it's a popular unit for Battling pilots, and is the standard-issue AT for pilots stationed at Kummen's Assemble EX-10 mercenary base. The standard version, the ATH-06-ST Standing Beetle, has Gliding Wheels instead of Swamp Clogs.

Standard features: Arm Punch, Swamp Clogs with Gliding Wheels, Sensor Suite, Air Tank.

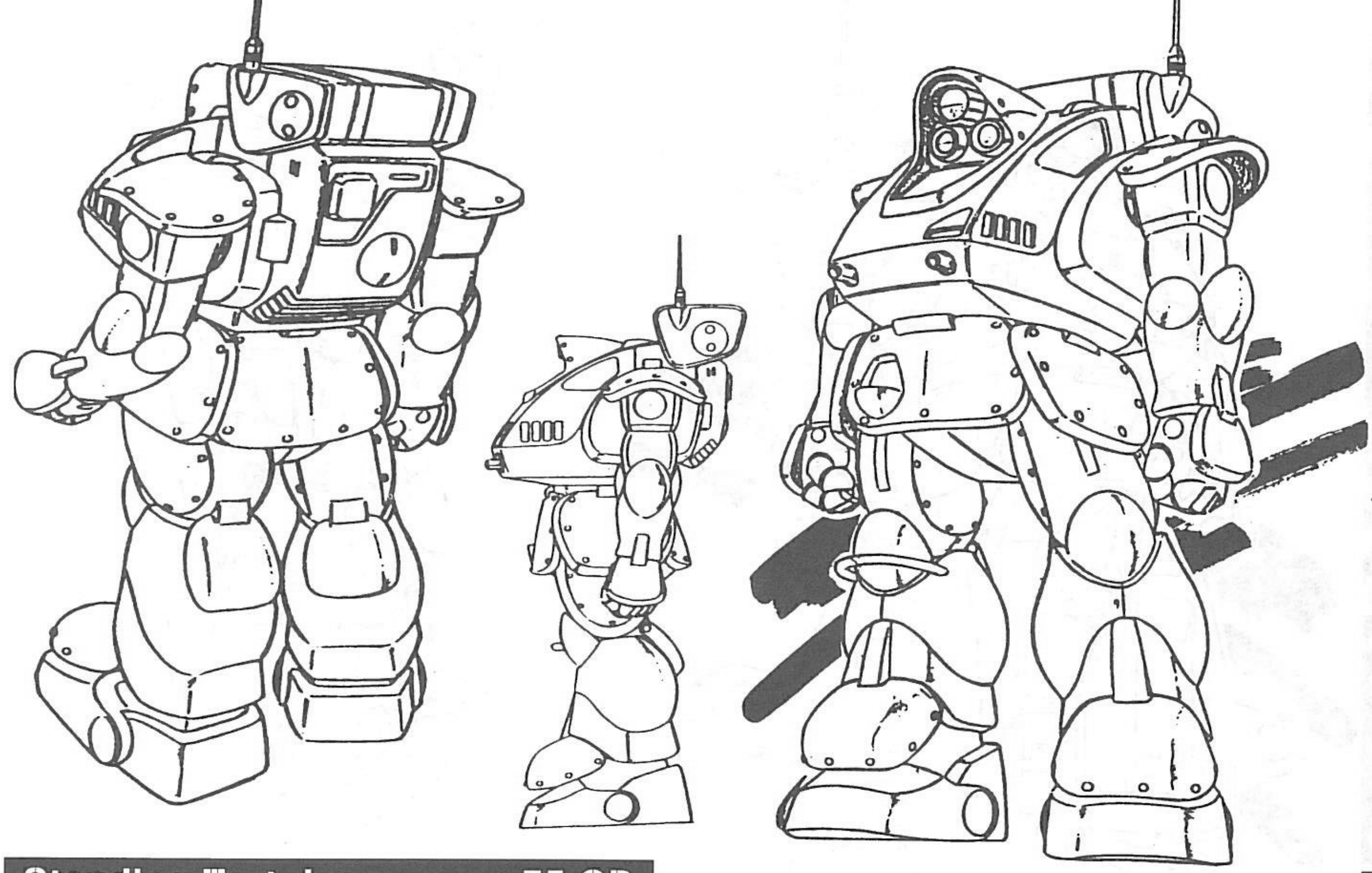
Diving Beetle			**46 OP**
Weight	8415 kg	**Computer**	+2 INT/TECH
PR Solution Life	166 hours	**Rabbit Value**	2 + Die Roll
Maneuver Value	-6	**Move**	5 (15kph)
Strength	STR 10	**Run/Sprint**	10m / 15m
Armor KD (15mm)	65 KD	**Swamp Clogs**	12 (35kph)
Structure (ATH)	140 SDP	**Cruise/Max**	24m / 36m

Armament	**WA**	**Rng**	**Dmg**	**Loc**	**Special Notes**
Hand-to-Hand	±0	-	10D6	-	(Kick is -1WA, 11D6)
Arm Punch	±0	-	7D6 x2	R. Arm	4 shots, Armor-Piercing.
Arm Punch	±0	-	7D6 x2	L. Arm	4 shots, Armor-Piercing.
Handweapons	**WA**	**Rng**	**Dmg**	**Loc**	**Special Notes**
GAT-19	±0	1000m	14D6	2-H	20 shots, ROF5, AP.

Special Systems

- Backpack has 65KD, houses 2-hour air tank.
- Other handweapons available if desired.

SECRET SOCIETY ATs

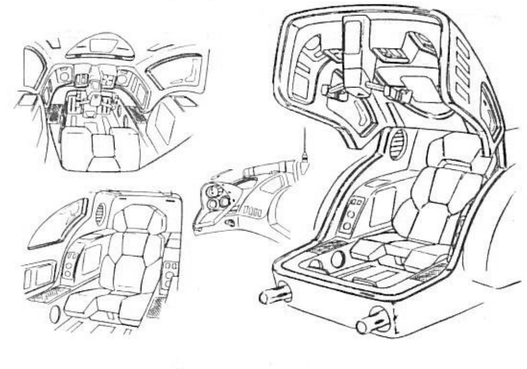


Standing Tortoise			75 OP
Weight	8302 kg	**Computer**	+1 INT/TECH
PR Solution Life	142 hours	**Rabbit Value**	1 + Die Roll
Maneuver Value	-4	**Move**	5 (15kph)
Strength	STR 12	**Run/Sprint**	10m / 15m
Armor KD (15mm)	65 KD	**Roller Dash**	24 (71.3kph)
Structure (ATH)	140 SDP	**Cruise/Max**	48m /72m

Armament	WA	Rng	Dmg	Loc	Special Notes
Hand-to-Hand	±0	-	12D6	-	(Kick is -1WA, 13D6)
11mm MG	±0	700m	9D6	Torso	ROF20, 100 rounds, Link.
11mm MG	±0	700m	9D6	Torso	ROF20, 100 rounds, Link.
Handweapons	**WA**	**Rng**	**Dmg**	**Loc**	**Special Notes**
HRAT-23	±0	2km	6D6 x4	2H	11sht, ROF4, 20m blast.
or **HRAT-30**	+1	2km	6D6 x4	2H	22sht x2, ROF22, 20m blst.
or **HMAT-38**	+2	4.6km	3K	2H	8 sht, Smart, 10m blast.
or **FTAT-16**	-2	70m	8D6	2H	ROF∞, Incen, 65 shots.
or **X•SAT-01**	+1	3.4km	3 Kills	2H	36 shots, AP.

Special Systems

- Backpack has 65KD, houses mission computer and PRSP system.
- 11mm Machineguns are Linked (make one attack; either both hit or both miss; damage is NOT cumulative).

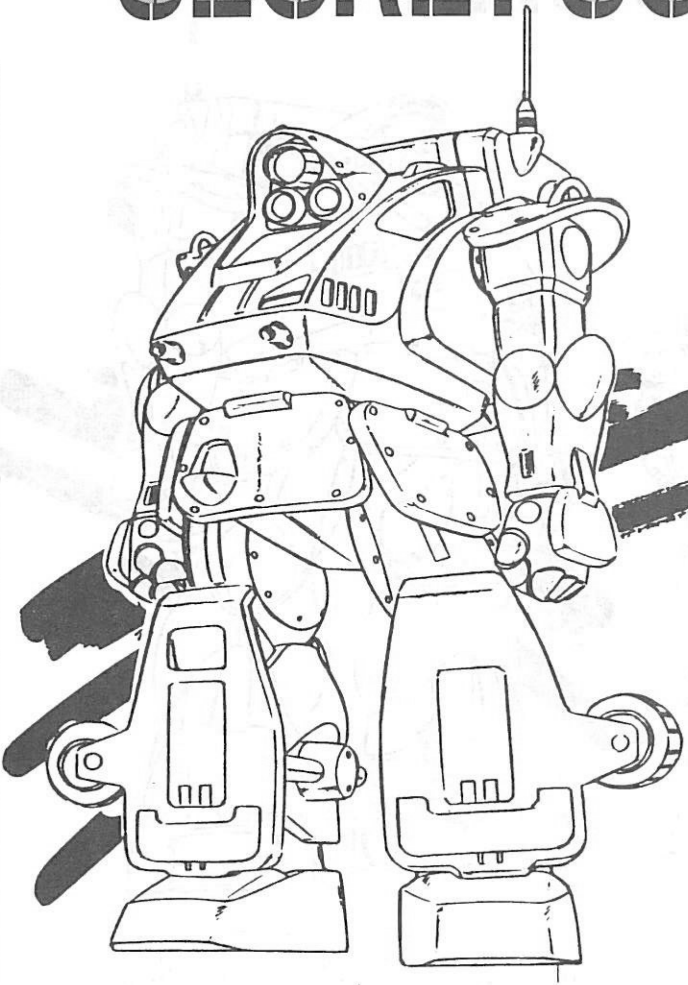


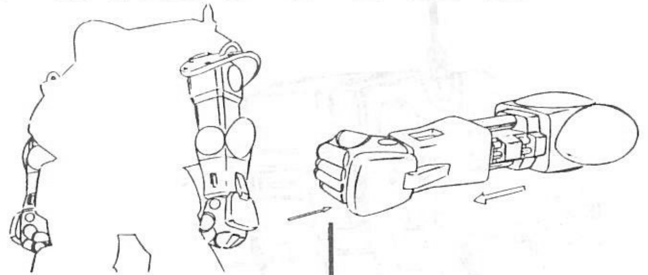
ATH-14-ST STANDING TORTOISE

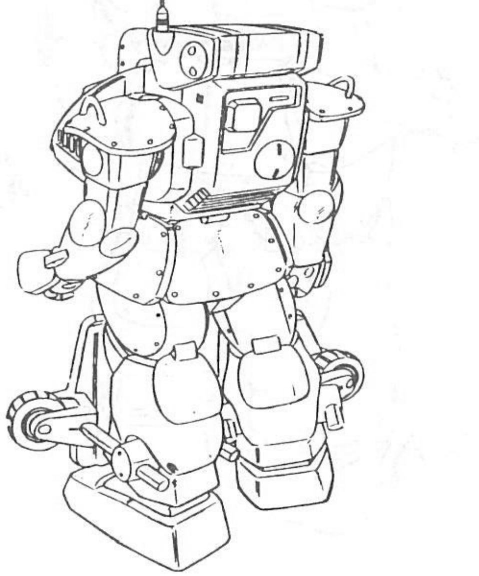
A departure from the prolific M-09 "Dog" series, the H-14 "Tortoise" series is a good representative of the H-class series—the standard ATH-14 model is the Standing Tortoise, a hardy unit designed for use in rugged terrain. Originally, it enjoyed a multifunctional status similar to that of the Scopedog, but over the years the H-14 has been augmented with heavier armor and greater power. This gives the Tortoise the ability to carry heavier weaponry, yet it doesn't suffer much loss in maneuverability regardless of encumbrance. This is the AT most often deployed by the Secret Society in its various operations (particularly in Kummen), but its ease of repair and modification has resulted in numerous custom models—this has made the Tortoise a popular choice among Battling pilots.

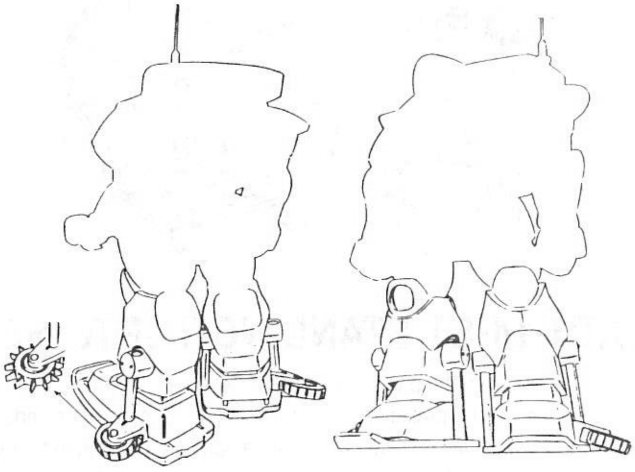
Notable Features: Gliding Wheels x2, Sensor Suite, Twin 11mm Torso Cannons.

SECRET SOCIETY ATs









Standing Turtle			82 OP
Weight	8511 kg	**Computer**	+1 INT/TECH
PR Solution Life	82 hours	**Rabbit Value**	1 + Die Roll
Maneuver Value	-4	**Move**	5 (15kph)
Strength	STR 12	**Run/Sprint**	10m / 15m
Armor KD (15mm)	65 KD	**Roller Dash**	17 (51kph)
Structure (ATH)	140 SDP	**Cruise/Max**	34m /51m

Armament	WA	Rng	Dmg	Loc	Special Notes
Hand-to-Hand	±0	-	12D6	-	(Kick is -1WA, 13D6)
Arm Punch	±0	-	7D6 x2	R. Arm	4 Shots, Armor-Piercing.
Arm Punch	±0	-	7D6 x2	R. Arm	4 Shots, Armor-Piercing.
11mm MG	±0	700m	9D6	Torso	ROF20, 100 rounds, Link.
11mm MG	±0	700m	9D6	Torso	ROF20, 100 rounds, Link.

Handweapons	WA	Rng	Dmg	Loc	Special Notes
HRAT-23	±0	2km	6D6 x4	2H	11sht, ROF4, 20m blast.
or **HRAT-30**	+1	2km	6D6 x4	2H	22sht x2, ROF22, 20m blst.
or **HMAT-38**	+2	4.6km	3K	2H	8 sht, Smart, 10m blast.
or **FTAT-16**	-2	70m	8D6	2H	ROF∞, Incen, 65 shots.
or **X•SAT-01**	+1	3.4km	3 Kills	2H	36 shots, AP.

Special Systems

- Backpack has 40KD, houses mission computer and PRSP system.
- 11mm Machineguns are Linked (make one attack; either both hit or both miss; damage is NOT cumulative).
- Fully sealed, independent 2-hour air supply.

ATH-14-WP STANDING TURTLE

The Standing Turtle is the Water Proof version of the Standing Tortoise, and can stay submerged underwater for up to two hours. The Secret Society deployed them in the tropical jungles of Kummen to great effect. Prior to the development of the Strikedog, the Standing Turtle was used as a base for Ypsilon's souped-up AT, the "Snapping Turtle" (see opposite page).

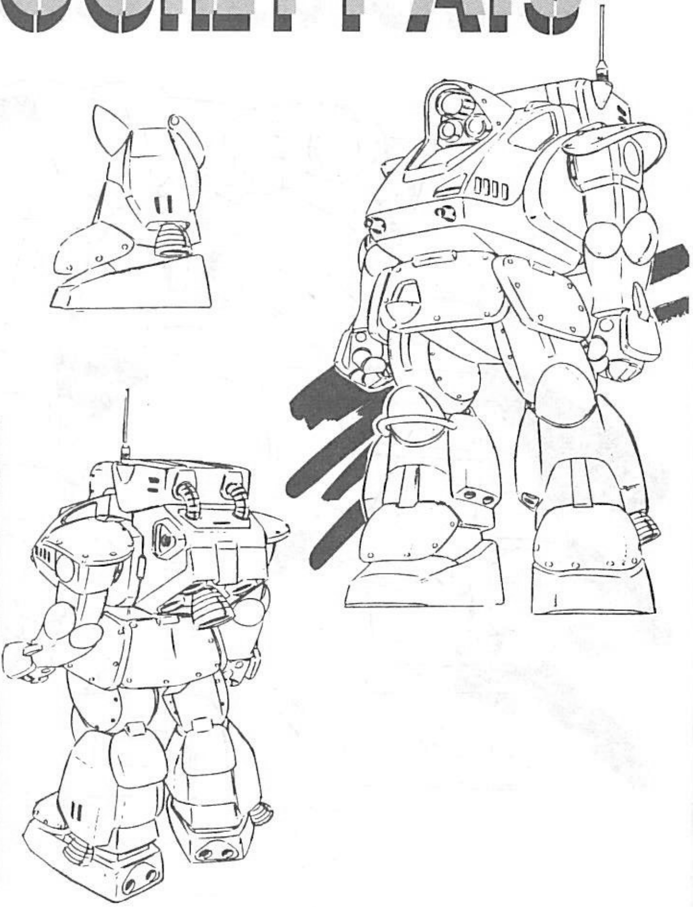
Notable Features: Arm Punch x2, Swamp Clogs with Gliding Wheels x2, Sensor Suite, Twin 11mm Torso Cannons.

SECRET SOCIETY ATs

ATH-14-SA STANDING TORTOISE MARK-II

This is the Space Adapted variant of the Standing Tortoise, with a modified Muscle Cylinder system which compensates for zero-gravity and an improved mission computer designed to manage the complex vectors and trajectories of space flight. Its backpack houses a powerful rocket booster and there are maneuvering verniers in the legs.

Notable Features: Sensor suite, Gliding Wheels x2, Oxygen tanks, PRSP pack, Torso-mounted 11mm cannon x2.



Standing Tortoise MkII — **90 OP**

Weight	8610 kg	**Computer**	+2 INT/TECH
PR Solution Life	80 hours	**Rabbit Value**	2 + Die Roll
Maneuver -4	**Strength** 12	**Move**	5 (15kph)
Armor/Hits	65 KD / 140 SDP	**Swamp Clogs**	23 (68.2kph)

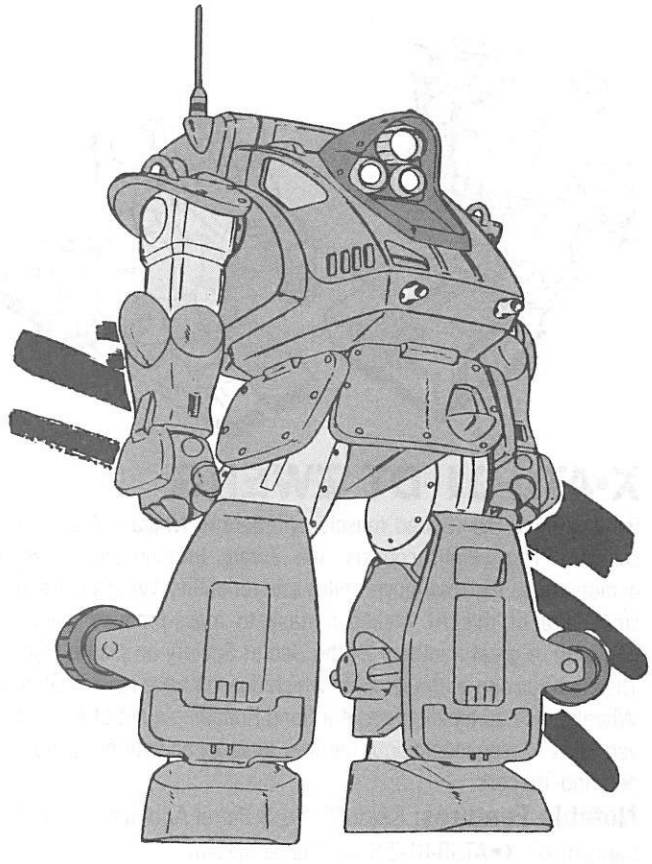
Armament	WA	Rng	Dmg	Loc	Special Notes
Hand-to-Hand	±0	-	12D6	-	(Kick is -1WA, 13D6)
11mm MG	±0	750m	9D6 x2	Torso	ROF 20, 120 rnds, Link.
11mm MG	±0	750m	9D6 x2	Torso	ROF 20, 120 rnds, Link.

Special Systems: Space adaptation: 6 hour air supply • Space Gear: Grants 1G of acceleration (equivalent to a cumulative MOVE of 50) • Link for 11mm Guns • Mission Pack with 65KD • Gliding Wheels.

ATH-14-WPC SNAPPING TURTLE

This Turtle with the distinctive blue paint scheme is a souped-up version of the Standing Turtle equipped with a pulse-doppler radar and an operating system far more responsive and complex than those of standard ATs. These modifications are designed with Perfect Soldiers in mind, and as such Ypsilon was the pilot of the H-14 Water Proof Custom, the Snapping Turtle.

Notable Features: Sensor suite, Arm Punch x2, Swamp Clogs with Gliding Wheels x2, Oxygen tanks, PRSP pack, Torso-mounted 11mm cannon x2.



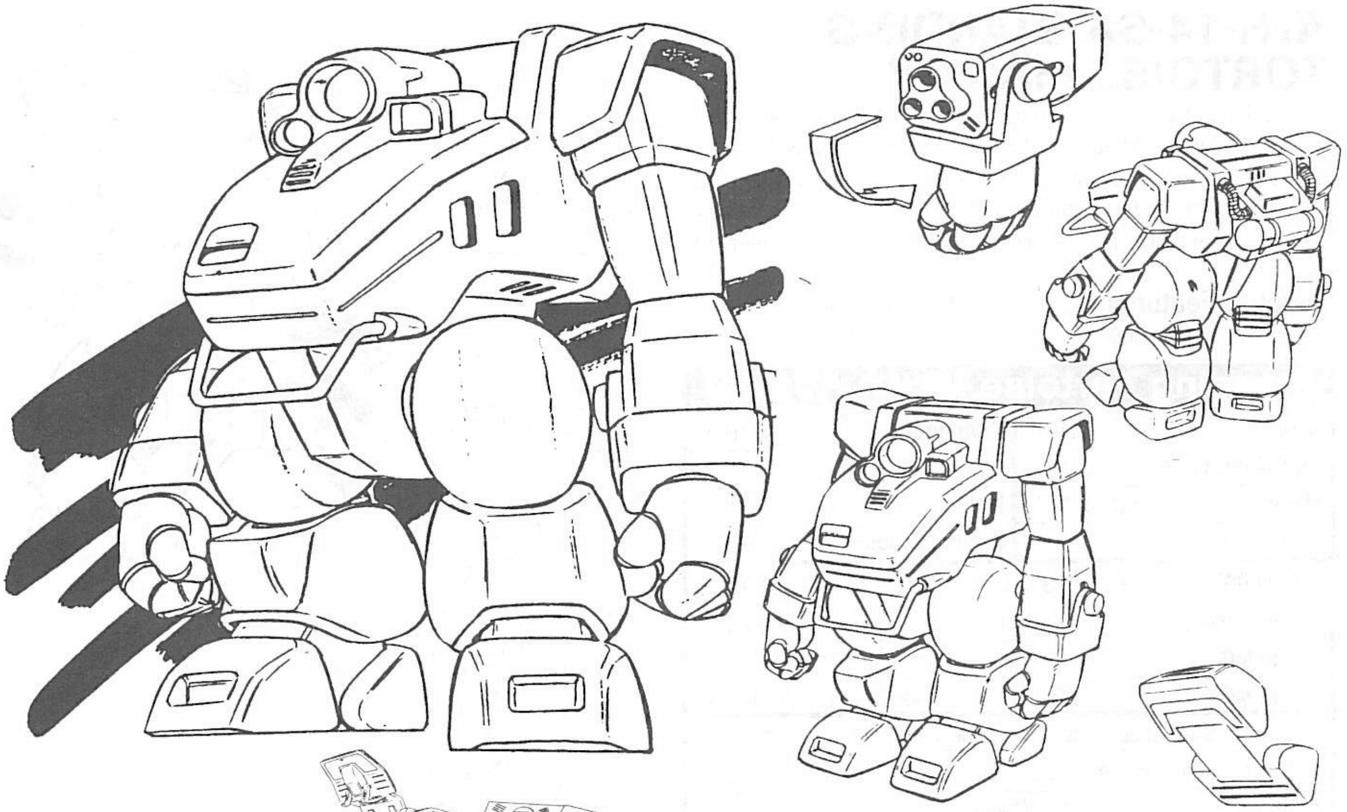
Snapping Turtle — **108 OP**

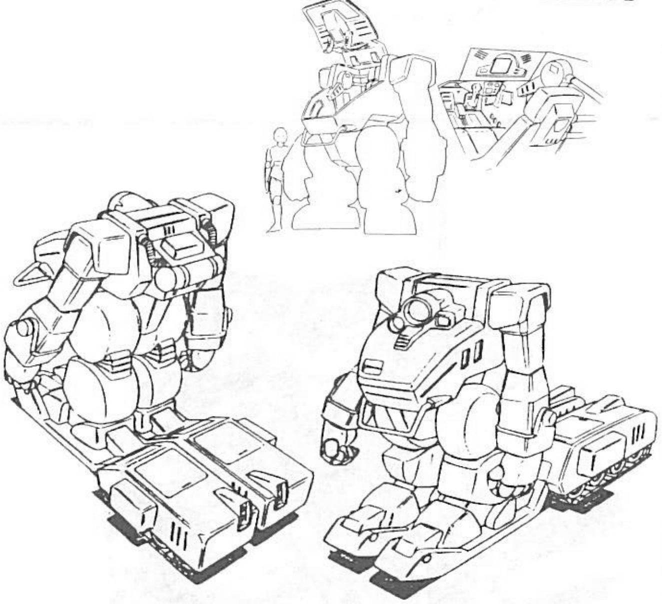
Weight	8481 kg	**Computer**	+3 INT/TECH
PR Solution Life	74 hours	**Rabbit Value**	3 + Die Roll
Maneuver -4	**Strength** 12	**Move**	5 (15kph)
Armor/Hits	65 KD / 140 SDP	**Swamp Clogs**	20 (59kph)

Armament	WA	Rng	Dmg	Loc	Special Notes
Arm Punch x2	±0	-	7D6 x2	Arms	4 shots, Armor-Piercing.
11mm MG	±0	750m	9D6 x2	Torso	ROF 20, 120 rnds, Link.
11mm MG	±0	750m	9D6 x2	Torso	ROF 20, 120 rnds, Link.

Special Systems: Underwater sealing: 2 hour air supply • Swamp Clogs • Pulse-Doppler Radar system, Link for 11mm Guns • Mission Pack with 40KD • Pulse-Doppler System: Sensor range x2, no penalties for rear attack & defense • Custom design: Min REF = 8, Piloting -5 x2.5 = Maneuver Pool.

SECRET SOCIETY ATs





X•ATL-01-DT ZWERG

By combining the refined muscle cylinders of M-class ATs with a compact, lightweight chassis, the Zwerg (pronounced "zverg") demonstrates high maneuverability and reliability. What's more, the small size of this AT makes it easy to mass-produce, so it is deployed in great numbers by the Secret Society on planet Quent. The Zwerg is one of the few ATs which doesn't have built-in Gliding Wheels, instead making use of a Sand Roader—a set of tread-driven "skis" which clamp onto the feet to serve as externally-mounted Sand-Trippers.

Notable Features: Sensor Suite, 3-Barrel Arm-mounted 11mm Cannons (2), X•ATSR-01-Z Sand Roader system.

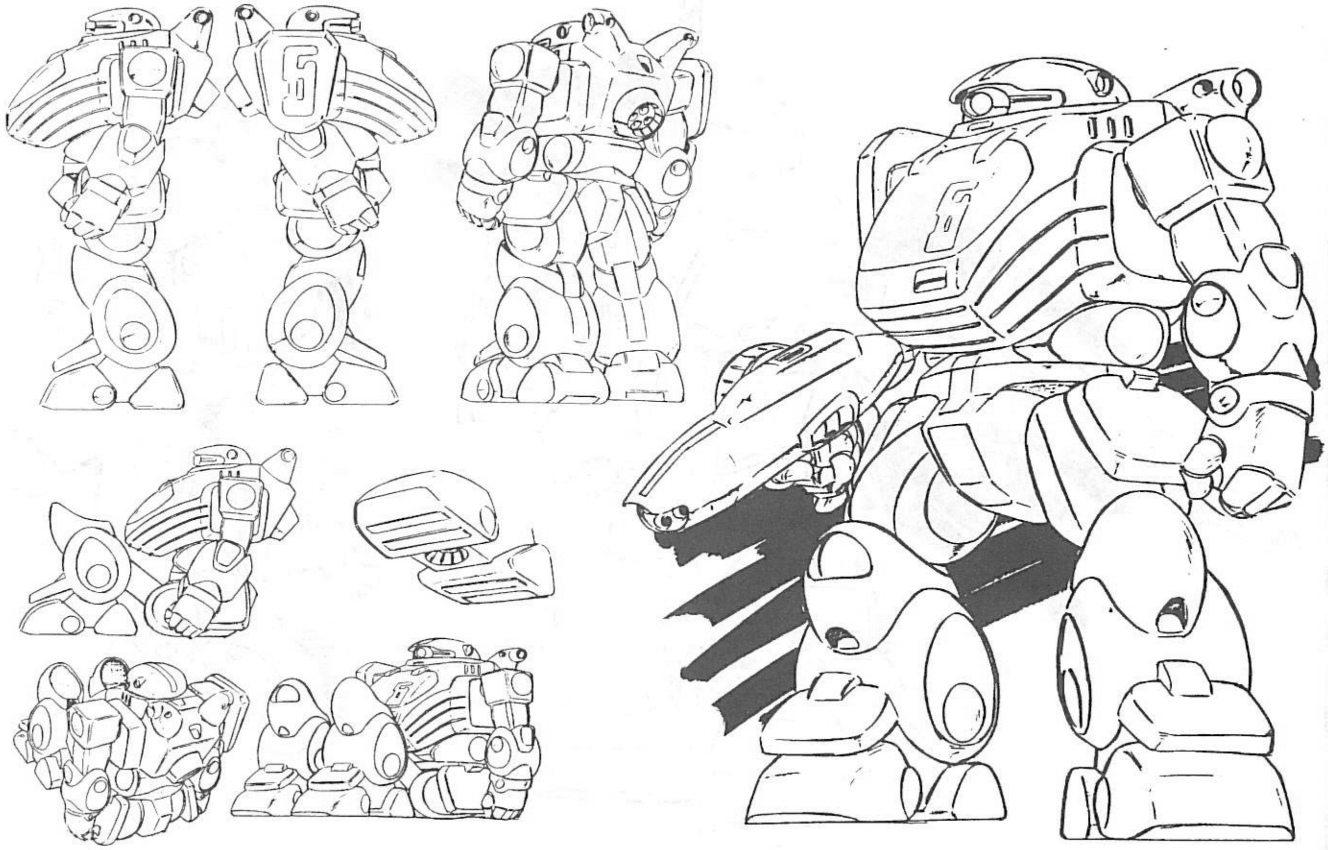
Zwerg		**68 OP**	
Weight	3436 kg	**Computer**	+1 INT/TECH
PR Solution Life	182 hours	**Rabbit Value**	1 + Die Roll
Maneuver Value	-1	**Move**	8 (24kph)
Strength	STR 8	**Run/Sprint**	16m / 24m
Armor KD (7mm)	45 KD	**Sand-Roader**	24 (72kph)
Structure (ATL)	100 SDP	**Cruise/Max**	48m / 72m

Armament	**WA**	**Rng**	**Dmg**	**Loc**	**Special Notes**
Hand-to-Hand	±0	-	8D6	-	(Kick is -1WA, 9D6)
11mm MG	±0	700m	9D6	R. Arm	ROF40, 80 rounds.
11mm MG	±0	700m	9D6	L. Arm	ROF40, 80 rounds.
Handweapons	**WA**	**Rng**	**Dmg**	**Loc**	**Special Notes**
X•SAT-05	+1	1.7km	7D6 x3	2H	96 shots, ROF10, AP.

Special Systems

- 11mm Machineguns are built into forearms, normally hidden by hands; these guns are NOT linked.
- No Gliding Wheels; instead, cost includes X•ATSR-01-Z Sand Roader system, which can ignore movement penalties of sandy terrain.
- **X•ATSR-01Z Sand-Roader:** MV: -1 (AT uses this value when riding the platform) • KD: 45 each • SDP: 50 each • Move: 24 • Weight: 725kg • Cost: 3.0 OP

BALARANT AT - FATTY

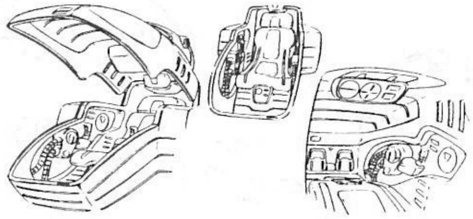


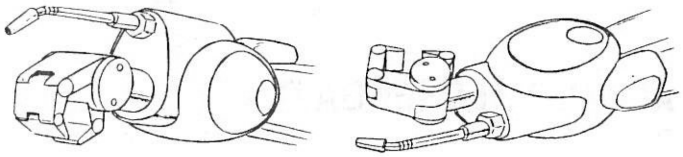
Fatty			**57 OP**
Weight	8812 kg	**Computer**	+1 INT/TECH
PR Solution Life	98 hours	**Rabbit Value**	1 + Die Roll
Maneuver Value	-6	**Move**	5 (16kph)
Strength	STR 9	**Run/Sprint**	10m / 15m
Armor KD (16mm)	70 KD	**Hover Jets**	20 (60kph)
Structure (ATM)	120 SDP	**Cruise/Max**	40m / 60m

Armament	**WA**	**Rng**	**Dmg**	**Loc**	**Special Notes**
Hand-to-Hand	±0	-	9D6	-	(Kick is -1WA, 10D6)
Burner Hand	±0	1m	3D6	Arm	10 mins, Hyper, EMW.
Handweapons	**WA**	**Rng**	**Dmg**	**Loc**	**Special Notes**
G•BATM-04	+1	2km	6D6 x4	2H	15 shts, ROF4, 20m blast.
or **G•BATM-02**	+1	3.5km	9K	2H	2 turns warm-up time

Special Systems

- Built-in space gear includes booster rocket and maneuvering verniers; this grants 1 G of acceleration (equivalent to a cumulative Move of 50).
- No Gliding Wheels; instead, cost includes leg-mounted hoverjets.
- Optional burner arm is used for industrial-strength welding applications. This option replaces the regular hand array; the burner has 10 minutes of fuel, and the claw-like "magic hand" cannot operate handweapons.



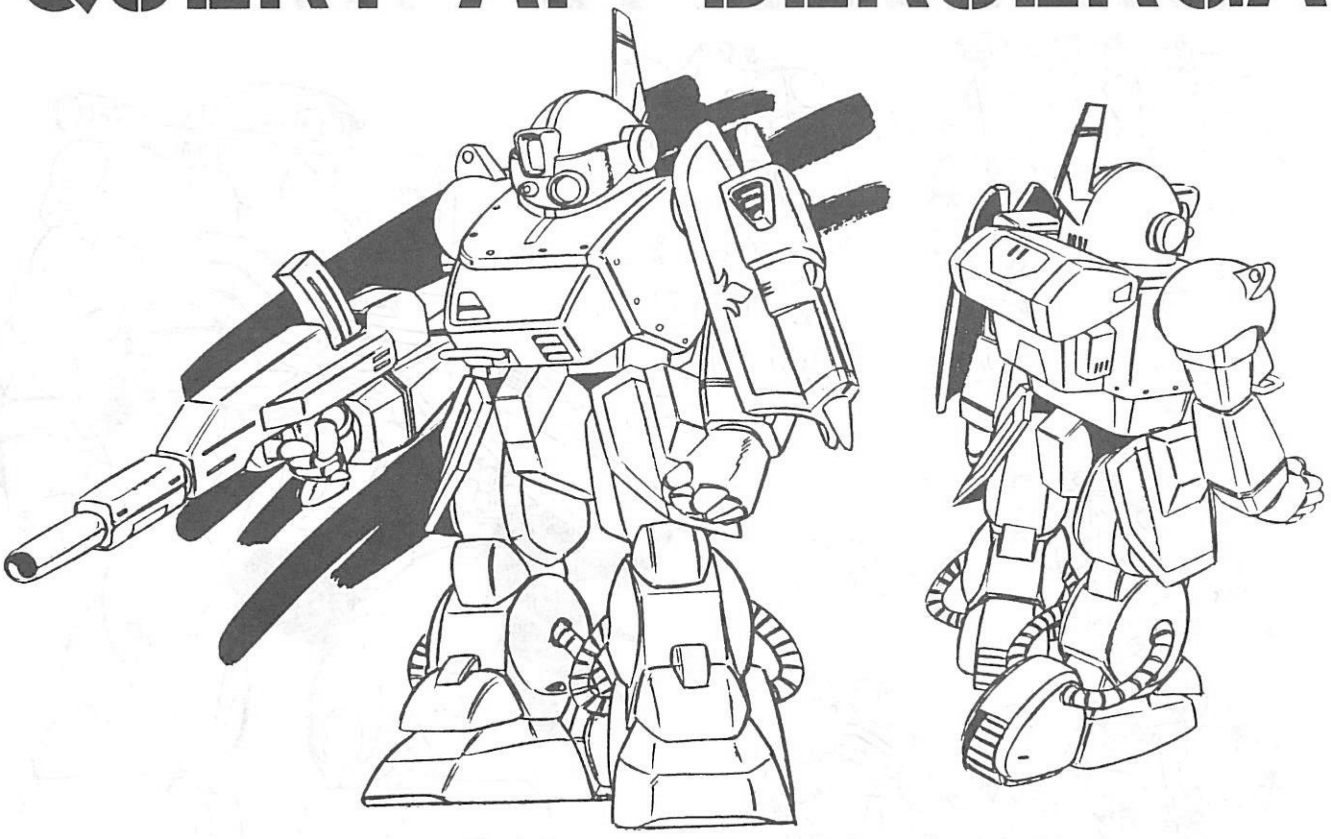


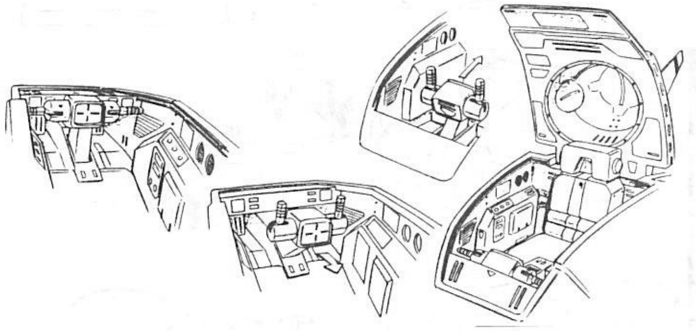
B•ATM-03 FATTY

When the Gilgamesh forces rolled out their first ATs, the Balarant Union rushed to get a similar unit onto the battlefield as quickly as possible. Balarant's first AT, the B•ATM-01 Blocker, was inferior to virtually every Gilgamesh AT, but it kept their forces from being overwhelmed until they could develop a more efficient unit. Since the Balarant union could never make a unit which matched the Scopedog's versatility, they mass-produced the new B•ATM-03 Fatty faster than the enemy could destroy it. This way, Balarant's prolific military/industrial complex made up for the technological imbalance through sheer weight of numbers. While some versions of the Fatty were created specifically for ground-based combat, the standard-model Fatty can fight in zero-G vacuum and has become an integral defensive element of Balarant's Space Forces.

Standard features: Sensor suite, Vernier Pack, Foot-mounted Hover Jets, Optional Burner Arm.

QUENT AT - BERSERGA





ATH-Q58 BERSERGA DT

The Berserga series of ATs was developed on Quent and is used exclusively by the mercenary Quentmen. Instead of the typical Arm Punch system, each Berserga is equipped with a piledriver-like bayonet referred to as a Pile Banger. This devastating weapon is built into a shield mounted on the left arm—the origin of the shield is mythological, based on that of an ancient Quent hero.

The Berserga series is also renowned for its powerful sensor suite, made with the super-semiconductor known as Quentium. This Quent Metal Detecting Radar system is recognized as the best in the galaxy, but it's far too costly to be used in mass-produced models (thus the only way to obtain one is to barter it away from Quent mercenaries). Other than these features, Quent-made ATs aren't significantly different from Gilgamesh-made Heavy-class ATs like the Tortoise.

For her visit to planet Quent, Fyana was given a type-58 Berserga DT (Desert Trip), which is designed for desert use. This model sports a Sand Tripper mobility system and a long-range mission pack.

Notable features: Sand-Trippers, Sensor Suite, Arm Shield with Pile Banger, Quentium Radar system, Long-Range Mission Pack.

Berserga DT **65 OP**

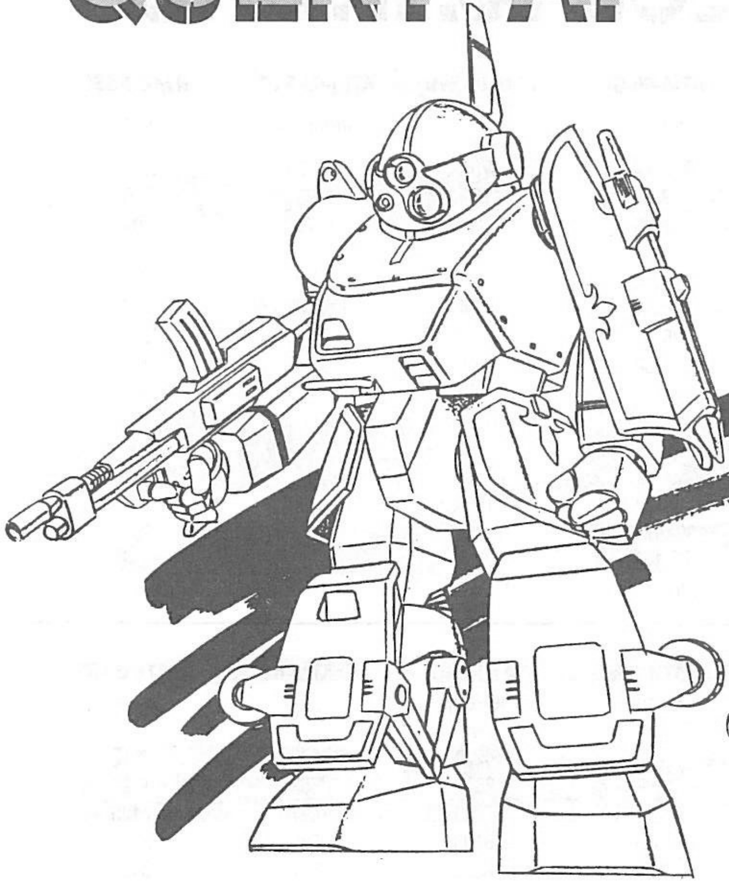
Weight	8590 kg	**Computer**	+2 INT/TECH
PR Solution Life	120 hours	**Rabbit Value**	2 + Die Roll
Maneuver Value	-5	**Move**	5 (16kph)
Strength	STR 11	**Run/Sprint**	10m / 15m
Armor KD (14mm)	60 KD	**Sand-Trippers**	20 (59kph)
Structure (ATH)	140 SDP	**Cruise/Max**	40m / 60m

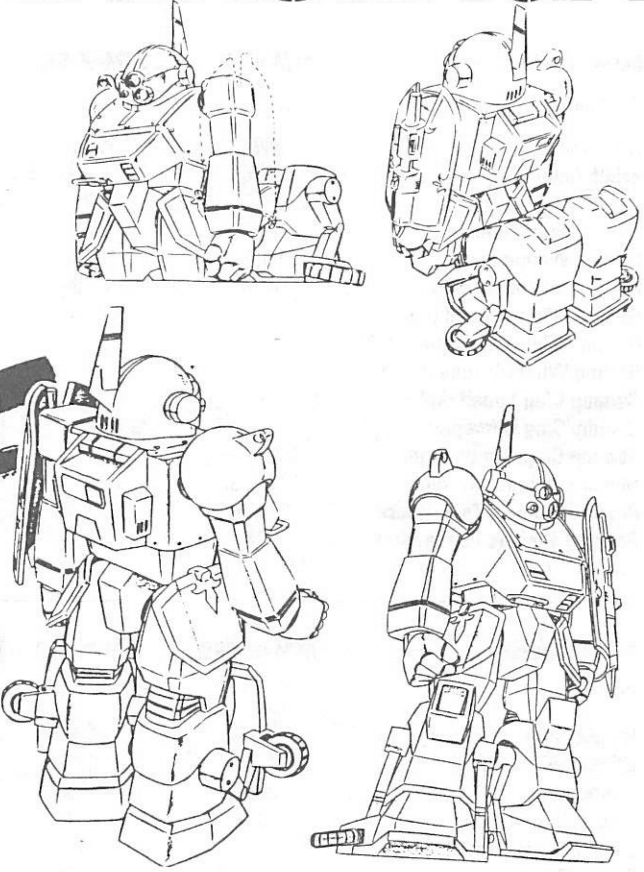
Armament	**WA**	**Rng**	**Dmg**	**Loc**	**Special Notes**
Hand-to-Hand	±0	-	11D6	-	(Kick is -1WA, 12D6)
Pile Banger	±0	-	6D6 x3	L. Arm	Armor-Piercing.
Handweapons	**WA**	**Rng**	**Dmg**	**Loc**	**Special Notes**
GAT-40 A.R.	+1	1.2km	5D6 x3	2H	ROF10, 32 shots, AP.

Special Systems

- Left arm Shield has 100KD, can Parry at -3.
- Long-Range Mission Pack has 60KD, can carry 1718kg of supplies.
- Sand Trippers ignore movement restrictions for sandy terrain.
- Quentium Sensors: Add +3 to Perception skill checks.

QUENT AT - BERSERGA



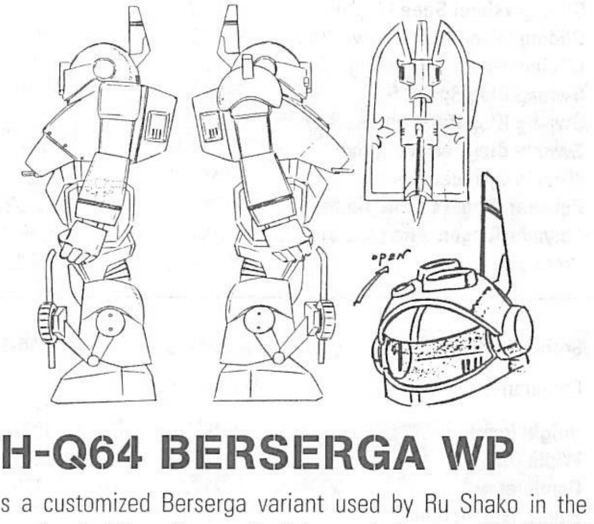


Berserga WP			82 OP
Weight	8333 kg	**Computer**	+2 INT/TECH
PR Solution Life	180 hours	**Rabbit Value**	2 + Die Roll
Maneuver Value	-3	**Move**	5 (16kph)
Strength	STR 13	**Run/Sprint**	10m / 15m
Armor KD (14mm)	60 KD	**Swamp Clogs**	23 (69kph)
Structure (ATH)	140 SDP	**Cruise/Max**	46m / 69m

Armament	WA	Rng	Dmg	Loc	Special Notes
Hand-to-Hand	±0	-	13D6	-	(Kick is -1WA, 14D6)
Pile Banger	±0	-	6D6 x3	L. Arm	Armor-Piercing.
Handweapons	**WA**	**Rng**	**Dmg**	**Loc**	**Special Notes**
GAT-40C A.R.	+1	700m	5D6 x3	2H	ROF10, 32 shots, AP.

Special Systems

- Left arm Shield has 100KD, can Parry at -3.
- Backpack has 15KD, houses PRSP pack and 2-hour air tank.
- Swamp Clogs ignore movement restrictions for wet/muddy terrain.
- Sealing & air tanks allow limited-duration submergence.
- Quentium Sensors: Add +3 to Perception skill checks.



ATH-Q64 BERSERGA WP

This is a customized Berserga variant used by Ru Shako in the Kummen Jungle Wars. By cannibalizing parts from an ATH-06-WP Diving Beetle, he adapted his DT-type Berserga to wet environments. Its overall weight was reduced by downsizing the hip armor and the shoulder shield, and by taking the lower legs of a Beetle it has become equipped with Swamp Clogs. In addition, the GAT-40 Assault Rifle was chopped down to better suit it to the close confines of jungle warfare. Also, the AT was sealed so that it could be submerged, and the sensor suite was modified against dampness. The addition of a PRSP pack completed Ru's custom Water Proof Berserga.

Notable features: Swamp Clogs w/ Gliding Wheels, PRSP Pack, Sensor Suite, Arm Shield w/ Pile Banger, Quentium Radar system.

AT TECH SPECIFICATIONS

Serial Number	ATM-09-ST	ATM-09-SA	ATM-09-GC	ATM-09-WR	ATM-09-STC	ATM-09-SSC
Codename	Scopedog	Scopedog II	Brutishdog	Marshydog	Strongbox	Purple Bear
Height (mm)	3804	4208	3804	3731	3815	3804
Width (mm)	1936	1998	2349	1982	1992	1870
Depth (mm)	1763	2371	2201	2053	1775	1760
Empty Weight (mm)	6387	6492	6729	6555	7015	6001
Loaded Weight (mm)	6627	6764	6983	6795	7200	6180
Armor Thickness (mm)	14~6	14~6	14~6	14~4	25~10	8~4
Gliding Wheel Speed (kph)	82.6~41	82.3~41	85.2~52	62~42	62~42	72~45
Gliding Wheel Horsepower (hp)	230	230	250	160	289	156
Gliding Wheel Torque (kg/m)	51	51	72	58	68	40
Swamp Clog Speed (kph)	-	-	-	62~42	-	-
Swamp Clog Horsepower (hp)	-	-	-	160	-	-
Swamp Clog Torque (kg/m)	-	-	-	58	-	-
Muscle Cylinder System	1P-MJ-S2	1P-MJ-S2	2P-MJ-S4	1P-MJ-S4	1P-MJ-S2	1P-MJ-S2
Polymer Ringers Tank (liters)	184/20	160/20	169/20 (PRSP)	160/35	142/20	138/10
Polymer Ringers Life (hours)	218	158	147	192	20	148
Processor	MCT-128-C	GCM-2K	MCT-128-CII	MCT-128-C	MCT-128-C	MCT-128-C

Serial Number	ATM-09-RSC	ATH-06-WP	ATH-Q58	ATH-Q64	B•ATM-03	X•ATL-01-DT
Codename	Scopedog Red Shoulder Custom	Diving Beetle	Berserga Desert Trip	Berserga WP	Fatty	Zwerg
Height (mm)	4210	4148	4274	4274	4020	2912
Width (mm)	1982	2598	2668	2671	2057	1720
Depth (mm)	2263	2108	2155	2143	1827	2426
Empty Weight (mm)	6892	8130	8356	8103	8089	3322
Loaded Weight (mm)	7213	8415	8590	8333	8812	3436
Armor Thickness (mm)	14~6	15~6	14~9	14~8	16~6	7~5
Gliding Wheel Speed (kph)	83~52	56~47	59~38 (Sand Tripper)	48~42	60~32 (Hover)	72~51 (Sand Roader)
Gliding Wheel Horsepower (hp)	245	360	300 (ST)	360	-	180 (SR)
Gliding Wheel Torque (kg/m)	58	68	50 (ST)	76	-	52 (SR)
Swamp Clog Speed (kph)	-	35~34.6	-	69~35	-	-
Swamp Clog Horsepower (hp)	-	320	-	320	-	-
Swamp Clog Torque (kg/m)	-	42	-	70	-	-
Muscle Cylinder System	1P-MJ-S2	2P-LJ-S4	1P-NJ-S5	1P-NJ-S4	PP-BS-305-II	1P-NI-S2
Polymer Ringers Tank (liters)	184/40	190/32	180/53	180/60 (PRSP)	188/92	95/10
Polymer Ringers Life (hours)	164	166	120	162	98	182
Processor	MCA-595	MCT-228-CF	QT-M-10J	QT-M-11J	GCT-2C	MCM-1M

Serial Number	ATH-14-ST	ATH-14-SA	ATH-14-WP	ATH-14-WPC	X•ATH-02	X•ATH-02-DT
Codename	Standing Tortoise	Standing Tortoise Mark-II	Standing Turtle	Snapping Turtle	Strikedog	Rabidlydog
Height (mm)	4022	4022	4022	4022	4250	4137
Width (mm)	2117	2117	2117	2117	2128	2758
Depth (mm)	2122	2123	2123	2123	2500	2380
Empty Weight (mm)	8033	8305	8264	8196	7322	7193
Loaded Weight (mm)	8302	8610	8511	8481	7750	7737
Armor Thickness (mm)	15~6	15~6	15~5	15~5	14~6	14~6
Gliding Wheel Speed (kph)	71.3~43	68.2~44	51~40	59~50	98~60	108~62
Gliding Wheel Horsepower (hp)	300	300	320	380	410	418
Gliding Wheel Torque (kg/m)	62	65	70	82	160	180
Swamp Clog Speed (kph)	-	-	42~38	48~42	-	-
Swamp Clog Horsepower (hp)	-	-	300	360	-	-
Swamp Clog Torque (kg/m)	-	-	65	78	-	-
Muscle Cylinder System	1P-LK-S2	1P-LJ-S4	1P-LK-S4	2P-LJ-S4	3P-LL-S4	2P-LL-S4
Polymer Ringers Tank (liters)	207/40 (PRSP)	110/20 (PRSP)	190/45 (PRSP)	190/45 (PRSP)	200/58 (PRSP)	200/120 (PRSP)
Polymer Ringers Life (hours)	142	80	82	74	22	162
Processor	MCT-128-D	MCT-211-C	MCT-211-C	MCM-1MXII	MCM-2MX	MCM-2M

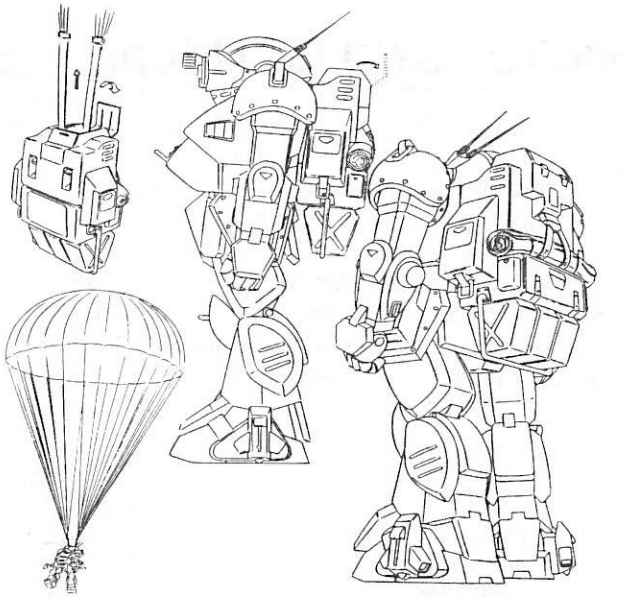
AT SUPPORT MECHA

ATP-BP01-ST PARACHUTE MISSION PACK

This backpack serves a variety of purposes: It contains a parachute, making the AT airdroppable*; it has a rack for three extra GAT-22 ammo boxes; it stores a camouflage tarp, for concealing your AT when you're away from it; it provides a basic toolkit for maintaining and repairing your AT; and it carries a general survival kit, which includes all the items and supplies necessary for the pilot to survive an extended field operation in the desert, wilderness, or arctic. There's also a version which has no built-in parachute, instead offering a carriage rack for a GAT-22C.

*Parachuting speed = Move 20.

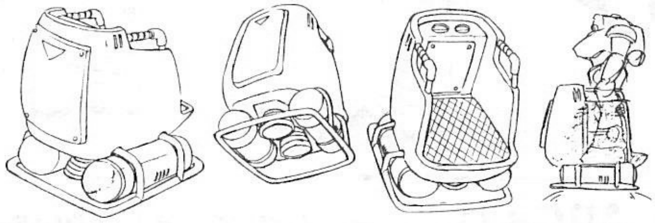
MV: - (not heavy enough to change AT's MV) • KD: 20 • SDP: 30 • Weight: 162kg • Cost: 2 OP



ATP-FPH-05 DESCENT POD

"A drop in the bucket"—Whereas the Dog Carrier is optimized for the ATM-09 Scopedog, the Descent Pod is designed for general use. Nicknamed "Buckets," they are used if an atmosphere is too thin for parachutes, in airdrop operations requiring extra mobility, or when transport aircraft cannot be used. It consists of a platform, engines, fuel tanks, and landing skids. Its simple design uses the shifting of an AT's body-weight for balance and control, allowing it to take considerable punishment. With a long cruising range in low gravity and a low per-unit cost, they are both efficient and expendable. However, the fact that its slow and maneuvers poorly limits its combat utility. Any AT can use a Descent Pod.

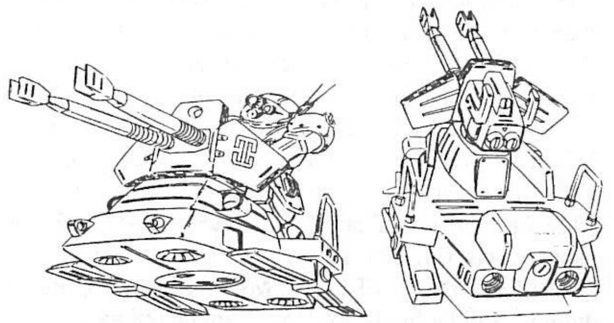
MV: -7 (AT uses this value when riding the platform) • KD: 40 • SDP: 60 • Move: 25 (75kph) • Fuel: 100km range • Weight: 1000kg • Cost: 2 OP



ATC-AFV-02 ARMORED FLYING VEHICLE

This support device increases an AT's mobility and its firepower. Its VTOL rocket engines are usable in atmosphere or in space, and its twin large-bore cannons are highly effective against ATs and large targets alike. Only Mid ATs can use a flying gun platform.

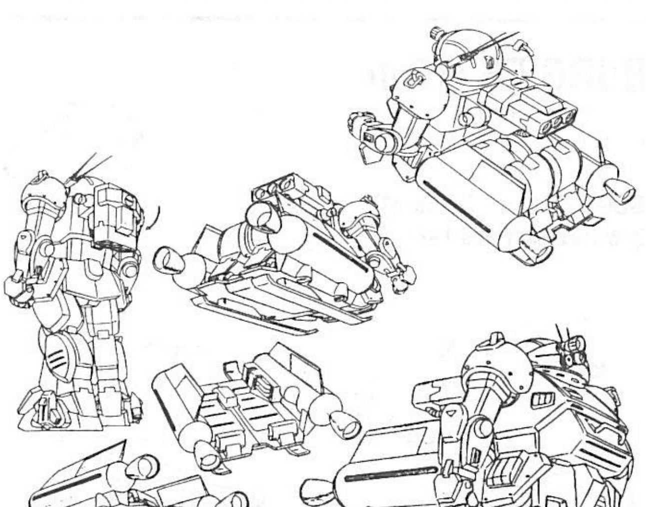
MV: -5 (AT uses this value when riding the platform) • KD: 60 • SDP: 100 • Move: 50 (150kph) • Fuel: 1000km range • Armament: Dual Cannons (WA+0, Range 2000m, Damage 2K, 50 shots) • Weight: 2300kg • Cost: 18 OP



ATC-BR-03S DOG CARRIER

This rocket-powered booster bed fits onto the bottom of a Scopedog II. With its legs folded into standby position and a vernier cluster rocket-pack affixed to its back, the AT is effectively converted into a high-speed craft which can skim along the ground as well as fly through space. Only the ATM-09 can use the Dog-Carrier.

MV: -3 (AT uses this value when riding Dog Carrier) • KD: 60 • SDP: 70 • MOVE: 100 (equivalent to an acceleration of 2 G's). • Fuel: 1000km range • Weight: 1430kg • Cost: 6 OP

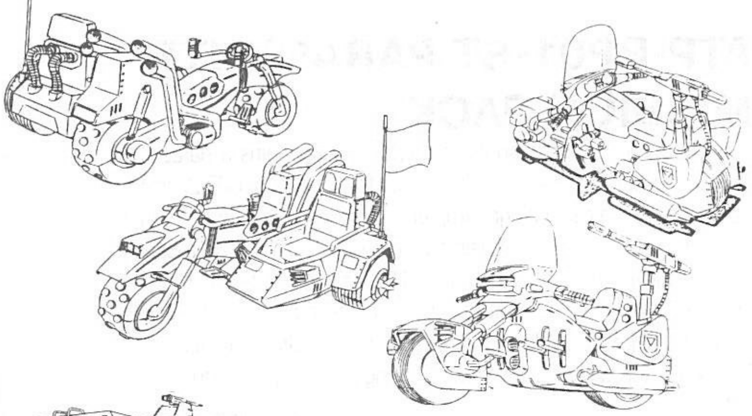


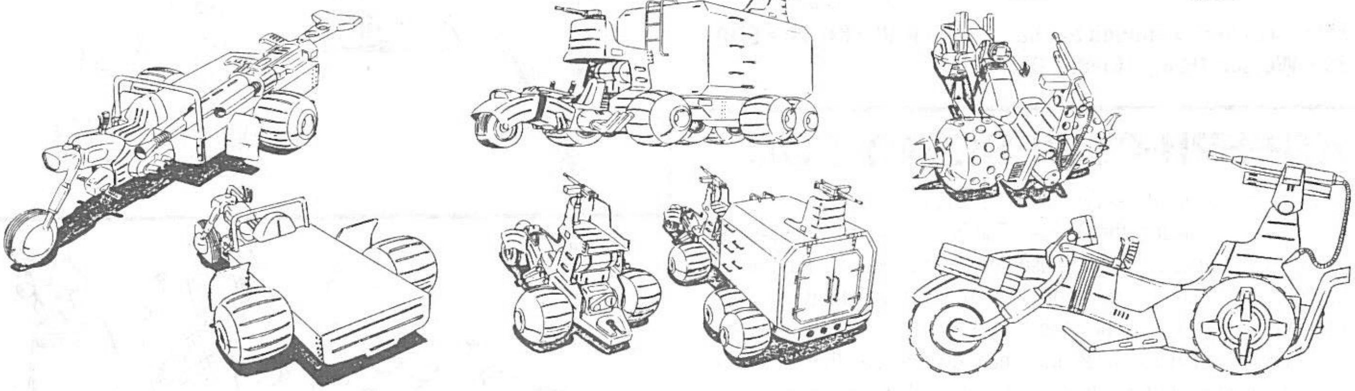
LAND VEHICLES

MOTORCYCLES (14op)

An assortment of heavy-duty motorcycles are in use in Uoodo city—both the marauding Boone family and the police in Uoodo use them. The Uoodo police prefer 2-wheel bikes, while the Boone family go in for more rugged 3-wheel models, often made from scavenged battlefield scrap.

MOTORCYCLES: KD25, SDP 35, MV-1, MOVE 75, Pass 1+1, Options: 7D6 MG (ROF 30) on turret, Flatbed, SP35 Trailer with twin 7D6 MGs (ROF 30x2), Sidecar, 1-Kill Rocket Launchers x4.



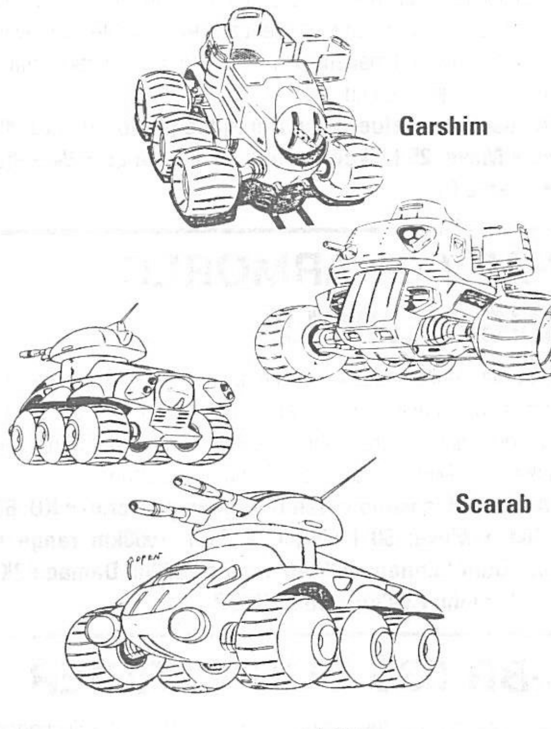


APCs (Armored Personnel Carriers)

With 4-meter ATs running around, mobile armor for troops is a must. Often, a simple ragtop truck will do to move troops about. A common Melkian APC is the Garshim, which is commonly used by the Uoodo city police for riot-control. This open-top unit rides on six balloon tires and is armed with twin 12.7mm machineguns. The Balarant-made B•MAV-19 "Scarab" is a heavier fast-attack vehicle armed with twin 37mm cannons in a top-mounted turret.

GARSHIM: KD 1K, SDP 5K, MV-4, MOVE 40, Pass 1+12, Options: Solid wheels, Open top, 2x rear MGs (10D6, ROF20 each).

SCARABE: KD 1K, SDP 5K, MV-4, MOVE 40, Pass 1+3, Options: Solid wheels, 2x 37mm cannon (2K each).



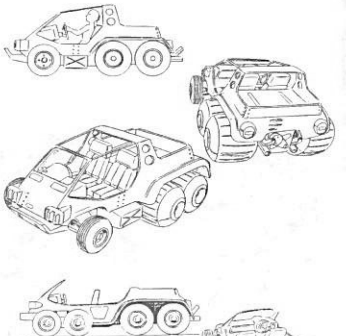
Garshim

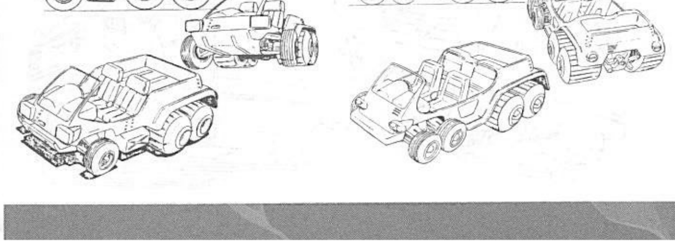
Scarab

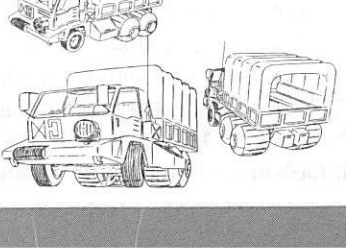
BUGGIES (12op)

Six- and eight-wheel open-top buggies like these make good all-terrain utility vehicles.

BUGGY: KD10, SDP 55, MV - 3, MOVE 60, Pass 1+7.







Basic APC—A Ragtop Truck

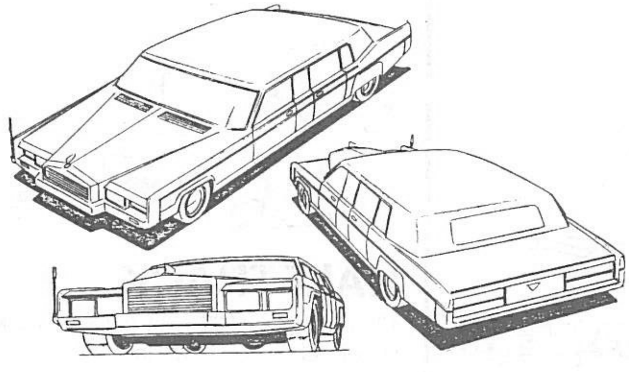
LAND VEHICLES

LIMOUSINES (15+op)

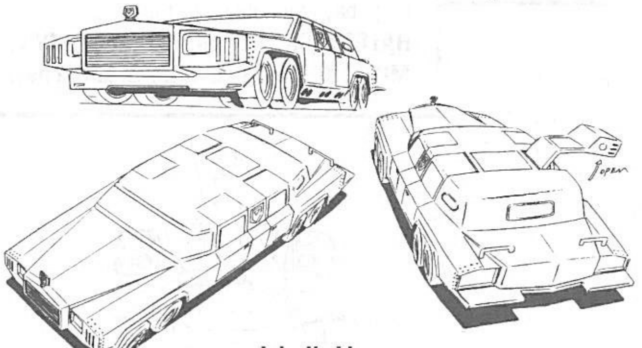
In the dangerous, post-war environment of the Astragius galaxy, travelling in style also means travelling with protection. Limousines therefore count heavy armor as part of their luxury accommodations (along with wet bars and extra leg room). Fyana's Limo (below), can withstand hits from 30mm shells and even has a hidden missile launcher.

LIMOUSINE: KD35, SDP75, MV-5, MOVE 45, Pass 1+7.

FYANA's LIMOUSINE: As above, but KD75 and has hidden, rear-firing Missile Launcher (1K, 4 shots).



Fyana's Limo

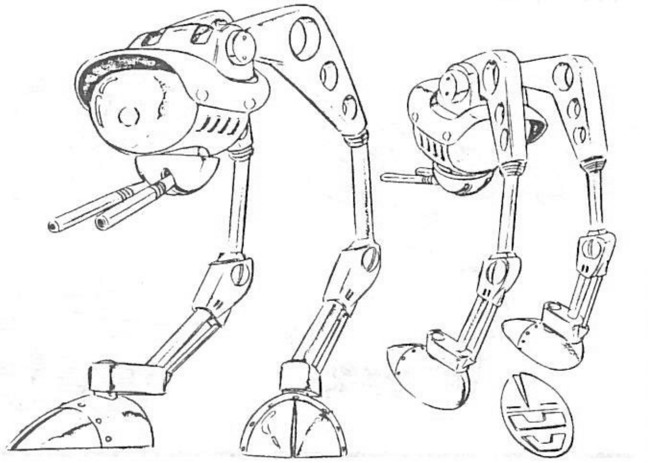


Iskui's Limo

SENTRY ROBOT

These autonomous devices are available as an alternative to human guards. In the Kummen arc of the story, they were seen protecting Prince Kanjelman's palace. They're armed with twin antipersonnel machineguns and are equipped with a powerful spotlight. Not very bright, but can be remote-controlled.

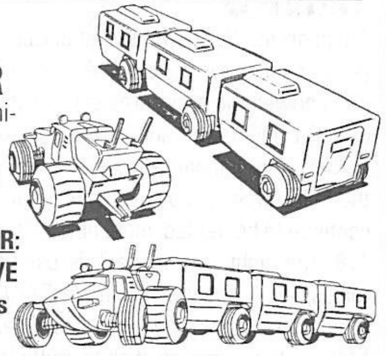
SENTRY ROBOT: SP30, SDP 30, MV -3, MOVE 8, Pass 0. Options: Twin MGs (8D6, ROF25), Light.



TRADER SANDRUNNER

A desert-traversing unit similar to a mobile home, drawn by a sturdy tractor. **20op**

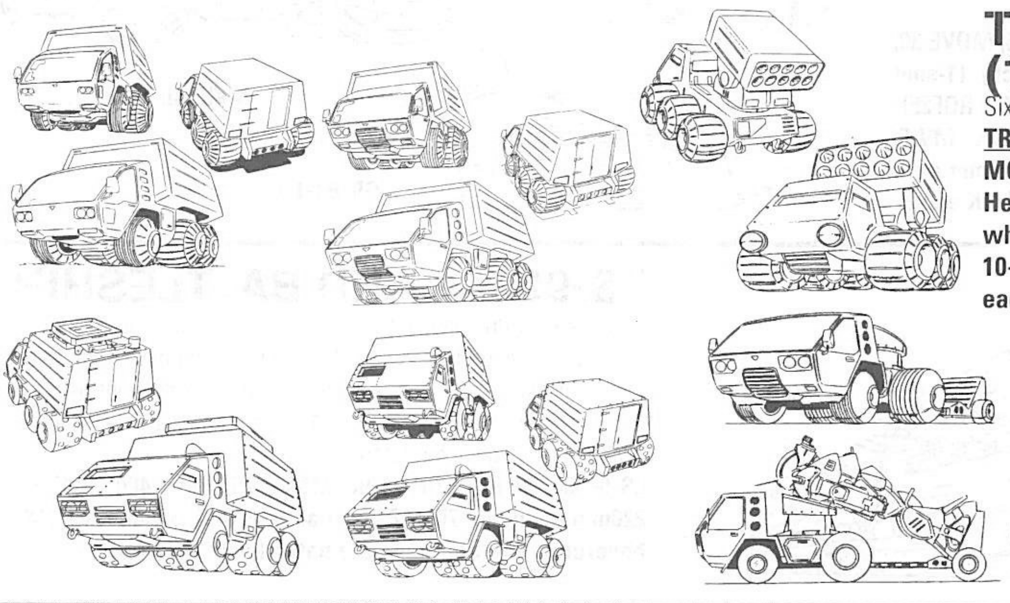
TRADER SANDRUNNER: KD10, SDP 70, MV-6, MOVE 35, Pass 1+3, 2 Trailers (SDP50 each)

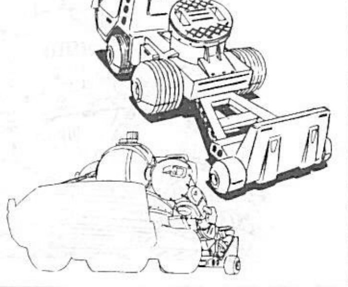


TRUCKS (10op)

Six wheels can go a long way.

TRUCK: KD15, SDP 65, MV-5, MOVE 50, Pass 1+3, Options: Heavy Armor (KD40) & solid wheels, Rooftop Cupola, AT Bed, 10-Shot Missile Launcher (3K each), etc.



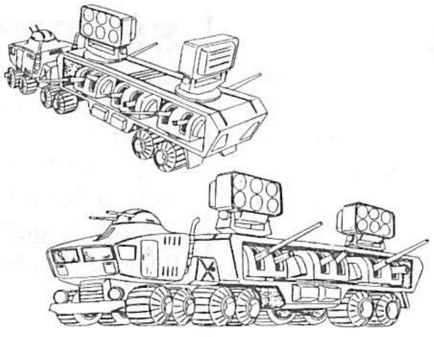


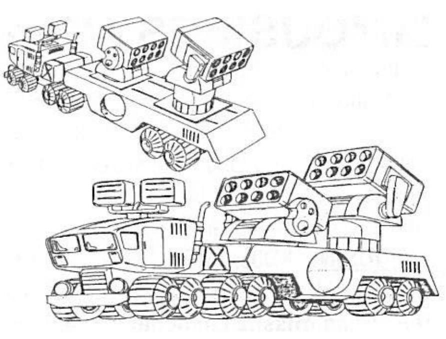
ARMORED VEHICLES

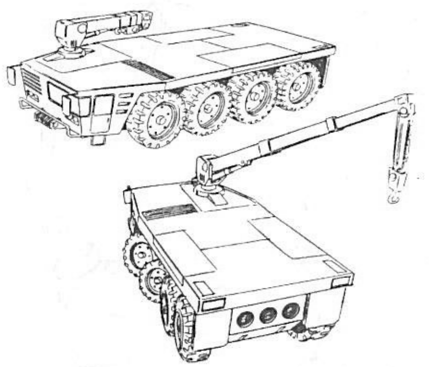
TRAILERS

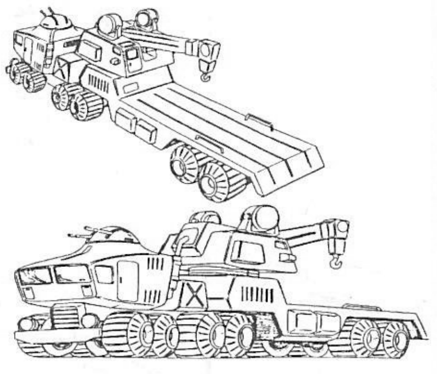
Heavy-duty trailers perform many duties in the Astragius galaxy. The Balarant-made B•AATT-28-G Snake-Gunner (right) and its variants make effective battlefield armor, and trailers are excellent AT recovery units.

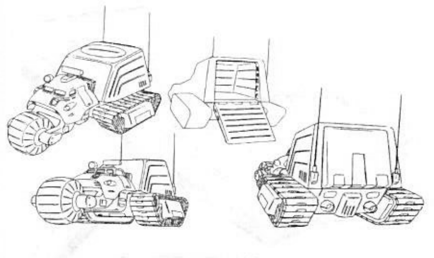
TRAILERS: KD 1K, SDP 7K, MV -7, MOVE 40, Pass 1+1, Options: 16 Missiles (5K each), MGs (1K, ROF20 each), Cannons (2K each), Recovery crane (STR 12), etc.











HALFTRACK

This all-terrain, heavy-duty transport truck is part of Space Battleship X's vehicle complement. Its cab can seat 5, and its large bay can hold up to four ATs.

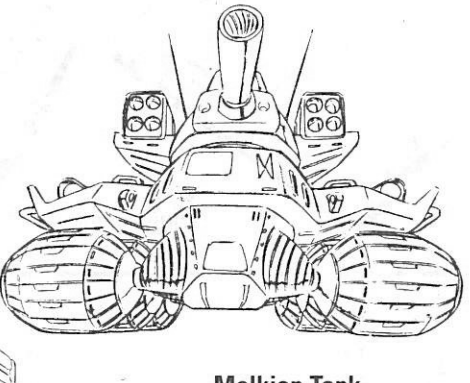
HALFTRACK: KD 1K, SDP 6K, MV-6, MOVE 30, Pass 1+5, Options: Large bay.

TANKS

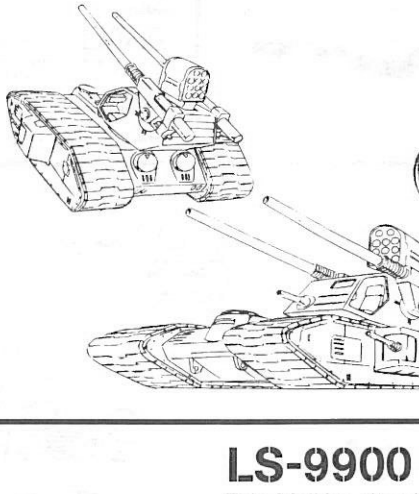
Although the VOTOMs revolutionized the face of battlefield armor, traditional tanks have yet to become extinct in the Astragius galaxy; what tanks lack in mobility they make up for in firepower and armor. The current standard in tank design is the GMBT-208-DII Astrad, an effective mid-range unit. It rides on paired caterpillar treads, is armed with twin GT-TS-36/38 150mm linear launchers, and is equipped with the same turret lens sensor array as the ATM-09 Scopedog. Meanwhile other tanks continue to be fielded, most notably the GMBT-178. This light, anti-AT tank is used by many forces, including the Assemble EX-10 mercenaries and the Veela guerrillas. Meanwhile, Melkian tanks tend to stick to multiple balloon tires rather than treads.

GMBT-178: KD 2K, SDP 5K, MV-6, MOVE 30, Pass 1; 2x 50mm cannon (2K each), 11-shot missilepod (2K each), 3x MGs (9D6, ROF25).

MELKIAN TANK: KD 3K, SDP 7K, MV-5, MOVE 35, Pass 3, Options: 1x 90mm cannons (3K), 2x 4-shot missilepod (2K each).

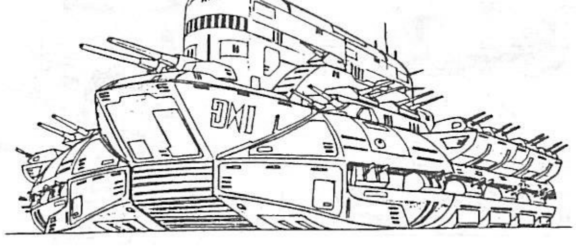


Melkian Tank



GMBT-178

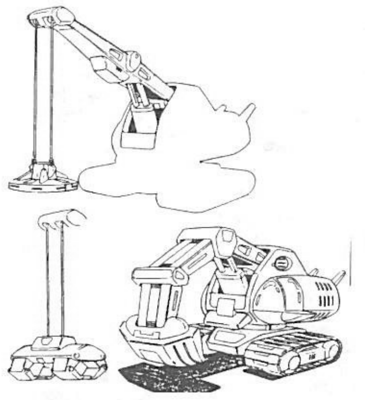
LS-9900 LAND BATTLESHIP



This Melkian dreadnought travels across the land on hovercraft engines, carrying platoons of ATs and delivering devastating firepower further inland than any ship could. Its armament includes three 220mm cannons, twelve 125mm cannons and assorted 30mm machineguns for defense.

LS-9900: KD 6K, SDP 200K, MOVE 25, Pass 400, Options: 220mm cannons (7K), 125mm cannons (4K), 30mm MGs (1K), hovercraft engine, front gate hatch (over 100 ATs).

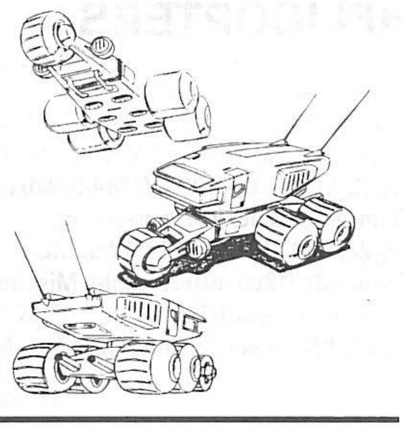
SURFACE VEHICLES



5WD LANDER

This Balarant unit serves as a combination landing craft and all-terrain transport. The underside has retro-rockets so it can be dropped from a flying ship or airplane.

5WD LANDER: KD 1K, SDP 4K, MV-5, MOVE 35, Pass 1+12, Options: VTOL/Landing rockets.



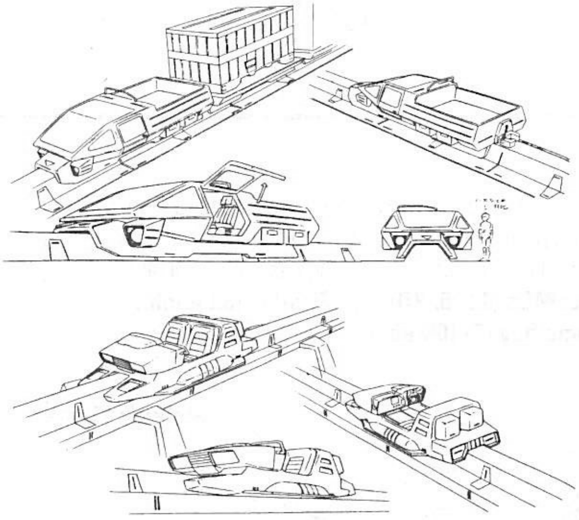
CONSTRUCTORS

KD20, SDP 3K, MV-7, MOVE 15, Pass 1, Options: Electromagnet, Scoop, Crane, etc.

LINEAR CARS

These monorail-type vehicles use electromagnetism to move at high speeds. Since they can't deviate from their tracks, Linear Cars are usually used for public transit and cargo hauling.

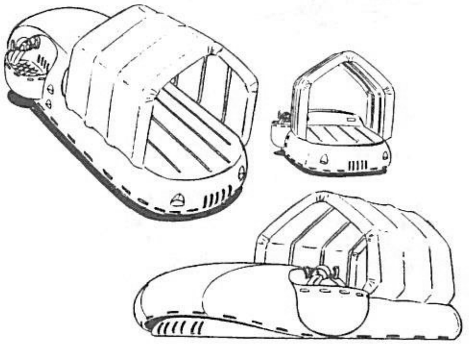
LINEAR CARS: KD10, SDP50, MOVE 100, Pass 1+5, Options: EM Guiderail.



SAND-RUNNER

A civilian hovercraft designed for use in the desert. **14op**

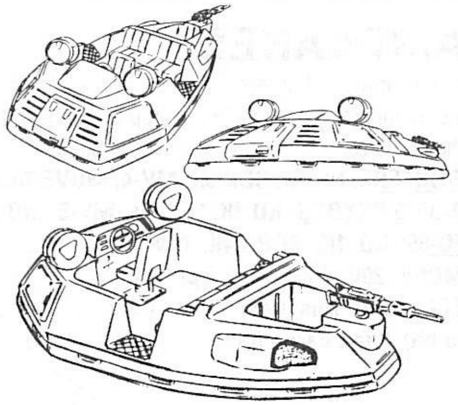
SANDRUNNER: KD10, SDP65, MV-4, MOVE 60, Pass 1+11, Options: Flatbed.



SAND-RUNNER G

A military-model hovercraft for use in the desert. **18op**

SANDRUNNER G: KD25, SDP65, MV-4, MOVE 60, Pass 1+5, Options: MG (7D6, ROF30).

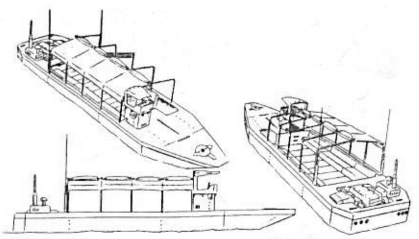


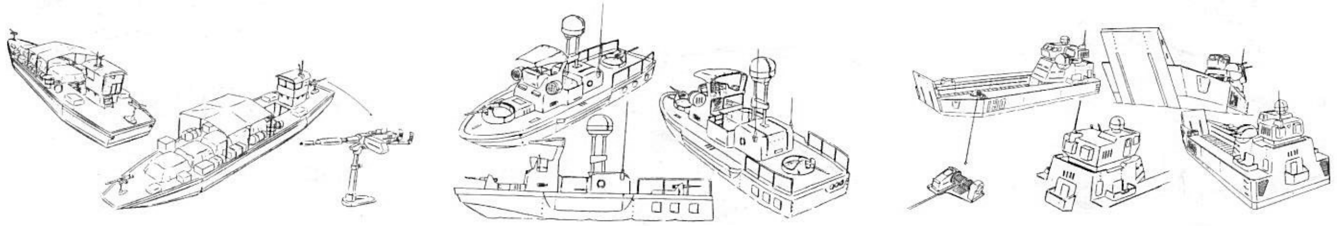
BOATS

In the Vietnam-like environment of Kummen, boats see a good deal of use. Patrol craft, gunboats and semi-amphibious AT landing vessels all come in handy for the Assemble EX-10 mercenaries as well as for Kummen locals.

BOATS: KD10~25, SDP 4K, MV-6, MOVE 10, Pass 3+12, Options: MGs (12D6, ROF20), Depth Charges (2K), torpedoes (4K), etc.

AT LANDER: KD 2K, SDP 50K, MV-6, MOVE 10; Can carry 12 ATs, plus gear.





AIRCRAFT

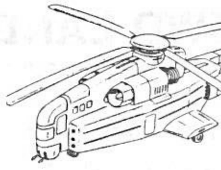
HELICOPTERS

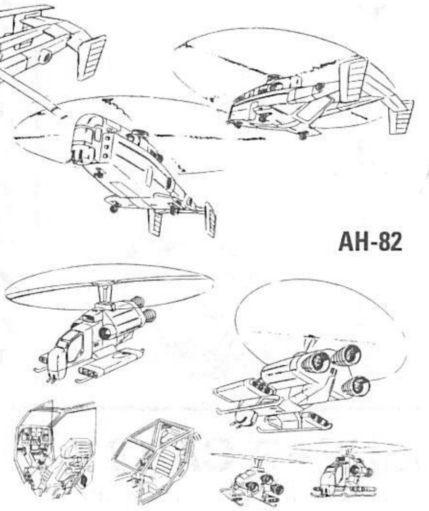
Choppers are in wide use in the Astragius galaxy, performing such varied duties as transport (as with the CH-226), reconnaissance (as with the GH-54E), air combat (as with the AH-74S and AH-82), and AT support (as with the TH-32-AT, a.k.a. the AT Fly).

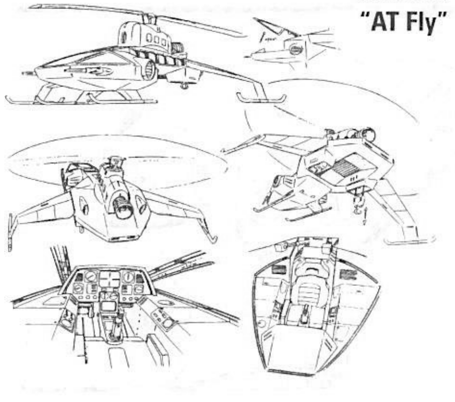
TH-32-AT: KD 1K, SDP 3K, MV-3, MOVE 60, Pass 1+1, Options: Twin MGs (12D6, ROF30 each), can carry 1 AT.

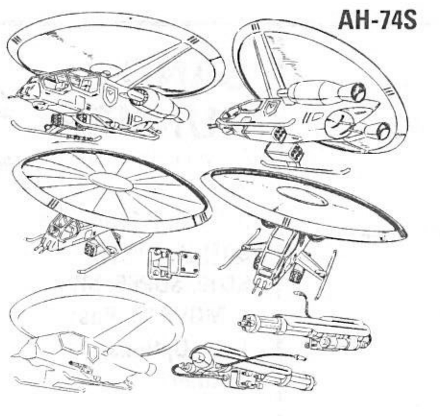
CH-226: KD 1K, SDP 8K, MV-5, MOVE 50, Pass 2+20, Options: Twin MGs (12D6, ROF30 each), Missiles x6 (3K each).

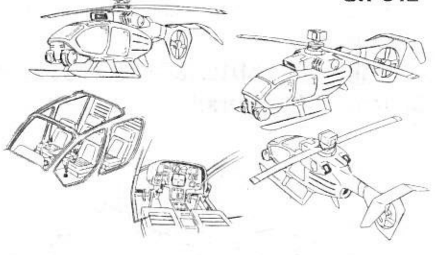
AH-74S, AH-82, GH-54E: KD 1K, SDP 4K, MV-3, MOVE 70, Pass 1+1, Options: Twin MGs (12D6, ROF30 each) & Missiles (3K each), or +3 Perception scanners & 4 seats.


CH-226


AH-82


TH-32-AT
"AT Fly"


AH-74S


GH-54E

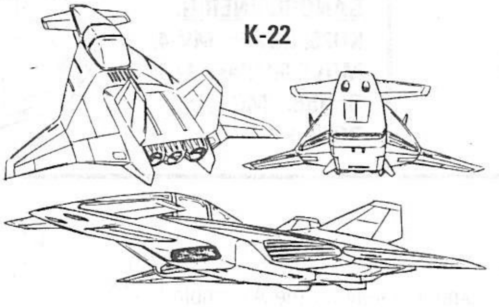
AIRPLANES

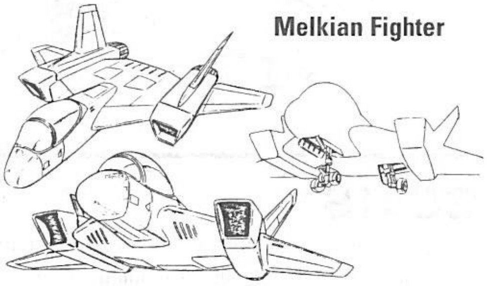
What variety… fighters like the K-22 are armed with twin 20mm cannons and missiles, and use rocket motor engines for a higher flight ceiling. Bombers like the A-39 carry up to 6 tons of bombs. Transport planes haul everything from Jijirium to parachute-equipped Scopedogs—the FC-85 can haul 8 tons of cargo, is equipped with ECM and flare dispensers, and has rocket-assisted engines with STOL ability.

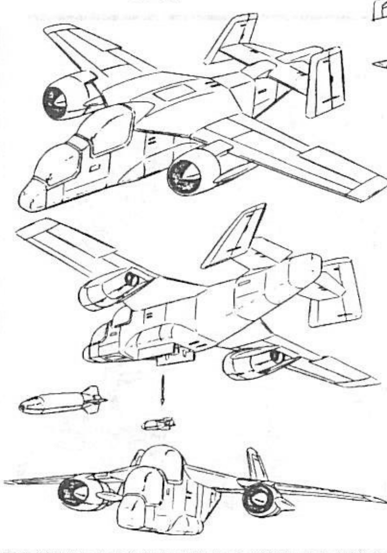
FIGHTERS: KD 1K, SDP 3K, MV-4, MOVE 700 (Mach 2), Pass 1+0, Options: MGs (12D6, ROF20), Missiles (3K each).

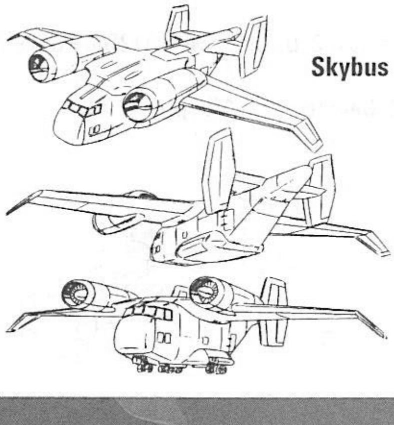
A-39 & SKYBUS: KD 1K, SDP 7K, MV-5, MOVE 250, Pass 2+, Options: Bomb bay (2~10K each) or 6-ton cargo bay.

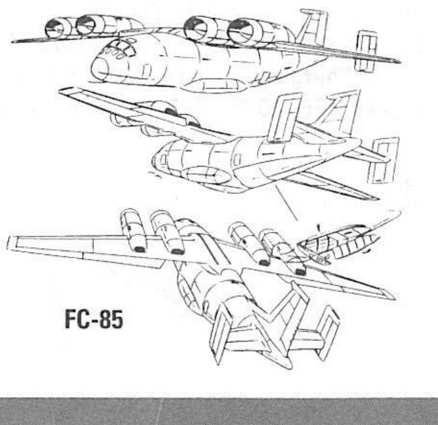
FC-85: KD 1K, SDP 24K, MV-7, MOVE 200, Pass 4+, Options: ECM (-5 for Missiles), Flares (-3 to hit), 8 ton cargo bay.


K-22


Melkian Fighter


A-39


Skybus


FC-85

SPACECRAFT

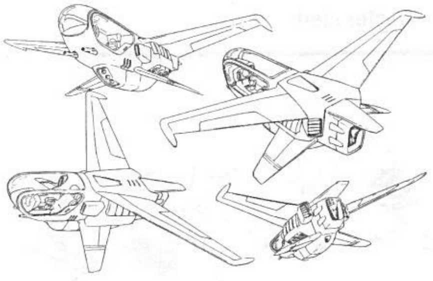
Space Rules?

Before we get into the spacecraft section of this chapter, please be aware that in this, the basic *Armored Trooper Votoms* roleplaying game rulebook, there are no rules regarding outer space. Because of word count restraints for this book, those rules will be included in upcoming supplements to this RPG.

For the moment, only basic stats will be provided for spacecraft—this way, players will have some way to compare the space vehicles to the other vehicles is this chapter, but keep in mind that the stats for these vehicles may be unfamiliar when the complete space rules are provided in the supplement.

For now, space movement is assumed to differ from normal movement in that Move Stats are rated in G's of acceleration, so movement can be *cumulative;* if you move at 50 in your first Turn, you *continue* to move at 50 as long as you want, without needing to expend any more Move (or Actions)—that is, until you want to reduce your velocity or stop. Then you must expend an appropriate amount of Movement to do so. What's more, if you move at 50 in your first Turn, and then expend an additional 50 Move in the next Turn, your Movement will add up to 100! This means that it will take 2 Turns to come to a complete stop… provided you expend the 50 Move per Phase necessary to do so.

SPACE FIGHTERS

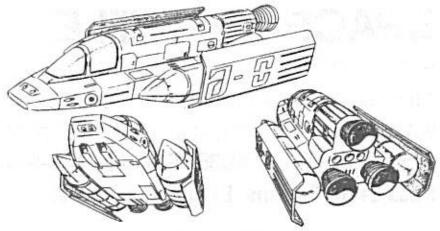


Balarant B•FH-14

The Gilgamesh SF-24-DH was the main unit used before the advent of space-use ATs. Now it's used for AT ambushes and recon ops. It's strictly an exo-atmospheric vehicle, armed with four twin-barrel machine cannon and two missile launchers. Balarant's B•FH-14 is similar, but can also fly in an atmosphere.

KD 1K, SDP 4K, MV-4, MOVE 300 (3G), Pass 1, MGs (1Kx4, ROF40), missiles (3K).

Gilgamesh SF-24-DH

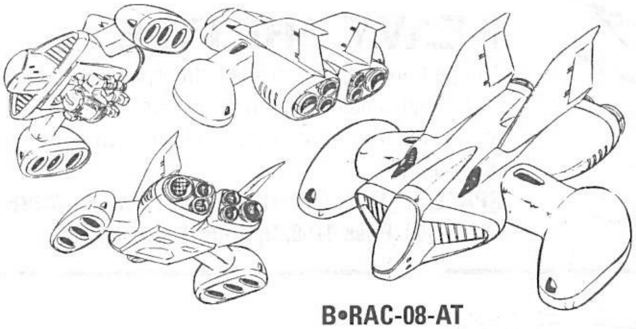


DROPSHIPS

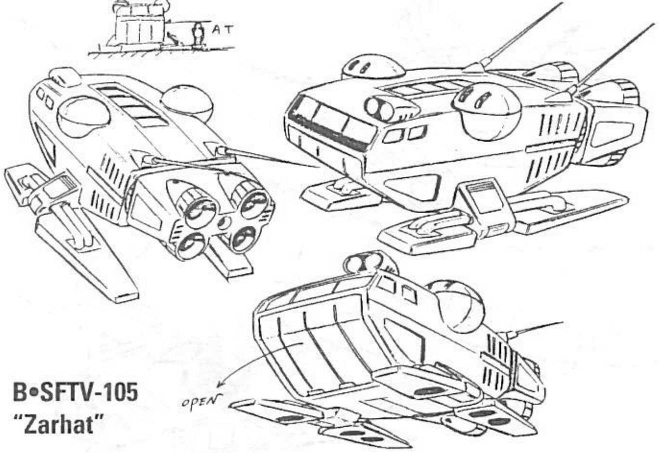
These are armored vehicles capable of atmospheric insertion, designed to transport ATs from a spaceships to a planet's surface. The Gilgamesh Navy's primary dropship is the LCM-05-AT, which can carry 10 ATs and is armed with four large missiles in covered bays. Balarant's counterpart is the B•SFTV-105 "Zarhat", which also carries 10 ATs. A Zarhat weighs weighs 105 tons and is armed with twin 24mm solidshooters and a 105mm rocket launcher. Another Balarant dropship is the B•RAC-08-AT "AT Carry", which can enter an atmosphere—but not with an AT. Also, it only carries one AT, but is much faster and hardier than the Gilgamesh TH-32-AT "AT Fly" helicopter.

DROPSHIPS: KD75, SDP 8K, MV-5, MOVE 50 (1G), Pass 4+12, Options: Re-entry shielding, four missiles (8K) or 2 solidshooters (2Kx2 AP, ROF20 each) and rockets (4K, blast 20m).

AT CARRY: KD 1K, SDP 4K, MV-4, MOVE 100 (1G), Pass 2.

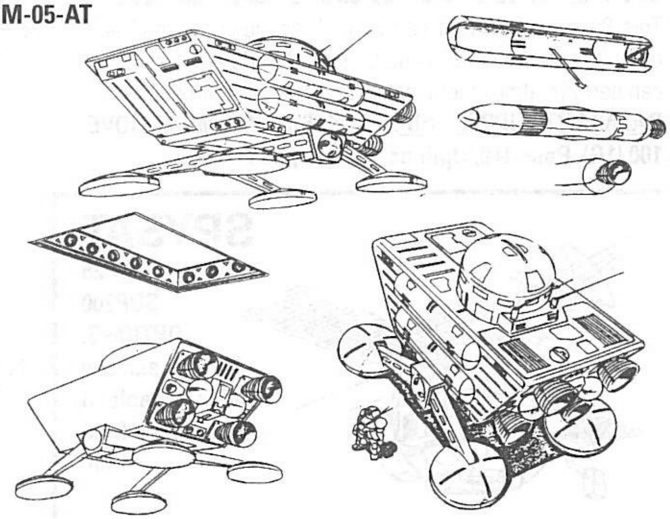


B•RAC-08-AT "AT Carry"

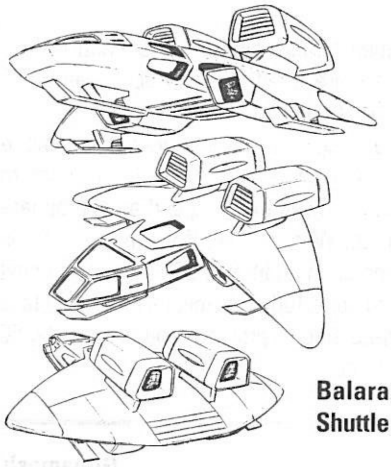


B•SFTV-105 "Zarhat"

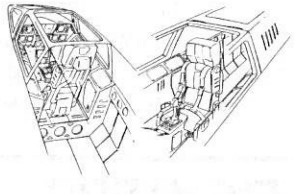
LCM-05-AT

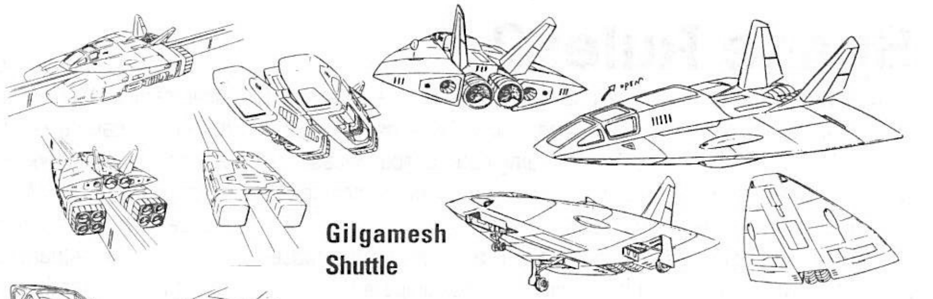


SPACE SHUTTLES



Balarant Shuttle





Gilgamesh Shuttle

MINI SHUTTLES

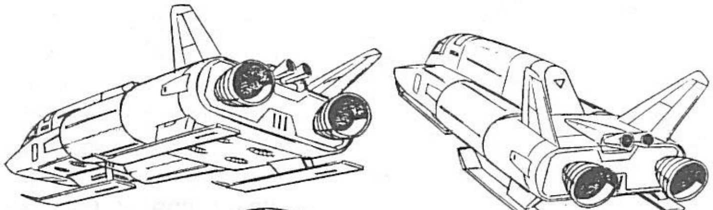
Fast, efficient transport through space. With a booster sled, a shuttle can escape planetary gravity to take you to space.

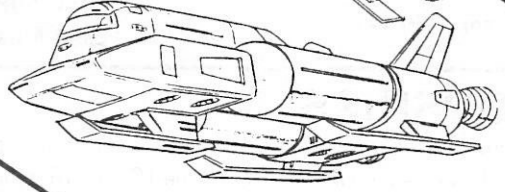
SPACE SHUTTLES: KD20, SDP 4K, MV-4, MOVE 200 (2 G), Pass 2, Options: Booster sled.

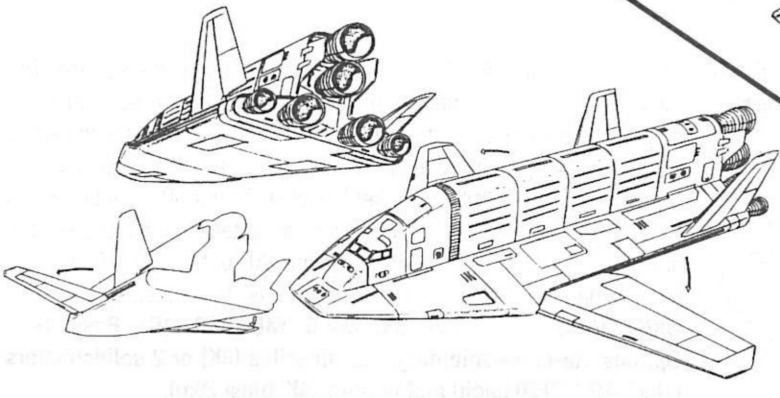
SPACE SHUTTLE

A common Melkian design used to carry personnel and supplies. Its cargo space is sufficient to fit a couple of ATs, but not in any kind of quick-deployment position.

SPACE SHUTTLE: KD35, SDP 8K, MV-5, MOVE 1.5 G, Pass 2+20, Options: Large cargo hold.







HEAVY SHUTTLE

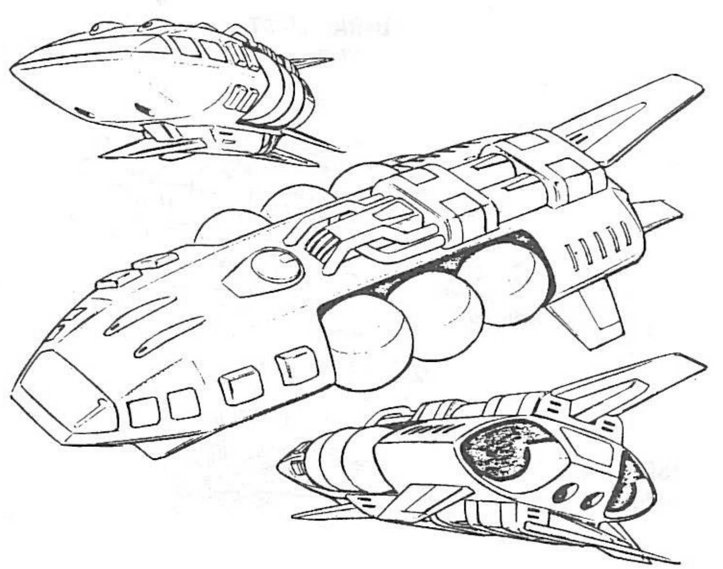
A large transporter capable of atmospheric entry. Its cargo hold is huge, with room enough to fit ATs and armored vehicles, although this is not what it was designed for.

SPACE SHUTTLE: KD 1K, SDP 16K, MV-6, MOVE 150 (1.5G), Pass 4+50, Options: Cargo hold.

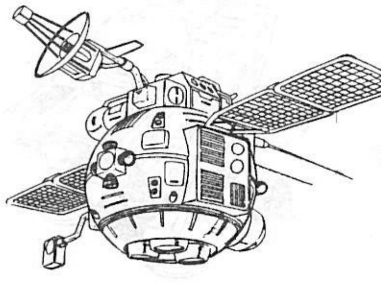
BALARANT SUPPLY SHIP

This Balarant transport carries fuel, ammunition, food and other supplies where needed. Like most Balarant ships, it can perform atmospheric entry and sports curved lines.

BALARANT SUPPLY SHIP: KD 2K, SDP 30K, MV-8, MOVE 100 (1G), Pass 4+8, Options: Cargo space.



SPYSAT



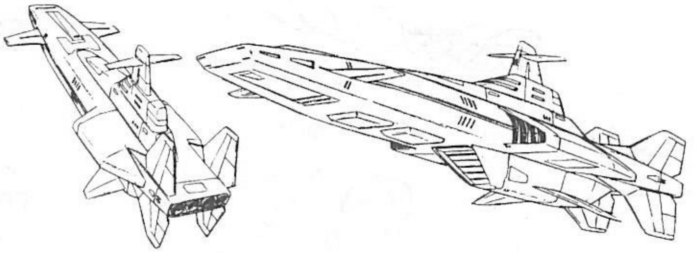
SP25
SDP200
OPTIONS:
Comm gear, spy optics capable of reading text from orbit.

SPACESHIPS

OVANO CLASS

This is the Gilgamesh Navy's light spaceship, with a limited capacity to carry ATs and moderate firepower. The larger Gilga class is more formidable, but the Ovano is cheaper and easier to mass-produce.

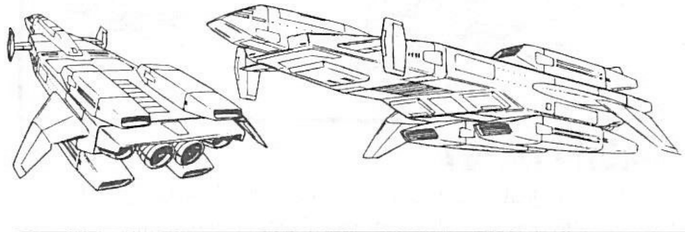
GILGAMESH OVANO CLASS: SP 5K, SDP 150K, MOVE 1.25G.



GILGA CLASS

The Gilgamesh Navy's standard heavy spaceship, currently in the process of replacing several older makes of ship. To this end, the Gilga class has three different versions currently in service: The first is for anti-ship and anti-personnel use; the second is an upgraded design which serves as an AT carrier; the third version combines both functions into one multi-role battleship which is also capable of atmospheric flight.

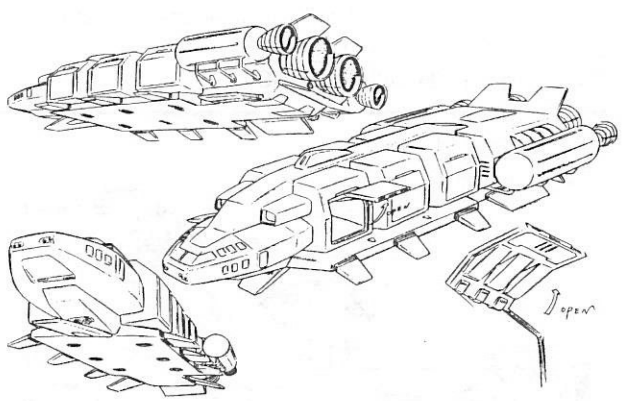
GILGAMESH GILGA CLASS: SP 7K, SDP 200K, MOVE 1.5G.



GILGAMESH SUPPLY TUG

This Gilgamesh transport carries fuel, ammunition, food and other supplies where needed. Unlike many Gilgamesh ships, it can perform atmospheric entry and sports a hard-edge profile. Its many side-mounted containers can store ATs, if necessary.

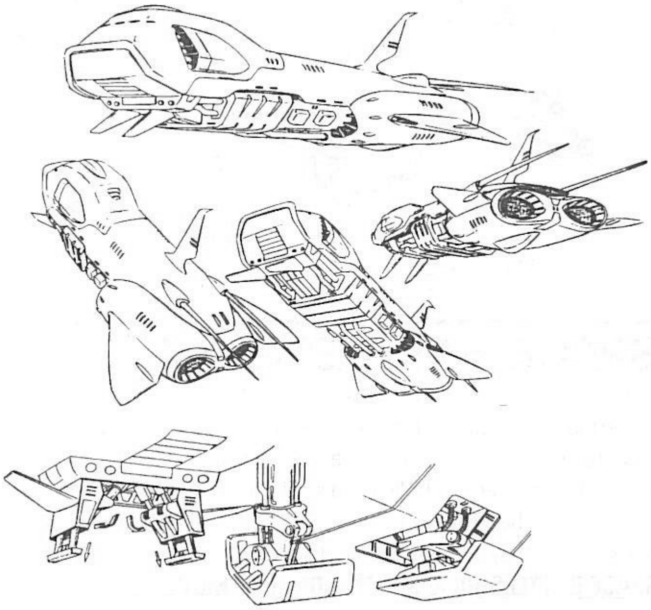
GILGAMESH SUPPLY TUG: SP 2K, SDP 25K, MOVE 1G.



MEEZ CLASS

Measuring 300 meters in length, this Balarant spaceship is smaller and less heavily armed than the Leslion class. Various different models of Meez can carry anywhere from 40 to 60 to as many as 80 ATs, and being capable of performing atmospheric insertion, it is commonly used for use in planetary assault campaigns.

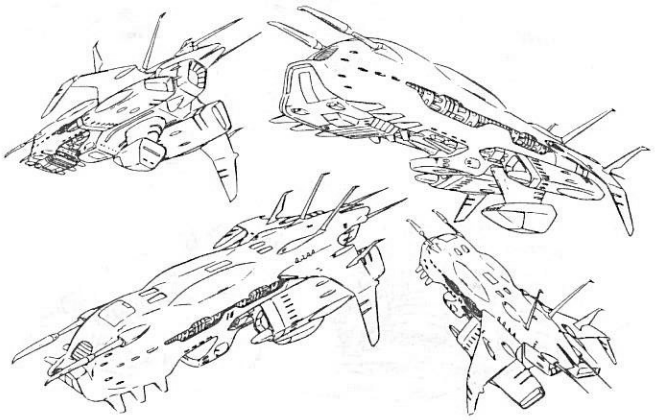
BALARANT MEEZ CLASS: SP 6K, SDP 175K, MOVE 1.25G.



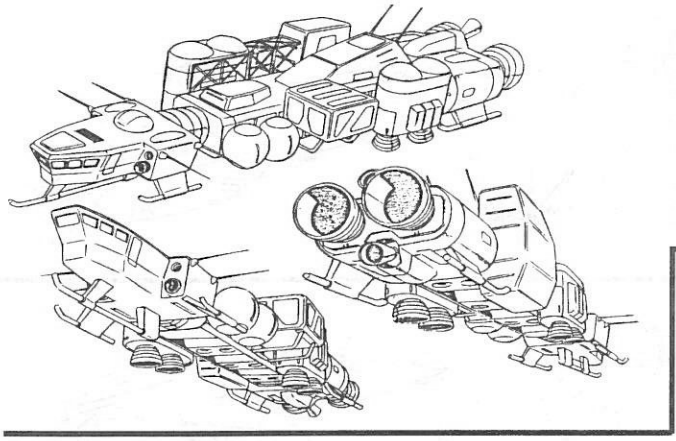
LESLION CLASS

Deployed midway through the Hundred Years' War, this is the Balarant Navy's most heavily produced type of spaceship. Measuring 611m in length, it is armed with an assortment of missiles and laser cannons, and can carry 500 to 600 ATs. Featuring the classic curved-line look which marks Balarant ship design, it is capable of unassisted atmospheric entry, landing, and orbital escape. Captain Brewer's Leslion led the fleet which engaged Chirico upon Space Battleship X's entry into Balarant space.

BALARANT LESLION CLASS: SP 8K, SDP 300K, MOVE 1.75G.



SPECIAL SHIPS



GOTHO'S FREIGHTER

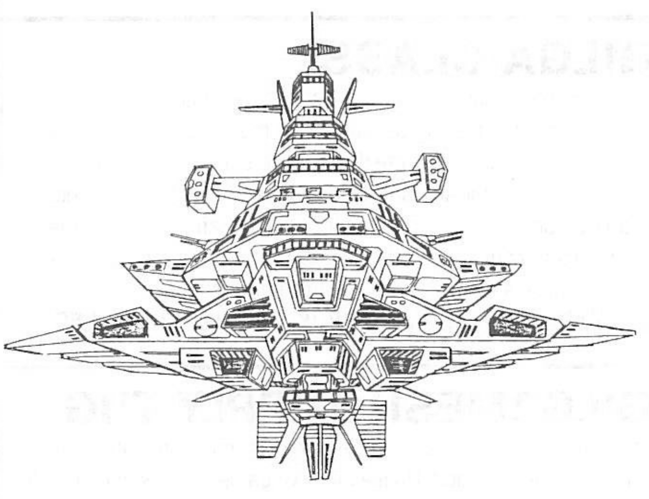
This ratty-looking craft was used by Gotho as his flying base of operations on Sunsa. He used it to keep his scrap/salvage business mobile, but in a pinch it (or similar craft) could also be used in interplanetary space.

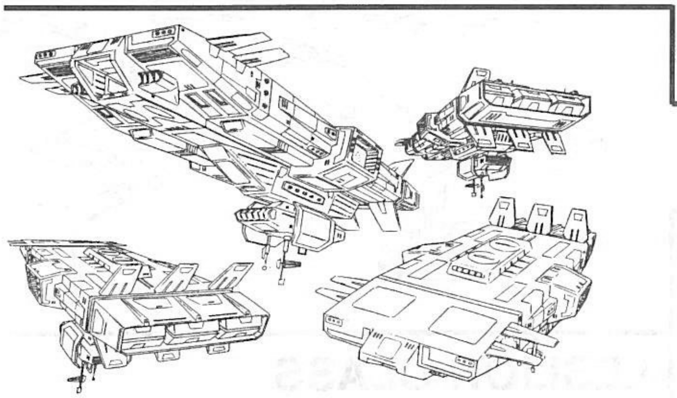
GOTHO'S FREIGHTER: SP 1K, SDP 20K, MV -7, MOVE 1G.

BAUNTANT

One of the largest Gilgamesh battleships, the Melkian Bauntant was the ship upon which Jean Paul Rochina was stationed. As such, its brig included all sorts of interrogation (read: torture) equipment, as Chirico discovered.

BAUNTANT: SP 9K, SDP 350K, MOVE 1.75G.





TELTAIN

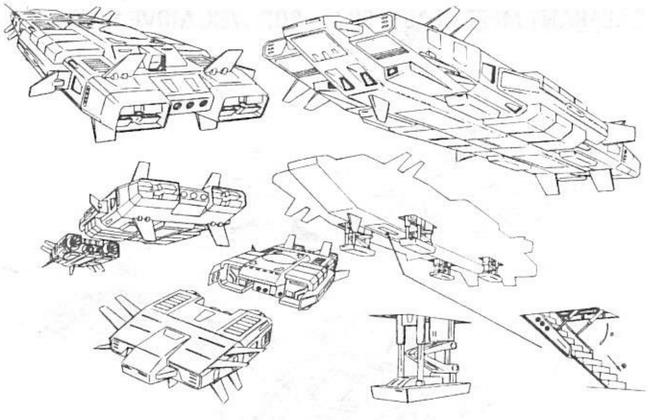
This is a decomissioned Melkian battleship which was stolen by the founders of the Secret Society and was used as their command ship for Operation Rid. The captain of the Teltain at that time was Albert Killy, who went on to become one of the major players in the Secret Society. The Teltain carried a complement of several dropships for delivery of its ATs into a target zone.

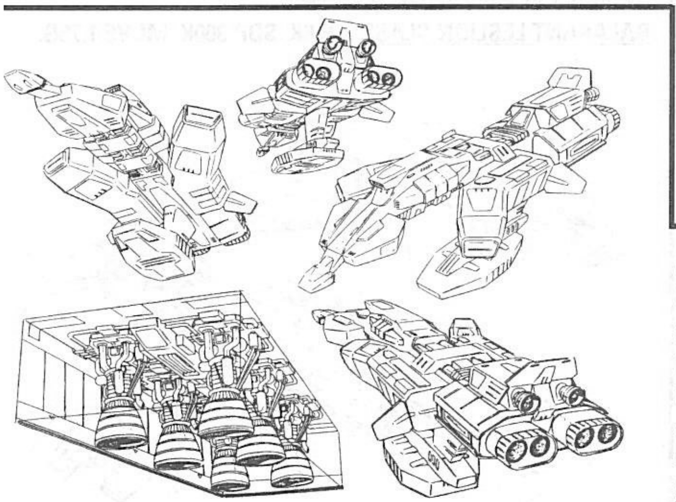
TELTAIN: SP 7K, SDP 200K, MOVE 1.5G.

SECRET SOCIETY FLAGSHIP

Captained by Albert Killy, this is actually the Teltain after severe modifications by the Secret Society. It is now capable of atmospheric entry and escape, and can even land. For shuttle purposes (or in case of an emergency) the front half can detach and move on its own.

SECRET SOCIETY FLAGSHIP: SP 8K, SDP 250K, MOVE 1.75G.



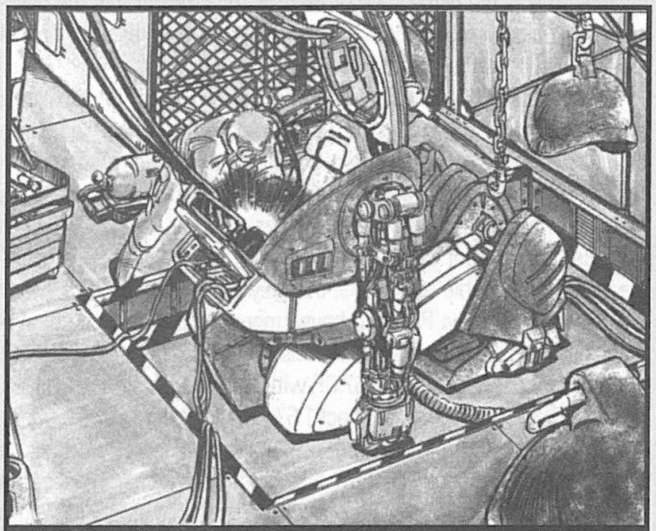


SPACE BATTLESHIP X

Chirico and Fyana find themselves aboard this mysterious, unnamed spaceship after escaping Kummen. The giant vessel is operational and fully stocked with weapons, but has no crew. In reality, it is self-automated, its computers controlled by a source neither Chirico nor Fyana are aware of and has not yet been reckoned with. Unable to control the ship's course, they drift into hostile Balarant territory.

SPACE BATTLESHIP X: SP 10K, SDP 400K, MOVE 2G.

AT CONSTRUCTION



"[The Scopedog] ... had to look as if it were made in a factory of today."

–Kunio Okawara
mecha designer for Armored Trooper VOTOMS TV series

This is a modular construction system for building and playing Armored Troopers. It is based on our own anime mecha construction manual, *Mekton Zeta Plus*, but is simplified and streamlined to reflect the modular structure of ATs in the *Votoms* world. This system can be used to construct the mecha seen in the *Votoms* TV series, but it can also be used to build the ATs from various other *Votoms* stories—in fact, you can even use it to build your own, brand-new, original ATs! (Just remember to give your design a suitably colorful name.)

STEP 1: Choose a Frame

First, decide whether you want a squat little Light AT (like the Zwerg), the typical Medium AT (like the Scopedog), or a hulking Heavy AT (like the Standing Tortoise). All ATs are humanoid in their shape, with two arms (normally with hands), two legs with feet, a torso which houses the cockpit, and a rudimentary "head" sensor housing. The SDP of an AT's main body is listed in the table below. The limbs each have half as much SDP, and the head has no SDP at all—should the head's armor be penetrated, any remaining damage goes right to the pilot's head!

Class	Torso SDP	STRength	Weight	Cost in OP
ATL	100	8	2904kg	15.95
ATM	120	9	3432kg	18.17
ATH	140	10	3960kg	20.4

STEP 2: Choose Armor

Next, cover your AT with whatever armor seems appropriate. Usually, Light ATs have 7~9mm of armor, Medium ATs have 10~14mm of armor, and Heavy ATs have 15+mm of armor. However, there are plenty of exceptions, and the truth is that any AT can have any amount of armor you like. Just remember that the more armor your AT has, the heavier it becomes and thus the slower and less maneuverable it will be. For those of you who are curious how to determine the KD of armor, take the square root of the millimeters of armor, then multiply by 1.6 (this is a rough estimate only); KD x52.8 gets you the weight in kilograms, and KD x0.19 gets you the cost in OP.

Armor	KD	Weight	OP
7mm	**45**	**2376**	**8.56**
8mm	**48**	**2534**	**9.14**
9mm	49	2587	9.33
10mm	50	2640	9.52
11mm	53	2798	10.09
12mm	55	2904	10.47
13mm	57	3010	10.85
14mm	**60**	**3168**	**11.42**
15mm	**65**	**3432**	**12.37**
16mm	**70**	**3696**	**13.32**
17mm	72	3802	13.7
18mm	73	3854	13.89
19mm	74	3907	14.08
20mm	75	3960	14.27
21mm	76	4013	14.46
22mm	77	4066	14.65
23mm	78	4118	14.84
24mm	79	4171	15.03
25mm	**80**	**4224**	**15.23**
26mm	82	4330	15.6
27mm	84	4435	15.99
28mm	85	4488	16.18
29mm	86	4541	16.37
30mm	87	4594	16.56
31mm	89	4699	16.94
32mm	90	4752	17.13
120mm	175	9240	33.3

Notes: Only the Armor ratings which are bold appeared in the TV series, but most of the others above are used in the OVAs and novels. Also, Partial Armor is available—ATs with this kind of armor reduce their Armor's weight and cost by -40%, but there is only a 50% chance on any hit that their armor will provide any KD.

STEP 3: Choose Equipment

Next, decide what special features your AT possesses. Add their weights and costs to those of the Frame and Armor, then move on.

Backpack: Many ATs have some kind of backpack which can carry extra ammo, supplies, and serves as a housing for their Mission Computer. Often called Mission Packs, these back-mounted pods have no SDP. Instead, they are a casing of Armor, with a maximum KD of the AT's Armor rating +10KD. A Backpack's weight is equal to its KD rating

AT WEAPONRY

• MELEE WEAPONRY

Weapon	WA	RNG	DAMG	SHTS	COST	WT	NOTES
Arm Punch	±0	0m	14D6	4/arm	6.98	0kg	Both arms, AP
Burner Hand	±0	1m	3D6	10 mins	4.38	0kg	Hyper, -40 KD
Iron Claw	-1	0m	21D6	na	9.61	50kg	-
Pile-Banger	±0	0m	18D6	na	10.09	75kg	AP
Chain Harken	-1	50m	*	na	3.77	250kg	*Grapple

• SHIELDS

Weapon	DA	KD Max	COST	WT	NOTES
Shoulder Shield	-3	AT's KD+50	KD x0.048	KD x5.5kg	1 Space
Forearm Shield	-4	AT's KD+50	KD x0.048	KD x2.93kg	1 Space

• GUNS & CANNONS

Weapon	WA	RNG	DAMG	SHTS	COST	WT	NOTES
20mm Gatling	±0	965m	12D6	60	9.97	+66kg	Rof20, AP
4-Barrel Gatling	±0	805m	10D6	200	8.75	+130kg	Rof40, AP
11mm MG	±0	722m	9D6	100	6.46	+166kg	Rof20
11mm Hidden MG	±0	722m	9D6	60	8.23	+0kg	Rof20
11mm Hidden Tri-MG	±0	722m	9D6	80	8.87	+0kg	Rof40
6-Barrel Minigun	±0	642m	8D6	400	7.69	+130kg	Rof80
Lt Solid Shooter	±0	1.7km	21D6	5	11.96	+110kg	A-P
Mid Solid Shooter	±0	2.25km	2K	5	16.27	+125kg	A-P

• ROCKETS & MISSILES

Weapon	WA	RNG	DAMG	SHTS	COST	WT	NOTES
Shldr Rocketpod	±0	1.5km	3K	9	25.86	198kg	Blast 20m
SSM Pack	+2	3km	2K	2	19.99	58kg	Smart, B10m
Shldr Missile (per)	+2	4.6km	3K	1	15.28	22kg	Smart, B10m
Smoke Lnchr (per)	-2	383m	-20 Perc	1	0.67	4kg	Blast 40m
50mm Grenade Lnchr	-2	653m	24D6	6	10.52	100kg	Rof2, B30m

• HANDHELD WEAPONS

Being handheld & interchangeable, these don't count towards your AT's weight.

Machineguns	WA	RNG	DAMG	SHTS	COST	WT	NOTES
GAT-19 30mm	±0	1124m	14D6	20	4	740kg	ROF5, AP
GAT-22 30mm	+1	1124m	14D6	120	10	1010kg	ROF10, AP
w/ Grenade	±0	1011m	13D6	1	n/a	n/a	Blast 30m
GAT-22C 30mm	±0	631m	14D6	120	7	818kg	ROF10, AP
w/ Grenade	-1	569m	13D6	1	n/a	n/a	Blast 30m
GAT-40	+1	1204m	15D6	32	7	996kg	ROF10, AP
GAT-40C	+1	677m	15D6	32	6	807kg	ROF10, AP
GAT-49min 50mm	±0	1.9km	24D6	6	4	410kg	B20mG

Rockets	WA	RNG	DAMG	SHTS	COST	WT	NOTES
HRAT-23 50mm	±0	1.9km	24D6	11	7	305kg	ROF4, B20m
HRAT-30 50mm	+1	1.9km	24D6	22x2	105	621kg	Blast 20m
G•BATM-04	±0	1.9km	24D6	15	8	821kg	ROF4, B20m

Missiles	WA	RNG	DAMG	SHTS	COST	WT	NOTES
HMAT-38	+2	4.6km	3K	8	92	729kg	Smart, B10m
SMAT-32	+2	3km	2K	6e	58	200kg	Smart, B10m
SMAT-38	+2	4.6km	3K	9	128	482kg	Smart, B10m

Solidshooters	WA	RNG	DAMG	SHTS	COST	WT	NOTES
SAT-03 60mm	+1	4.5km	4K	15	25	562kg	AP
X•SAT-01 50mm	+1	3.4km	3K	36	28	981kg	AP
X•SAT-05 30mm	+1	1.7km	21D6	96	13	385kg	ROF10, AP
X•SAT-06 30mm	+1	1.7km	21D6	67	11	689kg	ROF10, AP

Energy Guns	WA	RNG	DAMG	SHTS	COST	WT	NOTES
FTAT-16	-2	71m	8D6	65	10	132kg	ROF∞, Incen
GAT-35	+1	4.4km	11K	wu2	27	2638kg	Warmup 2
G•BATM-02	+1	3.6km	9K	wu2	22	2164kg	Warmup 2

RELOADS: One clip (with full number of shots for given weapon) costs 1.0.

x8.8kg, and its cost is equal to its KD rating x0.05. To determine how much extra equipment a backpack can carry, divide the backpack's KD by 200—this is the percentage of the AT's total weight that the backpack can load. For example, a 7000kg AT with a KD50 backpack could load 1750kg of gear on its backpack.

Computer: All ATs have a basic onboard computer which allows the pilot to run Mission Discs, record data, store maps, coordinate battlefield operations, generally manage information. With a basic computer, a Mission Disc will add +1 to the pilot's INT and TECH-based rolls with regard to the mission at hand, and has a Rabbit Value of 1 (add this value to a die roll for the AT's actions while on autopilot—"Rabbits" aren't very formidable opponents, but they make good decoys). Many ATs use their Mission Packs to house more advanced computer systems. Such computers can add +2 to mission-related INT and TECH rolls at a cost of 3.67 OP, or +3 for 7.67 OP, with corresponding Rabbit values. If your AT has no computer, subtract 1.67 OP from the cost of the frame.

Sensors: All ATs have a set of multi-lens sensors built into the head section (see page 35 for a full run-down of what sensors are included) with a visual targeting range of 2km and a communications range of 100km. However, some ATs have different sensor systems:

- Some ATs (such as the Purple Bear) have **Stereoscopic Sensors**, which allow for better depth-perception at the cost of such advanced optics as IR and other fancy electronics. Stereoscopics grants an overall +1 to the pilot's Perception skill, double sensor range to 4km, and allow the pilot to treat any targets as one range step closer when making ranged attacks (i.e., targets at Long Range would treated as being at Medium Range, etc.). Due to their additional lens arrays, Stereoscopic Sensors add +150kg to the ATs weight, and cost 0.67 OP.
- ATs made in Quent (i.e., Bersergas) have special **Quentium Sensors**, which eschew the traditional round lens arrays in favor of squared-off monitor plates housing superior scanner systems. Quentium Sensors give the pilot a bonus of +3 to Perception skill. They add 2.5 OP to your AT's cost, but they're not generally for sale (see p.50).
- While extremely rare, certain ATs are designed exclusively for use by Perfect Soldiers or otherwise superior humans. These ATs have all sorts of special features, among which is a **Pulse-Doppler Sensor** system. This radar array allows the pilot to be aware of his entire environment in a full 360-degree arc (that is, no penalties for detecting of defending against enemies behind you) and increases sensor range by ten times (20km)! This system adds 4.6 OP.

Headless: If you choose this option, your AT has no "head"—instead it has a glass canopy or simply a Cabriolet-style open top. Headless ATs subtract their Armor KD x8.8 in kilograms from their total weight, and also subtract their Armor KD x0.03 in OP from their Cost.

Weapon Link: Linked weapons can fire simultaneously, requiring only one action and to-hit roll per set of linked weapons. If the roll succeeds, all linked weapons hit; If it fails, they all miss. Linked weapons don't combine their damages; Each weapon rolls damage separately, and applies damage separately. Weapon Links cost 0.67 OP.

STEP 4: Choose Weapons

Now for the fun part! ATs primarily use machineguns to deal with infantry and other ATs, with rockets and missiles to take care of opponents like tanks. Solid Shooters are good anti-armor weapons, best used against extra-heavy targets (such as spaceships). Select your weapons from the table to the left, and don't forget to note where each is located—that part of the AT could be blown off during combat, in which case you'll lose those weapons too!

NOTE: Prebuilt AT costs do not include their listed handweapons.

STEP 5: Choose Movement & Environment Systems

All ATs are able to walk. However, most have some additional form of locomotion to enhance (or at least allow) movement in specific environments. To buy a Movement System, determine the top speed (in KPH) that you want your AT to move. Next, Divide your AT's total weight in kilograms by 263,160 (remember to include the weight of the movement system—if it has any weight at all). Finally, multiply this value by the top speed you chose—that's the cost of the Movement system.

Gliding Wheels: The most common kind of movement system, this is a set of powered roller skates built into the soles of the feet—sometimes they have added rocket booster systems for even greater top speed. Gliding Wheels add to the AT's MOVE score, but only on dry surfaces. Gliding Wheels add no weight. Note that instead of Gliding Wheels, Balarant's "Fatty" ATs use a hovercraft-like system with essentially the same cost and effects. Cost is as above.

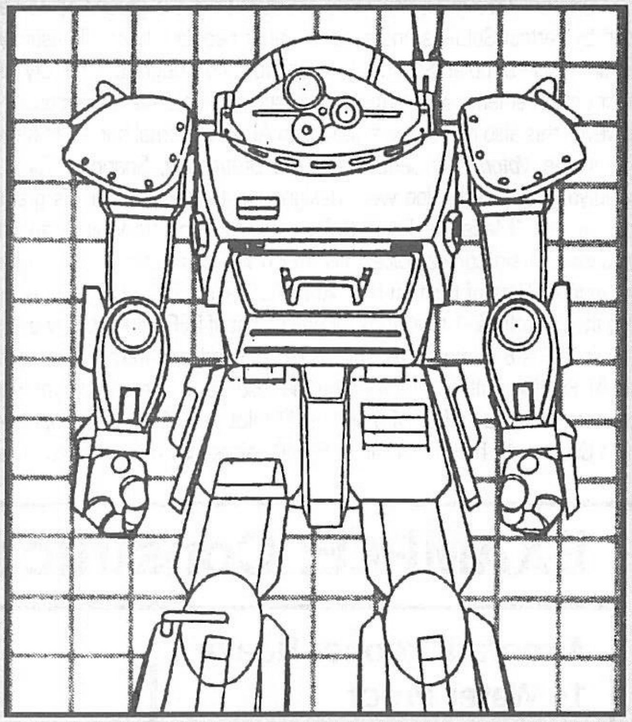
WP (Water Proof) Gear: This is a set of modifications to your AT which allows it to function in wet environments: Water sealing and a 2-hour air tank allows your AT to operate while submerged, although you can only walk on the bottom. In addition, the AT's Gliding Wheels are relocated to leg-mounted Swamp Clogs (snowshoe-like plates which flip down below the feet) to add to the AT's MOVE score, but only on wet surfaces like swamp or mud. Water Proof gear adds 425 kilograms to your AT's weight, and adds +1.25 OP to your Movement System's cost.

WR (Water Resistance) Gear: This is a special set of equipment which modifies your AT to function on the water (rendering your AT a WR model). Unlike Swamp Clogs (which only allow the AT to move freely on mud, swamplands, and shallow waters), this equipment allows your AT to float and propel itself across the water at decent speeds. Water Resistance includes an Air Barge system (twin inflatable pontoons stored on the hip plates) for floatation and Hydrojets mounted on the AT's legs for propulsion. A backpack unit powers the Hydrojets, which grants the AT a MOVE stat equal to its normal Move Stat while it traverses the water. Water Resistance also allows your AT to operate underwater for short periods of time (only one minute at a time, with at least one minute in between dives. Water Resistance adds 168 kilograms and costs 3.41 OP.

DT (Desert Trip) Gear: This includes improved heat sinks and a set of Desert Trippers—tank-like foot-treads which add to the AT's MOVE score, but only on sand (such as in the desert or on a beach). A set of Sand-Trippers adds 295 kilograms to your AT's weight. At your option, your Sand Tripper may be externally-mounted option gear—in this case, your AT uses a Sand-Roader, whose costs and effects are the same.

SA (Space Adaptation) Gear: This equipment allows your AT to function in and propel itself through the airless, null-gravity voids of space. Space gear seals your AT and gives it 6 hours of life support, includes a large back unit to house the main thruster and store propellant, and equips the legs with maneuvering verniers. The entire set of equipment weighs 308 kilograms, costs 12.67 OP, and gives your AT 1 gee of acceleration (equivalent to a cumulative MOVE of about 50). Note that the Scopedog II uses a special type of Space Gear which is all integrated into a single backpack unit, the ATC-BR01-S Roundmover. This backpack weighs 137 kilograms, has a KD of 15, costs 13.3 OP, and can be used by any Medium AT or Light AT. Heavy ATs must use the full 308kg Space Gear. Either way, this makes your AT an SA model.

Parachute Pack: This is an add-on backpack which allows an AT to be safely airdropped into a target area. The standard model, usable by the Scopedog in particular and any Medium AT in general, is the ATP-BP01-ST. It has a KD of 20, weighs 176kg, and costs 1.0 OP.



STEP 6: Calculate Stats

To determine how many hours of Polymer Ringers fuel your AT has, roll 4D10 x6, then add another D10. Now for the ATs weight: Add together the weights of all the parts you bought in order to determine your AT's base weight. Next, roll two D10s—this percentage is the "extra stuff" present on any vehicle—and add that value to the AT's base weight to get its total weight. Then refer to the table below to determine your AT's Maneuver Value and its running MOVEment Stat:

Weight	Maneuver Value	MOVEment Stat
~2999kg	-0	9 (27kph)
~3999kg	-1	8 (24kph)
~4999kg	-2	7 (22kph)
~5999kg	-3	7 (21kph)
~6999kg	-4	6 (19kph)
~7999kg	-5	6 (18kph)
~8999kg	-6	5 (16kph)
~9999kg	-7	5 (14kph)
~10,999kg	-8	4 (12kph)

STEP 7: Special Enhancements

Once you've gone through the steps above, add up the costs of all the parts you bought to determine your AT's Base Cost. Then, consider the options listed below and see if any of them suit your AT's concept:

PRSP (Polymer Ringers Solution Purification): This is effectively a "supercharging" of your AT's engine and chassis. Response time increases (resulting in better maneuverability) and the power of the servo-skeleton is boosted (resulting in greater strength). PRSP costs 40% of the AT's Base Cost, and adds +2 to both MV and STR.

Quent Construction: The Quentmen's ATs (i.e., Bersergas) are stronger, faster, and tougher than typical ATs. Thanks to their superior design, Quent ATs always get a bonus of +1 to their MV and their STR—this costs 20% of the AT's Base Cost. Can be combined with PRSP.

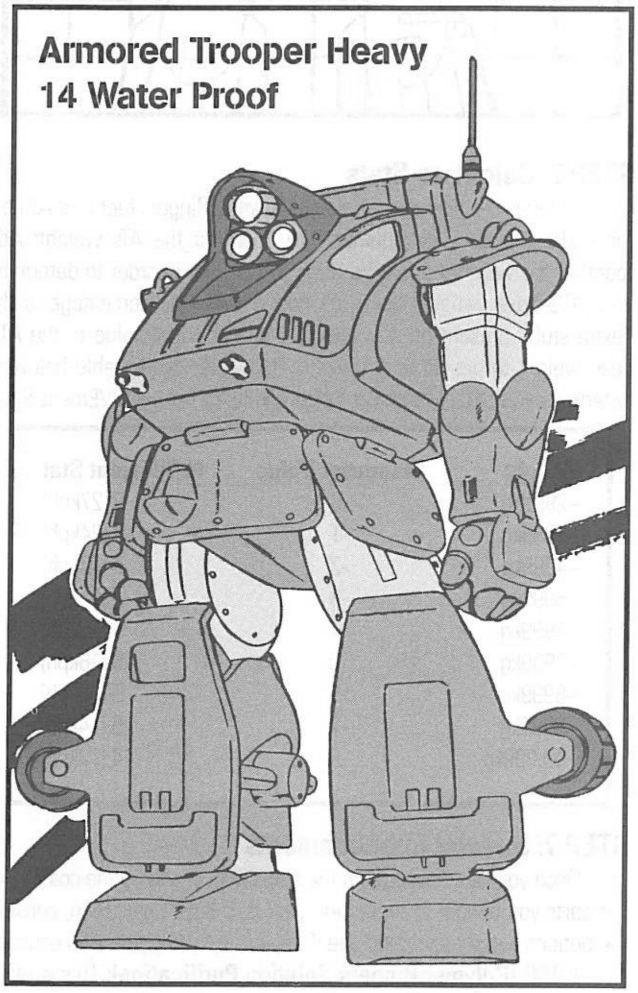
Custom Design: Certain ATs are built from the ground up to be used by Perfect Soldiers and other superior people. These ATs usually feature Pulse-Doppler Sensors (see above) and integrate a variety of other enhancements which make them superior battlefield weapons—however, this also makes them too much AT for a normal human to handle! In the *Votoms* TV series, only the Brutishdog, Snapping Turtle, Rabidlydog, and Strikedog were designed in this way. Such ATs grant their pilot a "Maneuver Pool" (MP)—a pool of points which can be expended to aid combat dice rolls (much the same way Luck can be expended). Pilots of Custom-built ATs must have a REF of at least 8, or else they'll suffer a -1 to all rolls for each point of REF below 8. However, if their REF is 8 or more, their MP is determined by subtracting 5 from the AT Piloting skill, and multiplying the result by 2.5 (round down). For example: Nero has a REF of 8 and an AT Pilot skill of +7. When operating a Custom AT, he has an MP of 5. MP points may be expended once per battle, for any combat-related die roll, but once MP points are used, they are gone for the remainder of the combat. For example: During a battle, Nero adds +2 to an important attack and +3 to a life-saving dodge roll. Custom Design costs 5% of the AT's Base Cost.

Weight Efficiency: Sometimes, ATs are built from lightweight materials so they can enjoy superior armor protection without becoming immobile hunks of metal. The Strong Box, with its 25mm of armor, is an example of such Weight Efficiency. The maximum amount which can be removed is half the AT's original weight, and you must pay 1.33 OP for every 100 kilograms removed. This cost is added after any of the other special enhancements have been calculated and applied.

STEP 8: Final Cost

Apply all the costs from Step 7 to the Base Cost, then round off mathematically (.01~.49 round down, .50~.99 round up)—and that's it!

EXAMPLE: Construction of a Standing Turtle



Armored Trooper Heavy 14 Water Proof

Ok, let's build an AT from the *Votoms* TV series—the Standing Turtle, for example.

Step 1. We choose a Heavy frame: 140 SDP, STR 10, Weight 3960kg, 20.4 OP.

Step 2. We give it 15mm of Armor: 65 KD, 3432kg, 12.37 OP.

Step 3. Equipment: The Standing Turtle has pretty standard equipment (a baseline computer, normal sensors, etc.), but it does have a backpack-like unit on its shoulders. Let's give that 40KD, since it's not all that large. This will cost 2.0 OP, and will weigh 352kg. (Once we figure out the final weight, we'll see that this backpack can load 1702kg of stuff.) We also install a Weapon Link so that the 11mm MGs (see below) can fire together. That adds 0.67 OP.

Step 4. Weapons, weapons, weapons. Well, the ATH-14-WP has twin 11mm Machineguns in its body, and (unlike the ATH-14-ST and SA) it also has Arm Punches.

The ATH-14 has access to a variety of hand-held weapons, which are listed in the weapons section, so we won't bother to include them here. Suffice it to say that the HRAT-23 is a common choice.

WPN	WA	RNG	DAMG	SHTS	COST	WT	NOTES
11mm MG	±0	722m	9D6	100	6.46	+166kg	Rof20
11mm MG	±0	722m	9D6	100	6.46	+166kg	Rof20
Arm Punch	±0	0m	14D6	4 each	6.98	0kg	AP

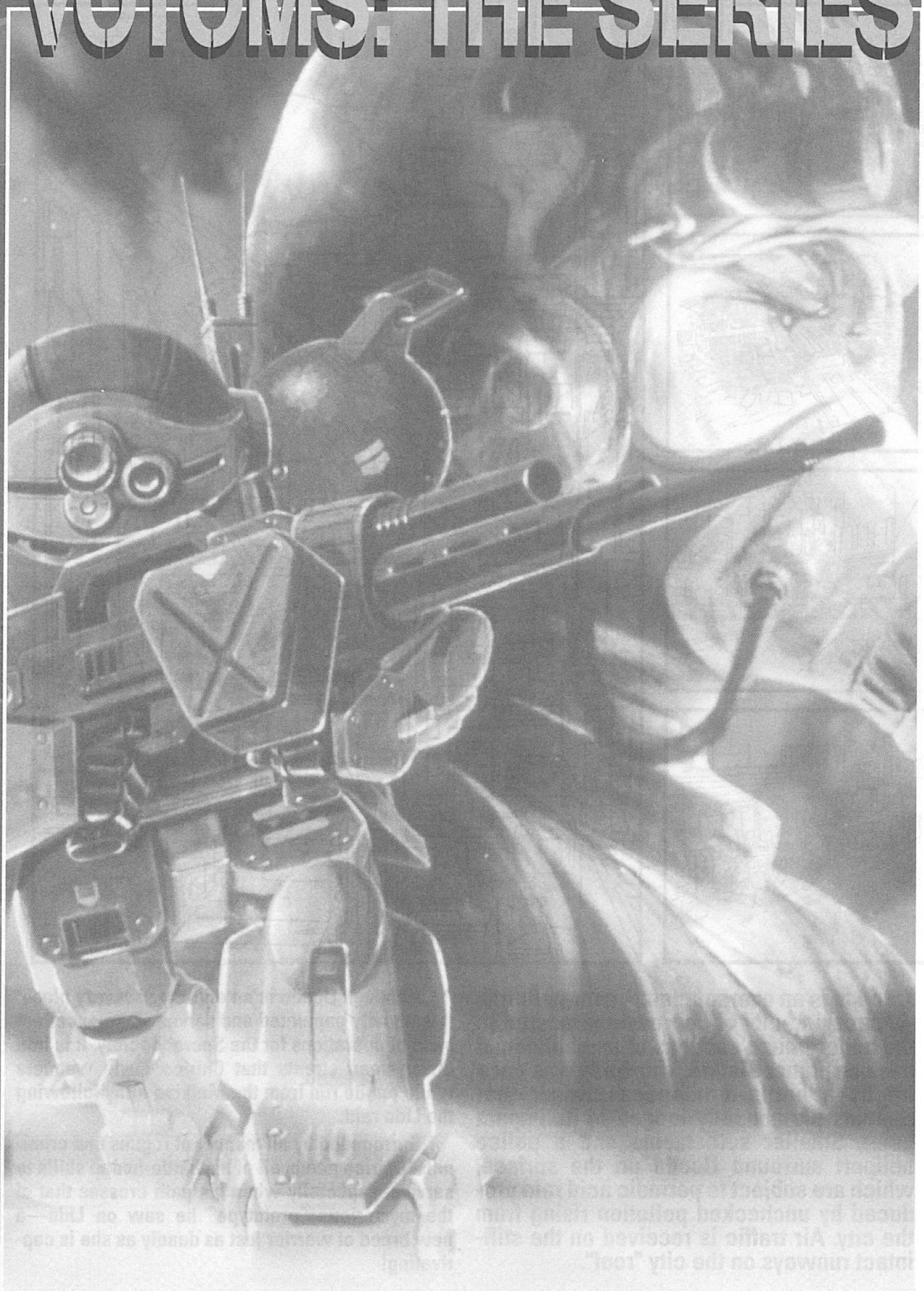
Step 5. Movement & Environment systems. While the Standing Tortoise has Gliding Wheels, the Standing Turtle is a WP unit and thus has Swamp Clogs (all this will weigh 425kg, so the Base Weight of this AT is 8501kg). Let's give the Swamp Clogs a top speed of 51kph (MOVE 17). Now, 8501kg ÷263,160 is 0.0323, which multiplied by 51kph is 1.65 OP; 1.65 +1.25 OP for the WP stuff is 2.9 OP.

Step 6. Stats: For Polymer Ringers fuel, we roll 4D10 x6 +1D10, getting 82 hours of operating time. Adding up all the weights gives us 8501kg. Adding a D100 roll (which comes up 10), we get a final weight of 8511kg. According to the table, this gives us an MV of -6 and a MOVE of 5.

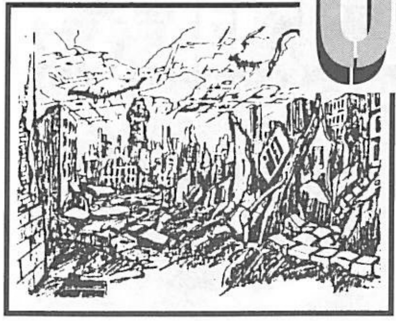
Step 7. Special enhancements: First we add up the Base Cost, which turns out to be 58.24 OP. However, the Standing Turtle (like all ATH-14 variants) has a PRSP system. This increases the AT's STR to 12, reduces the AT's MV to -4, and costs 40% of the AT's Base Cost.

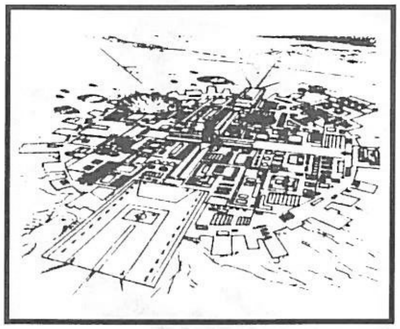
Step 8. Final Cost: 40% of 58.24 OP is 23.3 OP, which gives us a final cost of 81.54 OP—that rounds to 82 OP. Presto!

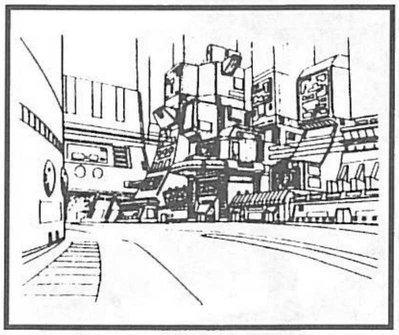
VOTOMS: THE SERIES

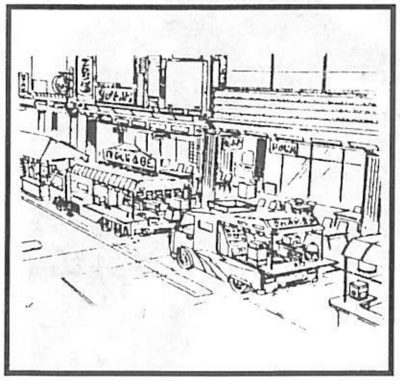


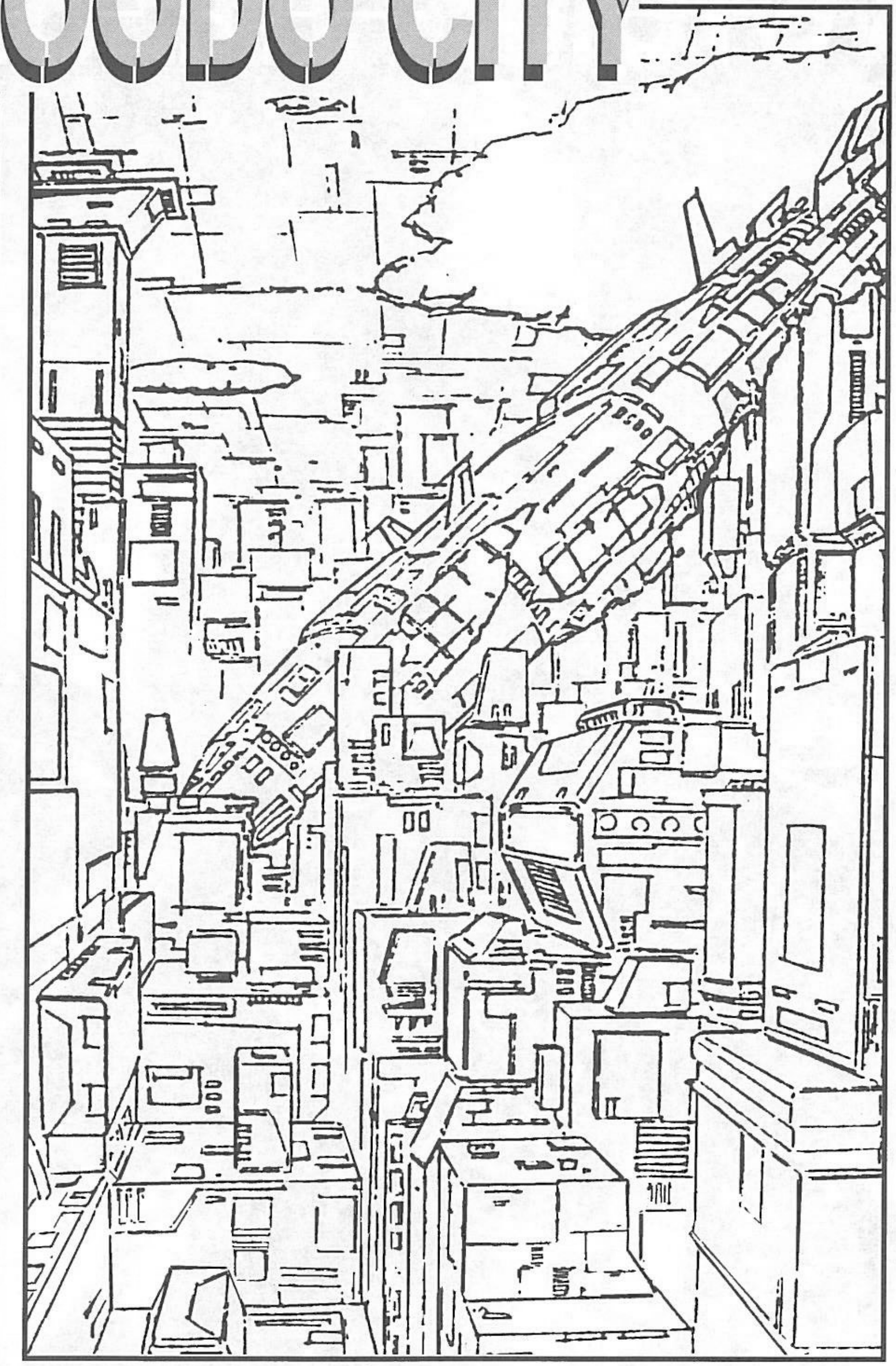
UOODO CITY







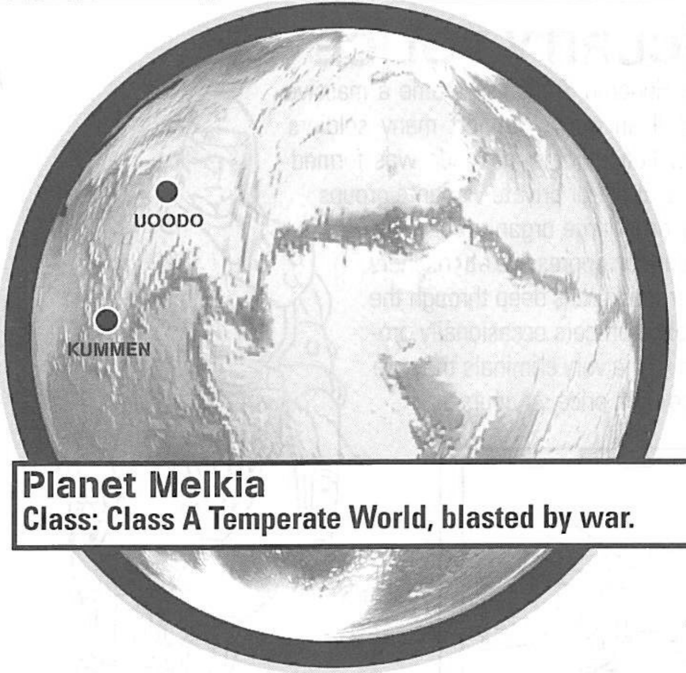




Uoodo is an overpopulated, over-polluted, decaying city of depravation located in the underground sections of an abandoned base on planet Melkia. This base was once hit by a battle-torn space cruiser that remains permanently lodged in its impact point. Smaller settlements and a police heliport surround Uoodo on the surface, which are subject to periodic acid rain produced by unchecked pollution rising from the city. Air traffic is received on the still-intact runways on the city "roof".

Although Uoodo is an entirely unsavory place, it is heavily populated and serves as an excellent base of operations for the Secret Society. It is into these mean streets that Chirico Cuvie wanders while on the run from the Melkian army following the Lido raid.

Surrounded by all manner of rogues and criminals, Chirico needs all of his battle-honed skills to survive, especially when his path crosses that of the mysterious "prototype" he saw on Lido—a new breed of warrior just as deadly as she is captivating!



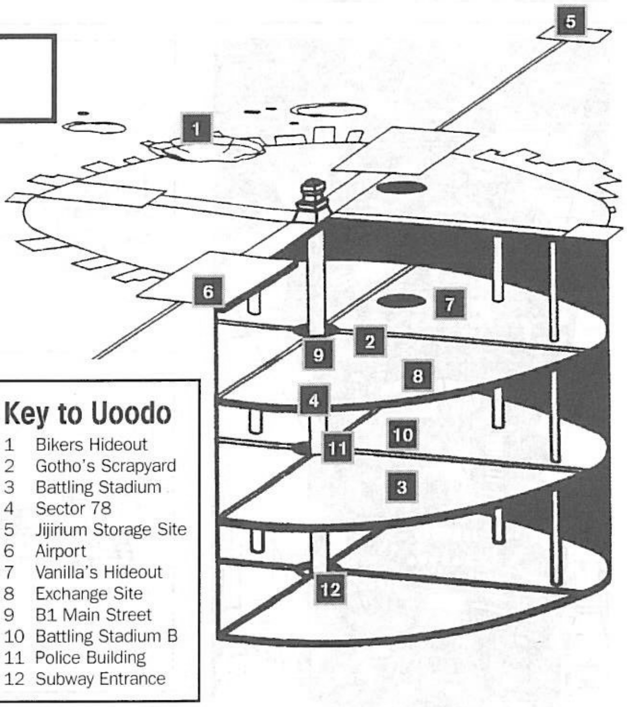
Planet Melkia
Class: Class A Temperate World, blasted by war.

UOODO HISTORY

Uoodo was built on the Planet Melkia as a heavily-fortified military base designed to withstand a planetary bombardment. It was the first of five such facilities planned. However, soon after its completion, a Balarant attack left it so damaged that it was no longer suitable for use as a military base.

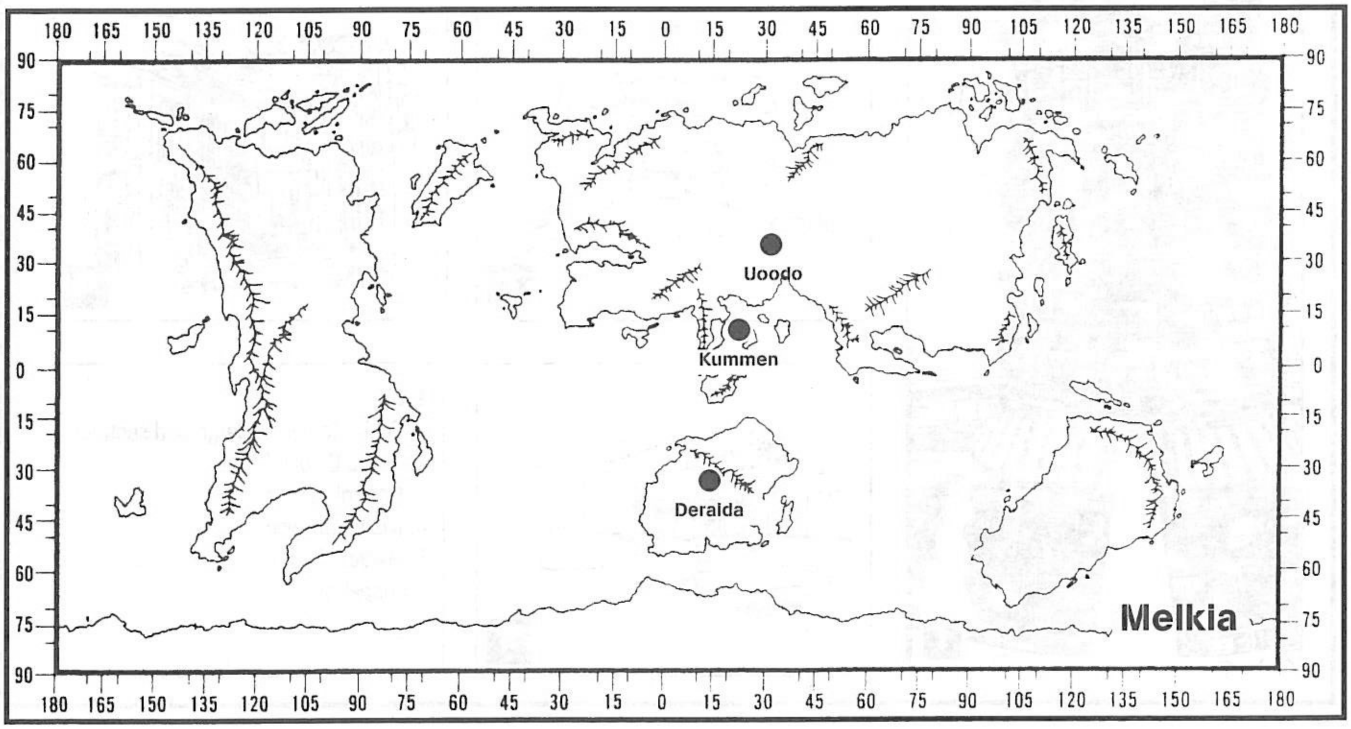
After the military's withdrawal, Uoodo became a gathering point for refugees attempting to build a new life. Because the city existed in a state of anarchy, however, public disorder and violence swept through the streets virtually unchallenged until the war's end. Order was finally imposed when returning soldiers descended on Uoodo. Thus, the "Security Police" was established. But when it was discovered that jijirium could be mined from the ruins of a computer factory on the surface, gangleaders established covert alliances with the corrupt police force—allowing the gangs to force hapless citizens into slavery.

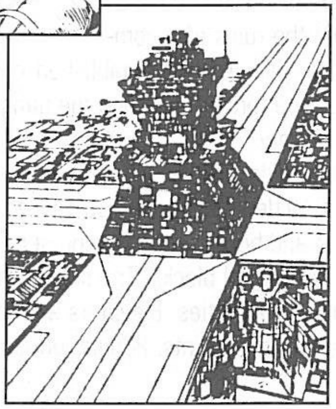
Uoodo is five kilometers wide and three kilometers deep. The underground section is divided into three levels. The lowest level, B3, is uninhabited and houses the city's power reactor. Levels B1 and B2 are residential blocks. The surface level houses the airport and military facilities. Elevators and stairways connect the levels at various points. Population is estimated at 50,000.



Key to Uoodo

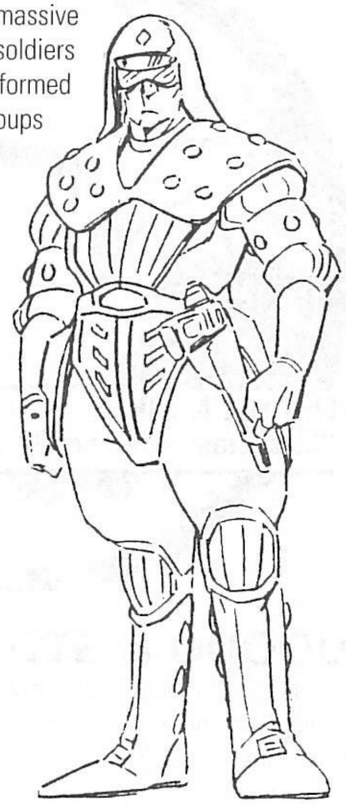
1	Bikers Hideout
2	Gotho's Scrapyard
3	Battling Stadium
4	Sector 78
5	Jijirium Storage Site
6	Airport
7	Vanilla's Hideout
8	Exchange Site
9	B1 Main Street
10	Battling Stadium B
11	Police Building
12	Subway Entrance





UOODO SECURITY POLICE

With the end of the Hundred Years War came a massive demobilization of the Melkian army that left many soldiers unemployed. The Security Police Force in Uoodo was formed during the post-war upheaval out of private vigilante groups who joined together to form a large organization. They are heavily armed and create an oppressive atmosphere in the city streets, but corruption runs deep through the force. Because of this, police officers occasionally provide valuable information to the very criminals they are meant to oppose—for the right price, of course.

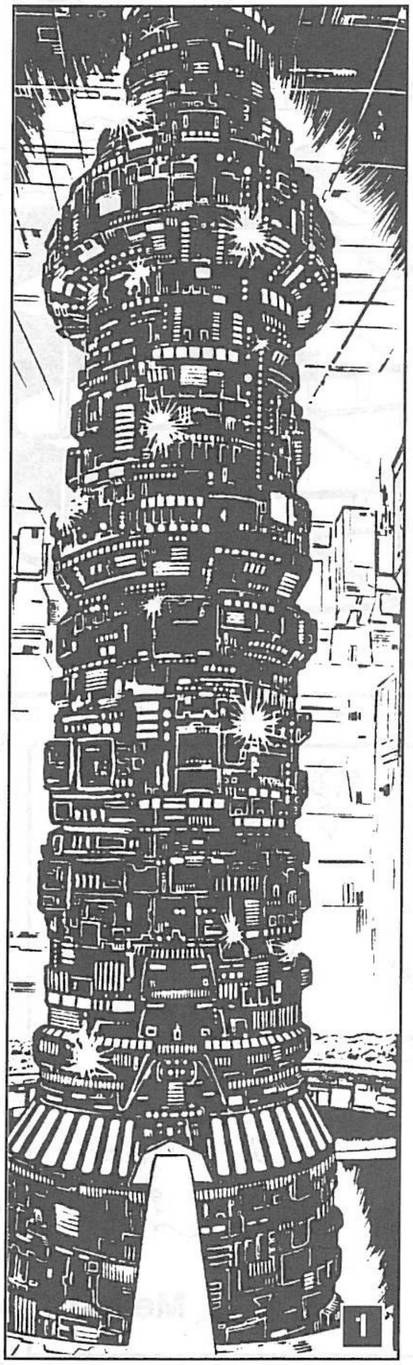


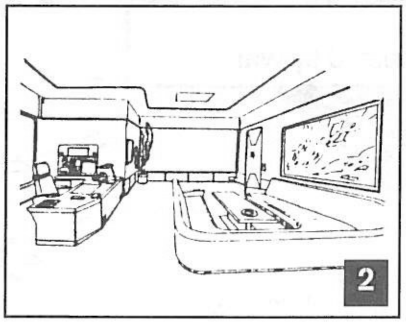
TYPICAL POLICE

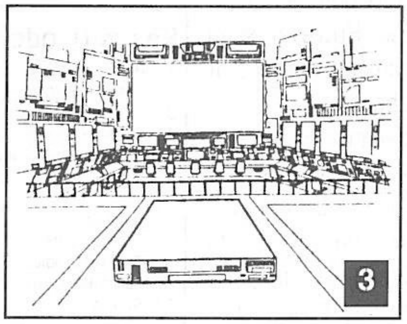
"Move along. This beating has nothing to do with you. Move along..."

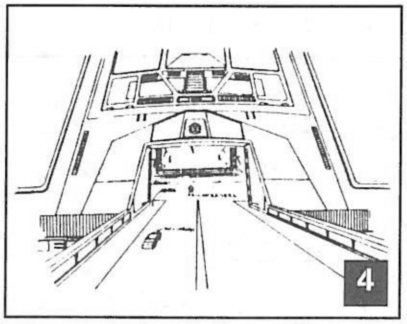
Mental 3 **Combat** 3 **Physical** 3
Move 3

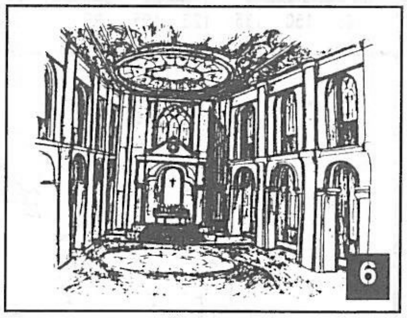
Skills: Intimidation 5, Awareness 5, Hand-to-hand 4, AT Pilot 2

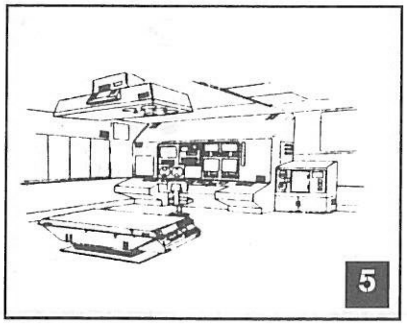






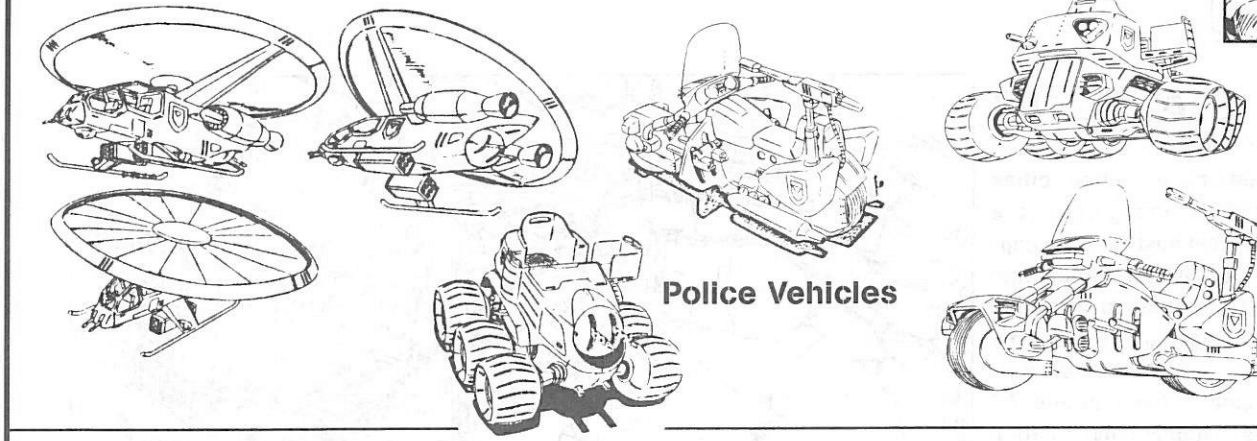






KEY

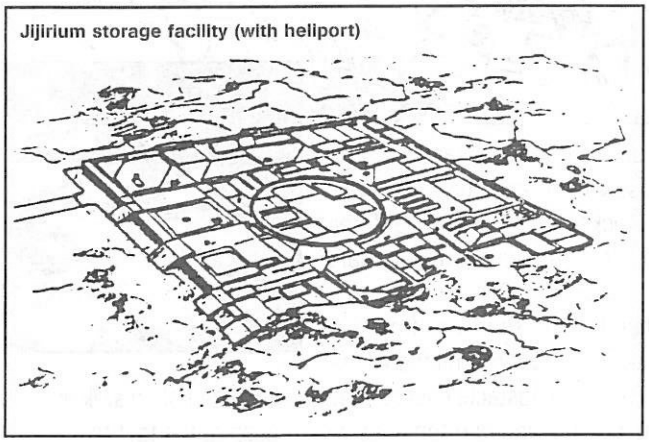
1. Police Tower (underground section)
2. Police Chief's Office
3. Control Center
4. Main Entrance
5 Medical Room
6 Chapel



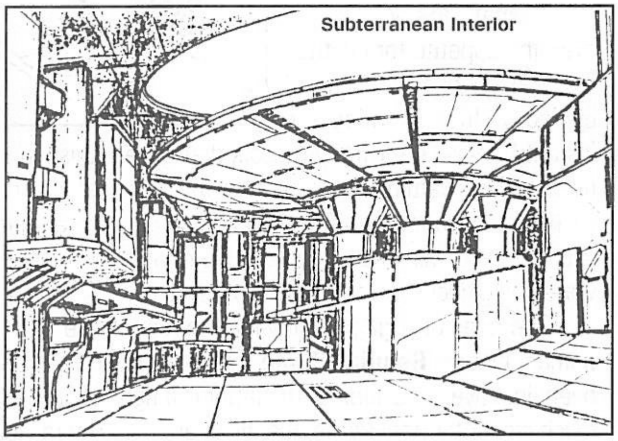
Police Vehicles

JIJIRIUM STORAGE FACILITY

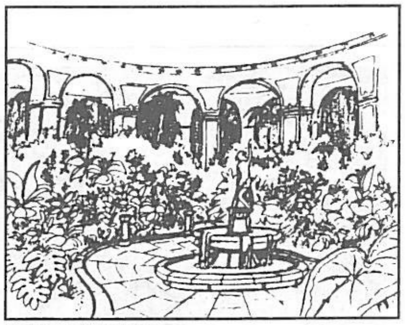
Located a few miles outside the city, this old storage bunker serves as a heavily-armored fortress that is used by Borough and The Phantom Lady. They have set up living quarters here to take advantage of the heavy protection. The facility is accessible mainly by air, but also by a high-speed subway which connects it to Uoodo. Although this linear monorail system has fallen into disrepair, sections of it are still operational.



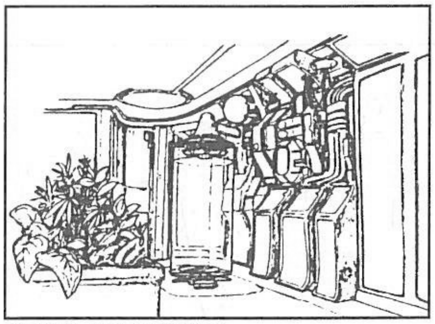
Jijirium storage facility (with heliport)



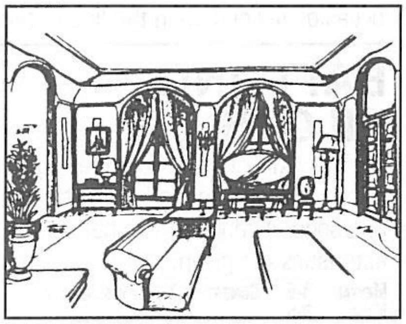
Subterranean Interior



Fyana's Garden



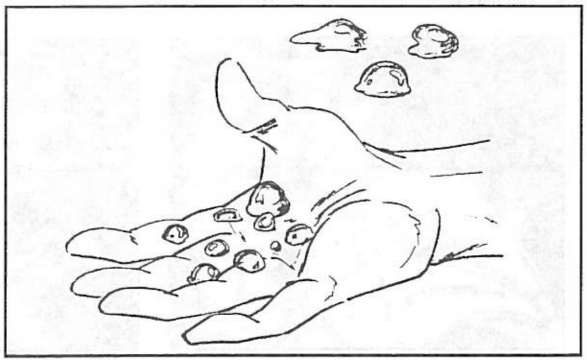
Fyana's Jijirium Shower



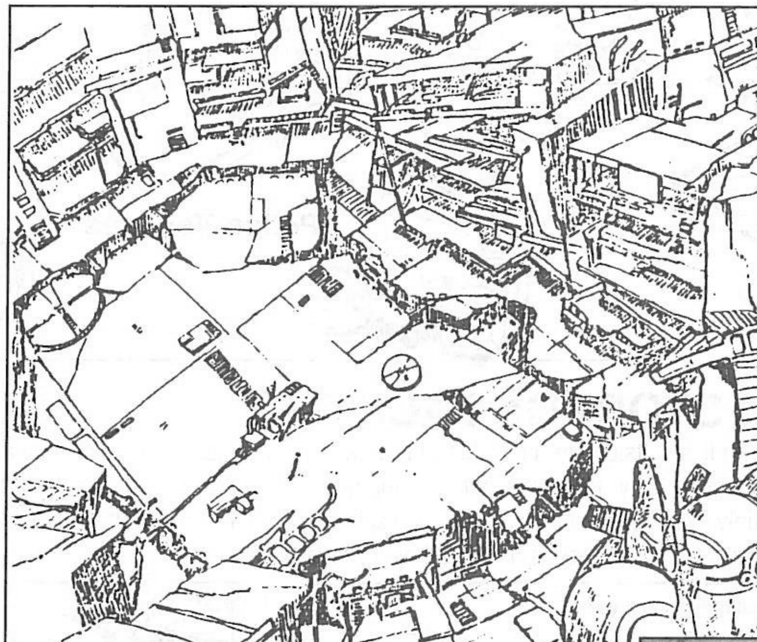
Fyana's Lounge

JIJIRIUM

A semi-liquid metal that can be made to release a special type of radiation. Because of its superconductive properties, it was widely used in computer equipment and became an extremely valuable resource during the war. It can be found in the outback surrounding Uoodo, in the ruins of a computer factory that was destroyed during a bombing attack. These rich deposits are of strong interest to the Secret Society, and Albert Killy orders Iskui to cap its control once he is in position as Uoodo's Police Chief. Jijirium is also particularly useful to the Secret Society in the care of Proto-One.



BATTLING



Deep within Uoodo, and indeed many other cities throughout the galaxy, are arenas that host the most popular sport in post-war culture: Battling. Similar to wrestling and boxing, Battling is exactly what it sounds like—a game of combat. Innumerable AT pilots (commonly called "Votom Jockeys"), having spent their entire lives in war, now find themselves at home fighting each other in surplus ATs while civilians gamble on the outcome.

Despite the war being over, the appetite for destruction that has become a part of everyday life provided an instant birthplace for the protocols that govern this violent sport. The owner and business manager of a Battling arena is called the Ringmaster, and those who arrange bouts between AT pilots are termed Matchmakers. Every Battling arena is stocked with as many different ATs and weapons as they can get their hands on—not difficult with surplus military hardware being decommissioned in droves.

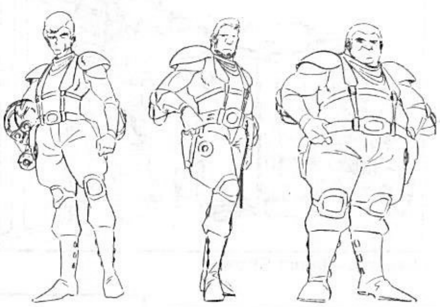
The rules of engagement vary from one locale to another, but the sport itself has two primary modes: **Regular Game** and **Real Battle**. The former ends when a pilot's AT has been destroyed or disabled. The latter is a fight to the death within an obstacle course. Naturally, the gambling stakes are much higher for Real Battle, the pilots are much more violent, and the crowd often goes wild—despite the fact that they occasionally end up in the line of fire!

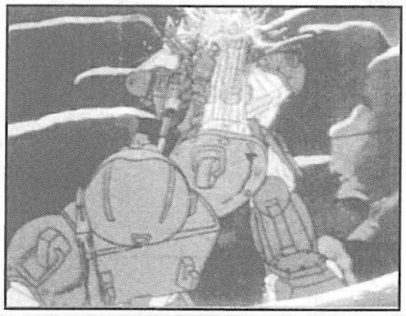
BATTLING PILOTS

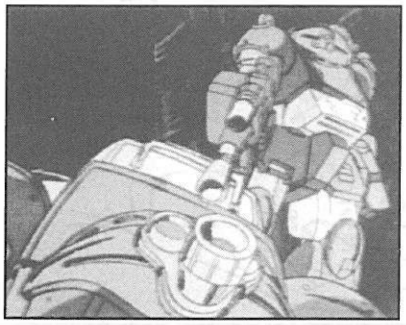
Typical AT fighters competing for prizes and glory in the battle stadiums of Uoodo. A range of combatant characteristics are given.

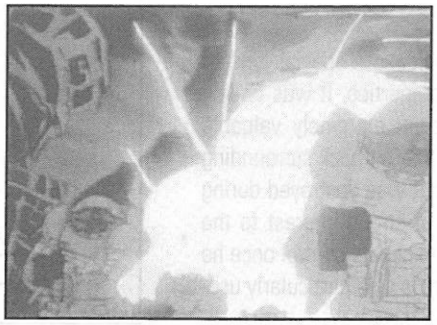
Mental 3-5 **Combat** 4-7 **Physical** 4-7
Move 3-5

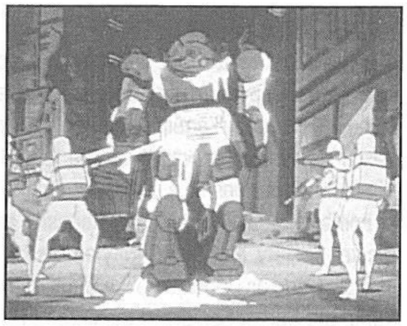
Skills: AT Piloting 4-6, AT Weapons 5-6, Evade 3-4, Marksmanship 4-6, AT Repair 3, Hand to Hand 4-5



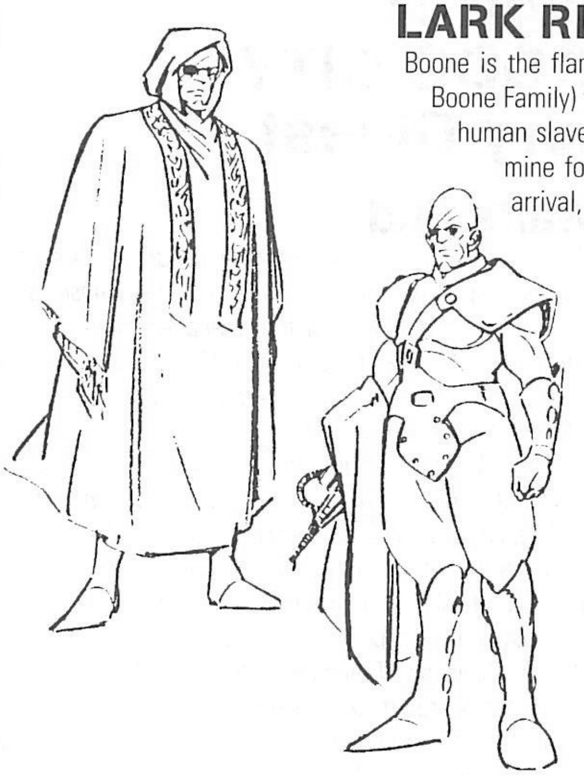








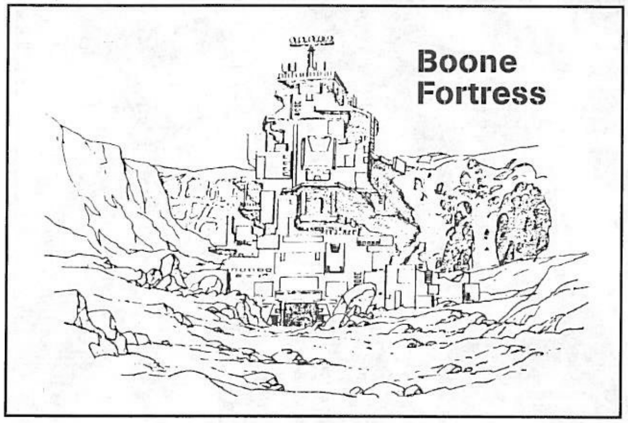
LARK REGAS BOONE

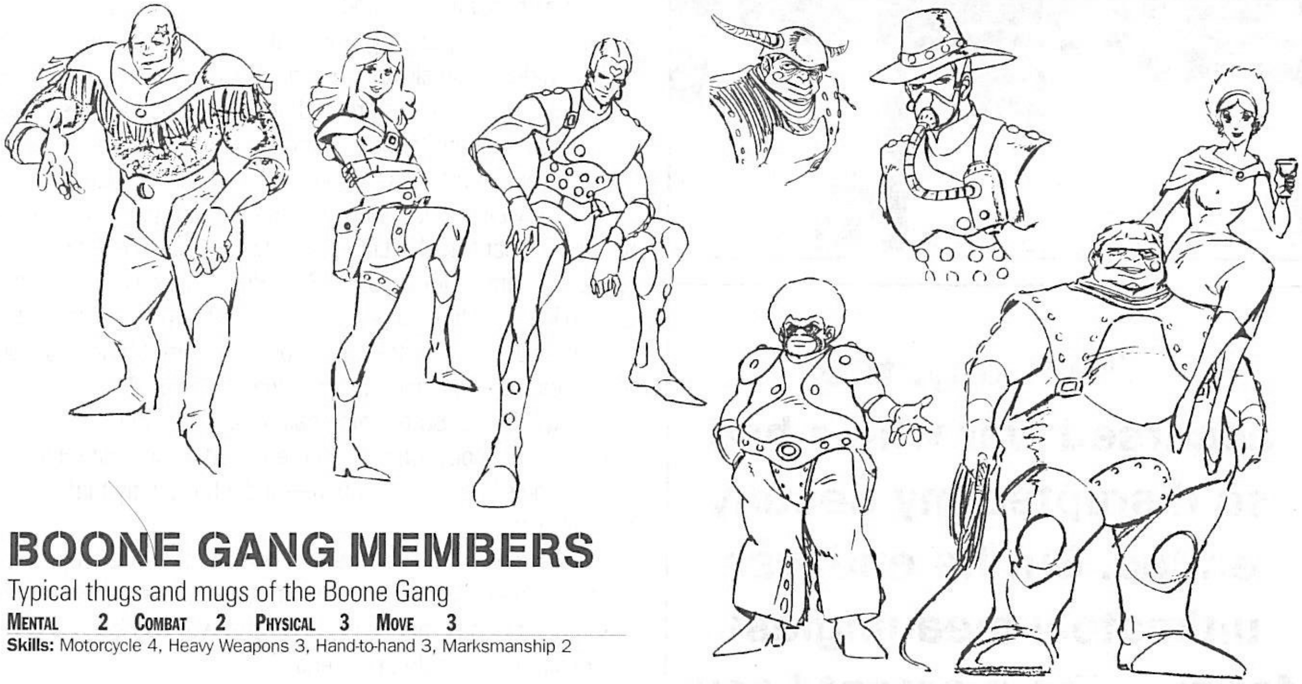


Boone is the flamboyant leader of a vicious motorcycle gang (called the Boone Family) that holds a reign of terror over Uoodo created by frequent raids for human slaves. These slaves are taken to the Boone fortress outside the city to mine for Jijirium which is then sold into the black market. Until Chirico's arrival, the Boone Family goes unchallenged and even bargains with the Uoodo Police Chief to maintain its operation.

MENTAL 5 **COMBAT** 5 **PHYSICAL** 6 **MOVE** 4

Skills: Motorcycle 6, Heavy Weapons 5, Hand-to-hand 5, Leadership 5, Marksmanship 4





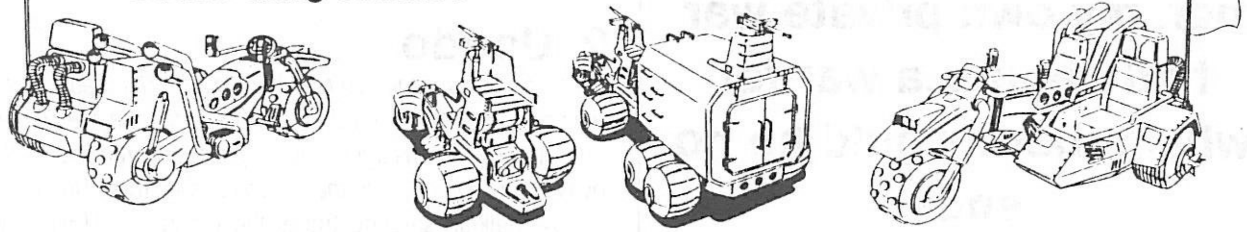
BOONE GANG MEMBERS

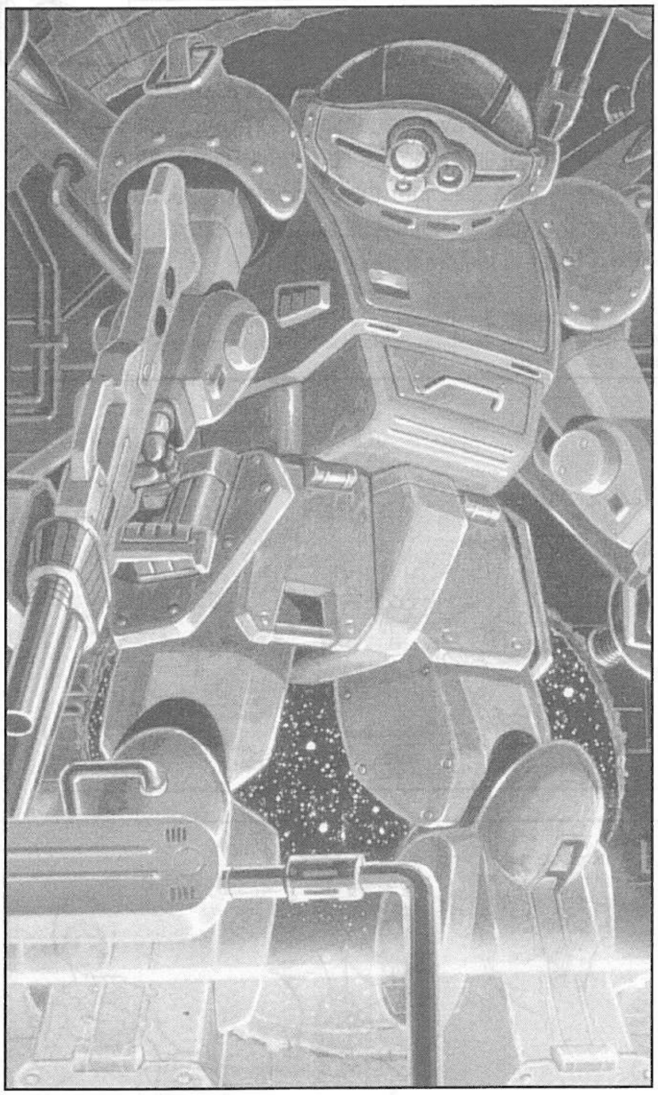
Typical thugs and mugs of the Boone Gang

MENTAL 2 **COMBAT** 2 **PHYSICAL** 3 **MOVE** 3

Skills: Motorcycle 4, Heavy Weapons 3, Hand-to-hand 3, Marksmanship 2

Boone Gang Vehicles





...That day, the accursed war which had so disrupted my destiny ended. But its end was ultimately meaningless for me. The moment I saw her, my own private war had begun...a war for which there would be no end...

Stage 1: UOODO CITY Story Digest

1. War's End

"Gilgamesh and Balarant. For one hundred years now, these two star systems have been locked in a war whose cause was long ago forgotten. At first they managed to contain the hostilities. But by the time I joined up, the front had enlarged...and 200 worlds belonging to them had been caught in the flames of war.

I fought. At first I fought sincerely, to defend my home-world of Melkia. But the war just dragged on and on, with no end in sight. I'm so tired now. Everyone is so tired."

On the edge of the Astragius Galaxy, the decommissioned Gilgamesh battleship Teltain approaches asteroid Lido. It deploys a platoon of Scopedogs, which attack and infiltrate the base. Chirico Cuvie, an AT pilot newly-transferred to the Teltain, protests that they are attacking one of their own bases, but his platoon leaders order him to be silent while they begin looking for their objectives. Left on his own, Chirico discovers one of the objectives himself—the body of a woman, lying suspended in a tube of swirling energy. She wakes and sees him. Shocked and bewildered, he closes the tube. His mind racing with questions, he is nevertheless ordered outside—and barely escapes an explosion meant to end his life.

Lost and adrift in his damaged Scopedog, Chirico is picked up by the Melkian battleship Bauntaunt and questioned about his involvement in the Lido raid. The intelligence officer who questions him, Captain Jean-Paul Rochina, is convinced that Chirico knows what happened to "the Prototype," and takes him back to Melkia for further questioning. There, Chirico escapes and flees into the vast outback. Unaware that Rochina's commanding officer, Battentain, has ordered a homing beacon planted in his body, Chirico is determined to find out what sort of mess he's been caught up in—and who exactly that woman on Lido was.

"That day, the accursed war which had so disrupted my destiny ended. But its end was ultimately meaningless for me. The moment I saw her, my own private war had begun...a war for which there would be no end."

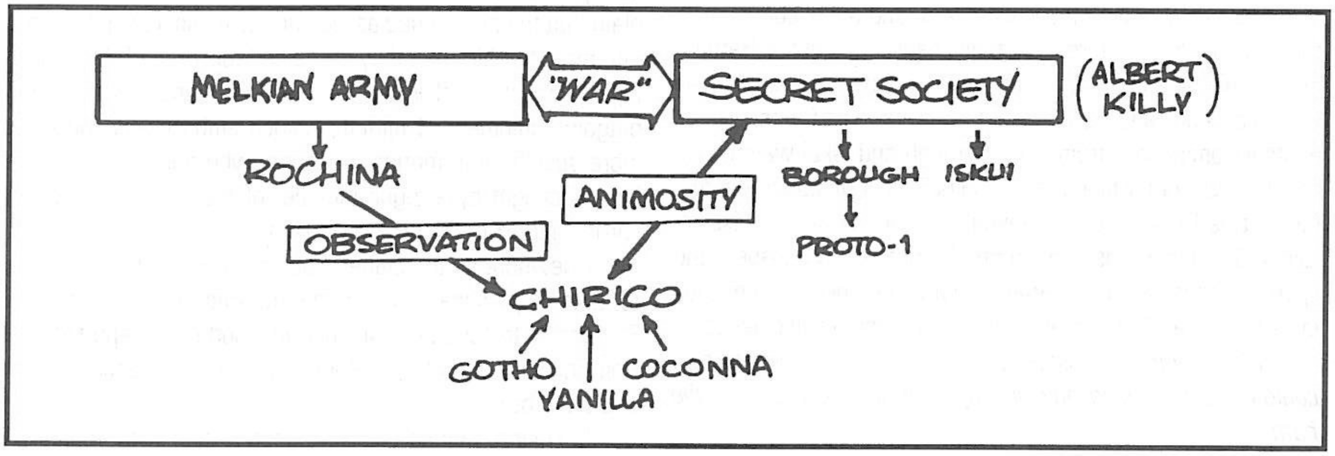
2. Uoodo

"The armistice which finally ended the Hundred Years War was signed right around the time I deserted the Melkian army. That was six months ago. I had slipped away from the military's eyes...and lost myself in the crowds in the city of Uoodo."

A Melkian satellite tracks the progress of Chirico (now called "Program K"), as he enters the sinister Uoodo City. Mere

moments later, he is caught by a gang of bikers who toss him into a truck along with other victims, and roar away to evade the Uoodo Security Police. Taken to the bikers' fortress on the outskirts of the city, Chirico and the other slaves are forced to dig for jijirium in the ruins of a computer factory.

Later that night, the police pay a call on the fortress. Uoodo's chief of police has come to inform the gangleader, Boone, that their arrangement must be dissolved—now that the war no longer serves as a distraction, he can no longer turn a blind eye to the slave raids. Boone attempts to bribe him with even more riches, but a sudden slave uprising takes all of them by surprise. Grabbing a motorcycle during the confusion, Chirico escapes back into Uoodo, chased by bikers. The Melkian spy network intervenes, and Chirico falls into a scrapyard. He climbs into the wreck of a Scopedog, the only shelter he can trust.



"It was a place that held a familiar scent for me. With only the cold feel of metal on my hands, a once-dead warmth now glowed to new life inside me. And, feeling as safe as a child held to its mother's breast, before I knew it I was fast asleep."

3. Encounter

"My endless wanderings since deserting the army had brought me to the city of Uoodo. And I was now in trouble with the Boone Family, a gang of thugs who ran the city."

The next morning, as the Boone Family begins to scour the city for Chirico, he awakes and meets Bouleuse Gotho, the owner of the scrapyard. Gotho serves him breakfast and discusses his plans to salvage some of the ATs he has found. Coconna drops by, hoping to buy a meal with gossip from the streets. Elsewhere, a new chief of police takes residence in the city's central tower: Gimual Iskui, a member of the Secret Society. Iskui immediately hatches a plan to deal with the troublesome biker gang.

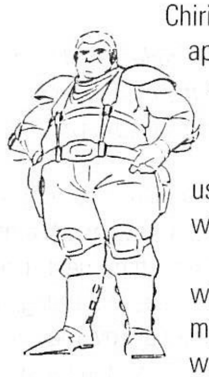
Chirico goes to work repairing one of Gotho's salvaged Scopedogs. Vanilla Vartla arrives, wanting to buy guns now that the city is crawling with hostile bikers. Intrigued by Chirico's expertise with the Scopedog, Vanilla starts to ask questions. Coconna returns with news of the bikers, and Chirico brings the Scopedog to life. He marches out to confront the Boone Family—and proves more than a match for them in his AT. Just as they rally to destroy him, the police spring a trap of their own, ambushing the gang and turning the street into an inferno.

"The flying bullets, the flames. Before my eyes lay a scene so familiar to me. I was back on the battlefield...I and my VOTOM."

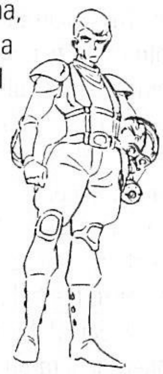
4. Battling

"Since deserting the army, I'd come to the city of Uoodo. But this battleground city was like hell itself...and contained every level of depravity."

The Melkian spy network notes Chirico's predicament and dispatch a rescue order. Firefighters leap into the fray, dousing Chirico's AT with foam, and just as quickly disappear. Gotho arrives, curious about who saved Chirico's life. Later, Gotho patches him up and makes a business proposition. Chirico's skills could be put to good use in one of Uoodo's Battling arenas, where AT pilots fight in mock combat.



They go to an arena, where Chirico notices a mysterious cloaked woman who Gotho calls "The Phantom Lady." He introduces Chirico to the other Battling pilots, who take offense when Chirico berates their sport as "play fighting." One pilot challenges him to a match, and Chirico accepts. Afterward, though, another pilot steps in to take over—Lieutenant Conin, from the Lido operation. Now working for the Secret Society, Conin is determined to kill Chirico in the arena, but Chirico proves the better warrior.



Gotho's joy in Chirico's victory is short-lived, however, when Iskui's police arrive to take Chirico into custody.

5. The Trap

"Chirico! Chirico Cuvie! Answer me! From where dost thou come? Who ordered you to come to Uoodo? Why are you in this city?"

Chirico thinks he hears the voice of God, but it is instead Serge Borough, who is working with Iskui for the Secret Society. Chirico is now their captive in the impregnable police tower. Outside, Vanilla studies the place. Coconna appears, and guesses that Vanilla plans to bust Chirico out.

Later, Vanilla bribes a cop for the blueprints to the tower, and Coconna brings Gotho to meet with him. Together, the three pool their resources and tunnel through the city's sewer system using an industrial laser from Gotho's arsenal. Just as Chirico is taken from his cell for another round of interrogation, his rescuers arrive and whisk him to safety.

They recover at Gotho's scrapyard, and a call comes in—for Chirico. He is offered another chance to fight a Battling match, this time against an unknown opponent for big money. Chirico accepts, and the opponent turns out to be Captain Oriya, another commander from Lido. Borough and Iskui watch from the shadows, determined to see Chirico die. Chirico wins again, but just as Oriya agrees to reveal the secrets of the mission, Iskui orders his troops to open fire. Chirico barely escapes, and spots a limousine driving away, carrying the The Phantom Lady in its back seat. Her presence here cannot be a coincidence.

"As I saw the limousine speed away through the flames, I couldn't help thinking how incongruous it looked amidst the battle..."

6. Prototype

"Since deserting the army, the war ended, and I found myself in the city of Uoodo. Now I have the city's police force trying to kill me. But why? I've done nothing to have earned these constant attacks."

The police step up their assault on Chirico, and he abandons his now-damaged AT to escape with Gotho and the others. They hide out at Vanilla's home to plan their next move. Gotho tries to convince Chirico that his future is in Battling, but Chirico is too full of questions. He slips away, overpowers a street cop, and sneaks into the police tower wearing a stolen uniform. He makes it all the way to Iskui's office and holds the man at gunpoint, demanding to know why he has been hunted ever since Lido. Iskui agrees to take Chirico to a place where his questions will be answered, and the two leave in a private helicopter to the heliport outside Uoodo.

Meanwhile, Gotho and the others have found an abandoned underground subway, and are making their way to the same location in order to scout for information that can help Chirico. They make it inside just as Iskui springs a trap. Chirico is surrounded, but Gotho provides him with a diversion from the control room and he evades capture. Meeting up with his rescuers again, Chirico blunders into another room deep inside the base—The Phantom Lady's living quarters. He boldly approaches her, recognizing her as the same woman he saw on Lido. She flees before Chirico can ask her any questions, and police troops pick up his trail again. Vanilla manages to hijack a helicopter, and flies his friends to freedom.

"It was her. Was that really the Prototype? But what is she?"

7. The Raid

"For a man like me, who knows only how to fight, combat in Uoodo was something I could not avoid. And within the battle, I met her once more. Now all I can do is try to pursue her. She's tied deeply to my destiny. But what sort of destiny is it?"

Police helicopters comb the edges of the city, firing randomly in search of Chirico and his companions, who now complain that their continued association with him has gotten them into more trouble than they bargained for. Tired of their bickering, he wanders off into the city. Overhearing gossip about a outgoing shipment of jijirium, Chirico ambushes a cop to get more specific information. Coconna, who has been following him, is caught by a rogue member of the Boone Family, who carries her off to the bikers' fortress.

Elsewhere on the planet, Rochina is ordered by Battentain to take a personal role in the tracking of "Program One." Rochina is to take up residence in Uoodo and report directly from there as he obtains information about the Secret Society and the Prototype.

In Uoodo, Chirico has developed a plan with Vanilla and Gotho to hijack the jijirium shipment. As they make ready, Coconna returns. Frazzled and beaten, she wails that the only way she could escape the bikers with her life was to tell them about the jijirium shipment. Chirico is encouraged by this; their involvement should only make things easier for him. And he is proven right—the bikers attack the airfield from which the shipment is to be taken, throwing the entire place into chaos. Using a rebuilt AT with Vanilla providing covering fire from the stolen helicopter, Chirico swiftly makes off with the very truck that was hauling the prize.

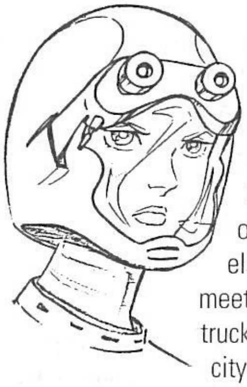
"Everything had worked out perfectly. I cared nothing for the jijirium we now had. But if I was right, and it was tied to the Prototype, then perhaps she would come to get it back. Perhaps..."

8. The Deal

Gotho, Vanilla, and Coconna are ecstatic about their newfound riches. They have enough jijirium to live in luxury the rest

of their lives. But Chirico shows no joy; he has other plans for their treasure. Elsewhere, Borough proposes to Iskui that the time has come to play their trump card against Chirico. Rochina, meanwhile, dispatches his operatives into Uoodo city to start observing Chirico directly.

Coconna reports to Gotho and Vanilla that the police are active throughout the city, looking for the stolen jijirium. Gotho realizes they will probably never get out with their treasure and suggests they instead use it to buy their freedom. Vanilla is incredulous, but Chirico agrees with Gotho's plan; it will also serve his purposes.



Shortly after Albert Killy gives Borough and Iskui permission to use the Prototype against Chirico, Gotho is brought into police headquarters. They strike a deal for the jijirium and let him go, seeing this as the perfect opportunity to nab Chirico. Gotho travels to a ruined coliseum where he is to meet Iskui. Coconna drives the jijirium truck up to a policeman elsewhere in the city and runs off. The policeman reports to Iskui that the treasure has been recovered, and Iskui breaks the deal, refusing to pay Gotho anything for his trouble. Gotho slinks off and Chirico roars into action, bearing down on Iskui in a Scopedog. Now the final trap is sprung. Another AT (a Brutishdog) appears and grapples with Chirico. For the first time, he is evenly matched...and for the first time, he is beaten! Police surround him as he gazes into the face of his mystery opponent—The Phantom Lady!

"Who are you? Near-perfect reflexes, almost supernatural intuition. Who are you...?"

9. The Rescue

During the battle, Gotho managed to make off with the payment Iskui originally promised him, but he didn't hang around to see if Chirico made it out. Having rejoined Vanilla and Coconna, he gleefully counts his money. But they all grow uneasy as more time passes without Chirico returning. Later, they learn that he won't be coming back; he is now a police prisoner. Coconna is adamant that they have to go to Chirico's rescue.

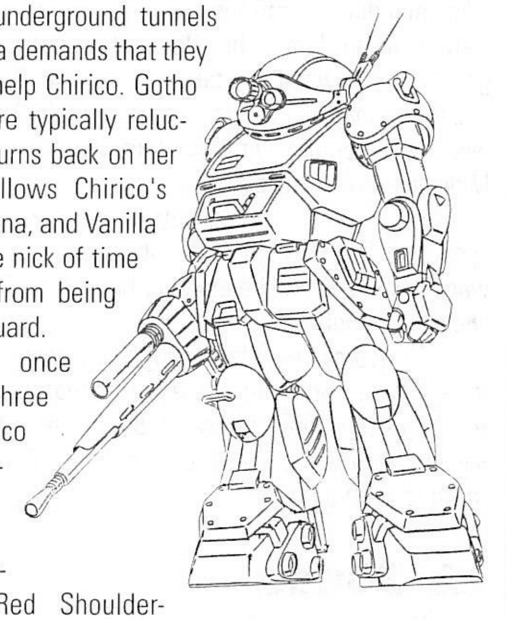
They make an attempt to disrupt the police caravan that is taking Chirico to headquarters, but their first flyover in the stolen helicopter is unsuccessful. Gotho and Vanilla are ready to take their money and run—and Coconna realizes the money is what will give them the means to help Chirico after all.

Sometime later, they fly over the caravan again...but this time instead of attacking, they dump their money out the window. Predictably, the Uoodo streets fill with people, stopping the caravan dead in its tracks. This time it works—Chirico breaks free and escapes back to Vanilla's home with the others. Acknowledging their sacrifice, he finally begins to feel trust and friendship.

"Friends. I was almost embarrassed to feel it. But a long-dead warmth had begun to rekindle somewhere in my heart."

10. Red Shoulder

Sleep in Vanilla's home is broken by the sound of thunder. Police units have begun to literally take the city apart to find them, and before they know it they are boxed in with no escape! Vanilla, Gotho and Coconna despair for their lives until Chirico snaps them back to attention and leads them through an impossible route to safety. Having lost everything, they refuse to go on, but Chirico does not expect them to, in any case.



Iskui and Borough receive reports from their assault units, who report that Chirico's hideout has been destroyed, and now they ponder what to do with their troubled "Prototype." On the streets below, Chirico makes his way into the AT hangar of a Battling arena and goes to work on a Scopedog. Gotho and his companions prepare to leave Uoodo through the underground tunnels when Coconna demands that they turn back to help Chirico. Gotho and Vanilla are typically reluctant, so she turns back on her own. She follows Chirico's trail to the arena, and Vanilla appears in the nick of time to save her from being caught by a guard.

Reunited once again, the three find Chirico inside, building a Scopedog into a heavily-augmented Red Shoulder-style AT. This is when Gotho makes the connection—Chirico was once a Red Shoulder, one of the deadliest AT pilots in the war. No sooner have they agreed to aid him in his continuing battle, than the police arrive and prepare to move in. Chirico takes cover, ready to return their brutality in kind.

"They could never understand the pain of being a Red Shoulder. Thinking that, I prepared to meet the advancing enemy. Only by fighting could I forget the horrors I'd seen. I fought on only so I wouldn't remember. But someday..."

11. Counterattack

The Phantom Lady meditates in police HQ and is approached by Borough, who demands that she prepare to go into battle once more. She refuses. Borough angrily overrides her, freezing her with the name "Proto-One."

The police roll into the Battling AT hangar, and a Scopedog appears to challenge them. The exchange is devastating, but brief—and the AT is demolished. The police open it up, but Chirico is not inside. Behind them, another Scopedog emerges; and this time it's the real thing! Chirico lets them have it full force, blowing them to bits and escaping into the streets to do more damage. His companions follow with still another Scopedog for later use.

In police HQ, The Phantom Lady is subjected to a mind probe to investigate her erratic behavior. Borough and Iskui are shocked at what they find. Her initial memory from awakening on Lido reveals that Chirico was the very first human being she ever saw. Iskui presumes that she has been contaminated and will no longer follow orders—but Borough insists that she must be made to kill Chirico in order to break the mental connection. Iskui reluctantly agrees.

Rochina and his spy network watch with interest as Chirico makes his way toward police HQ. He burns out his Red Shoulder Custom and moves to his other Scopedog, which takes him directly into the police tower. There, The Phantom Lady waits for him in her Brutishdog...but this time Chirico gets the upper hand and takes her captive. Rochina learns of this and dispatches the news to Battentain. Now that Chirico has made contact with the Prototype, it is time for the Melkian army to move in.

As the police regroup outside the tower, Chirico finally speaks to The Phantom Lady. She admits that she does not want to kill him, and he asks her her name. "Proto-One" is all she can answer.

"The woman who had changed my destiny was no longer an enemy. I couldn't shake the feeling that I was sinking deeper and deeper into quicksand. But at the same time, I felt something amazing. Never before in my life had I wanted so much to keep on living."

12. Bonds

Proto-One tells Chirico what she knows, but is unable to answer most of his questions about the conspiracy they are both caught up in. When their discussion is interrupted by attacking police, she vows that this time she will fight with him, not against him. Together, they charge into battle.

Iskui is desperate to end this debacle, and Borough gives him the idea to fight fire with fire; they will send in Battling pilots to attack Chirico. While they arrange for this, Chirico makes contact with Gotho, Vanilla, and Coconna. He suggests a rendezvous point and moves out with Proto-One. Seeing the forces arrayed against them, Vanilla tries to back out, but Coconna holds him up with his own pistol. This does the trick.

Inside the tower, Chirico and Proto-One are attacked by the Battling pilots and quickly outnumbered. Proto-One is knocked out of her AT, and Chirico rushes to her rescue, calling a name out of the blue: "Fyana!" He scoops her up and rushes her to safety. She is puzzled by the name, but is glad to accept it as her own. They attempt to escape the tower, but are finally overpowered and separated. Chirico falls to safety just in time to meet up with Gotho and the others, but Fyana is taken away by police.

The skies above Uoodo rumble with the sound of approaching airplanes. Scopedog platoons parachute down toward the city. The Melkian army has arrived in force. But Chirico is concerned only with the woman he has been parted from.

"Fyana ... but why did I call her by that name?"

13. Escape

"I had managed to escape the police...but hadn't been able to take the Prototype with me. I didn't even notice the airborne AT units drifting down like snow."

Iskui and Borough watch helplessly as the police tower is surrounded by Melkian Scopedogs. Rochina leads the assault force, demanding that they give themselves up. Instead, they call Albert Killy, who orders Iskui to wait for the backup he is sending. Borough is to escape to the heliport with Proto-One.

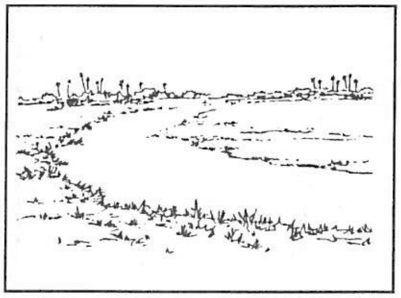
Rochina barks the orders to move in, and all hell breaks loose. Chirico and his companions discover this, and Chirico explains to them what he has learned, namely that all these events have centered around the Prototype, who is an experimental Perfect Soldier created by the Melkian army. Chirico was just a pawn in the Lido raid, and it has made him a fugitive.

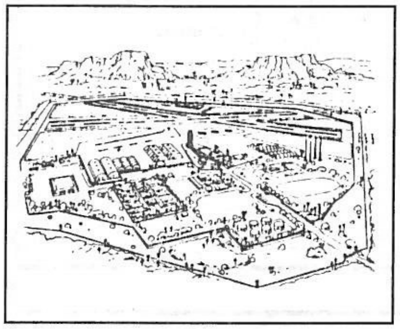
Iskui is killed as Rochina's men enter the police tower, but the Prototype is nowhere to be found. Overhearing their radio transmissions, Chirico deduces that she has gone to the heliport and he intends to follow her there via the abandoned subway. He locates her, and asks her to escape with him. She cannot, claiming that if she tries to leave her captors, she will die.

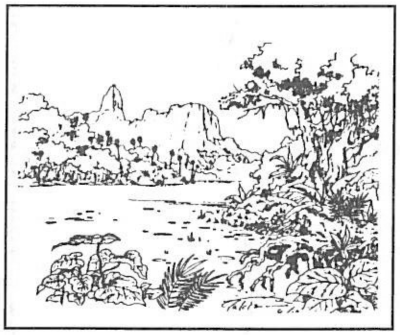
Finally, time runs out. Rochina's army attacks the heliport and are met by a new enemy: Tortoise-type ATs sent by the Secret Society to cover the escape of Borough and the Prototype. The entire base, like Uoodo itself, collapses in flames. Chirico walks through the inferno alone, cut off from everyone he now holds dear.

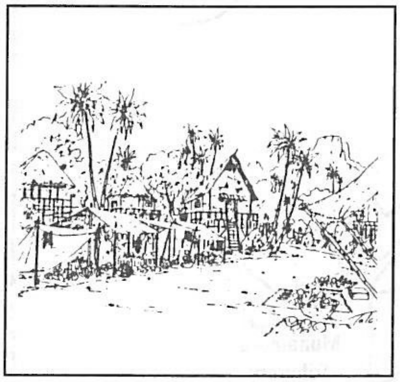
"The city of Uoodo was disappearing. Vanilla...Gotho...Coconna...Fyana...please don't leave me to be alone. Where are you? Where have you all gone?"

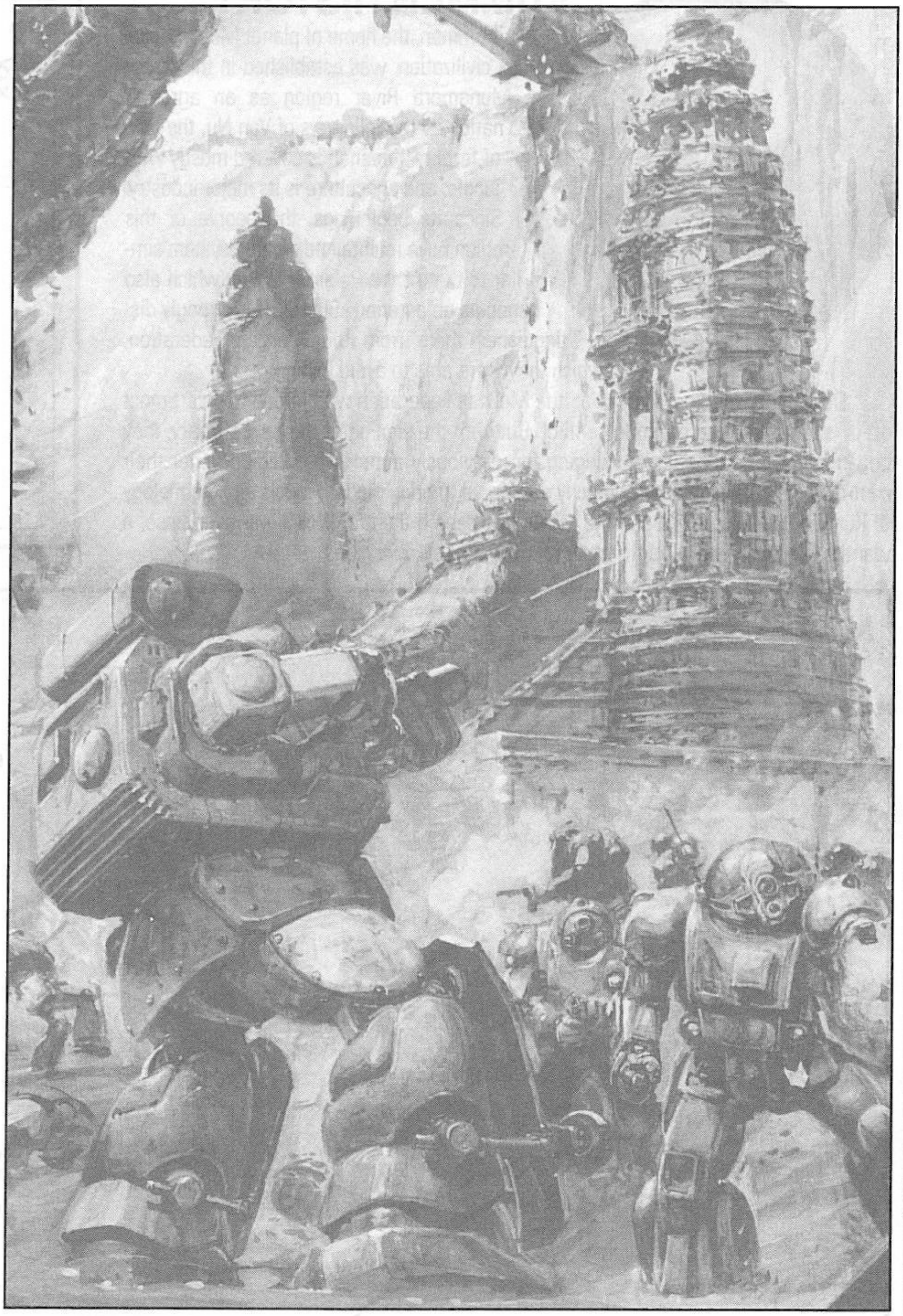
KUMMEN JUNGLE WARS









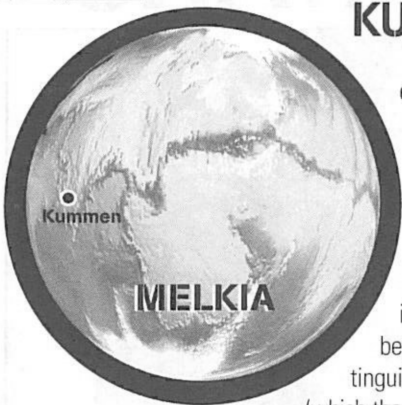


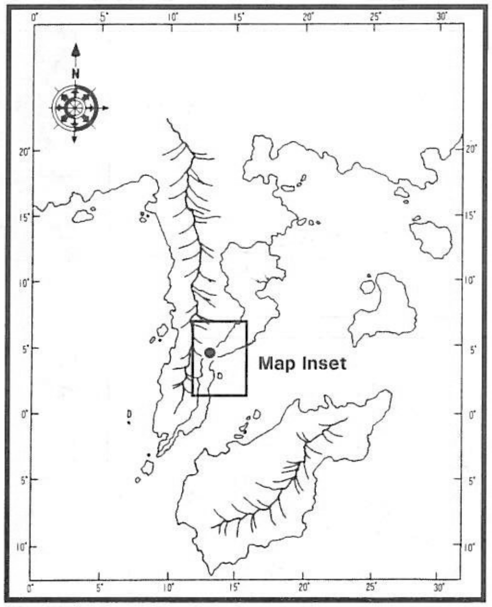
On planet Melkia lies a jungle-covered nation called the Holy Kingdom of Kummen. In addition to native villages scattered throughout this land is a coalition of paramilitary bases. When Chirico enlists at one of them, Assemble EX-10, he becomes embroiled in the ongoing conflict between a hardened mercenary army and the idealistic Veela guerrilla forces that fight for the Holy Kingdom, lead by the enigmatic Prince Kanjelman.

Also present are Borough and the Secret Society, who have allied themselves with Kanjelman to aid him in the battle. While they plan to rape Kummen of its rich natural resources, Kanjelman takes part in the tutelage of the new Perfect Soldier, Ypsilon, to develop him into the fighter whose destiny it is to pursue and destroy Chirico Cuvie. But Kanjelman is driven by other things, as well...motivations deeper than anyone can guess.

The pace of the series picks up rapidly from Chirico's arrival at EX-10 and builds steadily to the penultimate confrontation between the warring factions. Ypsilon comes into his own as Chirico's major nemesis, and Fyana is forced to make the fateful decision to either remain with her superiors or abandon them for Chirico forever.

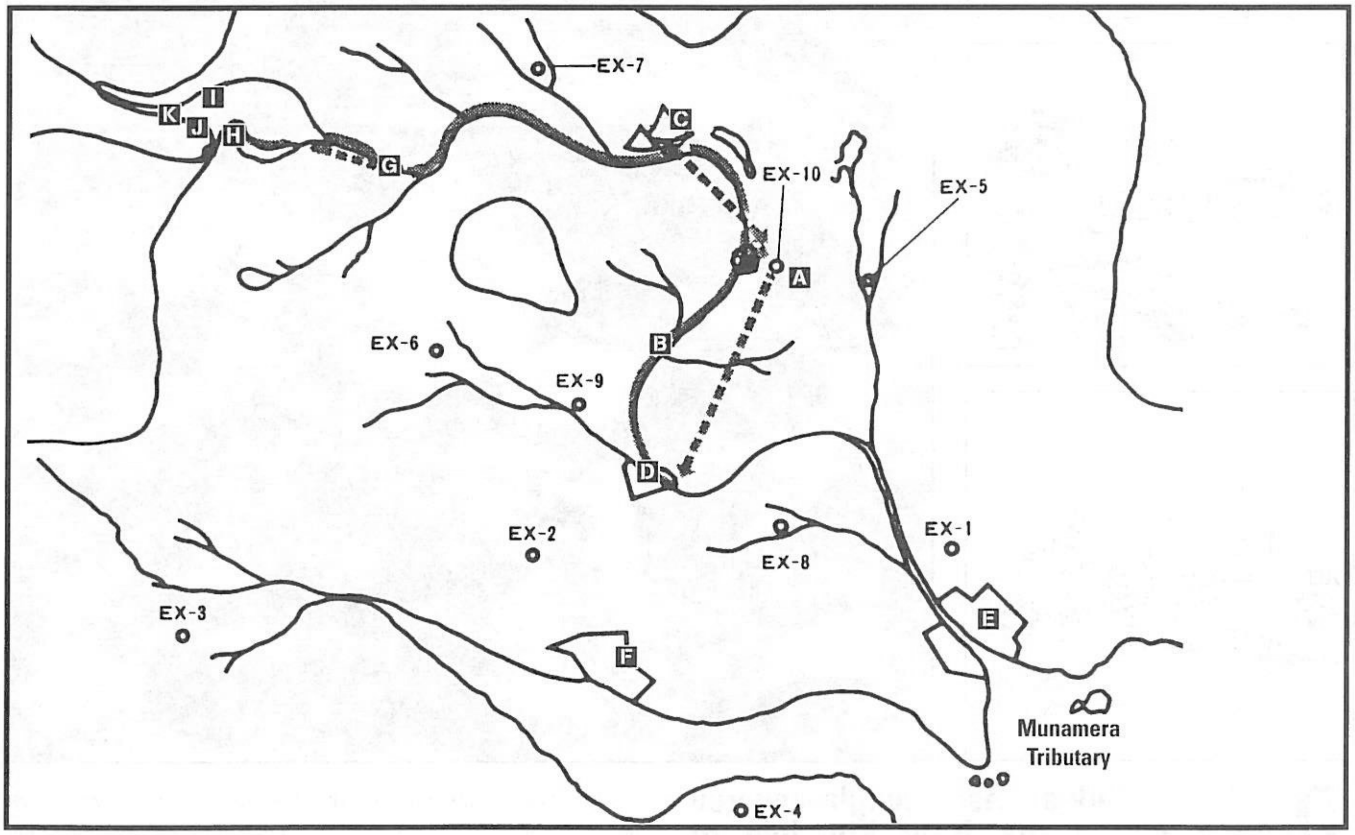
KUMMEN HISTORY





Kummen, the home of planet Melkia's oldest civilization, was established in the fertile Munamera River region as an agrarian nation by the followers of Van Nu, the God of fertility. Kummen is covered mostly with jungle, and agriculture is its major industry. Since its beginnings, the people of this region have maintained a value system similar to that of the Balarant Union (which also began as an agrarian culture). This strongly distinguishes them from the Melkian Federation, (which they were able to avoid joining).

During the Hundred Years War, the Melkian Federation was forced to divert most of its resources to the offworld conflict. But with the signing of the peace treaty, they began to have new hopes of bringing the previously autonomous region under their control. When the Kummen Monarchy attempted to bring modern ideals and technology to Kummen, conflict arose and the nation has been a theatre of civil war ever since; a war the Melkians are eager to exploit to further their own plans.

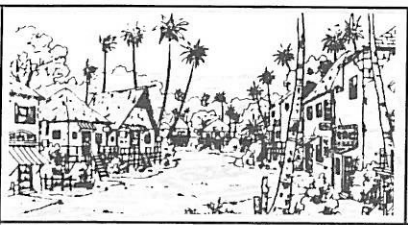


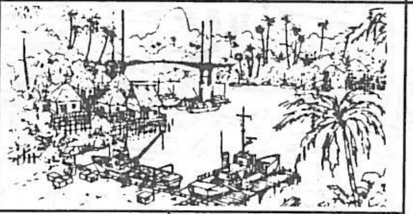
KUMMEN MAP KEY

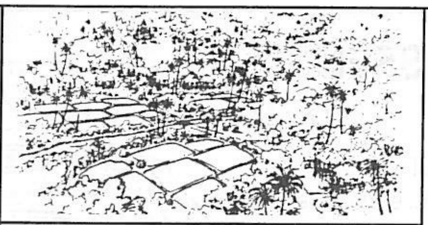
A) Assemble EX-10 Defense Zone (circle)
B) Lake Calday
C) Zonmu
D) Zakui
E) Zaiden Port
F) Eegio
G) Ramoh Temple
H) Crescent Moon Lake
I) Chirico & Fyana's "dining spot"
J) Kanjelman's Palace (Kummen Kingdom's former capital)
  Kanjelman's Palace (Arsenal)
  Kanjelman's Palace (Royal Villa)
  Kanjelman's Palace (Underground shuttle terminal
K) Veela Base

NIITAN

This is the conduit into Assemble EX-10, the most central of the mercenary bases allied against the Holy Kingdom. Niitan functions as EX-10's supplier in exchange for protection from guerrilla attacks.







ZONMU

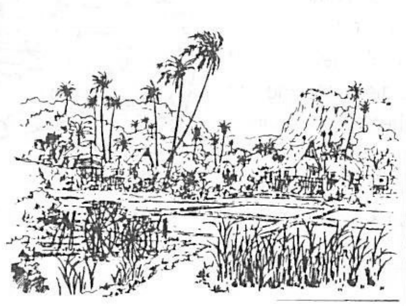
A small farming village that is sympathetic to the Holy Kingdom and gives secret support to the Veela Guerrillas.

Zonmu Elder Obora

Recalcitrant priest who refuses to reveal the guerrillas to the mercenaries

MENTAL	4	**COMBAT**	2
PHYSICAL	2	**MOVE**	2

Skills: Leadership 4



ZAIDEN

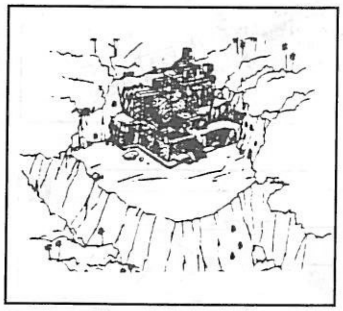
The capital of Kummen's government, currently allied with the Melkian Federation. Contains the largest concentration of government forces.

LAKE CALDAY

A point on the route used by the Kummen government forces for supply transport. This area is under Assemble EX-10's control.

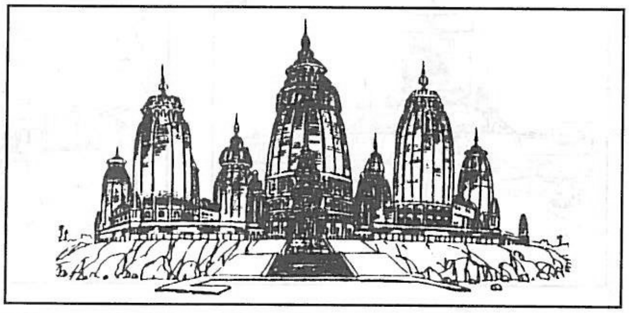
ZAKUI

An entry point into Kummen for mercenary soldiers. War-time economics built it from a quiet village into a boom town teeming with shady businesses.



GARAMO

A staging area for the Veela guerrillas in Kummen. After Zonmu is destroyed, the remaining guerrilla forces fall back to this village.



RAMOH TEMPLE

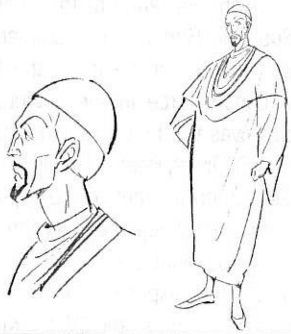
The largest of the many ancient temples erected to Van Nu; a sacred place around which a village has grown.

Ramoh Temple Elder

Another brave and determined priest who defies Kan Yu in his search for the Veela Guerrillas.

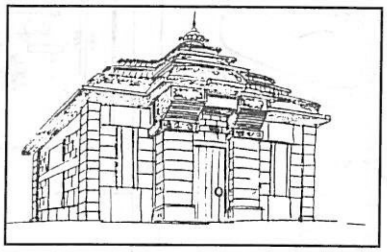
MENTAL	3	**COMBAT**	2
PHYSICAL	3	**MOVE**	2

Skills: Religion 4, Oratory 4, Leadership 2



EEGIO

A notorious mercenary recruitment center attracting all sorts of unsavory persons.

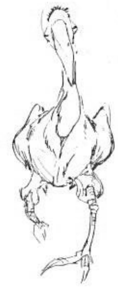


Above: Detail of Temple Building

KUMMEN WILDLIFE

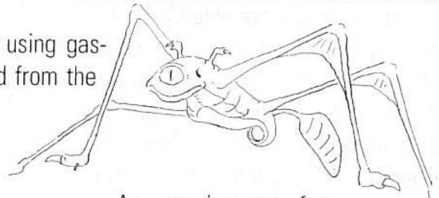
Ramkuo

This is a jungle bird which can grow as tall as 7 meters. They stay in small flocks, scavenging among dead animals. The people believe they are harbingers of death, and shun them because of their malignant nature.



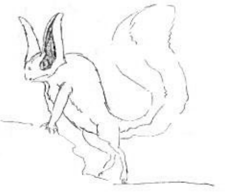
Kimobuto

A rare species of reptile found near rivers in Kummen. It has only a single, large eye and an extendible tongue. It eats insects and small animals, but since it never developed teeth, it dissolves its prey internally using gastric juices secreted from the stomach lining.



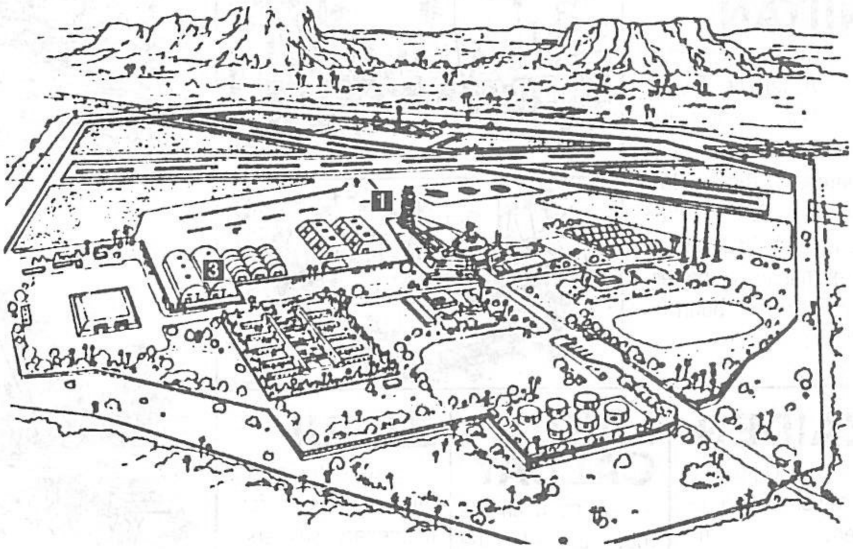
Aseka

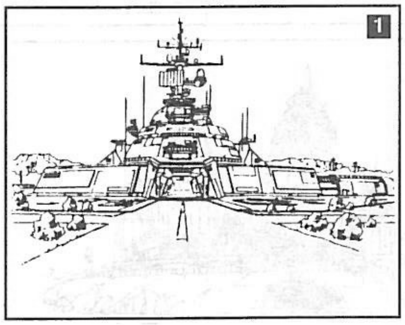
An omnivorous fox-squirrel found throughout the jungles of Kummen. Sporting reddish-brown fur, it grows up to 10-20cm in length. Friendly and not at all shy, they are often taken as pets.

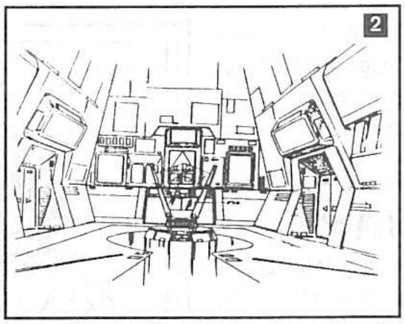


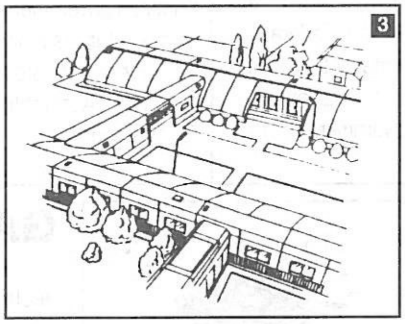
ASSEMBLE EX-10

EX-10 is a well-fortified, heavily armed paramilitary base that hires outside mercenaries to participate in the ongoing Veela Guerrilla conflict. It is heavily stocked with ATs, combat helicopters, and various other heavy weapons. At the end of the Hundred Years War, former soldiers looking for action began to enlist here in great numbers. There were originally ten such bases in Kummen, but Veela Guerrilla attacks have destroyed EX-6 and EX-7.









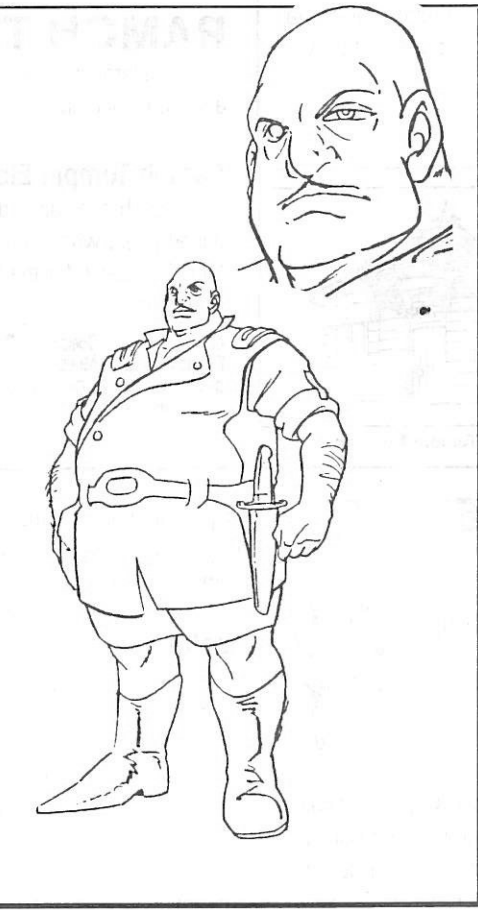
Major-General GON NU

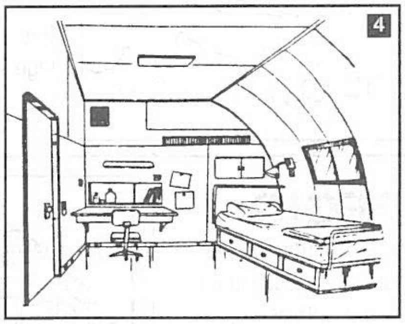
Gon Nu earned the nickname "Supreme General" of Kummen's foreign legion, and he leads the largest mercenary force in the kingdom. His force was the first to deploy the ATH-06-WP "Diving Beetle", using it to drive Veela Guerrillas out of the capital city Zaiden, and keep them on the defensive throughout the nation. With this AT at their disposal, Gon Nu's forces became known as the "Veela Killers."

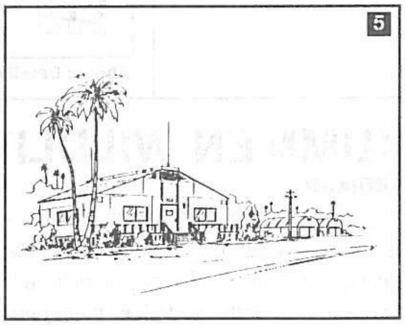
Residing at Assemble EX-10, Gon Nu is a manipulative but fair-minded officer who is not above shady means to pursue his interests, which are usually financial in nature. This even includes a pact with the Melkian army in its continuing pursuit of the Perfect Soldier Prototype.

MENTAL 6 **COMBAT** 4 **PHYSICAL** 6
MOVE 2

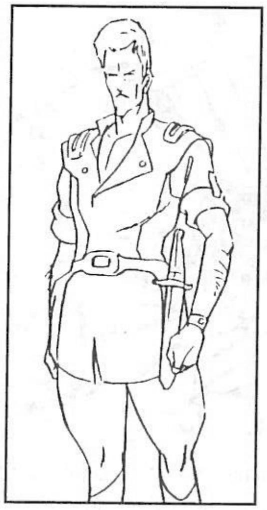
Skills: AT Pilot 3, Tactics 7, Leadership 6, Hand-to-hand 4







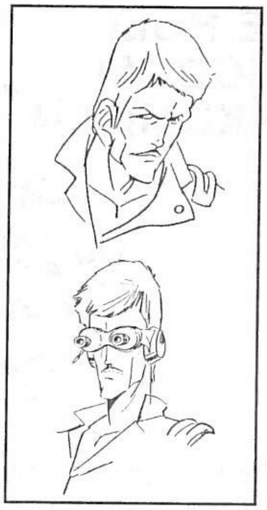
KEY
1. Main Entrance
2. Medical Room
3. Barracks
4. Barracks (Interior)
5. Gotho's House



Captain KAN YU

Kan Yu is the sadistic field commander of EX-10's mercenaries, and treats his subordinates with cruelty. He is suspicious of Chirico's motives and takes an almost instant dislike to him.

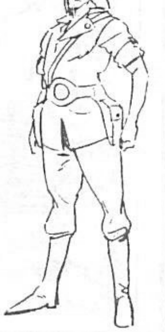
Mental 5 **Combat** 7
Physical 5 **Move** 5
Skills: AT Pilot 7, Marksmanship 6, Hand-to-hand 4, Leadership 3, Stealth 5



Assemble EX-10 Trooper

Typical combat mercenary stationed at Assemble EX-10 (or any number of mercenary camps around the Galaxy).

Mental 4 **Combat** 5
Physical 5 **Move** 5
Skills: AT Pilot 5, Marksmanship 5, Hand-to-hand 5



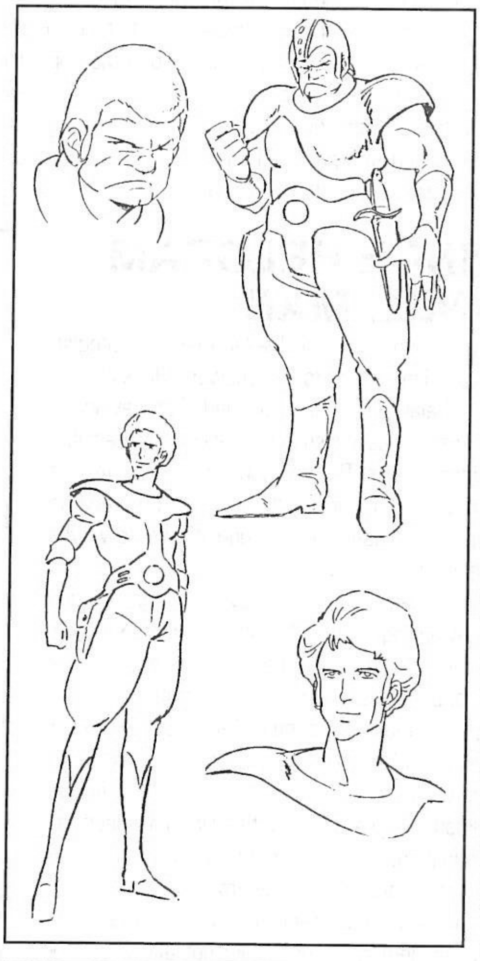
POL POTARIA & BULLY KIDERRA

Two mercenaries who serve under Kan Yu at Assemble EX-10. Kiderra's hot temper and lust for violence is offset by Potaria's steely calm. While extremely gung-ho and rowdy, Kiderra is still loyal to Chrico and the other members of his squad, and is often the first to pilot his Diving Beetle into a good fight.

Mental 3 **Combat** 6 **Physical**
6 **Move** 3
Skills: AT Pilot 6, Marksmanship 6, Hand-to-hand 6, Connections 7

Potaria was once a close friend of Prince Kanjelman and part of the royal guard, but he sided with the government mercenary forces to fight for the modernization of Kummen, believing it to be the only viable future.

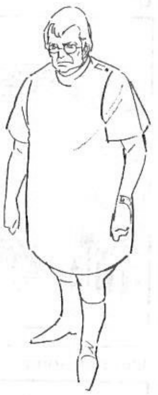
Mental 6 **Combat** 6 **Physical**
6 **Move** 5
Skills: AT Pilot 6, Balancing 7, Marksmanship 6, Hand-to-hand 6, Connections: Rebel Contacts 7



Assemble EX-10 Physician

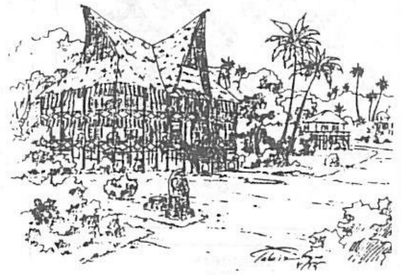
Typical battlefield medic for any large battlegroup stationed throughout known space.

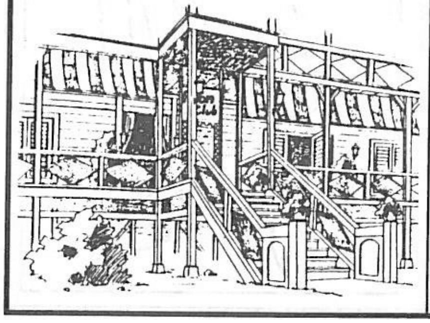
Mental 5 **Combat** 2
Physical 2 **Move** 2
Skills: Medic 5

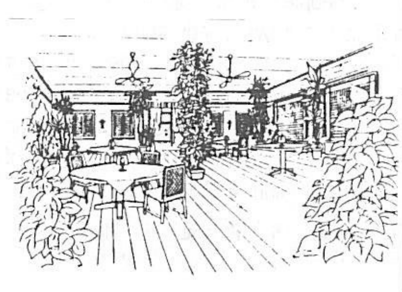


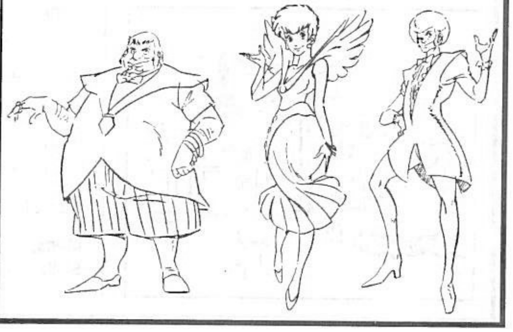
FANTOM CLUB

This is a popular off-duty nightclub located in Niitan. Bouleuse Gotho established it with funds he made selling weapons to the local government. Vanilla is the manager and barkeeper. Coconna is the stage singer. The club was named in an attempt to attract Chirico, who was lost at the time.

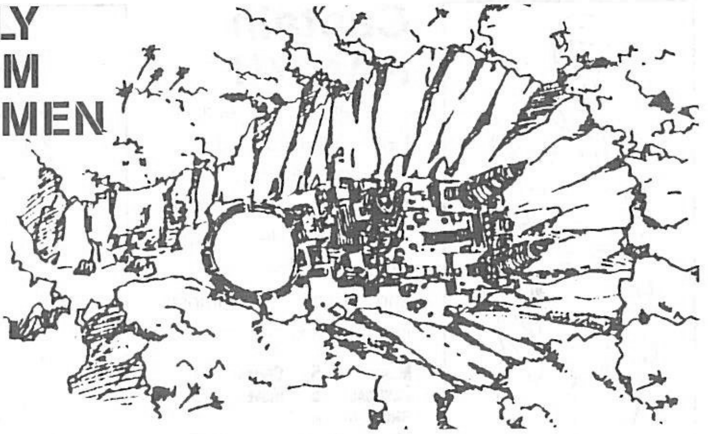








THE HOLY KINGDOM OF KUMMEN



The Holy Kingdom was established in 7191 deep in central Kummen by Kanjelman, the third prince of the royal family. It arose against a plan by the established Kummen Monarchy to modernize the original Kingdom. This plan was rejected by many native citizens and the old guard in the Kummen government, who broke away to follow Prince Kanjelman, who founded a *new* kingdom on the site of the old capital located in the upper-Munamera region. The Monarchy subsequently hired mercenaries to end the rebellion, and the region split in two, with the rebels (known as the Veela) adopting guerrilla warfare in response. Hoping to influence the outcome of the civil war, and absorb the previously autonomous region, the Melkian Federation later established a non-aggression pact with the Monarchy.

PRINCE HELORAM KANJELMAN

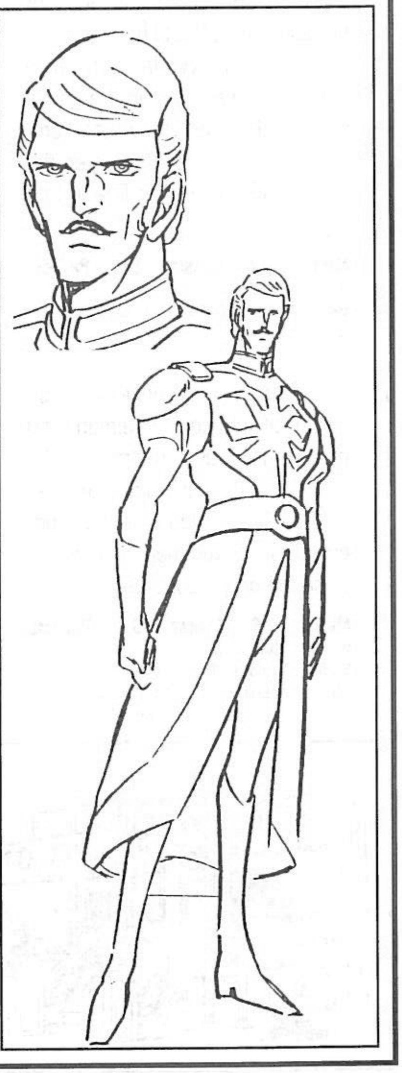
Kanjelman is a wise leader, master strategist, and inspirational figure to his followers. He is also an expert at Balancing, a ritualistic martial art developed from ancient times, which was once used by the nobility and the knights. The traditional weapon of this art consisted of a pole arm with a sickle on the end. In modern times, Kanjelman is one of the few who chooses to use a real blade.

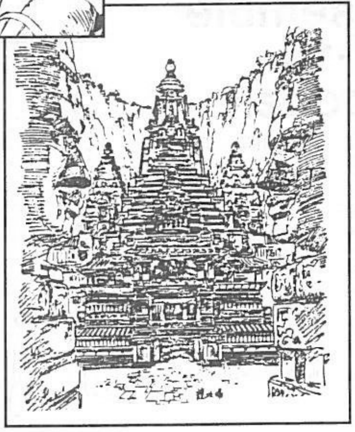
Kanjelman supports the ways of Van Nu, the god of fertility and agriculture. The sanctity of the Kummen monarchy stems from the belief in this god and the policy for an agricultural province. Despite this strong belief, Kanjelman allows the high-tech Secret Society to take up residence with him, and he takes part in the training of Ypsilon as the next generation of fighter. Kanjelman's Palace is well-fortified within a deep valley rich in petroleum and jijirium deposits, making it a vital target for the Melkian Federation.

A complex man, Kanjelman was once a proponent of modernization but could not allow it to be forced upon his people. He developed a secret agenda to learn if his nation was ready to be modernized. If his people could survive against the enemy without modernization, his rebellion would succeed. If not, he would allow himself and his followers to be overrun by history. As these episodes begin, the time of Kanjelman's final decision is fast approaching.

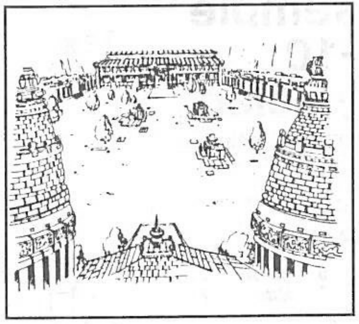
MENTAL 7 **COMBAT** 6 **PHYSICAL** 6 **MOVE** 6

Skills: Leadership 7, Balancing 8, Oratory 8, Hand-to-hand 6

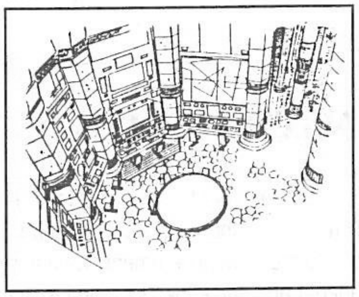




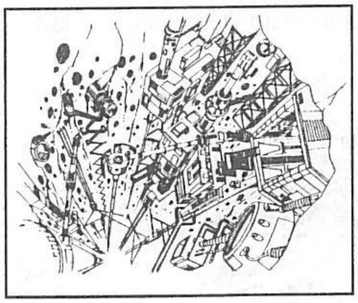
Courtyard



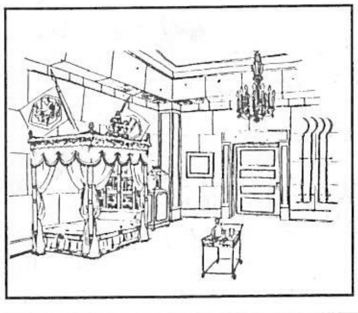
Monitor Room



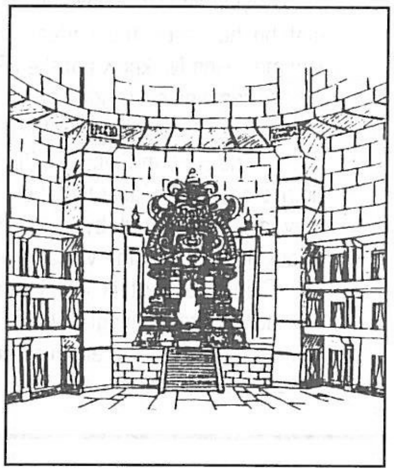
Mine Shaft



Kanjelman's Chambers

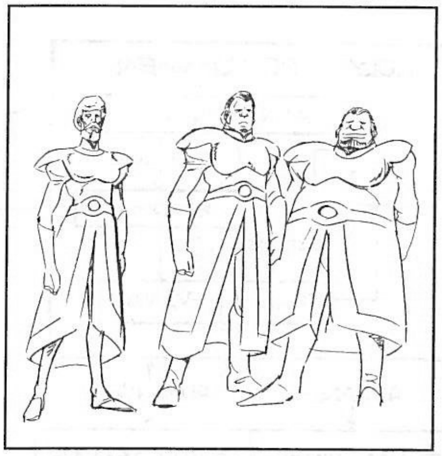


VAN NU



A god of fertility and agriculture worshiped in Kummen since ancient times. There are many temples to Van Nu in the Munamera River region of central Kummen, making it a Mecca for priests and believers alike. Among these is the main temple, Ramoh. Kanjelman the First, founder of the Kingdom of Kummen, was an ardent follower of Van Nu and hoped to build Kummen into an agricultural nation.

Kanjelman's Advisors

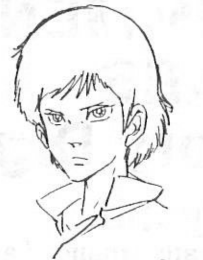


Kanjelman's executive staff who coordinate his forces and spies. They plan and implement many of Kanjelman's strategies.

MENTAL	5	**COMBAT**	2
PHYSICAL	2	**MOVE**	2

Skills: Politics 5, Religion 5, Strategic Tactics 4, Persuasion 3

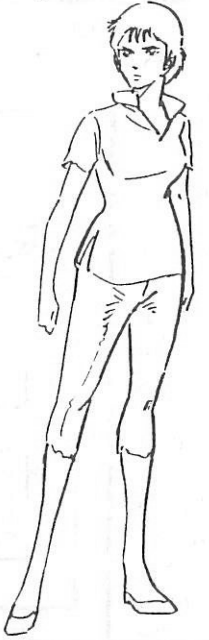
MONICA MARCUS

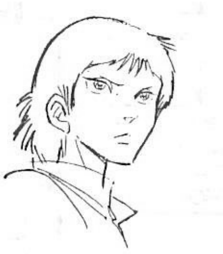


Monica is a Veela Guerrilla, intensely devoted to Kanjelman's beliefs. Her loyalty to the cause makes her a fierce fighter and an important figure in the civil war. She was a childhood friend of Pol Potaria before their lives went in opposite directions, landing them on different sides of the Kummen conflict.

MENTAL	4	**COMBAT**	5
PHYSICAL	4	**MOVE**	4

Skills: Heavy Weapons 4, Marksmanship 6, Hand-to-hand 3



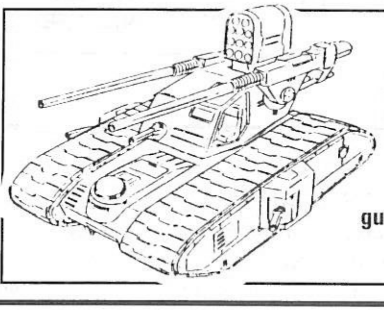


VEELA GUERRILLAS

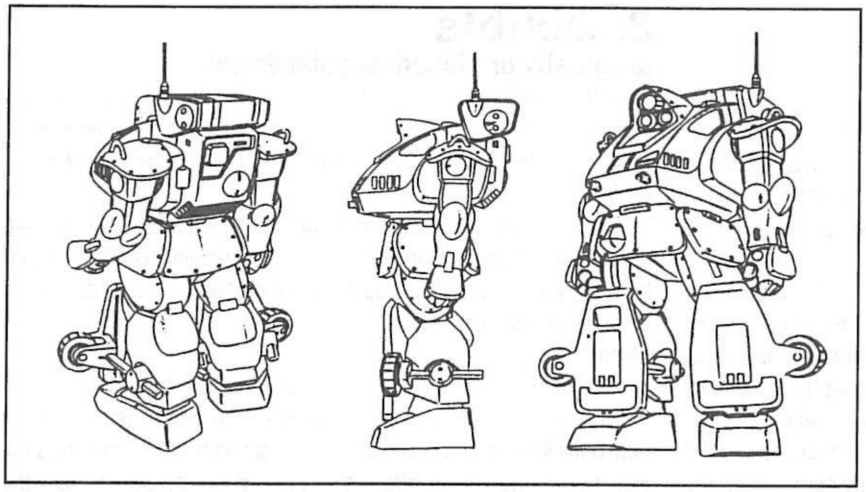
This is the name given the defenders of the Holy Kingdom. They have received support and training from the Secret Society, which balances their power against the mercenary forces. Using guerrilla tactics, the Veela have proven effective opponents against the mercenaries and the Melkian Federation.

MENTAL	3	**COMBAT**	4	**PHYSICAL**	4	**MOVE**	4

Skills: AT Pilot 3, Heavy Weapons 4, Marksmanship 4, Hand-to-hand 3



GMBT-178 tank used by the guerrillas



BLUE AT

The chief weapons in the Secret Society's arsenal are the "Standing Turtle" ATs. Newly-introduced in the war theater is a blue and white customized model called a "Snapping Turtle", known to its enemies as the "Blue AT" Its pilot has remained unseen up to now, but has earned a notorious reputation for his combat skill and maniacal fighting ability. He is the equivalent of the Red Baron among the Veela Guerrilla forces.

Stage Two: KUMMEN JUNGLE WARS Story Digest

1. Fyana

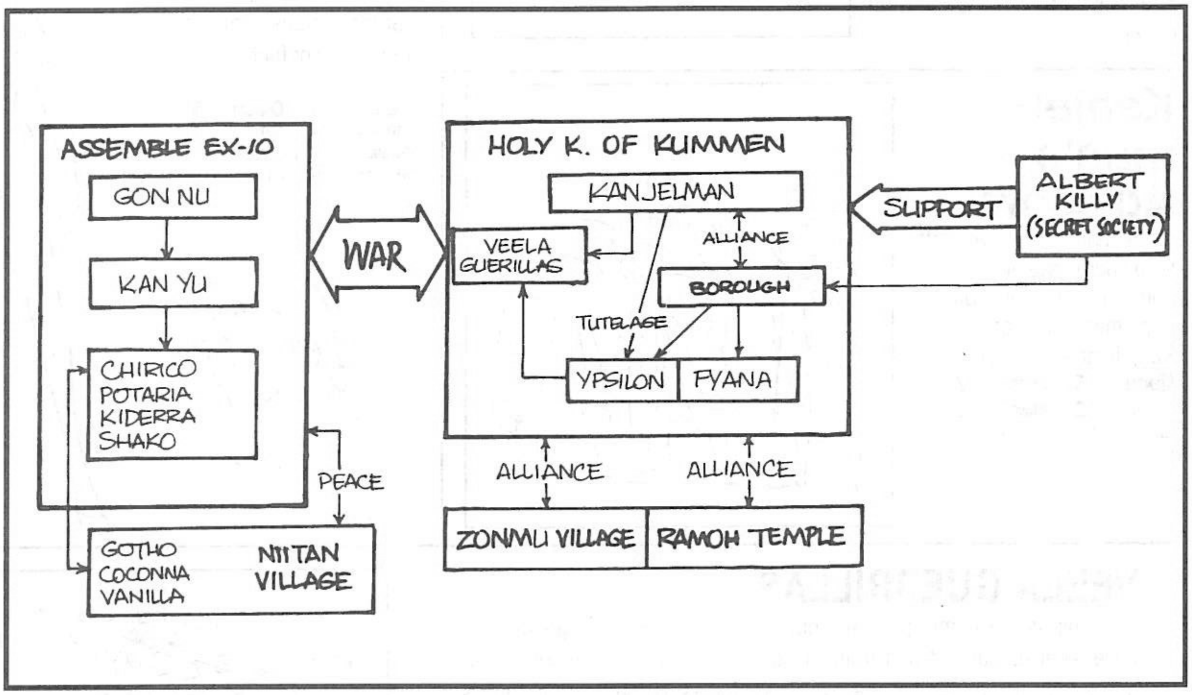
(originally produced as episode 20)

This episode recounts events from Stage 1: Uoodo City

"An agreement to end the Hundred Years War was finally reached around the time I deserted the Melkian army. Six months passed. My pursuit of the men who had lead me into a trap had brought me to the city of Uoodo ....

Battling. Mock AT combat by ruffians who longed for the battlefield. But the gamblers were willing to pay even more for the real battles I became involved in. Battles with live ammo in our rifles. Despite the winnings, I wasn't doing it for the money. I thought by fighting in these real battles, I might encounter HER again...

Fyana ... without even thinking about it, I called her Fyana. Fyana ... are you now somewhere in this green hell? Will I ever meet you again?"



2. Assemble EX-10

(originally produced as episode 14)

"Oppressive heat and dampness. Jungle disease and deadly insects. It may have been painted in tones of green, but this was definitely another province of hell. But to me, after dodging death and my pursuers for the three months since I left Uoodo, the war-torn kingdom of Kummen seemed like heaven."

Rochina and Battentain continue to monitor Chirico via the homing beacon implanted in him. They watch with interest as he enters Kummen and the civil war that is raging between the mercenary forces and the Holy Kingdom. Chirico signs on at the mercenary base Assemble EX-10, and is reunited with Gotho, who has been waiting for him since the fall of Uoodo. Chirico is then approached by Kan Yu, and interrogated about the beacon they have discovered in his x-rays.

Questioned by Gon Nu about his purpose here, Chirico answers that he has seen the Perfect Soldier, and is searching for it in Kummen. Gon Nu knows of the PS and lets Chirico off the hook, but Kan Yu remains suspicious of his motives. That night, Gotho drives Chirico into Niitan, a nearby town, where he has bought a nightclub called "The Fantom Club." Vanilla and Coconna are overjoyed to see Chirico again. Kan Yu enters the club and begins to taunt Chirico, but they are interrupted by explosions outside—the latest artillery attack by the fearsome Veela Guerrillas!

Chirico joins other mercenaries as they scramble for their ATs and plunge into the jungle. The Guerrillas have deployed Turtle-series ATs against the mercenaries, and the two forces seem evenly matched except for one wild card: a deadly blue Turtle nicknamed the "Blue AT." Chirico faces off against it in his Marshydog, and is positive he knows who the enemy pilot is.

"In that instant, I knew for certain. Its reaction time was too fast to be a normal human. The one I was fighting had to be her. The woman I'd lost at Uoodo. My Fyana."

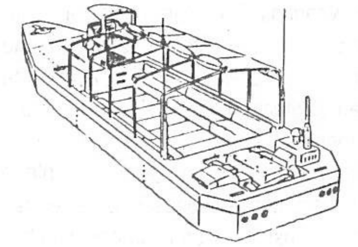
3. Doubts

(originally produced as episode 15)

"Months have passed since Uoodo was consumed in fire. I've now wandered into civil war-torn Kummen. Mercenaries. Front lines. How appropriate for me. But now I know that she is here as well. It has to be her. But why?"

Chirico attempts to communicate with the pilot of the Blue AT, but his Marshydog is demolished and he is thrown clear. Kan Yu and his troops arrive, and the Blue AT vanishes. Later, Chirico reports his findings to Gon Nu—the pilot of the Blue AT is definitely a Perfect Soldier.

At the Fantom Club, Coconna sings Chirico a love song she has written while Vanilla introduces some of the other mercenaries to him, Bully Kiderra and Pol Potaria. Quick action from Chirico saves the club from a guerrilla's attempt to plant a bomb, earning him the respect of the other men. That night, Chirico works on Gotho's per-



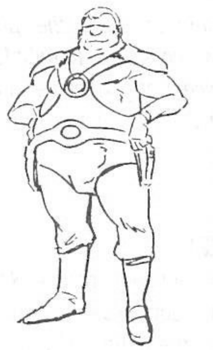
sonal computer to write a mission disc for his AT that will positively identify the maneuvers of a Perfect Soldier.

The next morning, Chirico joins Potaria and Kiderra on a mission under Kan Yu's command; a supply boat needs an AT escort through guerrilla territory. Also joining them is the imposing Quentman, Ru Shako. They don't have to wait long for action—enemy Turtles launch an attack from the banks of the river, and Kan Yu's group quickly engages them. Chirico spots the Blue AT again and puts the mission disc to work. Their battle is short, but reveals much

"My anti-PS program had worked. A little more work, and we'd be evenly matched. She must know it's me. But then why is she doing this?"

4. Clean Sweep

(originally produced as episode 16)



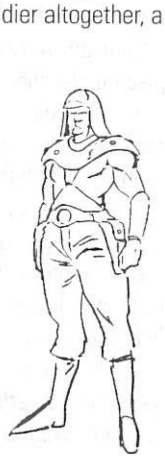
On the outskirts of EX-10, a small force of guerrillas knocks out the guards and ambushes the sleeping base. The mercenaries respond quickly, and Potaria arrives just in time to spot a woman fleeing into the jungle. Potaria broods about it later in the Fantom Club. The woman's name is Monica, and they were childhood friends.

The next day, Kan Yu chooses a task force to join him in an attempt to locate the guerrillas, who are believed to be hiding in Zonmu village. The task force includes Chirico, Kiderra, Potaria, and Shako. They arrive at Zonmu some time later, and Kan Yu orders all the villagers brought forward for questioning. The villagers deny any connection with the guerrillas, but Kan Yu orders the village searched. The search turns up Monica.

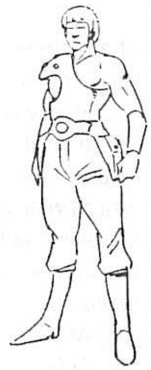
She refuses to reveal anything about her fellow guerrillas, even when forced by Kan Yu to play a cruel game of Russian Roulette. Chirico intervenes, and Turtles erupt from hiding! A firefight ensues which carries into the nearby mountains. Once again, the Blue AT appears and Chirico attempts to communicate with the pilot. Separated from the battle, Chirico gets out of his AT and approaches his opponent on foot. The Blue AT opens its cockpit, revealing that the pilot is not Fyana after all—it is another Perfect Soldier altogether, a wiry young man who knows Chirico's name!

5. Reunion

(originally produced as episode 17)



Chirico demands to know where Fyana is, but the PS refuses to tell him anything, and their battle resumes. As Kan Yu watches from hiding, Chirico's Marshydog is wrecked, and Chirico barely escapes into the jungle on foot. Kan Yu returns to Zonmu Village, which is now being levelled. The others insist on searching for Chirico, but he orders them back to base.



Later, another type of combat is taking place at the palace of Prince Kanjelman. The prince duels Fyana in a round of Balancing. She does well, but is beaten by the more experienced Prince. The Prince's other student, Ypsilon, returns from the jungle and reports to Borough that he has fought Chirico again.

Out in the jungle, Chirico is caught by robotic sentries and brought to the palace. Everyone gathers to watch, including Fyana, who recommends that he be imprisoned. Instead, Ypsilon offers to duel him in a round of Balancing. Chirico is completely out of his league, and is quickly beaten. Fyana herself delivers the final blow, which draws blood and finishes the match.

That night, Fyana goes to Chirico in his cell and apologizes. This was the only way she could think of to save his life. She helps him to escape, but once again refuses to go with him. Saddened, Chirico nevertheless slips away. Monica lends aid as well, asking Chirico to tell Potaria that she remembers their childhood together. Agreeing to do so, Chirico vanishes into the Kummen night.

"Fyana hadn't forgotten about me. Knowing that was good enough for now."

6. Turnabout

(originally produced as episode 18)

An air patrol from EX-10 locates Chirico and brings him in to the EX-10 hospital. Gotho, Vanilla, and Coconna stand vigil over Chirico as a doctor explains to Gon Nu and Kan Yu that Chirico suffers from exhaustion and cannot answer their questions. It is actually a ruse, and the doctor is bribed to maintain it. Chirico tells the others that he has located Fyana, and Coconna fumes with jealousy.

At the Holy Palace, Kanjelman fights Ypsilon in a Balancing match. This time, Ypsilon is beaten, and Kanjelman cautions him against excess pride. Ypsilon confronts Fyana about her treachery in allowing Chirico to escape, and Kanjelman conducts a meeting with his advisors to plan a new assault on EX-10.

At the base, Gon Nu takes a leave of absence, and Kan Yu is left in charge. Observing this, Gotho promises to dig up more information and contact Chirico later. That night, Chirico sneaks out of the hospital to Gotho's house and receives a phone call. Gotho tells him that Gon Nu has gone to set up an alliance with the Melkian army, which can only escalate the civil war. As Chirico hangs up the phone, Kan Yu and his troops barge in to take him captive.

Learning of this, Kiderra and Potaria force their way into Kan Yu's office, where he is attempting to interrogate Chirico. No sooner have they freed him when an alert sounds; Veela Guerrillas are launching an attack! In the Fantom Club, Vanilla and Coconna also take notice of the attack—missiles are streaking right into Niitan!

Kan Yu scrambles his AT platoons to the base perimeter, but no enemy is in sight. Chirico realizes the truth of what is happening; the guerrillas are concentrating their attack on Niitan instead of the base. Defying Kan Yu's orders, he and his companions race to the aid of the town, hoping it isn't already too late.

"With a roar, everything began to move. I couldn't see what was ahead, but everything right now was connected into one thing. And then I knew this was all just a prelude to an approaching hell."

7. Intentions

(originally produced as episode 19)

At a Melkian army base, Gon Nu prepares to return to EX-10. With him is Rochina, who is looking forward to seeing Chirico again.

Meanwhile, Chirico and his companions rush into Niitan and launch their counterattack on the invading Turtles. Chirico looks around for Ypsilon, but the PS is not participating in this fight. He is instead watching from the palace as reports roll in. He protests when Kanjelman orders a retreat, but is overruled. Ypsilon complains to Fyana, who admits that she has become afraid to fight in any further battles.

At Niitan, Chirico's group takes out a few more enemies, and Kan Yu finally appears with the rest of the mercenaries to drive the invaders back into the jungle. The next morning, Niitan lies in ruins. Vanilla broods over the loss of the Fantom Club, depressed over losing his purpose in life. Gotho approaches to announce winds of change.

Chirico reports to Gon Nu on the events of the previous evening and receives a full pardon, even though he defied Kan Yu. Bitter and humiliated, Kan Yu leaves...and Chirico is introduced to Rochina. He has come to discuss the Perfect Soldier situation. Back at Kanjelman's palace, Fyana has undergone an examination to determine why she has developed a fear of fighting. To Ypsilon's outrage, Borough declares that the interference of Chirico is what has poisoned her mind.

Rochina describes how Proto-One was created, but is shocked to learn that a second PS is in action. Since Chirico has more experience than anyone, he will be sent into darkest Kummen to recover Proto-One. A short time later, a special task force under Kan Yu prepares to depart into the jungle. Once again, it includes Potaria, Kiderra, and Shako. Chirico is along as a specialist. Having decided to sign up with the army, Vanilla desperately wants to join them...but arrives too late to leave with Chirico.

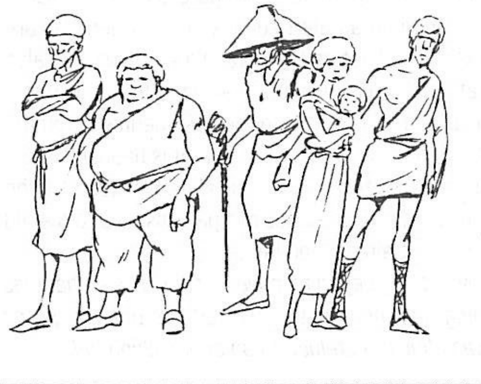
Coconna sits sadly on the dock as Chirico's boat disappears into the distance, and she sings her love song one last time...

"It's okay, baby. I guess I'm just used to it now. You never used to say much, but we have time 'til dawn. You never really treated me that well, but I could see a little bit of the real you inside. So long, baby. I loved you once upon a time."

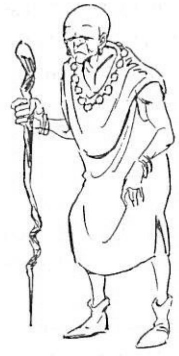
8. Upriver

(originally produced as episode 21)

"So many villagers killed. Caught in the midst of the war. The stench I smelled seemed full of the anguish of the dead."



Travelling by boat toward the inner reaches of Kummen, Chirico and the others try to keep a low profile; no easy task with the hot-tempered Kan Yu in charge. Against Chirico's better judgment, Kan Yu stops another boat that passes by, insisting it must be searched for Veela weapons. The search turns up nothing...but when Kan Yu fires a cannon at the boat, explosives hidden within it rip across the water. Kan Yu gloats that Veela Guerrillas cannot be underestimated.



Later, the boat reaches Ramoh Temple, a religious colony that is supposed to be neutral. Again, Kan Yu insists that the platoon march in with their ATs to look for enemies. Exasperated, Chirico agrees, and reluctantly follows the others into the huge compound. Nothing turns up until Kan Yu spots a boat similar to the one he blew up earlier. He repeats his action, and gets the same result—it also carries Veela weaponry.

Their cover blown, Veela Guerrillas burst out of hiding and open fire on Kan Yu's task force. The battle is joined and quickly ends...but now the secrecy of the mission has been compromised, and they must ask for new orders from EX-10. Those orders are delivered a short time later by a helicopter pilot new to the EX-10 ranks: Vanilla! Chirico wanders the wreckage of the temple, pondering this turn of events.

"What is it that leads men to the battlefield? For some, they pull the trigger to earn their daily bread. For others, the chance to fight for their ideals. For me, I can't live without the scent of gunpowder and death. This was no longer a house of God. It was now merely a pile of rubble."

9. Contact Blast

(originally produced as episode 22)

No longer able to travel the river route to Kanjelman's palace, Kan Yu's task force is airlifted to nearby Crescent Moon lake, from which they will travel by land. A Veela spy watches the airlift and reports to Kanjelman. The news quickly passes to Borough, who informs Ypsilon that Chirico is on his way...and he plans to take advantage of their next battle in a way that will end the confusion in Proto-One's mind.

The airlift of Kan Yu's task force is interrupted by Veela artillery. Vanilla plays the unwilling bait in his helicopter while the ATs drop into the jungle and eliminate their attackers. Word of this also reaches Kanjelman's palace, confirming the whereabouts of the task force. Borough and Ypsilon contact Albert Killy to propose their plan: Proto-One will be made to watch as Ypsilon kills Chirico in an ambush, thus ending her distractions.

Some time later, Kan Yu's men cross Crescent Moon lake with a gunboat escort. Abruptly, one of the gunboats is struck from beneath; Ypsilon and a platoon of Turtles launches an ambush from their hiding place under the water! Chirico and the others engage the Turtles in their own ATs, and Ypsilon singles out Chirico immediately. As they face off, a helicopter flies overhead. Inside is Borough, who forces Fyana to watch the scene below.

She tries in vain to avert her eyes as Chirico's Marshydog takes heavy damage...and when it is finally too much for her, she lunges for the helicopter's flight stick, spinning it out of control! The careening helicopter knocks Ypsilon aside and crashes headlong into the shoreline. Chirico watches the crash from his slowly sinking AT.

"In Ypsilon, I had seen an almost bottomless hatred for me. And yet, I saw something else. She'd risked her life for me. Fyana. An indescribable warmth filled my body..."

10. Complications

(originally produced as episode 23)

Surviving the helicopter crash, Borough crawls free in time to watch Fyana rise and flee into the jungle. Underwater, Chirico swims free of his sunken Marshydog and fires handgun rounds into the air tanks of Ypsilon's Snapping Turtle. Ypsilon has no choice but to abandon the fight and loses himself on shore as the rest of Kan Yu's task force finishes off their remaining enemies.

Injured and angry, Borough is flown back to the palace, where he asks Kanjelman to order his men to hunt down the treacherous Proto-One and shoot her on sight. Both Perfect Soldiers have failed him, so Kanjelman declares that this is the last favor he will grant. Back at the lake, Chirico repairs his Marshydog and sets off to find Fyana, defying Kan Yu's orders to stop. The others side with Chirico, and their mission to find the Prototype PS gets underway again.

Not far away, Fyana picks her way across a mountainside, when suddenly she runs right into the Blue AT. She tries to run, but Ypsilon stops her. She grabs his pistol and threatens to shoot, but he doesn't believe she can. They are interrupted by gunfire from another Turtle, who declares that he has orders to kill her. Ypsilon mounts up and leaps to Fyana's defense—but cannot bring himself to fire on his own allies.

Chirico notices the firing from nearby and leads his companions to Fyana's aid, just as Ypsilon's AT is disabled by the other Turtle pilots. After rescuing Fyana, Chirico frees Ypsilon from the wreckage of his AT, and Ypsilon slinks away in defeat. But when Chirico turns around, Fyana is gone—and so is Kan Yu. Kan Yu chases down and captures her, determined to take her back alone and abandon the others in the jungle.

Chirico tracks Kan Yu down and fights him hand to hand for Fyana's life. They wrestle each other into a raging river and Kan Yu is swept away. Fyana pulls Chirico free of the raging water and saves his life. The next morning, the two finally share a quiet moment together in the sun. But their peace cannot last while their enemies still live...and Chirico is determined to bring this fight to an end

"I'd finally found Fyana again. Why did I still need to fight? Was there any point to my trying to stop Borough and his group?"

11. Intersection

(originally produced as episode 24)

Chirico and Fyana travel the jungle together in his Marshydog, and when the two are ambushed by Veela ATs, three unexpected allies come to the rescue: Kiderra, Potaria, and Shako. Afterward, Chirico tells them what happened to Kan Yu and introduces Fyana, the PS they have been tracking all this time. Potaria and Kiderra agree to accompany them on their mission to assault Kanjelman's palace, but Shako dissents; he is bound by his contract with EX-10 and cannot bring himself to violate orders.

A short while later, an EX-10 helicopter passes overhead and spots the rogue mercenaries. Gon Nu relays the news to Rochina, who orders him to keep Chirico under observation. His actions could give them the opportunity they need to launch an all-out attack on the palace.

With Fyana's help, Chirico and the others destroy another platoon of Turtles and make their way closer to their objective. At the palace, Albert Killy informs Borough and Ypsilon that he is sending a new AT for Ypsilon to fight in now that his Snapping Turtle is gone.

Chirico's group reaches one of Kanjelman's arsenals. Fyana makes her way up to it alone and finds herself a Brutishdog. The others make short work of the installation. Fyana informs them of something she has overheard on the radio; that Kanjelman has ordered all Veela Guerrilla units back to the palace. Potaria is confused by this news, unable to figure out why the prince is abandoning his tactics after all this time.

Heading back into the jungle, Chirico and the others are spotted by another helicopter from EX-10, which is piloted by Vanilla. He reports that he has found Chirico, but is ordered to return to base. Chirico watches him leave and realizes that many eyes are now on him. His next move must be a decisive one.

"Gon Nu wasn't going to let me go. As the enemy closed in from both sides, my excitement built. But in the palace beneath the gathering storm clouds, a deep whirlpool of suspicions was also building..."

12. Infiltration

(originally produced as episode 25)

Lost and exhausted, Kan Yu stumbles through the Kummen jungle from one pitfall to another. He runs right into a Veela platoon and very nearly loses his life...until Shako appears out of nowhere and saves him. Later, he wakes up in the EX-10 hospital to see Gon Nu standing over him. He will soon be back in action; the Melkian army is nearly ready to launch their attack on the prince's palace.

With Potaria's knowledge of the area, Chirico's group hijacks a Veela AT truck bound for the palace and takes it over, sacrificing Kiderra's and Potaria's mercenary ATs in favor of Veela Turtles. On the palace grounds, Monica wanders aimlessly, confused by Kanjelman's orders to abandon guerrilla warfare. Others speculate that he is giving up the fight, so she decides to find out for herself. She arrives just in time to overhear a conversation between Borough and the prince, who states his belief that his kingdom is doomed, and that he has called all the guerrillas back to die with him. Shocked, Monica can only run.

Chirico's group smashes their way into the palace grounds. Potaria leaps out of his AT and dashes into the palace on a mission of his own. Ypsilon is anxious to go and fight Chirico, but Borough orders him to wait until his new AT arrives. Tearing through palace corridors in search of Kanjelman, Potaria runs into Monica, who gets caught in a crossfire. Potaria drags her to safety, and she tells him of the prince's treachery...just before she dies in his arms.

In the skies above the palace, countless enemies appear; the entire fleet of mercenary ATs from EX-10 is preparing to attack. The battle begins in earnest, and Chirico looks up to see yet another object approaching from on high.

"There was no way of my knowing at the time...that the light I saw was a new custom AT made for Ypsilon..."

13. Closing In

(originally produced as episode 26)

Far away at his home near EX-10, Gotho receives a radio message from Vanilla, who is about to join the attack on the palace. Gotho and Coconna can do little more than wish him luck as all hell breaks loose.

Under the cover of air-to-ground fire, Kan Yu leads an AT platoon as they drop to the ground. Vanilla's helicopter is hit, and he bails out, intent on finding Chirico somewhere in this madness. Inside the palace, Ypsilon's new AT has finally arrived: the Strikedog. He jumps in immediately and peels out. He runs right into Kan Yu's platoon, and demolishes even Shako's AT with ease...but Chirico is nowhere to be found.

Elsewhere, Chirico, Fyana and Kiderra stand waiting for Potaria to return. Instead, Vanilla emerges from the palace with the news that Potaria has gone after Kanjelman himself. Chirico decides he must now go after Borough. Deep within the palace, Kanjelman retires to his quarters, content to wait for the inevitable conclusion of the battle raging outside. But Potaria appears and threatens to kill him for all he has done to their nation. Kanjelman faces him down—but then agrees to a Balancing duel.

Ypsilon is alerted that the prince is in danger, but there is little he can do now that mercenary ATs are beginning to overrun the palace. Kanjelman fights Potaria with grace and skill, but Potaria is a Balancing expert as well, having practiced against Kanjelman many times in their younger days—and it is Potaria that finally gets the upper hand, piercing Kanjelman through the chest in one quick motion!

Elsewhere inside the palace, Chirico finally locates Borough and bears down on him with full fury. Again, the call goes out for Ypsilon, who charges back into the palace, leaving the grounds undefended.

Kanjelman lies dying in Potaria's arms, finally admitting his reasons for doing all of this: he decided long ago that the only way for Kummen to be born into a new age was to test fate itself. If the old ways were destined to survive, Kanjelman's guerrilla war would have succeeded. Now that it has failed, he will allow himself and his followers to be swept away as symbols of the old order. Before he dies, he hands Potaria a small metal key.

Chirico finally corners Borough and holds him at gunpoint above a deep mineshaft. The time has come for questions to be answered.

"Of course I knew he wasn't the man responsible for all this...but he'd used Kummen's war and manipulated the two Perfect Soldiers all for some purpose. And that purpose...was what?"

14. Dark Change

(originally produced as episode 27)

High above planet Melkia, Albert Killy listens to Arron and Gurran, two scientists studying the PS, speculating on what must be happening in the civil war below.

Holding Borough at gunpoint, Chirico questions him. Ypsilon arrives, but cannot intervene. Borough explains that the Secret Society brought the PSs here to try and perfect them; their emotions have proven too erratic, and have constantly interfered with their efficiency as killing machines. What's more, they can never be remade into normal human beings. Kiderra attempts to attack Ypsilon from behind, but fails at the cost of his own life. His move disrupts the scene, giving Ypsilon the chance to attack Chirico. Fyana can only watch from her AT as the two grapple and fall from level to level down into the bottomless mineshaft.

Outside the palace, Gon Nu gives the order to move in. Behind them, a third party prepares to enter the fray: the Melkian army. Lead by Rochina, their orders are to overwhelm the palace and destroy everyone in their way. Only the PS Prototype is needed alive. Unaware of this new development, Vanilla finds Potaria, who passes along the key given to him by Kanjelman.

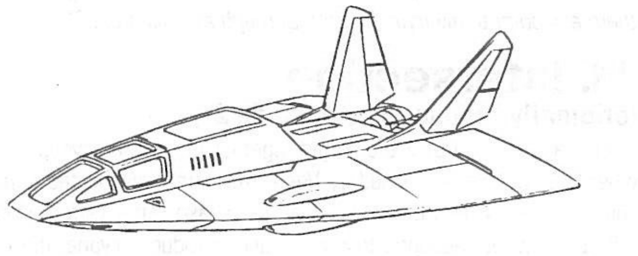
Chirico and Ypsilon land at the bottom of the mineshaft, which is full of oil and priceless jijirium. Both their ATs have been damaged, so Ypsilon leaps out and challenges Chirico to a hand-to-hand fight. Fyana appears in her Brutishdog, and when Ypsilon refuses to stop, she fires on him. He is furious at her final betrayal, but the scene is broken by the laughter of Gon Nu. Peering down from above, he proclaims victory. Now that Chirico is of no further use, Gon Nu will destroy him along with everything else.

Rochina, however, has already begun bombing the palace from outside. Suddenly, Gon Nu himself has become expendable! Chirico and Fyana escape as the palace begins to crumble, and Ypsilon is left standing alone as Borough dies in the fire.

Chirico and Fyana find Vanilla, who gives them Potaria's key. It will activate an escape shuttle, and Vanilla wants them to flee in it. At the last moment, however, the insufferable Kan Yu appears and prepares to finish Chirico off once and for all. Shako intervenes, having finally decided his commanding officer isn't worth following any more.

Their enemies now dealt with, Chirico and Fyana launch in the shuttle, just in time to evade Melkian Scopedogs. They burst out of the palace and into the open air, their future opening up before them.

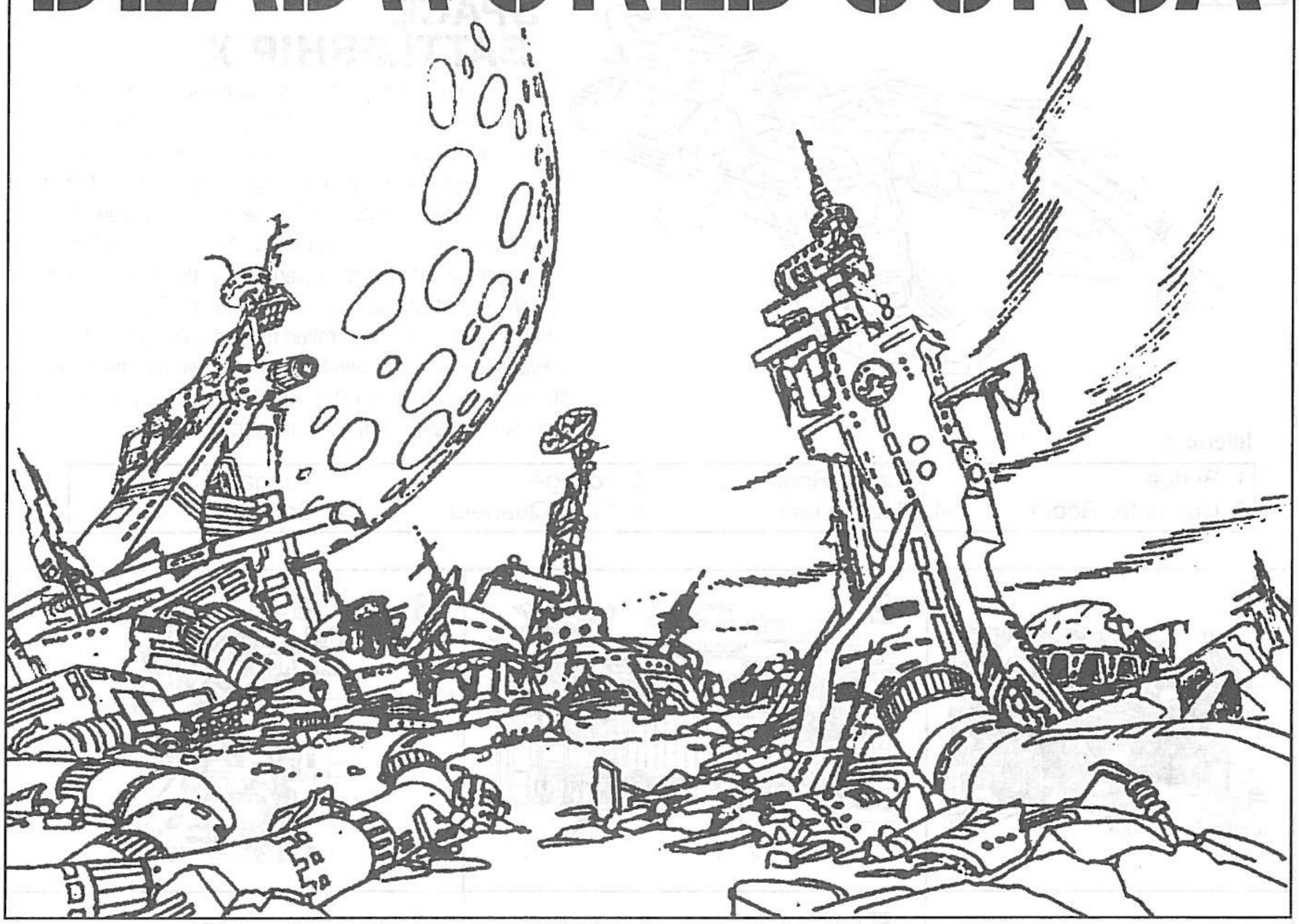
"My journey through Kummen was at an end. For my own sake, I had chosen to enter hell. For Fyana's sake, I was now leaving it behind. Love? Could it be even I was capable of fighting for love?"

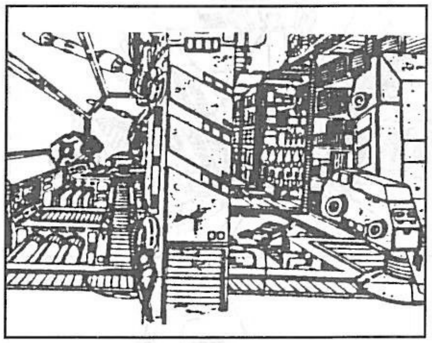


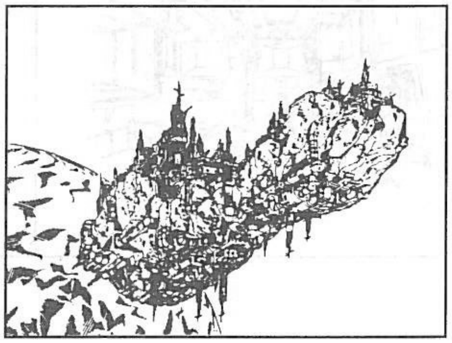
AFTERWORD

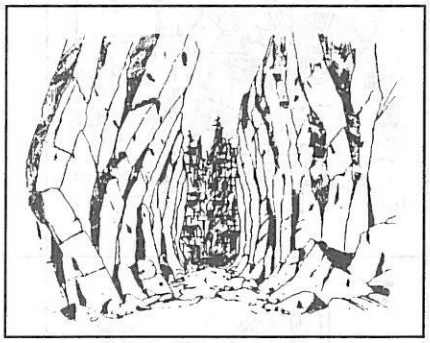
In late 7214, riots broke out when the Kummen Monarchy was dissolved. Melkian forces put down the rioters, forcing the nation to join their federation as a condition for peace. Under this treaty, Kummen became a republic, and Zaiden was maintained as the capital city. Gon Nu died in battle at Kanjelman's palace, along with 90% of his mercenary force. The remaining personnel was absorbed into the new Kummen army. In its own way, Kanjelman's dream of a new and prosperous Kummen was realized in the end.

DEADWORLD SUNSA





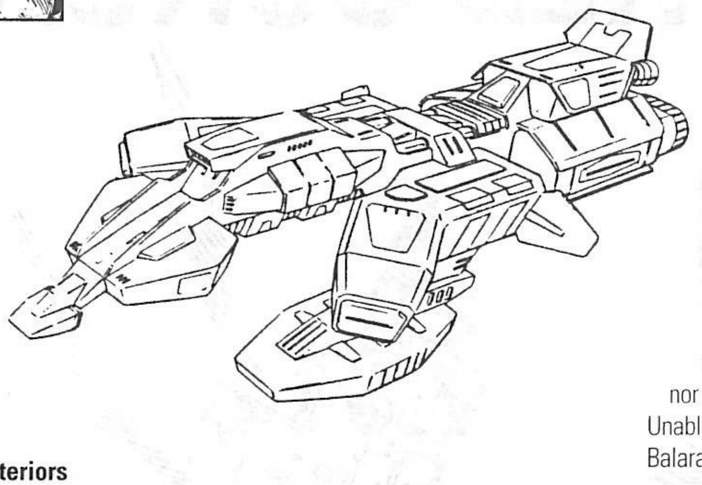




This segment of the story carries the pursuit of Chirico Cuvie across the Astragius Galaxy on board a mysterious space battleship. Along the way, Chirico's past in the infamous Red Shoulder Battalion returns to haunt him, throwing new light on both his own psyche and his growing relationship with Fyana. He barely has time to come to grips with this before the two find themselves grappling with a spacefleet of the Balarant Union.

The Secret Society is also hot on their trail, and it is Ypsilon himself who pursues his nemesis to the airless desert world Sunsa, the graveyard of the bloodiest conflict of the Hundred Years War. Also involved in the pursuit is Jean-Paul Rochina, who makes a fateful decision concerning his involvement with the Melkian army.

These episodes offer the most intense personal views of the characters by paring down the scale of the storyline and concentrating on the questions that arise around Chirico and Fyana's decision to remain together. By the end of events on Sunsa, things have grown steadily toward the decisive encounter with Ypsilon...and a dramatic revelation that will change Chirico's life forever.



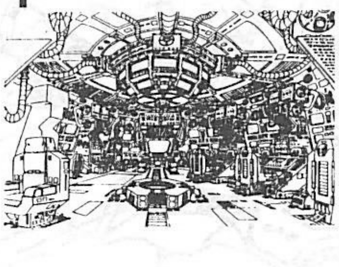
SPACE BATTLESHIP X

This is the mysterious, unnamed spacecraft on which Chirico and Fyana find themselves after escaping Kummen. The giant vessel contains no crew. It is self-automated, and its flight path carries it from Gilgamesh territory into the nonaggression zone. Although it carries numerous Scopedogs and other weaponry, it is less powerful than the Balarant warships that are sent to investigate it. Throughout its entire journey, it is controlled by a source neither Chirico nor Fyana are aware of and has not yet been reckoned with. Unable to control the direction of the ship, they drift into Balarant territory and are forced into battle.

Interiors

1. Bridge
2. Computer Room
3. Engine Room
4. Medical Lab
5. Lounge
6. Crew Quarters
7. Hangar
8. Corridor

1



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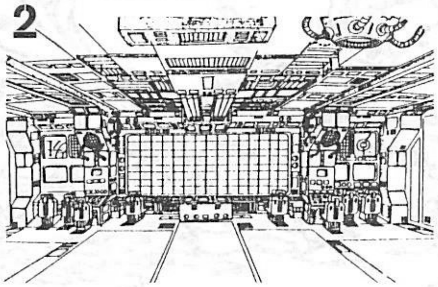

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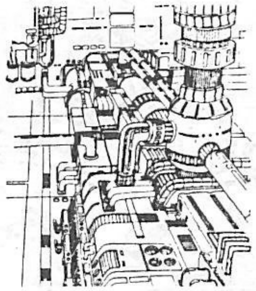

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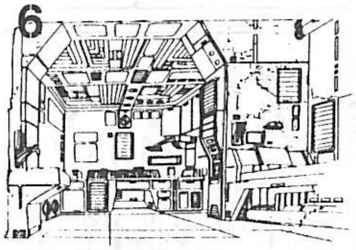

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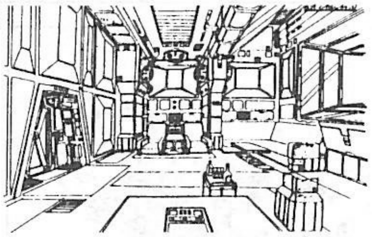

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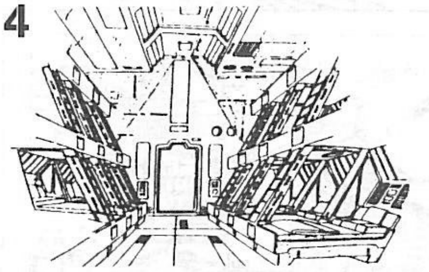

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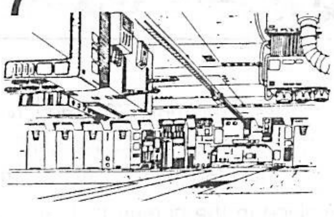

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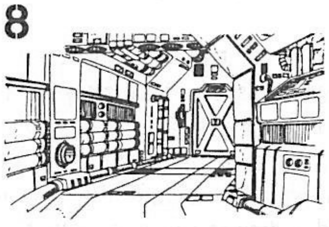
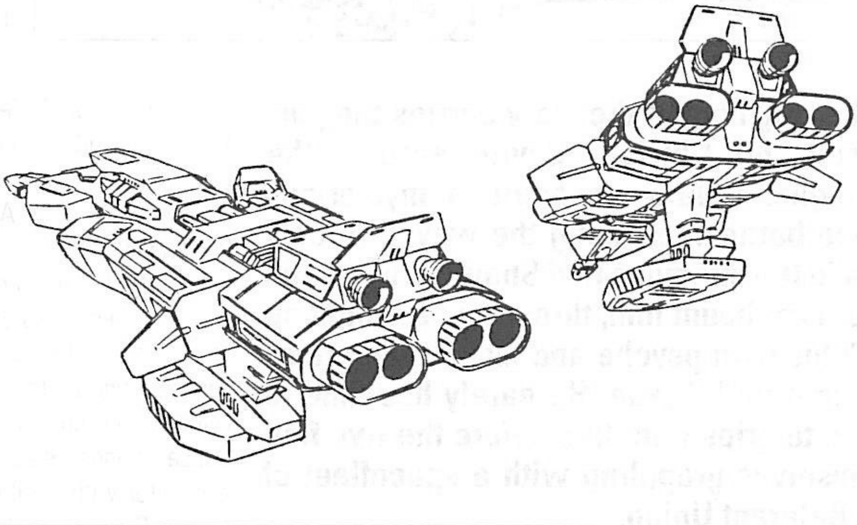
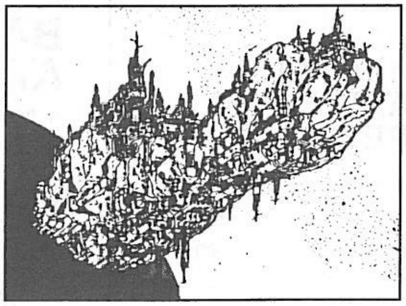




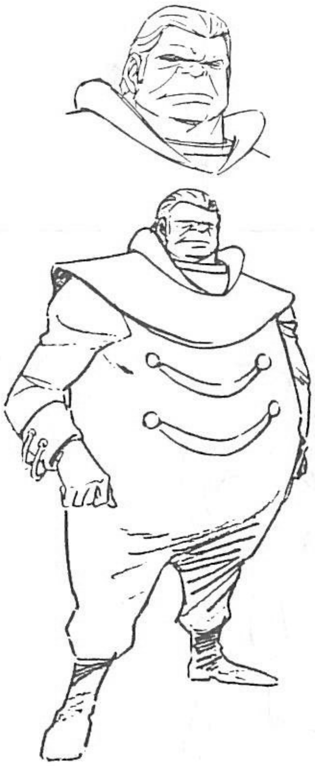
BALARANT UNIFIED FORCE

Longtime foe of the Gilgamesh 5th Army, the Balarant are heavily armed and extremely efficient fighters. Though they can boast no Red Shoulder AT battalion, they rely on many types of weaponry and prove a formidable enemy for all who oppose them.



BALARANT COMMAND SATELLITE

KEY (BELOW)
1 Command Tower
2 Council Room
3 Bridge Area

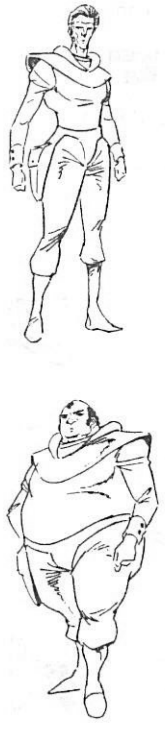


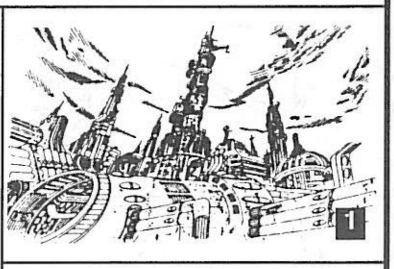
BALARANT GENERAL MUSA ZANJENY

Supreme Admiral of the Balarant Space Navy, Zanjeny (left) issues orders from his Command Satellite and is forced to decide how to handle the renegade Chirico. With the ongoing treaty between the Gilgamesh and the Balarant, the arrival of a battle-ready Melkian Soldier in alien territory is the cause of much consternation for Zanjeny and his advisors (seen at right).

MENTAL	6
COMBAT	4
PHYSICAL	5
MOVE	2

Skills:
Space Tactics 7
Leadership 6





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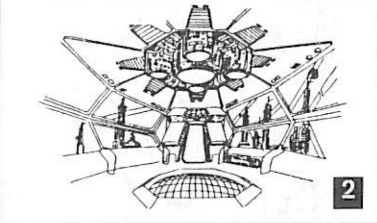

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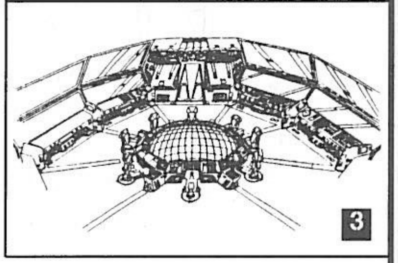

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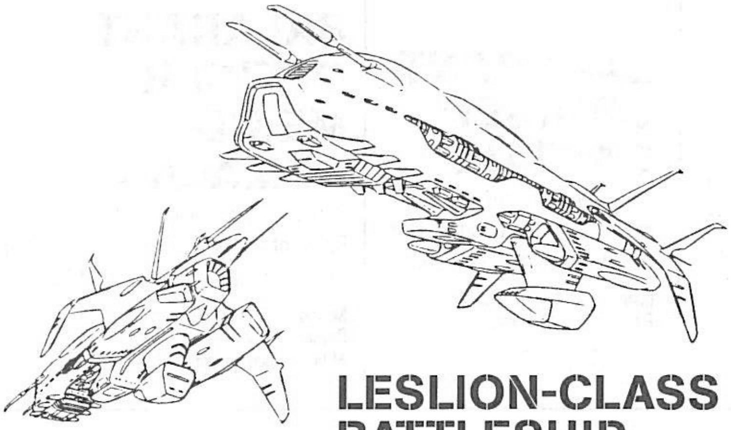
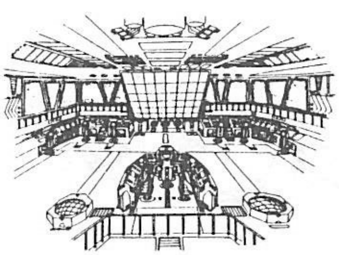
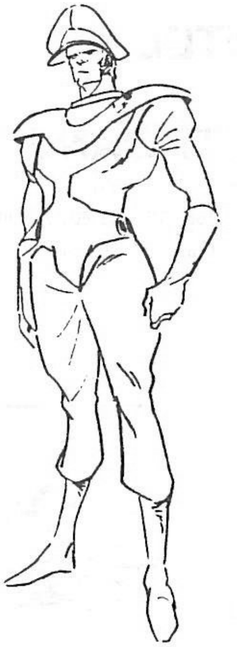
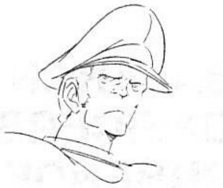


LESLION-CLASS BATTLESHIP

One of the Balarant Navy's heavier class ships, this vessel leads the fleet that engages Chirico upon his entry into Balarant Space. When the Teltain makes its appearance there as well, this ship defends its territory.





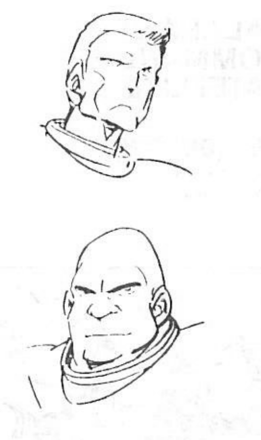


CAPTAIN BREWER

A typical example of a Balarant Naval Officer, Captain Brewer commands a Balarant Leslion-class battleship—it is his ship that first challenges Space Battleship X when it brings Chirico and Fyana to Balarant Space.

MENTAL	4	**COMBAT**	4
PHYSICAL	4	**MOVE**	4

Skills: Space Tactics 4, Leadership 3.



BALARANT BATTLESHIP CREW

These men are typical members of the operative crew of a Balarant spacecraft, such as a Leslion or Meez-class ship. They are competent bridge operators and engineers.

Mental	3	**Combat**	3
Physical	3	**Move**	3

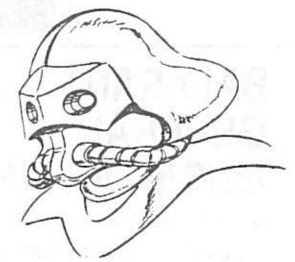
Skills: Gunnery 3, Ship Systems Operation 3, Engineering 3.

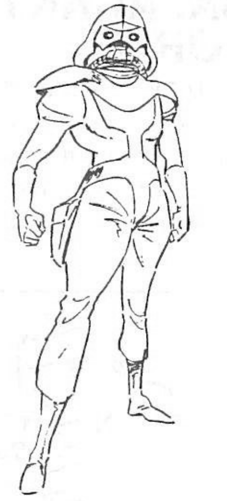
BALARANT AT PILOT

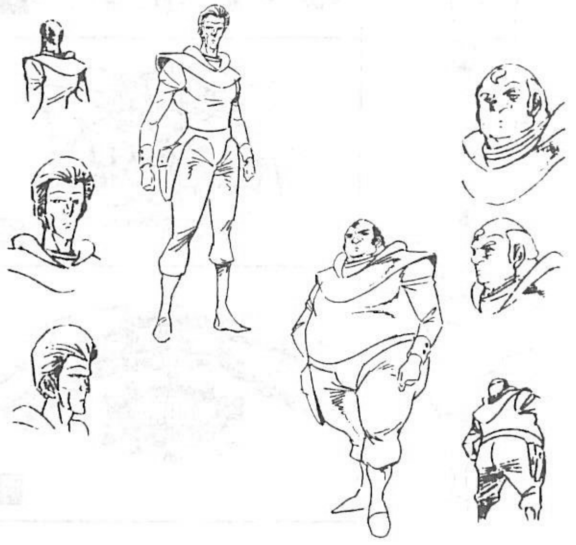
A typical Armored Trooper pilot enlisted in the Balarant forces.

Mental	4	**Combat**	4
Physical	4	**Move**	4

Skills: AT Pilot 4, AT Gunnery 4, Hand-to-hand 4.





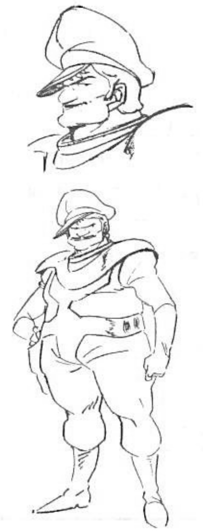


BALARANT INTEL OFFICERS RUBENDEL & TROANE

Members of Zanjeny's executive staff aboard the Balarant Command Satellite, these two military officers advise him on the proper response of Chirico's intrusion into Balarant space.

Mental	4	**Combat**	3
Physical	3	**Move**	3

Skills: Perception 3, Espionage 4.

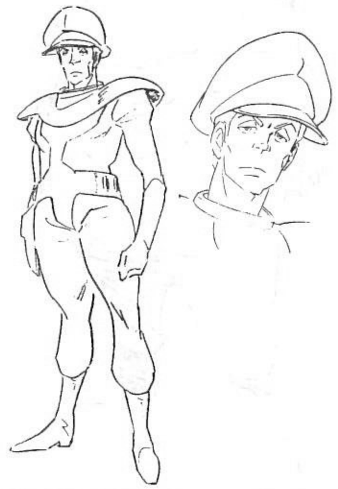


BALARANT CRUISER CAPTAIN

A typical Balarant space officer as can be found in command of a Meez-class ship.

Mental	4	**Combat**	3
Physical	3	**Move**	3

Skills: Space Tactics 3 Leadership 3



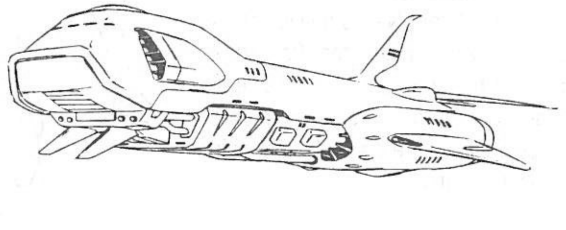
BALARANT OFFICER MEKID REMALAS

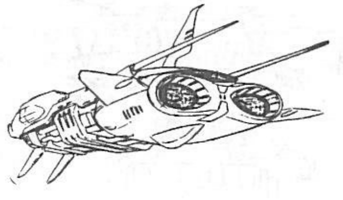
Remalas commands a Leslion-class Balarant starship. He tried to stop Chirico at the Sunsa ruins, but failed.

Mental	4	**Combat**	3
Physical	3	**Move**	3

Skills: Space Tactics 4 Leadership 3

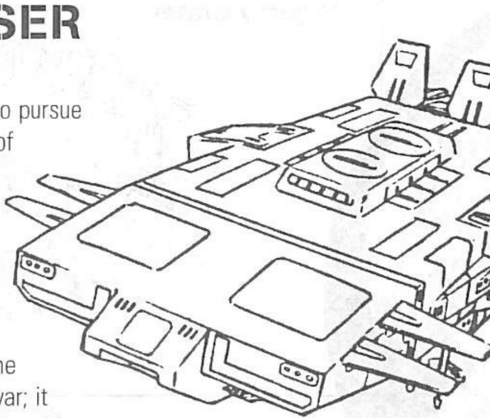
STANDARD BALARANT CRUISER: MEEZ-CLASS

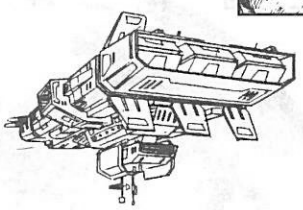


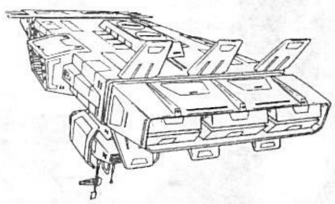


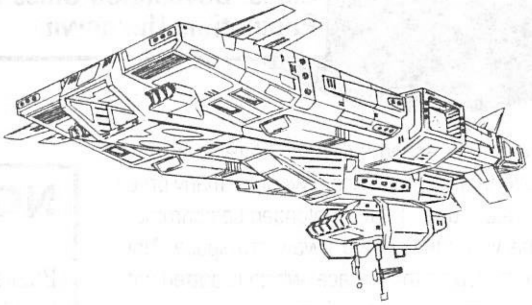
BATTLE CRUISER TELTAIN

Base ship for the Secret Society to pursue Chirico to Sunsa. The appearance of an armed warship precipitates a conflict with the Balarant and threatens the fragile peace treaty. The Teltain was originally hijacked from the Gilgamesh Space Navy by the Secret Society at the end of the war; it is considered to be a renegade ship. Redesigned by the Society, it now can travel into atmospheres and separate its forward section into an escape ship.









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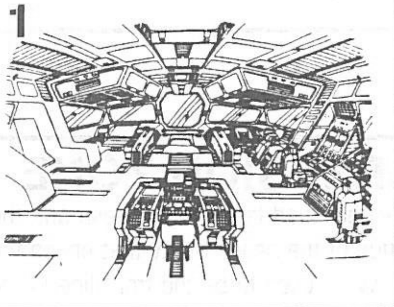

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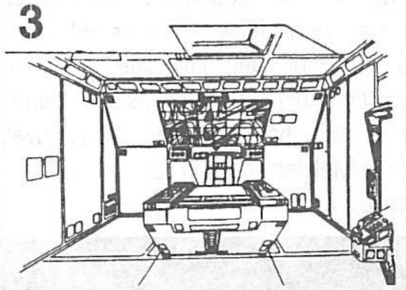

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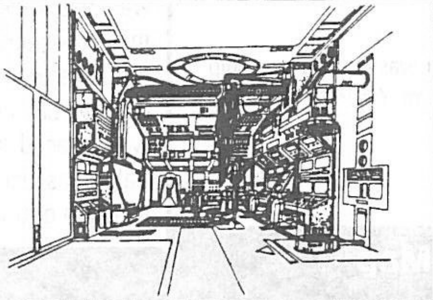
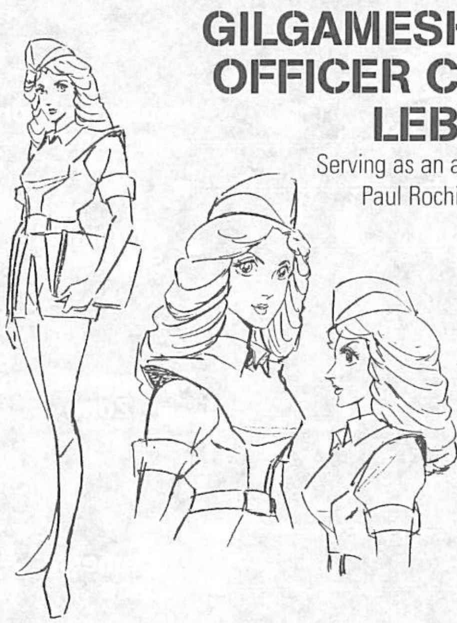


TELTAIN MAP KEY
1. Bridge
2. Medical Bay
3. Rochina's Office



GILGAMESH INTEL OFFICER CARMEL LEBANCHE

Serving as an assistant to Jean-Paul Rochina, this beautiful Gilgamesh agent knows many secrets.

MENTAL 5 **COMBAT** 2
PHYSICAL 3 **MOVE** 4

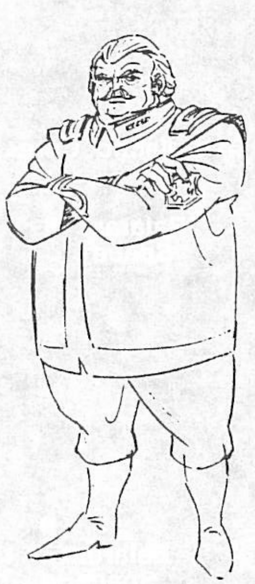
Skills:
Bureaucratics 4
Hand-to-hand 2
Espionage 3

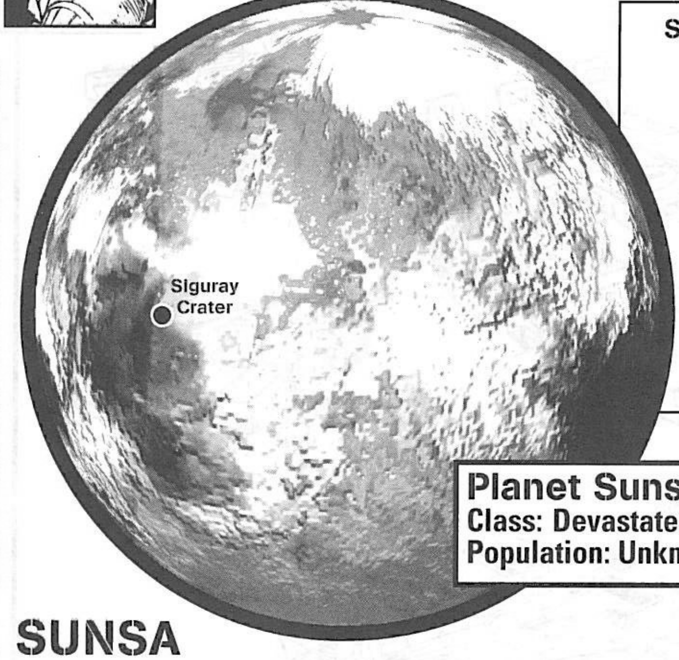
GILGAMESH COMMANDER ARUS KARMENY

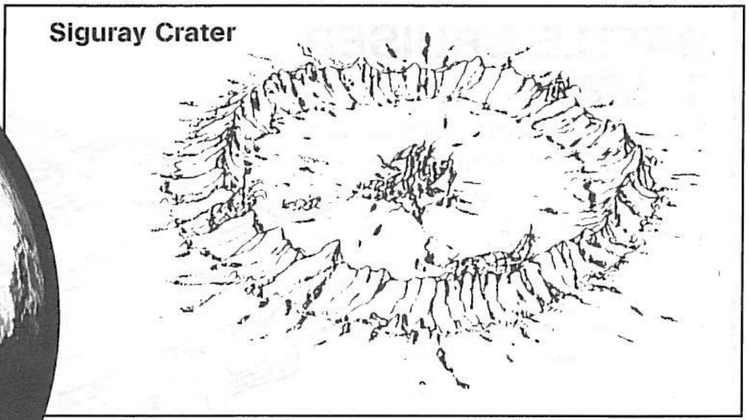
Gilgamesh Chief of Staff, he holds crucial intelligence data on Jean-Paul Rochina's defection to the Balarant. Faced with the danger of a destabilized peace, Karmeny demands that a fleet be dispatched in pursuit of the rogue intelligence agent—the security of the Astragius Galaxy may depend on it.

MENTAL 6 **COMBAT** 3
PHYSICAL 2 **MOVE** 3

Skills: Perception 6
Espionage 6
Leadership 2




Siguray Crater


Siguray Crater

Planet Sunsa
Class: Devastated Class A Temperate world, once Class 1 industrial.
Population: Unknown

SUNSA

Prior to the peace treaty that ended the Hundred Years War, no planet was more devastated than Sunsa. Once a world of many green forests, Sunsa became a lifeless desert after prolonged bombardment by the Gilgamesh bled the very atmosphere away into space. Now oxygen masks are required to live on the surface, which is dotted with the ruins of cities, military bases, and human lives.

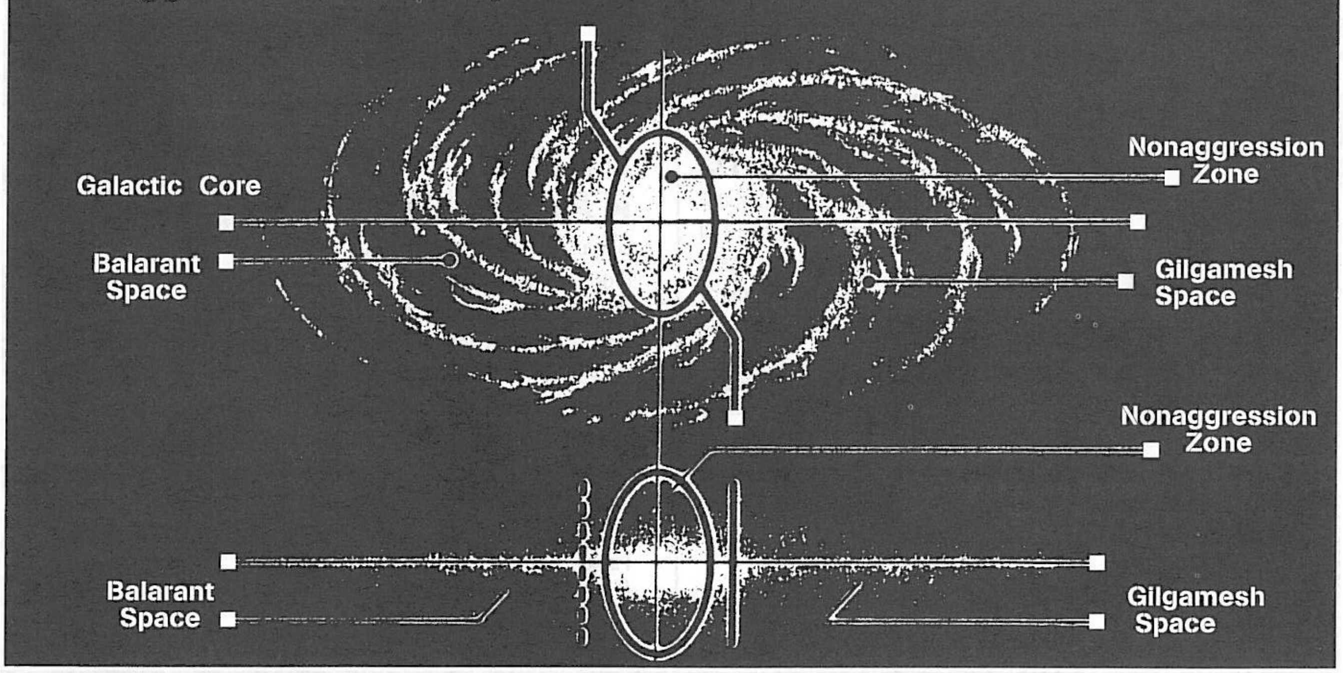
SIGURAY CRATER

A crater in the Siguray sector. This crater was created by a ship that crashed there. This becomes the arena for Ypsilon's final confrontation with Chirico.

NONAGGRESSION ZONE

This area was established by the Gilgamesh and the Balarant as a condition of the peace treaty that ended the Hundred Years War. What used to be the front line in the war was widened and declared neutral, a band of space that now separates the two territories. Immediately after the zone was established, however, both sides began to operate on their own definition of where its boundaries were placed, and when they had the right to cross over. Balarant's incursion into Melkian space in 7214.11 was one example of this practice.

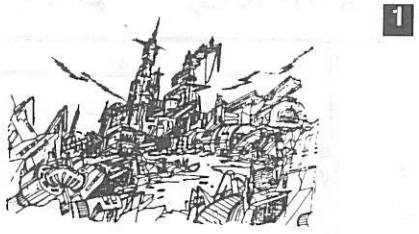
Nonaggression Zone Map

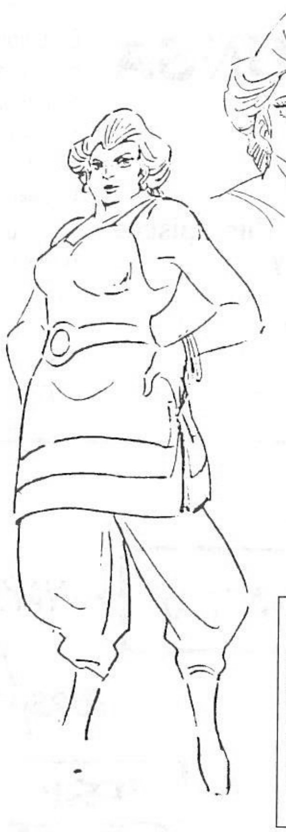

Galactic Core
Balarant Space
Nonaggression Zone
Gilgamesh Space
Nonaggression Zone
Balarant Space
Gilgamesh Space

Zophie's "WEAPONS RESTORATION GANG"

Based in one of the war-ravaged structures on Sunsa, Zophie Faddas and a group of loosely-organized survivors of the war scout the deserts for salvageable weapons. Unwilling to leave their home planet, they live as scavengers, gathering weapons from the dead, or those simply abandoned in the field, and selling them to offworld merchants such as Bouleuse Gotho.

Chirico and Fyana soon fall prey to one of Zophie's raids, which subsequently attracts the unwelcome attention of both the Balarant and Secret Society forces.



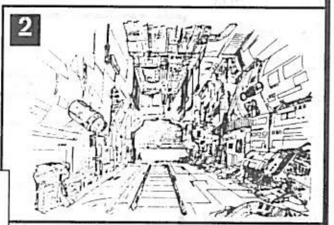


ZOPHIE FADDAS

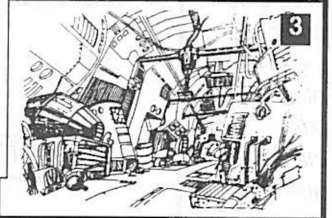
Leader of a major salvage gang on Sunsa, she lost her family to Red Shoulder atrocities during the last Sunsa campaign. When she learns of Chirico's true nature, she seeks to take her revenge upon him.

MENTAL	4	**COMBAT**	4
PHYSICAL	6	**MOVE**	4

Skills: Leadership 5
Drive Sandrunner Truck 5
Heavy Weapons 4
Mechanics 4
Hand-to-hand 4



Key
1 Scrap Fortress
2 Fortress (Int)
3 Fortress (Int)
4 Ruined City
5 City (detail)
6 Jijirium Cache
7 Jijirium Bath

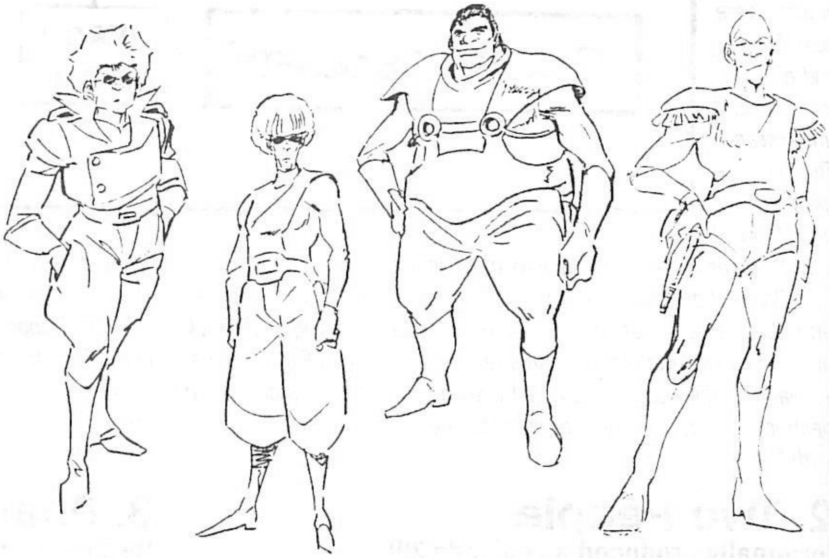


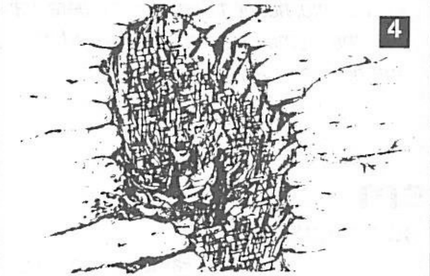
TYPICAL SCRAP GANGERS

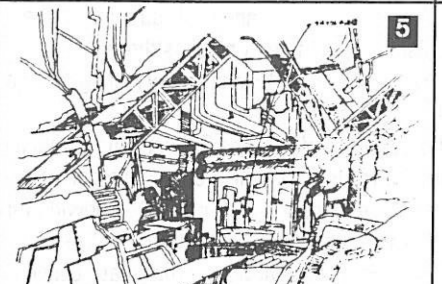
Brutal survivors of a brutal war, these salvagers will fight to the death for Zophie and what little scrap they can find. Pictured from left to right are gang members Ladeau, Lucien, Daram, and Lette.

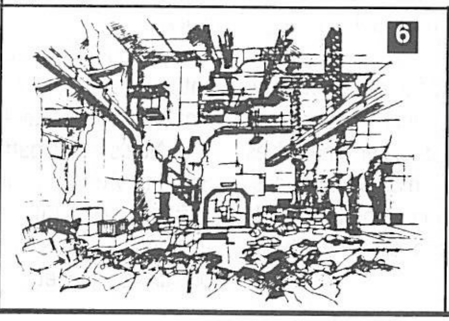
MENTAL	2	**COMBAT**	2
PHYSICAL	3	**MOVE**	3

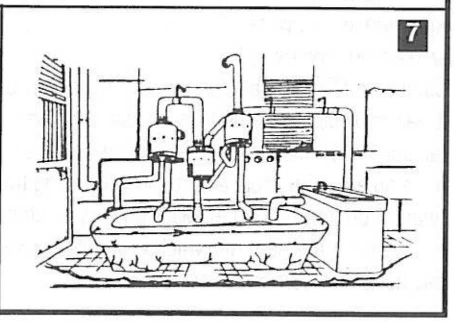
Skills: Drive Sand Truck 4, Heavy Weapons 3, Hand-to-hand 3, Mechanics 2.











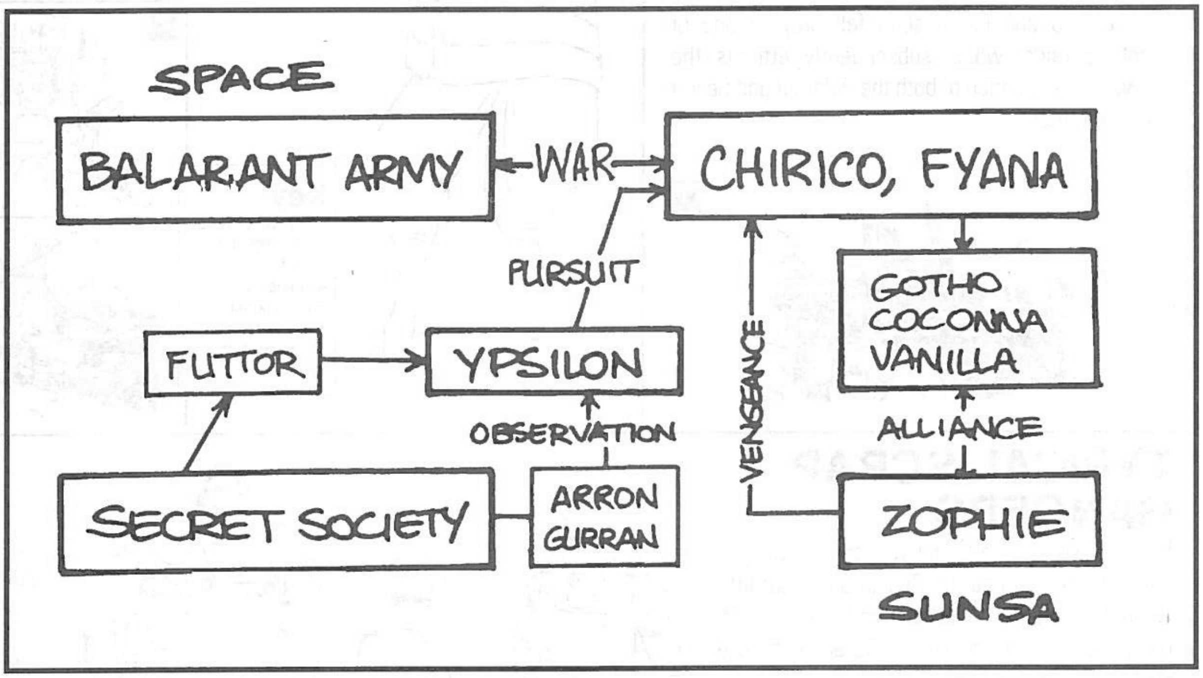
DEADWORLD SUNSA Story Digest

1. Destiny

(originally produced as episode 28. This episode recounts events in Stage 1: Uoodo City

"After escaping the military, I was ensnared into working the jijirium mine at the city of Uoodo. I thought I'd escaped hell . . . but this was hell, too . . . It was in Uoodo that I finally found him . . . Major Iskui. He and the others on the decommissioned ship Teltain had thrown my life into chaos. It's been a long six months.

"Before I knew it, we were in an underground armory, fighting each other in our ATs. The clanging of steel and the smell of gunpowder were both familiar and disquieting to me. I understood. This girl was that strange life form I saw. She was called a PS, and was the military's deepest secret.



"When I deserted the army, I picked up a bloodhound who was after the Secret Society that stole the PS. Always floating in the back of my mind was the mocking laughter of Captain Jean Paul Rochina. To maintain their secret, they destroyed a city. But all that death and destruction was merely a prelude to the destiny I was burdened with."

2. Two People

(originally produced as episode 29)

"Fyana...the last thing I remember was escaping the jungles of Kummen with Fyana. There's no doubt about that. But afterward, something took us ...."

Chirico and Fyana wake up in the shuttle they used to escape Melkia. It has inexplicably come to rest inside the hangar deck of some large facility. They investigate their whereabouts and discover themselves to be on a gigantic space battleship, heading toward an unknown destination on auto-pilot. Left with no way of stopping it, the two finally have a quiet moment, in which Fyana is amused to learn that Chirico has never tasted alcohol before.

The peace is interrupted by blasting music, which comes from a self-playing video that depicts Chirico's notorious Red Shoulder Battalion slaughtering civilians during the war. Like the ship they are on, it is automatic—and try as he might, Chirico is unable to stop the nightmarish pictures. This drives a new and unexpected wedge between Chirico and Fyana. The shame he feels for his past is matched by her forgiveness and understanding... but neither of them knows how to give voice to their feelings.

Suddenly, an alarm sounds—their ship approaches a Balarant patrol fleet, and a platoon of Balarant ATs rockets toward them from the distance. Chirico rushes to one of the ship's Scopedogs and plunges into battle, desperate for a diversion from his inner turmoil.

"What else could I do? I knew what would happen if the Balarant captured a PS. Besides, I'm a Red Shoulder, a man born to fight. The only place I feel at home is in battle. Fyana and I had escaped the jungle to find a new world. And here I was, forced to confront old wounds. Trapped in an unknown ship, headed God knows where, having to fight the Balarant. And the woman I loved, who I was fighting to protect, seemed to be drifting farther away with each passing second."

3. Phantasm

(originally produced as episode 30)

Chirico finishes off the first platoon of Balarant Fatties, but a second quickly approaches after a brief exchange of gunfire between Battleship X and the Balarant patrol fleet. Chirico is thrown back into battle, but he is finally overwhelmed and Fyana barely manages to get him back inside after he is wounded.

News of the battle travels quickly to the Balarant HQ Command Satellite. Admiral Zanjeny and his staff review an audio record of the battle, in which Chirico's voice mentions the term "PS." Knowing this to mean Perfect Soldier, Zanjeny orders his patrol fleet to keep close pursuit. On planet Melkia, Rochina reviews puzzling data collected

immediately after the battle in Kummen...data which reveals a single ship escaping the palace and being picked up by a larger one. Reports come in of a battle in the nonaggression zone, and Rochina meets with General Battentain for new orders. To Rochina's surprise, Battentain orders him to stand down from the pursuit of the PS; he has taken too long and gotten insufficient results. Rochina turns the tables when he drops a hint about the battle going on in the nonaggression zone...and walks away to follow an agenda of his own.

The Balarant now keep their distance from Battleship X, but this gives little comfort to Fyana, who nurses a wounded Chirico and is continuously assaulted by the Red Shoulder video. A seemingly delirious Chirico wanders the flight deck and speaks to an unseen entity, demanding to know why he is being called and where he is to go. Mercifully, he passes out. But no sooner has Fyana gotten him into a cot than the Balarant decide to renew their attack. She prepares to face them alone and Chirico is left behind, unable to go to her aid.

ROCHINA'S BETRAYAL

In a bold move, Rochina leaves the Melkian army and becomes a Colonel in the Balarant's autonomous 8th space fleet, which is created to covertly investigate the incident on Sunsa. Although this action seems traitorous, it speaks instead of Rochina's dedication and integrity. As a Melkian intelligence officer, he was responsible for keeping tabs on the Secret Society's activities, and was an important figure in the Gilgamesh forces. Confronted by Battentain with accusations of failure, Rochina faces humiliation despite the fact that his sources lacked enough information to unmask the Secret Society. Rather than accepting this, he continues his pursuit and observation of Chirico, believing he was given the mission by God himself. At the end of the story, we learn that he is not incorrect in this belief.

"Fyana...why are you fighting? To protect yourself? To protect me, someone who despises himself? I've been a thoughtless, miserable fool. Why have I been fighting up until now? Who do I go on fighting? Fyana had finally begun to pry open my heart...and I'd slammed it shut again. And once more, almost unconsciously, my heart sought comfort in battle."

4.Nonaggression Zone

(originally produced as episode 31)

Chirico recovers after all and joins Fyana in another attempt to hold off the enemy. The battle is fierce, but this time Chirico is not up to it. He is hit again, and Fyana pulls him inside as the Balarant Fatties swarm the ship. Their disappearance is reported to the Balarant patrol fleet captain, who orders his men inside to capture their mysterious opponents.

Fyana evades the Fatties as they comb the inside of the ship for her and Chirico. She finds her way to the infirmary for medication, and Battleship X makes a move of its own, firing its engines and moving off in a new direction. While some of the invading Balarant ATs attempt to disable the engines, Fyana returns to Chirico and revives him with the medicine she obtained. He laments his own helplessness, saying that Ypsilon would never fail her...and he slips back into unconsciousness as she prepares to face the approaching enemy. Fyana now fights alone, both on foot and in a Scopedog, pausing only to wonder again who placed her in this situation.

Not far away, the Secret Society follows the battle in their own ship, the Teltain. Captain Futtor keeps watch as Arron and Gurran put Ypsilon through a battery of emotional tests and discuss the prospect of a rematch between him and Chirico. Far ahead, a planet looms in the distance, and Fyana cares for a sleeping Chirico. They have faced much already, but the worst is yet to come.

"I've wandered the depths of hell. Its hot, suffocating depths. And in the distance, a light. Our ship, as though following a beckoning beacon in the night, drew us ever closer to the planet that lay before us."

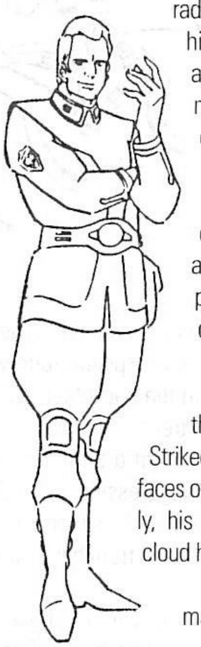
5. Ypsilon

(originally produced as episode 32)

Zanjeny and his crew debate the continuing situation. Space Battleship X cannot be identified as a Gilgamesh ship, but the Balarant still cannot risk starting an incident in the nonaggression zone. All they can do is wait for their opponent to make the first move. On the ship, Fyana has come to a decision—she will surrender herself to the Balarant in exchange for medical treatment for Chirico. Her attempt to do so is observed by Futtor's men, and just as Fyana seems to have won, the Balarant ship is destroyed by the Teltain.

She makes it back safely to Battleship X, and as the unknown planet looms closer, the Teltain launches another attack. Fyana attempts to radio Ypsilon, begging him to stop the assault, but communication is knocked out before anything can come of it. The ship begins to descend into the atmosphere of the planet, and a platoon of MkII Tortoises is launched against Fyana. Ypsilon joins the attack in his Strikedog, but when he faces off against her directly, his emotions begin to cloud his judgment.

Despite this, he manages to capture her, and as his men haul her away, Teltain launches another barrage of missiles at the descending battleship. Horrified, Fyana tears herself away and plummets to Chirico's aid once again. She dives inside, followed by more Tortoises, but everyone is thrown into chaos when the giant ship finally smashes into the surface of the planet and comes to rest. Just as Fyana is finally cornered, Chirico rushes to her aid in a Scopedog of his own, and fights his way out to the surface of the smoking ship...where Ypsilon awaits. The sun of the unknown planet rises as they level their weapons at each other.

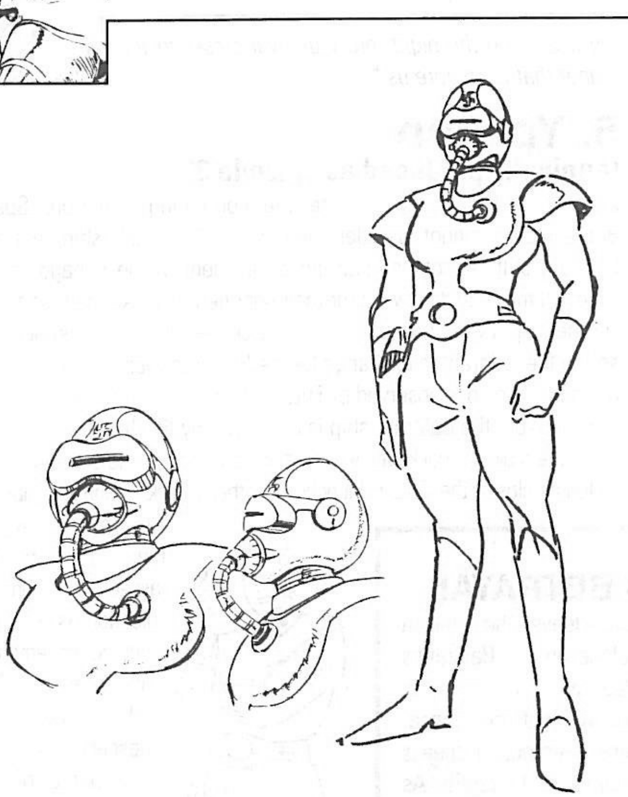


"My strength had returned to me. But, as strong as Ypsilon's murderous rage was, the smell of blood from this planet's past was even stronger."

6. Showdown

(originally produced as episode 33)

Arron and Gurran monitor Ypsilon's emotional index from the Teltain. Now that he faces Chirico, his readings have levelled out to those of a proper killing machine. Ypsilon and Chirico lunge at each other, and Fyana holds off the Tortoises, admonishing Chirico to remember that they're both fighting to live. He instructs her to get back inside and stand ready in the control room. Carefully, Chirico



lures Ypsilon and his troops toward the engines of the crashed ship and leaps off the edge. Ypsilon follows—and Fyana activates the thrusters! Caught in the backblast, Ypsilon's Strikedog is smashed, and the invaders retreat.

Now convinced that a third, more aggressive party has joined the fight in the nonaggression zone, Zanjeny and his staff order a task force into the area in support of their patrol fleet. On board Teltain, Ypsilon recovers from his injuries and thinks of his next battle with Chirico.

Knowing Ypsilon will be back, Chirico tampers with the verniers on the now-silent hull of Battleship X and finally realizes what planet he is on: Sunsa, the site of the bloodiest battle of the Hundred Years War...a battle he himself has remembered in nightmares. An AT landing craft appears, and Chirico and Fyana rush to the control room as it lands on the hull. Out steps Ypsilon in another Strikedog, with more Tortoises backing him up. One by one, the verniers blast away at them.

Ypsilon reports this setback to Futtor on the Teltain, who suddenly has to face a problem of his own—Balarant ships approach, and he has no AT platoon to fight them off! Forced to tip his hand, Futtor goes on the offensive, and a devastating battle erupts in space! Having found their way inside Battleship X, Ypsilon and his remaining men reach the empty control room, and discover that Chirico has set the entire ship to self-destruct! They escape just in time, and launch as the vessel rips itself apart.

Chirico and Fyana have also gotten away, loading a transport truck with ATs and driving deep into the Sunsa desert. There, others await them...

"Would we ever have any peace? I felt like screaming. If there was a God on this world, he was a cruel one. Too cruel. This planet's name is Sunsa. And I know it holds no welcome for me at all..."

7. Planet Sunsa

(originally produced as episode 34)

Huge vehicles watch the approaching transport truck and prepare to launch an attack. But they are unprepared for a skilled AT pilot in a Scopedog, who swiftly disables one of their vehicles. The struggle is interrupted by a voice from above; a ship passes overhead and calls out to the AT pilot. An astonished Chirico realizes it is Bouleuse Gotho!

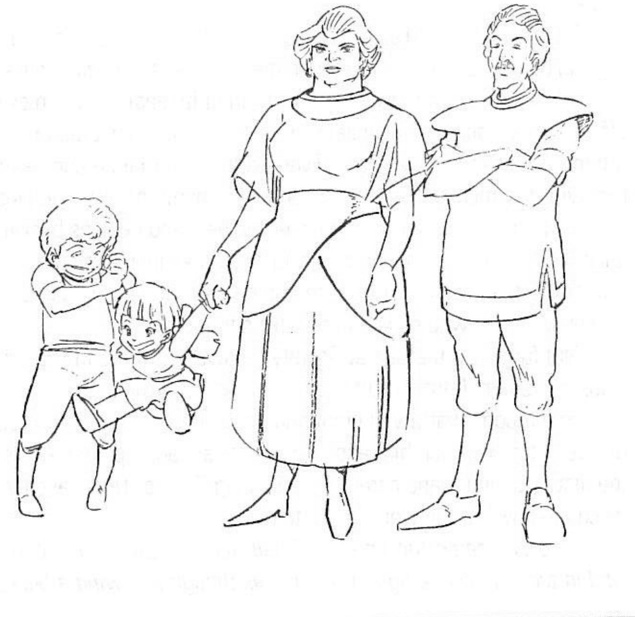
In orbit around Sunsa, the Teltain has escaped its battle with the Balarant, and Futtor makes plans to continue the pursuit of Chirico and Proto-One. Meanwhile, Ypsilon examines data from Battleship X. To his disbelief, Chirico seems to have recovered from his earlier injuries three times faster than any normal human...

Gotho's vessel drifts over Sunsa. Inside, Chirico and Fyana are introduced to their attackers: Zophie and her gang, who salvage weapons from the desert for Gotho to sell offworld. They travel to Zophie's fortress, within the airtight ruins of a damaged building. Vanilla and Coconna are there, and react to their arrival with mixed emotions. Vanilla is ecstatic, but Coconna is furious when she sees Fyana for the first time. Chirico says nothing.

Later, Zophie approaches a weeping Coconna, who reveals that as a Red Shoulder, Chirico has always been cold and unemotional. Meanwhile, Gotho berates Chirico for acting this way toward Coconna. Fyana argues for Chirico's sake, but stops herself before she can say too much. The scene is broken by the arrival of Ypsilon and a platoon of Tortoises from the Teltain. Setting up a perimeter around the fortress, they demand that Chirico be surrendered. Gotho prepares to answer with gunfire, but Zophie stops him—Chirico, after all, is one of the Red Shoulder devils who destroyed their planet, and she is more than willing to throw him to the wolves.

Chirico prepares to face Ypsilon alone, refusing even Fyana's help. She begins to wonder if he really is as cold and unfeeling as Gotho said.

"I know best how I should fight. Gotho had called me a war machine. A murder machine. And now so had my beloved Fyana. If I really was a machine, I doubt their words would hurt me as much as they did. But I'm just a man, and my battle in this hell continues...as does my cursed existence."



8. Deadline

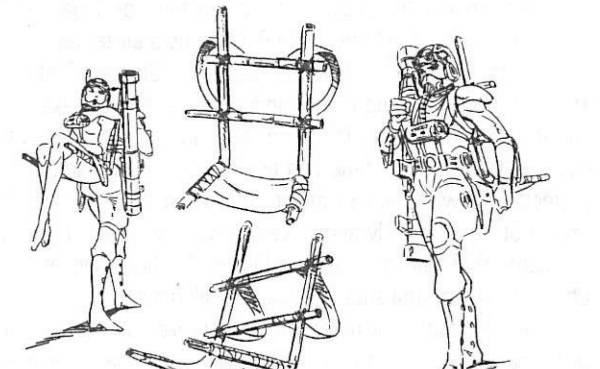
(originally produced as episode 35)

Before Chirico and Ypsilon can renew their battle, a new force enters the fray: the Balarant! As Balarant spaceships fire on the Teltain in orbit, fighters streak by over Zophie's fortress and bombard it with explosives. Everyone is forced to flee as best they can. Gotho and the others escape into underground tunnels, Chirico and Fyana drive off in a transport, and Ypsilon's unit slips away into the desert.

Fyana feels herself beginning to weaken, the first sign that her last jijirium bath is beginning to wear off. She leans on Chirico, hoping for the best. Later, their truck gets stuck in a sand dune, and when Chirico investigates the area for tools, he comes across a dead Balarant soldier clutching a map which shows the location of a supply base that may have some jijirium. Suddenly, Zophie appears and fires on them, determined to revenge herself on Chirico. He manages to overpower her, and leaves her alive and furious.

That night, as Chirico helps Fyana through her growing unease, Zophie radios their position to a Balarant AT patrol. The two drive frantically away, but their truck is demolished by Zophie, leaving them vulnerable to the Balarant. Reduced only to their Scopedogs, Chirico and Fyana fight back—but she has now weakened even more, and Chirico barely manages to take out the last enemy AT after Fyana's Scopedog is damaged. He steps out of his own AT to go to her aid, but Zophie has hijacked one of the Fatties, and destroys Chirico's Scopedog! Now on foot, he evades her as best he can, but she finally gets the drop on him. A blast rings out...and Zophie's AT explodes! Fyana has managed one more shot, but now her strength fails her completely and she collapses.

Chirico has no choice but to travel on foot to the Balarant supply station, carrying Fyana on his back as their air supply dwindles. Zophie keeps pace, her fury driving her past the point of self-preservation. Content to let her follow, Chirico begins a long march across the burning Sunsa desert...

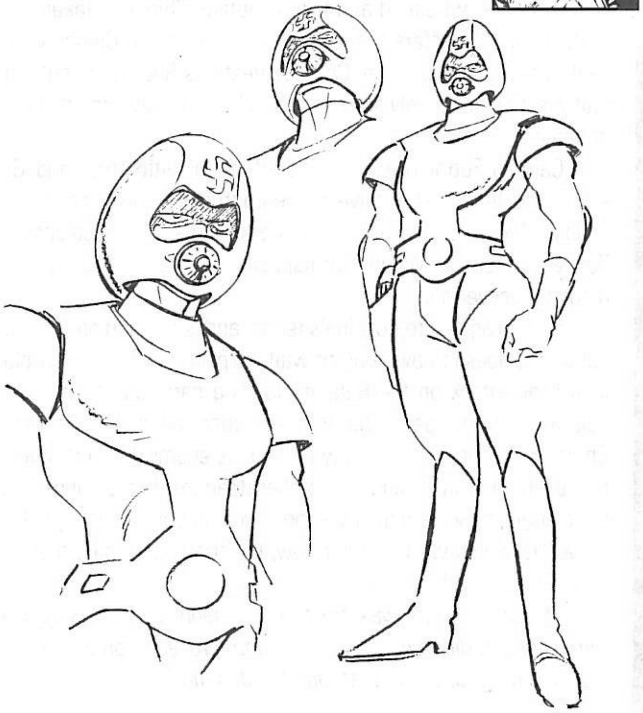


"But, is the unmanned station still there? And if it is, will there be any jijirium? And even if there is, will she make it there? I don't need anyone else. I don't want to lose you now!"

9. Love and Hate

(originally produced as episode 36)

"I was searching for any oxygen canisters left in the wreckage. I'd realized that I had miscalculated. My oxygen was running out. My initial calculations had led me to believe that I could just reach that unmanned supply station. But I'd sacrificed one more canister than I'd counted on. Zophie's presence was the reason."



Chirico has made the magnanimous gesture of giving Zophie one of his own air tanks, but now regrets it as his own nears its limit. Evading Balarant patrols, Chirico eventually finds an underground supply depot, and sets Fyana down to investigate it. Inside, he finds more air tanks, but gives up his bazooka to carry them. He returns to Fyana and resumes his walk...but Zophie intervenes, having grabbed and armed the bazooka! Before she can end it all, however, others come to Chirico's rescue—Gotho, Vanilla, and Coconna charge over the dunes in a salvaged buggy, and scoop everyone up just in time to avoid another Balarant patrol.

The patrol chases them into the very supply station Chirico was bound for, and he takes over the buggy to face off against the single Fatty AT that pursues them. Destroying the Fatty, he rushes to Fyana, and prepares a liquid jijirium bath to save her from the edge of death. As he does this, Gotho and the others deal with Zophie...and Coconna emerges as the unlikely victor. Unleashing the pent-up anger of a lifetime, she pummels Zophie with everything she has, including the heart-rending truth that she, too, lost her family in the war.

As Fyana's life is restored, Gotho and Vanilla inform Chirico that Zophie has gone...but she left no forgiveness behind.

"I never answered her charges. Even if I had told her the truth, that my unit wasn't on this world when her family was killed, I still would have only been making meaningless excuses. Because I'd done the same thing in other places. Even if she knew the truth, she wouldn't forgive me. And in my heart, I felt the same way."

10. Captives

(originally produced as episode 37)

As Chirico and his friends go to work patching up derelict vehicles, a familiar face looks down on Sunsa from orbit: Rochina. Now in command of a Leslion-class Balarant Battleship, he has crossed both the nonaggression zone and his allegiance to Melkia in order to find Chirico again. Rochina's ships descend on the abandoned supply station, and Chirico's group is quickly overwhelmed and taken captive. Chirico is taken directly to Rochina, who offers the release of his friends if Chirico will consent to face Ypsilon again. Chirico questions Rochina about who he really is. Rochina's only answer is that he is a man from the kingdom of heaven.

Captain Futtor discusses the situation with Arron and Gurran aboard the Teltain. They have not heard from Ypsilon since the raid on Zophie's fortress, but they are sure he will go after Chirico despite the Balarant presence. When that happens, the Secret Society must be ready to recover him.

Chirico agrees to Rochina's terms, and is freed to prepare for the battle. He doesn't have long to wait—Ypsilon and his small platoon launch an attack on the Balarant landing party and fight their way quickly inside the perimeter. Rochina orders all ships to launch, and Chirico is left behind in a Fatty to face his enemy. In short order, they find each other in an empty chamber deep inside the supply station. Once again, they draw their weapons and prepare to engage. Rochina arrives to watch with Fyana in tow, but there is nothing that can be done to stop the fight now.

"His will to fight was practically a madness. But, as opposed to him, my heart didn't burn. The thing that drove me on was an almost pitiful craving for battle that raged within me."

11. Darkness

(originally produced as episode 38)

Chirico and Ypsilon unleash heavy fire, with Ypsilon pausing only to eliminate anyone who threatens to interfere in their battle. Suddenly, the entire room starts to shake, and the floor drops out from under their ATs—their battle has ignited the ammo dump! Plummeting helplessly, they disappear into a deep shaft, and Rochina manages to escape with Fyana as the entire building crumbles.

Landing relatively intact, Chirico gets the upper hand against Ypsilon, but does not choose to kill his foe. Instead, he begins to dig himself out and suggests they work together to survive.

On the surface, Rochina orders his men to begin an excavation and recover Chirico. He discusses the situation with Fyana, who suspects that he is hiding the answer to a key question: how has Chirico, an ordinary human, lasted so long against Ypsilon, a Perfect Soldier?

Similar questions burn through Ypsilon's mind as he and Chirico make their way toward the surface. The PS angrily declares himself a superior being, and that he belongs with Proto-One. Chirico corrects him on the name, and Ypsilon demands to know why he calls her Fyana—a question Chirico is unable to answer. Finally, when they reach the upper limits of the shaft, Ypsilon admits that they are alike in one respect; Chirico can fight as well as he can...but Ypsilon will eventually kill him.

On that note, the Balarant excavation team finally breaks through from above and rescues Chirico. Ypsilon slips away just in time to join up with a rescue team from the Teltain, and they fight their way free. Chirico is taken to Rochina, who demands that he be ready to fight Ypsilon again. In return, Rochina orders Gotho, Vanilla, and Coconna flown out of danger.

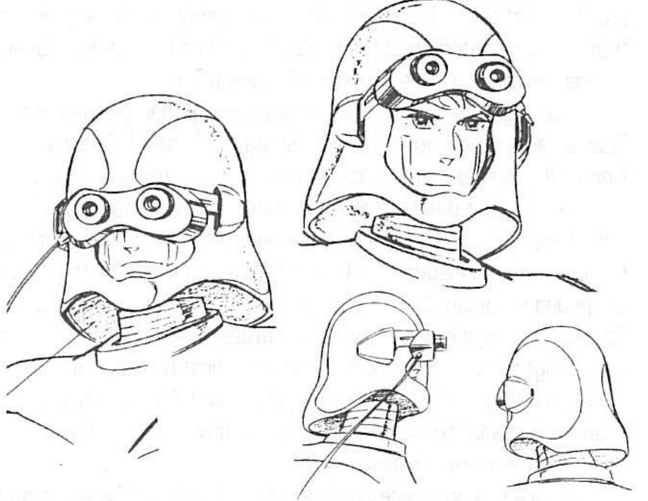
"It seemed Rochina had kept his promise. My final battle with Ypsilon. The time was fast approaching. Will I survive it, or will he? And if I do survive, what then?"

12. Perfect Soldier

(originally produced as episode 39)

On the Teltain, Futtor insists that they must leave Sunsa now that Ypsilon has been recovered. Arron and Gurran reply that their mission takes precedent. Ypsilon must be allowed to fight Chirico again, and they must stay to observe.

On Rochina's ship, Chirico fine-tunes a Scopedog and writes himself a new mission disc containing everything he knows about the maneuvers of a PS. Fyana speaks with Chirico, admitting she is afraid for him, but he counsels her to accept what must happen. Ypsilon is fighting out of loneliness, and will not stop until one of them is dead. Ypsilon, meanwhile, renews himself with a jijirium bath and launches for the surface in a new Strikedog.



On the other side of the galaxy, Melkian General Karmeny meets with Battentain to discuss the implications of what has happened in the Nonaggression Zone. Battentain is shocked to learn of Rochina's defection, and admits he never quite knew how to read the man. Despite the risk to the peace treaty, a task force of Gilgamesh battleships must be sent to Sunsa with Rochina as their target.

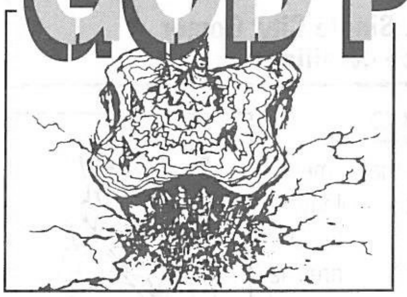
Chirico crosses the Sunsa desert to Siguray Crater, where Ypsilon's empty landing craft stands waiting. Chirico takes the bait, and the battle is joined! This time there are no distractions; the two clash with each other time and again. Chirico's mission disc works perfectly, allowing him to match Ypsilon move for move. Rochina takes notice and finally announces to Fyana what he has suspected all along: that Chirico is a true Perfect Soldier! And at long last, Chirico fires the fatal shot that takes Ypsilon down!

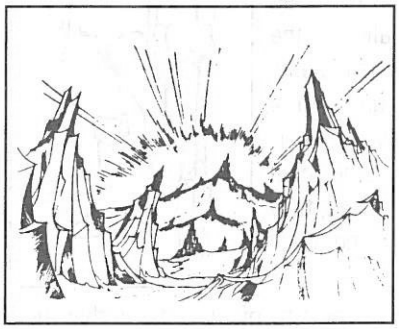
Before he can finish Ypsilon off, however, Chirico is interrupted by Fyana, who gives him the shock of his life—that he is more than human. Chirico insists that his mission disc is what allowed him to win, but then notices that the disc burned itself out only a few minutes into the fight. From then on, it was his own ability. Ypsilon insists in his final moments that Chirico has to be a PS...Ypsilon's pride would not allow him to die at the hands of a normal man.

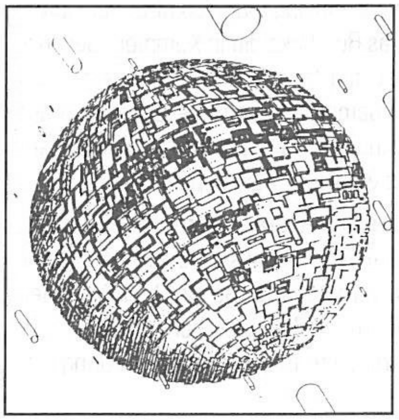
Later, Chirico prepares to leave Sunsa, Rochina's words echoing through his mind: "You are a PS. You want proof? Then go to planet Quent. There you will learn everything."

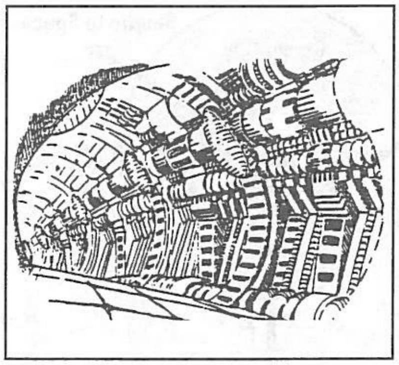
"What was it that lay hidden in my past? I'd fought Ypsilon and won. But I couldn't believe it. There was no way I could be a PS. The planet Quent...what awaited me there?"

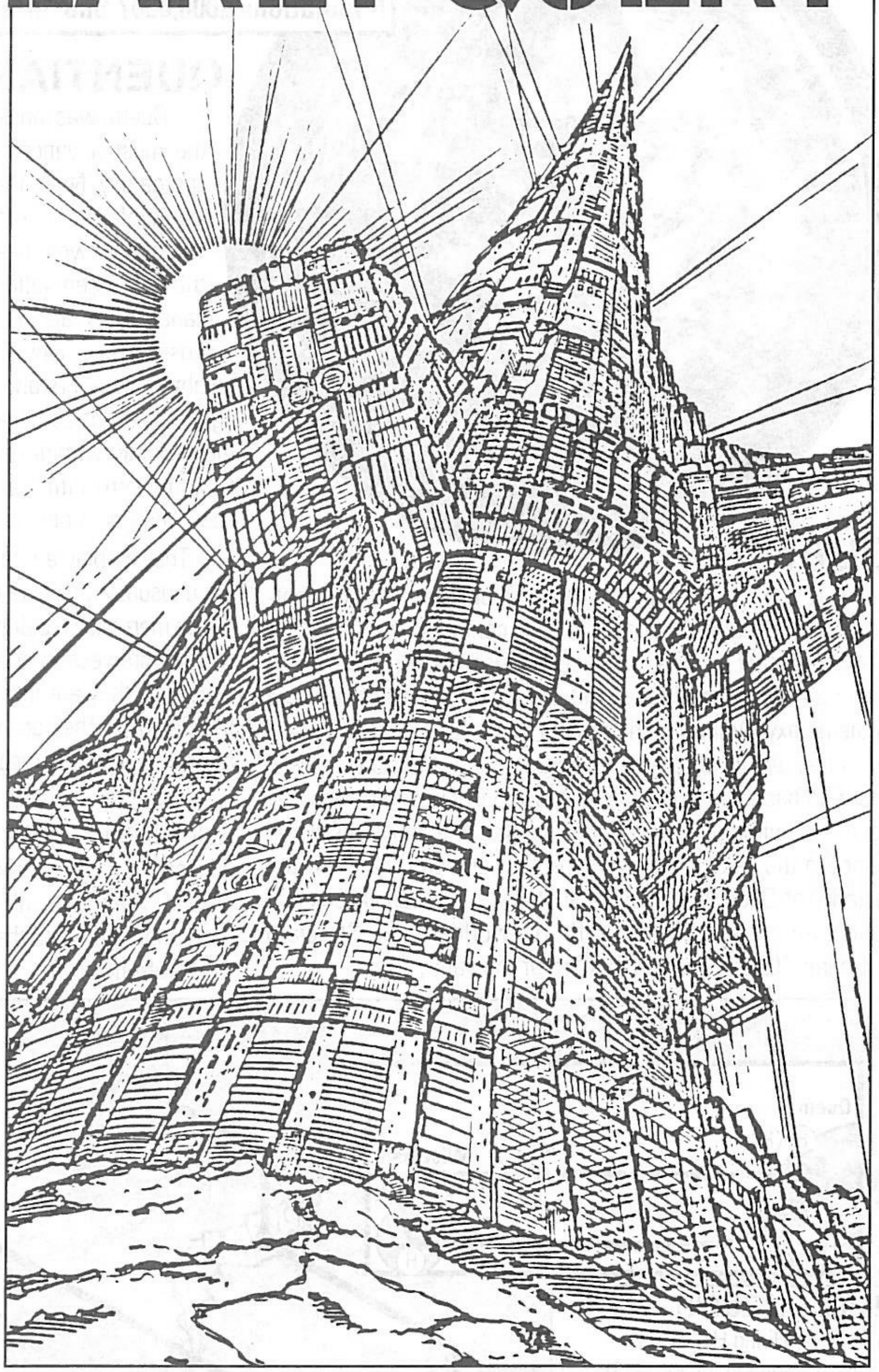
GOD PLANET QUENT





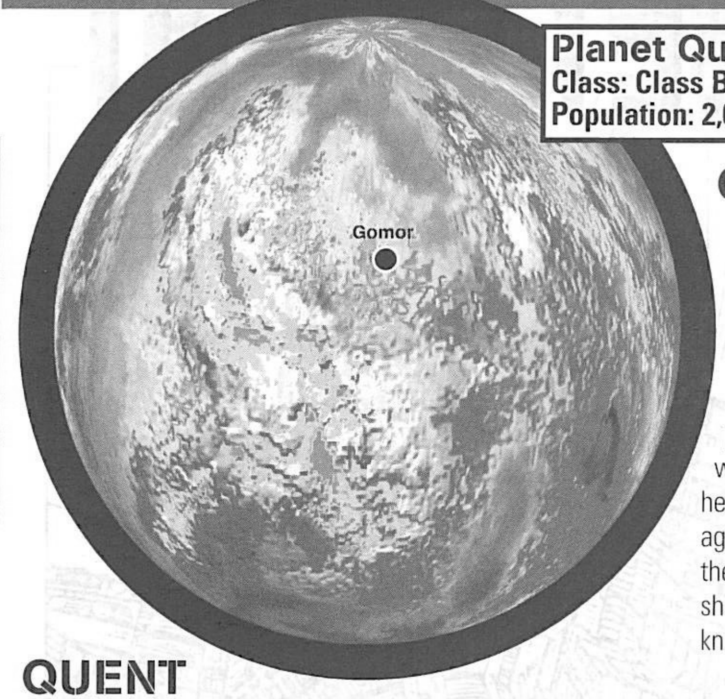






The flavor of the *Votoms* series changes dramatically when Chirico makes his way to the legendary planet Quent. In this final story arc, hardcore mecha and knockdown, drag-out skirmishes give way to mystery. As Chirico draws closer to the unseen figure known as Wiseman, however, every major faction comes together for the largest, most devastating event in the history of the Astragius Galaxy.

Through it all, Chirico remains at the vortex, and when the Quent storyline reaches its dramatic height, his companions must face the greatest test of their lives. This is the culmination of Chirico's quest for the secrets of his lost past, and many different storytelling elements are effectively combined to bring *Armored Trooper Votoms* to its epic conclusion.

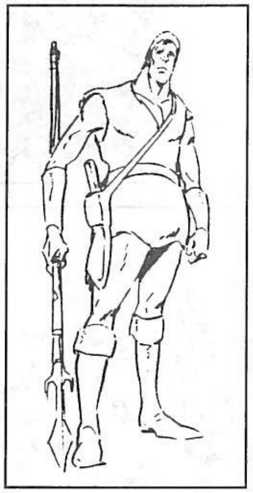


Planet Quent
Class: Class B Temperate world. Single City: Gomor
Population: 2,000,000? Subsurface dwelling

QUENT

This is the primary planet in the Quent star system, located in the nonaggression zone at the center of the Astragius Galaxy. Its chief exports are Quentium and mercenary soldiers. Although now a primitive world, it is home to the oldest race in the galaxy. While the majority of its surface is desert, enormous manufacturing plants lie underground. Absolutely everyone who has attempted to investigated Quent's ruins has disappeared without a trace, making this the most restricted planet in the galaxy. Gomor is the only city on Quent, but the majority of Quentians live in the planet's deep crevasses and have very little contact with off-worlders. In Standard Astradan, "Quent" means "bottom of the valley."

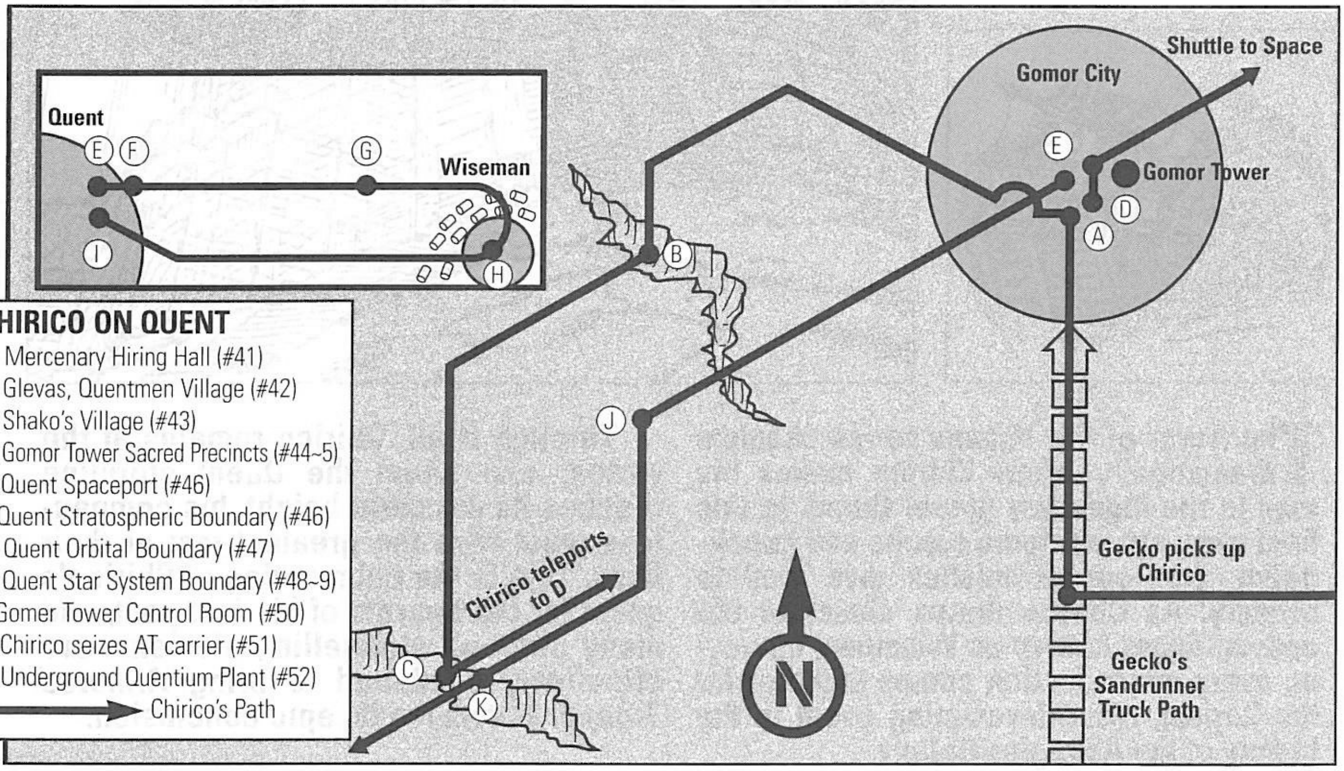
QUENTIANS



Quent was once the home of the most advanced technology in the galaxy. Now, the only descendants of that ancient time are the Quentians who live in scattered tribes in deep valleys all over the planet. They are a race of giants whose males typically grow to a height of 2 meters and have an average lifespan of 200 years. Other than their contact with desert traders, they shun modern culture and do not even know their own numbers.

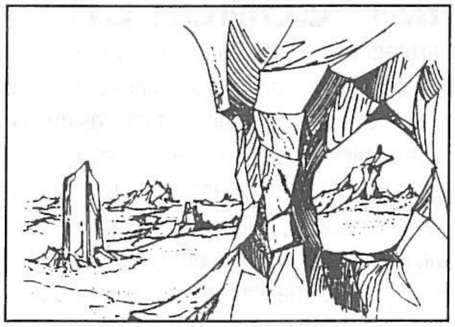
They display a strange dichotomy of character in that they are unusually ethical and peace-loving, but also hire themselves out as mercenary soldiers, as Ru Shako did in Kummen. Because of their prowess in combat and their strict adherence to their contracts, they are in high demand by both the Gilgamesh and the Balarant. They are nicknamed "Quentmen" by off-worlders, and they command respect wherever they appear.

There is a mystical quality inherent in the Quentians as well, particularly in the women of Shako's tribe, who are granted access to mysterious, forbidden areas of Quent's underground. The root of all their mythology lies beneath their own feet, and the events that transpire in these episodes bring it to the forefront.

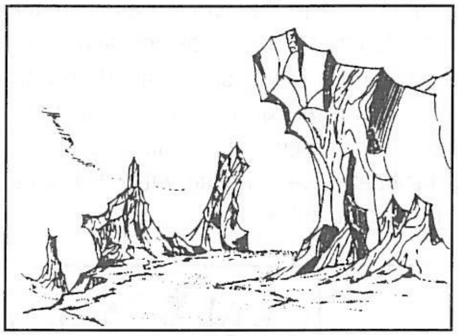


CHIRICO ON QUENT
A. Mercenary Hiring Hall (#41)
B. Glevas, Quentmen Village (#42)
C. Shako's Village (#43)
D. Gomor Tower Sacred Precincts (#44~5)
E. Quent Spaceport (#46)
F. Quent Stratospheric Boundary (#46)
G. Quent Orbital Boundary (#47)
H. Quent Star System Boundary (#48~9)
I. Gomer Tower Control Room (#50)
J. Chirico seizes AT carrier (#51)
K. Underground Quentium Plant (#52)
⟶ Chirico's Path

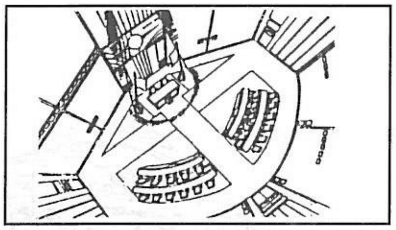
QUENT MONOLITHS



These are mysterious communications devices used by the Quentians for summoning mercenary volunteers or communicating emergencies. Using one involves holding your hand on the surface of the stone and thinking a message into the monolith. It is translated into an optical pattern and relayed to other such monoliths.



These devices were apparently used by the Ancient Quentians for interstellar communication. Since modern Quentians no longer have technical or scientific terminology in their language, they use the Standard Astradan word "Beacon" to describe it.

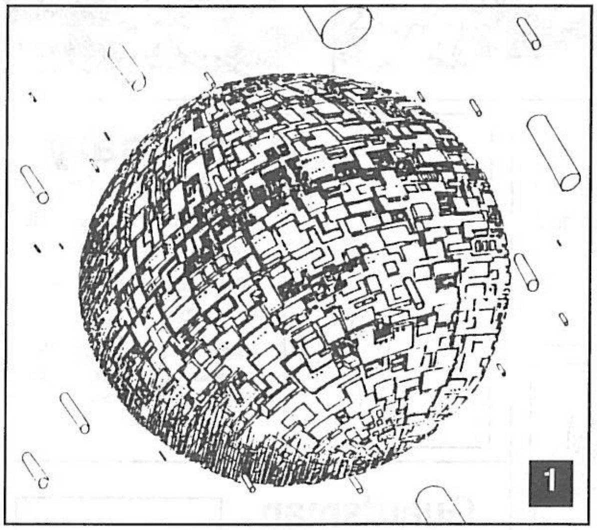


GALACTIC ASSEMBLY

This is the name of the emergency conference held by the Gilgamesh and the Balarant in 7214 to address the "Quent situation." To their mutual surprise, the supposedly extinct super-technology of Quent is reawakened, and they decide to send a combined task force to the planet, agreeing to share the spoils of whatever they discover there.

QUENTIUM

Also known as Quentian metal, Quentium is a product of the Ancient Quent civilization. Collected only by the few Quentians who have access to underground ruins, Quentium is a high-efficiency semiconductor used in metal-detecting sensors and in the energy packs of neutrino guns.



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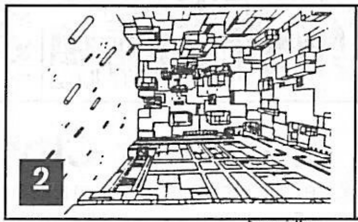

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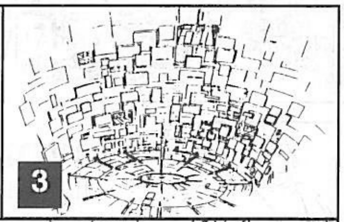
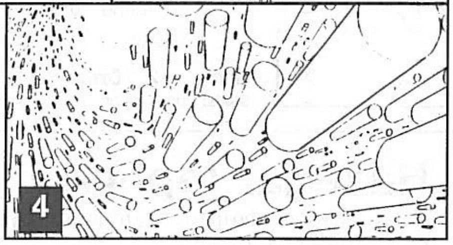


3

Key

1. Main Station
2. Hangar Bay
3. Communication Center
4. Floater Belt



4

WISEMAN STATION

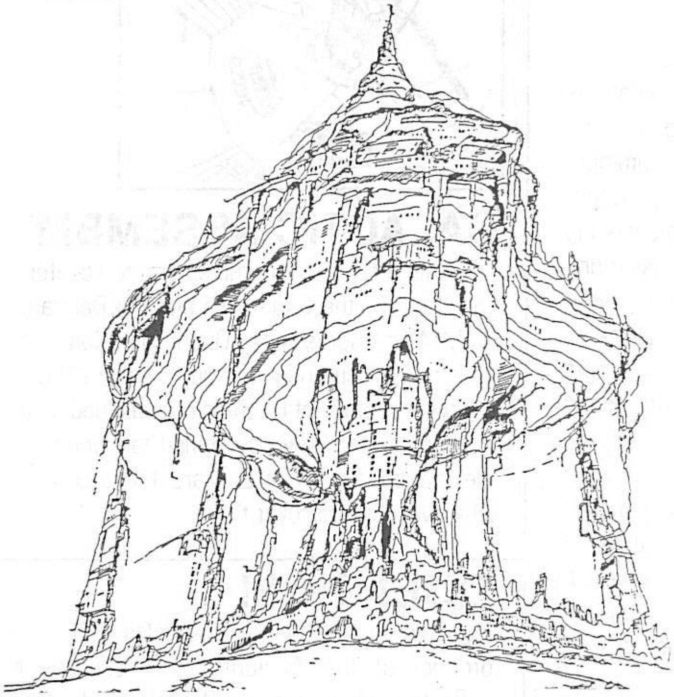
An artificial planetoid in the Quent system. This was originally built and used by the ancient Quentians as a way station for interstellar matter transport, but was later taken over by the Quent "Overmen" for their own purposes. Around the station is a floater belt defensive system. Within the station is a manufacturing plant that is used by the Secret Society to construct the Rabidlydog.

FLOATER BELT

A belt of high-density artificial satellites in the shape of columns that orbit the Wiseman station. They form a defense system travelling in its own complex vectors.

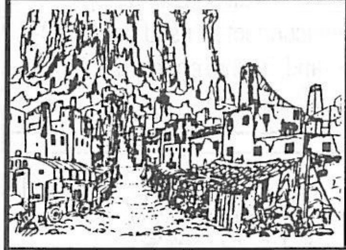
THOSE WHO WERE CHANGED

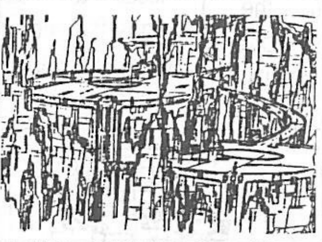
This is the name given to people who were once ostracized by the ancient population of Quent. This abstract phrase refers to the ancient "Overmen," and is also used to describe a Perfect Soldier.

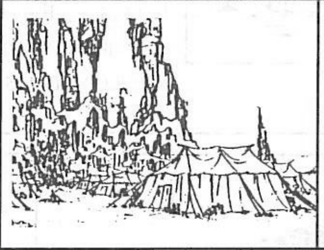


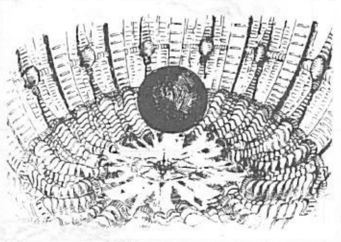
THE TOWER OF GOMOR aka "GOMOR CITY"

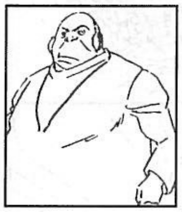
A giant artifact of ancient Quent civilization. Such towers could once be found all over the planet, but time and erosion have left only this one intact. Inside the Tower of Gomor, which function as the planetary capital, are a spaceport and a merchant city. Other than a small number of Emissaries, Quentians do not live here. The bulk of the population consists of off-worlders, and both the Gilgamesh and the Balarant keep small army divisions here. This city is where the Berserga AT is produced, and is one of the few spots in the galaxy where both Gilgamesh and Balarant currency are traded (Gildans and Balants). The upper section of the tower is considered a sacred place, and even Quentians are forbidden to venture inside. It secretly houses an enormous laser cannon and an interstellar matter transporter once used by the ancient Quentians. All of these facilities have operated without maintenance for at least three millennia.







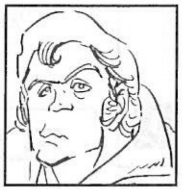




Mayor of Gomor City

The head of the "city" he releases Chirico into the custody of his old friend Ru Shako. The man you have to see to deal with what civic matters concern Gomor

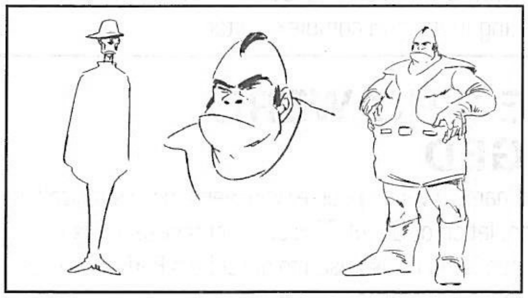
Mental 2 **Combat** 2 **Physical** 2 **Move** 2
Skills: Bureaucratics 4



Hazegar (ep 41)

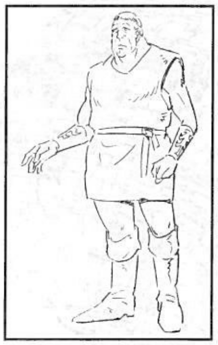
Gangleader who makes the mistake of trying to strongarm Chirico and his ally Gecko.

Mental 3 **Combat** 3 **Physical** 5 **Move** 3
Skills: Hand-to-hand 4, Marksmanship 3, Leadership 2



Hazegar's Gangers

Mental 2 **Combat** 3
Physical 3 **Move** 2
Skills: Hand-to-hand 3, Marksmanship 2



Emissary

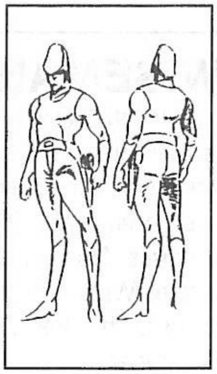
An agent for the Mecrenary Center. He summons mercs out of the desert as people contract for them.

Mental 5 **Combat** 2
Physical 3 **Move** 2
Skills: Bureaucratics 3, Quentian Lore 5

Guardsman

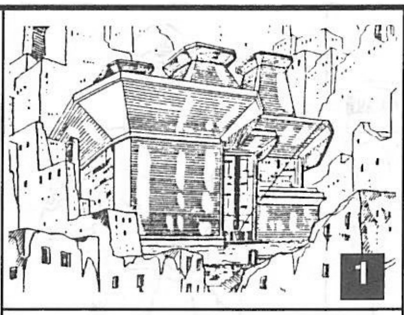
One of the guards protecting the Mercenary Center. Not too smart, but a pretty good doorstop.

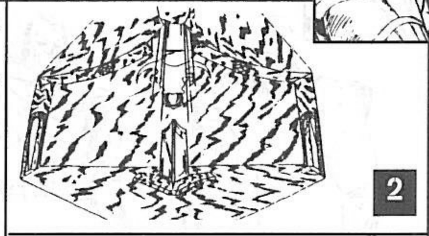
Mental 3 **Combat** 5
Physical 5 **Move** 5
Skills: AT Pilot 2, Hand-to-hand 5, Marksmanship 5

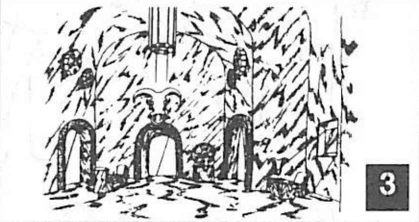


MERCENARY CENTER

A public place in the city of Gomor where offworlders can hire mercenaries. Quentians wanting to become mercenaries come here to learn the Astradan language, and train in basic interactive skills. The center is the only place where representatives of both the Gilgamesh and the Balarant reside. Berserga-series ATs are stored in the center's warehouse.



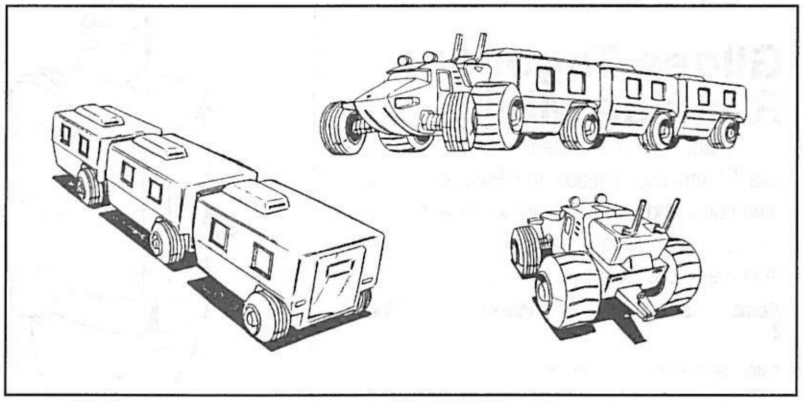


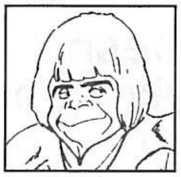


Key
1. Mercenary Center
2. Signalling Office
3. Emissary's Chamber

DESERT TRADERS

These are merchants who travel to Quent villages to conduct commerce. They typically gather Quentium and take it to Gomor for export all around the galaxy. Because of the strict spheres of influence assigned to the traders by the Quentians, only one caravan comprised of five or six vehicles typically travels on a route at a time.





Desert Trader Gecko

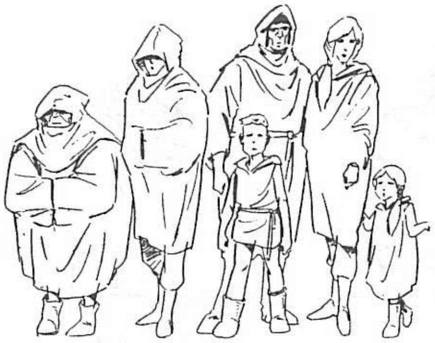
A Typical Desert Trader who finds and befriends Chirico when he crashlands in the Quentian Desert.

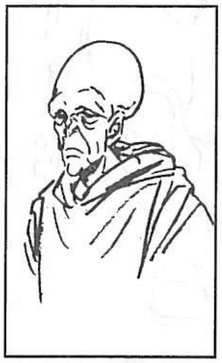
Mental 4 **Combat** 3 **Physical** 2 **Move** 3
Skills: Merchant 6, Awareness 5

Ru Shako's Tribesmen

Ru Shako's home group, typical of most Quentian tribesmen.

Mental 2 **Combat** 2
Physical 7 **Move** 3
Skills: Awareness 2, Hand-to-hand 2, Survival (Desert) 5

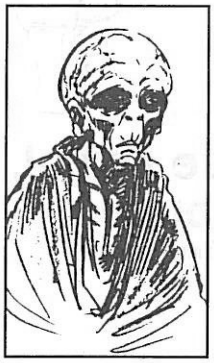




Chief Tedaya

The head of Ru Shako's village.

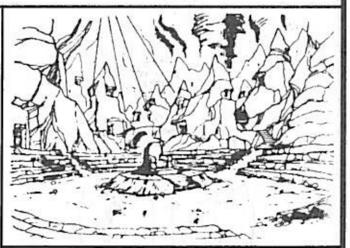
Mental 5 **Combat** 2
Physical 5 **Move** 2
Skills: Leadership 5, Quentian Lore 6

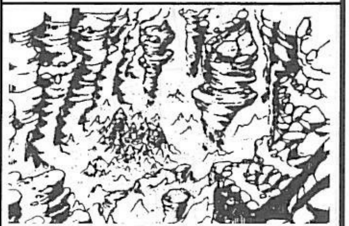


Meji

An ancient sage of Ru Shako's village who holds much secret knowledge of the Ancient Quentmen.

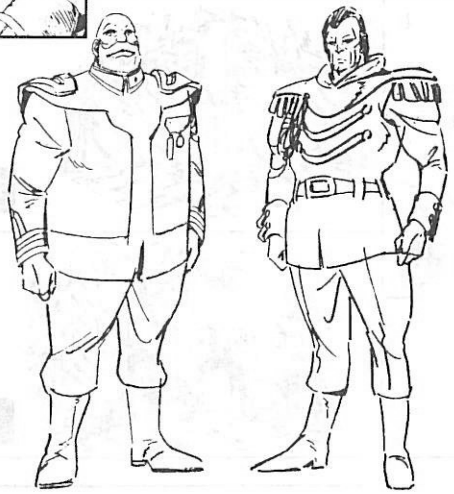
Mental 6 **Combat** 1
Physical 3 **Move** 1
Skills: Quentian Lore 8





Ru Shako's Village

A simple collection of stone buildings hidden deep within a canyon. Isolated and somewhat primitive, it is typical of many Quentian hamlets.

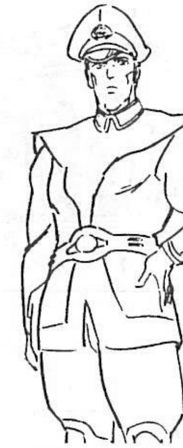


Gilges Togol & Regulas Minitri

Togol (left) is president of the Gilgamesh and Minitri (right) leads the Balarant. Under their command, the forces which have been at war for a century band together against a common foe— the Quentian Overmen.

Mental 5 **Combat** 2 **Physical** 3 **Move** 2

Skills: Leadership 6, Oratory 6

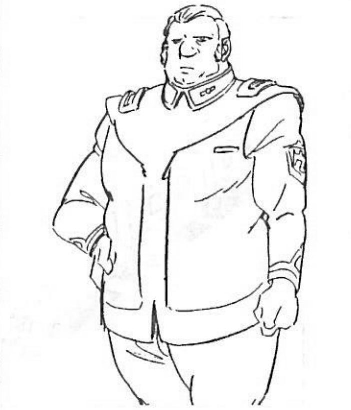


Gilgamesh Fleet Captain Leon Lepard

Leader of the Gilgamesh task group assigned to recapture Chirico under orders from Battentain. Although his main mission is to recover the PS Fyana, he also hopes to claim any technology divulged by the awakening Quentians.

Mental 4 **Combat** 4 **Physical** 4 **Move** 4

Skills: Space Tactics 4, Leadership 3

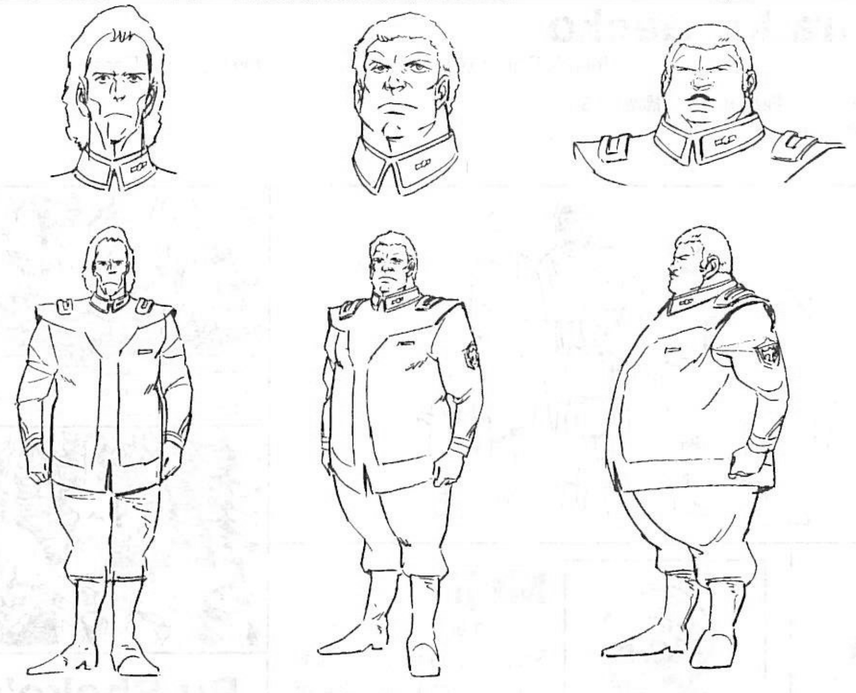


Gilgamesh Spacefleet Captain Gawel Hallory

Another commander in the Gilgamesh task group assigned to recover the PS.

Mental 3 **Combat** 3 **Physical** 3 **Move** 3

Skills: Space Tactics 3, Leadership 2



Gilgamesh Officers: Kroque Didjel, Horme Luaita & Yasuo Shibusam

Typical Gilgamesh officers participating in the incursion into Quentian space.

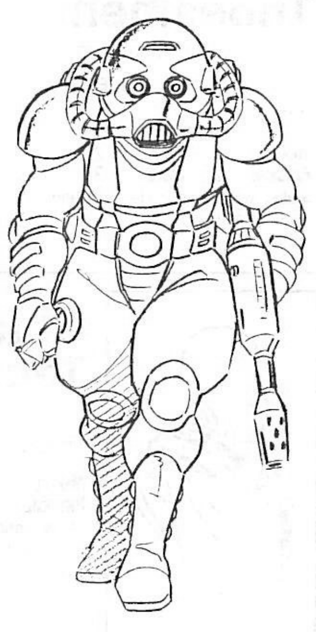
Mental 5 **Combat** 4 **Physical** 4 **Move** 4

Skills: Leadership 4, AT Pilot 4, Marksmanship 4, Hand-to-hand 4

Gilgamesh 24th Division Trooper

Mental 4 **Combat** 4 **Physical** 4 **Move** 4

Skills: AT Pilot 4, Marksmanship 4, Hand-to-hand 4



HISTORY & RISE OF THE QUENTMEN

Prehistory of the Astragius Galaxy

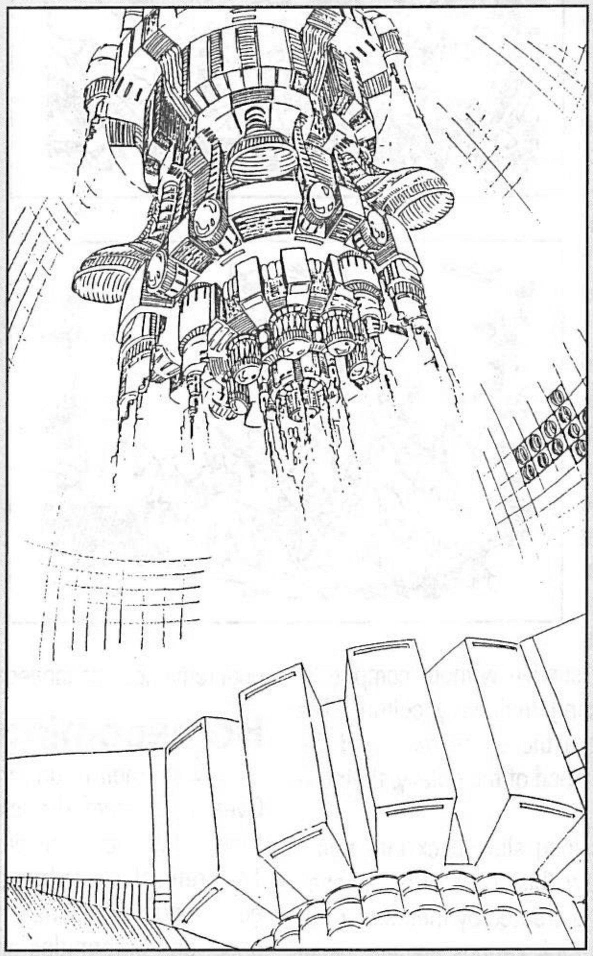
Long before the Astragius Galaxy became a battleground split between the Gilgamesh and the Balarant, many individual governments were scattered among various worlds. Major conflicts between planets were unheard of, and a multitude of races flourished. Among these there existed a people who reached an unprecedented height of civilization: the Quentians.

Ancient Quentian Civilization (85,000 years ago)

The Quent star system lies at the very heart of the Astragius Galaxy. Quentian civilization emerged 178,000 years ago and entered its golden age 85,000 years ago, becoming the greatest and most advanced civilization ever known. The Quentians advanced themselves through a combination of technology and natural evolution brought about by the harsh conditions of their environment as the desert sands consumed more and more of Quent's surface. They gained superior intelligence and physical prowess, eventually reaching life spans of 800 to 1,000 years. As their lives lengthened, the planetary birth rate dropped, preventing overpopulation and food shortages.

Their technological achievements were no less impressive, with the mastery of anti-gravity and instant matter transportation. Their largest matter transporter, the Tower of Gomor, could teleport objects to distant star systems. Using this technology to its advantage, Quentian civilization reached out across the Astragius galaxy, and the remnants of their excursions can be found on planets across the entire galactic plane. But the Quentians never viewed permanent colonies as being necessary. They also had a strict policy of non-interference in other races' lifestyles and a taboo against warfare. Thus, their super-science was used only for peaceful trade, tourism, and scientific exchange.

However, 3,000 years before the events of VOTOMS, an unforeseeable crisis befell the Quentian civilization. It would prove to be their downfall.



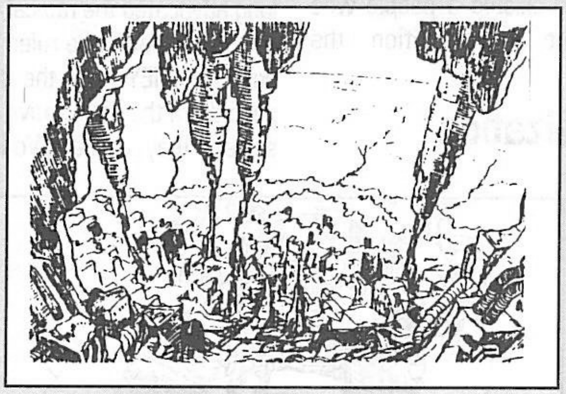
The Advent of the Overmen (3,000 years ago)

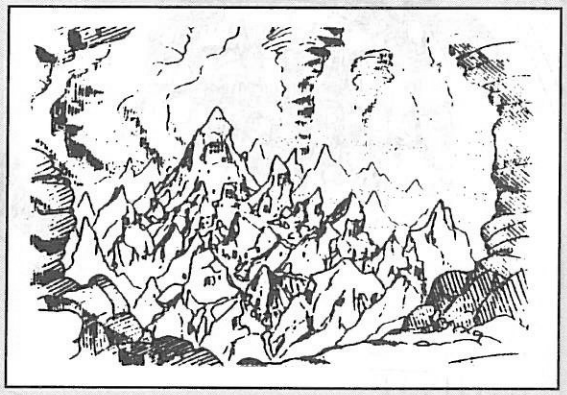
This crisis began with the rebellion of a small group of Quentians. The danger lay not in their numbers, but in who and what they were. Their leader was a young officer in the Quentian Defense Organization, Major Ra Roshat'to. He had long advocated the radical religious belief that all the races of the galaxy had to be ruled over by gods. Moreover, his rebels believed THEY were the gods, and their superior technology gave them the prerogative to conquer and rule whichever star system they chose. Working with a scientist, Ru Teyara, Roshat'to attempted to enhance the neuro-systems of his followers in order to create a type of "perfect soldier" for the conquests. (These were what Tedaya, Ru Shako's village chief, referred to as "Those Who Were Changed.") The leader of Quent at that time, Toh Meji, quickly recognized the threat Roshat'to posed, and attempted to suppress his work. Meji declared a national state of emergency, and the rebels were quickly subdued. He then ordered an investigation into the rebellion. Minister of State Ro Ra'me assigned the task to General Ma Jinam of the Quentian Defense Organization. He delivered his report one year later. The results were terrifying.

The rebels' psychological make-up proved vastly different from that of the average Quentian. They had highly-developed instincts for war, a radical desire for perfectionism, and (most disturbing) a physical mutation of their nervous systems.

In addition to their other achievements, the Quentians had evolved a highly advanced computer technology. The entire civilization was built upon a foundation of optical computers by the use of a super-semiconductor (now known as Quentium) which allowed for ultra-high-speed communications. General Jinam learned that the rebels had somehow evolved to the point where they were able to synchronize with their computers at a biological level. Because of this, they could communicate their thoughts to each other using digital optic and sonic patterns. In other words, their very bodies had taken on the characteristics of their computers. The report concluded that every Quentian could be susceptible to this same mutation—and that this rebel group was prepared to artificially enhance others of their race, bringing them up to the same level.

Meji called together a council of the elders of Quent. They concluded that the mutated rebels represented an overdeveloped life form which had been the direct result of Quent's computer-based civilization. Quent technology had created machines so sophisticated that they placed evolutionary stresses on human beings to adapt. The result was a new breed of Quentian with a dangerous psychological makeup which threatened to sweep through their entire race. In reaction to this revelation, Meji declared that these "Overmen" mutants be separated from each other and exiled to undeveloped worlds on the galactic frontier.





But while the Quentians had saved themselves from the immediate threat, a long-term problem was clear: their computer-based civilization could give rise to more mutations. The counterargument was that not all Quentians would necessarily be affected. Whichever theory was correct, their civilization could no longer survive without computers. Throwing them away meant losing their very culture. The council placed the decision before the entire race, and the response was unanimous: for the good of the galaxy, their civilization had to be abandoned.

As Quent society began its long slide back into primitivism, they vowed to never allow this point to be reached again, and sealed away everything created by their super-science. The Overmen, stranded on their various planets, never learned of this decision. One idea kept them going—that one day, others like themselves would seize power on Quent and welcome them back.

The Rise of the Overmen

Isolated from each other and their mother race, the Overmen could not simply wait for allies to evolve. They could very well die out before any rescue came. Should that happen, they would never attain the Throne of God they so desired. It was a simple matter for them to become gods to the primitives on their respective worlds, but they had few other options. They could either die of old age or dirty their bloodline by assimilation into the native population.

Ever resourceful, they came up with a third option: accelerate the development of their minions until they attained space travel, allowing the Overmen to return to Quent. But space-faring civilizations could not be created quickly. Some Overmen died of old age with their plans half-finished. Others perished in nuclear holocausts brought about by a loss of societal control. Still others took their own lives out of despair. But some managed to succeed, evolving their peoples and science over the next 2,000 years. It was a long, complex process requiring generations of manipulation. In most cases, war was the fastest means of stimulating their societies' advancement.

Once civilized, some followers of the Overmen were made to serve as priests. They were easy to control, being granted wealth and power in exchange for their loyalty. The rank and file believers followed their commands out of blind faith. Little by little, the Overmen stepped back into the shadows of history, dispensing power to their priests who would operate in the open for them. In this way, the Overmen built a solid societal foundation upon which they ruled for 2,000 years. Their ultimate goal remained unchanged: they would someday return to Quent.

Homecoming (1,000 years ago)

When their return was finally within reach, the surviving Overmen contacted each other and made a sad prediction: their breed may well be dead before they could get home. Their refusal to interbreed over the last 2,000 years had resulted in a pure bloodline—too pure. Their life-spans had shortened, and deformities and recessive genetic diseases were now rampant. Of the original, pure-blooded Overmen originally exiled, only 30% now remained. But surely after 2,000 years, more of their kind must have arisen on their homeworld.

When they returned, they saw the truth in the ruined cities which lay across their world. The Quentian race was now living an aboriginal existence at the bottom of the planet's deep crevasses. What had been the most advanced civilization in the Astragius Galaxy was no more, and the new Overmen they had counted on to reinvigorate their dying breed were nowhere to be found. But rather than giving in to despair, the Overmen turned to creating a new hope for survival—and their ultimate triumph.

Wiseman

The Overmen began to repair the abandoned systems whose ruins dotted Quent's surface. They constructed an enormous plasma storage device and integrated it into the last supercomputer they created beneath the planet's surface. As each Overman grew old and approached death, his mind, and memories were reduced to elemental data constructs and stored within this enormous bio-computer. As each Overman's mind was stored, it helped to build up a collective consciousness. This new, living intellect became known as Wiseman.

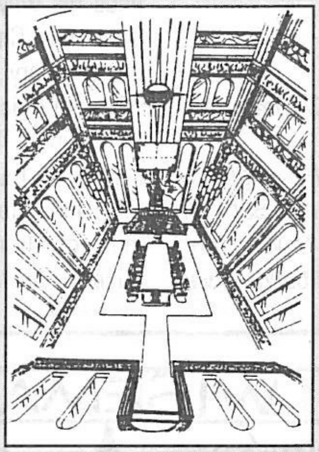
Now free of the limits of their physical forms, the Overmen set about organizing the priest classes of their various worlds into a more general and wide-ranging structure: The Secret Society. After this, they commenced their plan to take control of the entire Astragius Galaxy. But attempting to rule so many planets spread their influence too broadly, resulting in a loss of direct control. It was at this point that the Overmen reintroduced their old methods: the galaxy was divided between two super-powers and war between them would enforce Wiseman's will. Those two powers were the Gilgamesh and the Balarant. For the next 1,000 years, three galactic wars ravaged the galaxy. Wiseman was now firmly in control.

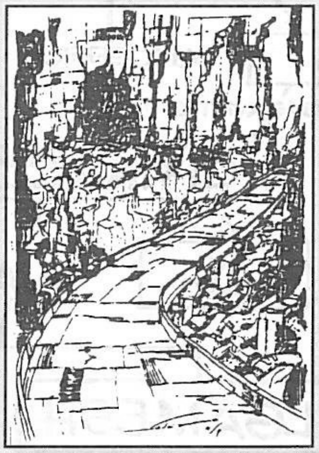
The Search for the Successor

But Wiseman eventually began to question his newfound divinity. "Am I really a god," he wondered, "or merely the ruler of this particular age?" It was then he began his search for a successor—a human who would walk the path of godhood. A human who would inspire absolute devotion in his followers. Wiseman decided that the candidate for this role must undergo various ordeals, so as to prove his worthiness. This successor would have to be either an Overman or a modern equivalent, but the collapse of Quent's advanced civilization had made it impossible for an Overman to naturally arise any time soon.

Wiseman considered the creation of artificial Overmen, and influenced the beginning of the Melkian "PS Project." Using the original Overmen's methods of creating "Perfect Soldiers," which involved genetic and neurological enhancement of the human body, Melkian scientists created a working prototype called Proto-One. Wiseman then sent forces of the Secret Society, lead at that time by General Albert Killy, to seize it and complete the PS Project themselves. The Secret Society would mass-produce PS's until one became the successor Wiseman was looking for.

Before the PS Project could be carried to its conclusion, however, Wiseman discovered another possible successor: Chirico Cuvie. Gifted with exceptional healing and fighting abilities, Chirico was the result of 3,000 years of unrelenting war—a true Overman. While Wiseman worked his influence on the PS Project, he also subjected Chirico to many tests to see if he was a worthy successor. Among these was Chirico's assignment to the Red Shoulder Battalion. It was in this elite unit that Chirico's abilities were encouraged to develop while his basic human emotions were stripped away. Chirico's time with Special Forces was kept brief, since Wiseman could not afford to let a possible successor die in battle. Wiseman then decided that since Chirico existed outside the hierarchy of the Secret Society, an independent observer was needed to monitor him. That task fell to Melkian Intelligence Officer Jean-Paul Rochina.





Wiseman went on manipulating Chirico's life. To restore his human feelings, it was arranged for him to discover Proto-One on Lido and fall in love with her. The battle with Ypsilon on planet Sunsa was the final test for Chirico before sending him to Quent with a hint of his true destiny. From there, Wiseman finally brought Chirico to the enormous artificial satellite station and revealed himself. Ironically, the last test of worthiness was not the battle with the Gilgamesh and the Balarant who had combined their forces to stop Chirico from claiming the Throne of God. Rather, it was Chirico's apparent decision to kill Fyana before venturing into Wiseman's core. This convinced Wiseman that Chirico was, indeed, the true Successor.

But Chirico, of course, had other plans in mind.

Aftermath and the Last Overman

Chirico's betrayal of Wiseman lead to the final death of the original Overmen. The planet Quent itself was destroyed after Rochina activated an ancient self-destruct system and escaped. But although the last traces of the ancient Quentian civilization are gone, the Secret Society remains. The Society is still run by ambitious men and is still well-armed and funded, with connections to nearly every military force. There is no telling what their plans are now that their god has been killed, or what they intend to do about Chirico. But they're still out there, hiding in the shadows of history.

Stage 4: GOD PLANET QUENT Story Digest

1. Friends

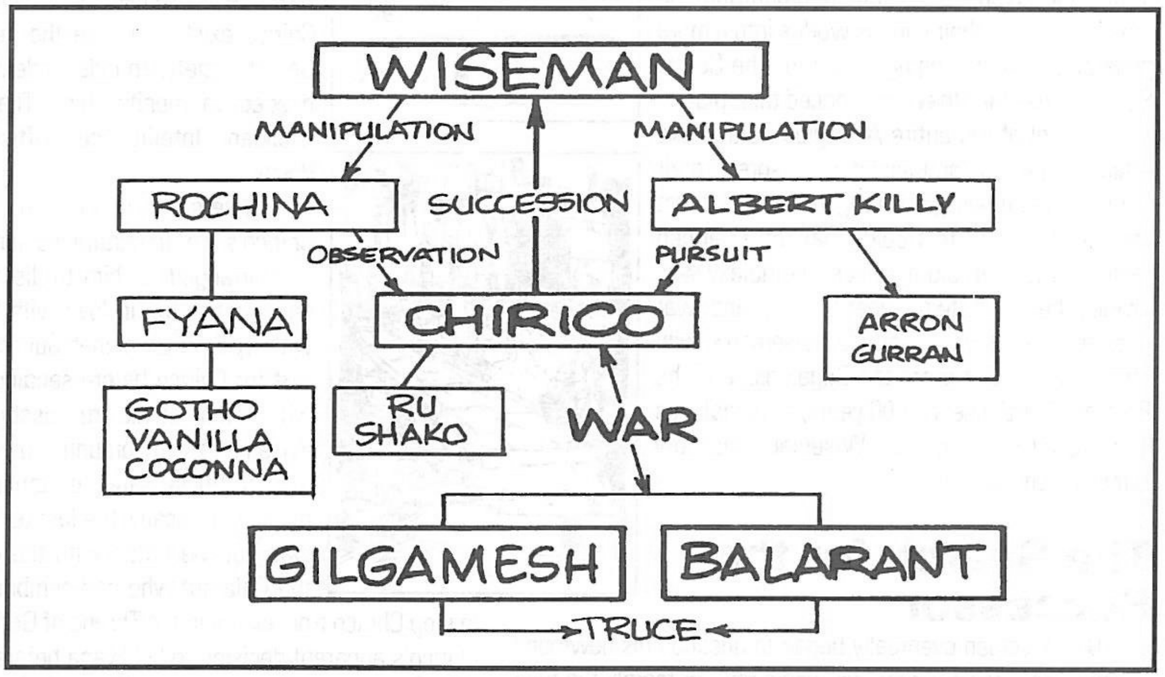
(originally produced as episode 40)

This episode recounts events from Stage 3: Deadworld Sunsa

"The last thing I remember is escaping the jungles of Kummen with Fyana. There's no doubt about that. But right after that, something grabbed us. Where am I? Why am I here? When I came to, I discovered we were on board a warship. Just the two of us.

"Who was trying to rip open the old wounds I'd finally closed? It was horrible. We didn't know the true intentions of whoever had brought us here. But it was clear they held no good will toward me.

"The sudden Balarant attack was what saved my soul. But then, I always ended up running away into a battle like this. Only in battle ... the only place I feel at home ... is in battle.



"We abandoned the ship. I think our mysterious overseer had forecast that as well. I wondered what else he had scripted for us.

"Yes, Ypsilon. I guess I really can call you a soulmate of mine. You and I are both killing machines."

2. Quent

(originally produced as episode 41)

Chirico Cuvie wakes up in the Sandrunner of a curious little man named Gecko, who scolds him for trying to cross the Quent desert alone on foot. Chirico looks out the window of the vehicle in the desert trader's caravan; they are approaching the Tower of Gomor.

In orbit around Quent, Albert Killy cautions Arron and Gurran, who are about to embark on an expedition. Chirico is not the only threat to them; the planet itself can take lives.

Chirico parts with Gecko in Gomor and heads for the mercenary center, where he demands to speak with a Quentman. The workers in the center react with suspicion, and a chase erupts when Chirico becomes the target of security guards. He finds his way into a room that houses the emissary to the Quentmen. Chirico asks questions about Quent and the PS, but the emissary cannot provide answers, saying instead that he will get Chirico some help.

Chirico flees the mercenary center into the hands of Hazegar, a thug-for-hire who insists that Chirico come to meet his master. Gecko intervenes, telling Chirico to surrender for the moment. He resists being picked up, but is shot with a tranquilizer and taken to the spaceport where Arron and Gurran await to take custody. At the last moment, fate intervenes in the form of the Mayor of Gomor, who claims Chirico is the guest of a Quentman, whose authority must be obeyed. The Quentman turns out to be Ru Shako, recently returned from Kummen!

Amazed, Chirico prepares to embark on his quest into the desert with his unexpected ally.

"Our reunion on Quent could only be called miraculous. With uncertainty and anticipation mixing within me, I stepped forward into an unknown world. What awaited me at the end of this desert?"

3. The Desert

(originally produced as episode 42)

A task force of Zwerg ATs detaches from Killy's ship and descends toward Quent. Arron and Gurran try to reassure their

commander that he has nothing to worry about, but this does little to put Killy at ease.

Chirico catches up on recent history with Shako, who explains that Quentians gave up their technological civilization thousands of years ago to live in the desert crevasses. Suddenly, Zwergs appear to give chase. Shako outmaneuvers them and escapes, but damages the radiator in his sandrunner, and must push the vehicle by hand. He enters a deep crevasse in the desert in hopes of finding a village of Quentians, but the Zwergs reaquire their target and open fire on the ailing sandrunner.

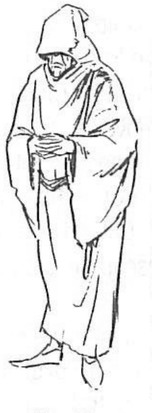
Chirico manages to commandeer one of their attackers' ATs and launches a counterstrike while Shako destroys another by ramming it. They continue their journey, and word of their victory reaches Albert Killy. Furious that his men were brash enough to start a firefight in the vicinity of a Quentian village, he berates Arron and Gurran for their carelessness.

On the surface, Chirico and Shako approach another crevasse, within which lies Shako's own village.

"The Quentian village lay in the depths of the ground. But was the mystery of the PS, of my own origins, hidden here? A race which had abandoned civilization and destroyed itself. Wasn't Quent, in the end, simply a graveyard?"

4. Legacy

(originally produced as episode 43)



Arron and Gurran have tracked Chirico's progress and speculate about following him themselves. Killy agrees to let them go, provided they use extreme caution.

Chirico and Shako enter the Quentian village, but rather than talking with the chief, Shako instead gives Chirico a drink which causes him to passes out. That night, the women of Shako's tribe perform a strange ritual. Chirico wakes afterward, and Shako explains that they wanted to determine if he was "one who was changed," but says no more.

Rochina prepares to leave the Sunsa system, and Fyana demands to know what he thinks Chirico will find on Quent. Rochina doesn't know precisely, but he does admit to having been following the orders of a higher mind...and has questions of his own to be answered on Quent.

The next morning, Chirico questions Tedaya, the chief of Shako's tribe. Tedaya explains that Chirico might be "one who was changed," but says that he must speak with Meji to learn more. Venturing deep into an underground labyrinth, they find Meji, who appears more ancient than the very rocks around him. Meji explains something of Quent history, about beings who appeared 3,000 years ago and were driven away into darkness after they said all Quentians would be reborn by their hands.

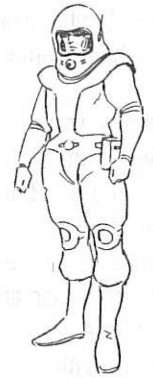
More confused than ever, Chirico later runs into Arron and Gurran, who chase Chirico and Shako deeper into the caverns...which give way to ancient underground technology. They corner Chirico and fire a tranquilizer dart at him. The air around them comes alive with power, and everything begins to fade away...

"Even as consciousness faded from me, I saw it. Saw how they'd disappeared. What had happened? And what was going to happen to me? Was I still even alive?"

5. The Forbidden

(originally produced as episode 44)

Chirico is left alive with Shako in the tunnels, but Arron and Gurran inexplicably re-materialize 800 km away in the streets of Gomor. They report this to Killy, who is amazed to finally learn one of the secrets of ancient Quent: teleportation.



Chirico and Shako return to Meji for an explanation of what happened, but he cannot answer. Chirico asks where a power generator might be found, and Meji says the upper portion of the Tower of Gomor is one of many forbidden places.

Albert Killy is faced with a decision. Fleets are approaching Quent from both the Gilgamesh and the Balarant, and he has to act now if he wants to seize the planet before they arrive. He deploys a contingent of Zwergs to the surface under Arron and Gurran's supervision. They land in Gomor and begin a march across the city, alarming the citizens and defying the city's small security force. From his chamber in the mercenary center, the emissary touches his stone monolith and sends out an emergency signal which is noticed by Chirico and Shako in the deep desert. Shako laments that they cannot reach Gomor in time to be of help. But Chirico has an idea; they turn the stolen Zwerg around and head back into the underground labyrinth.

As Arron and Gurran lead their army toward the upper section of the tower, Chirico and Shako enter the caverns. Chirico fires a random shot into the darkness—and instantly teleports them to Gomor! They strike immediately at the Zwerg army and a firefight begins, which carries inside the tower itself. Again, the air crackles with energy and lashes out at the battling ATs...

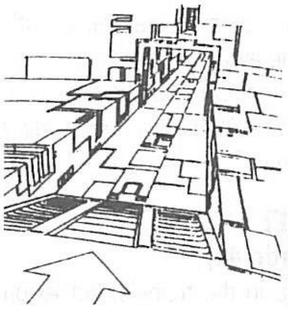
"Again! It was happening just as I'd predicted. Where would it transport us to this time? And what had we set into motion?"

6. Encounter

(originally produced as episode 45)

Chirico shouts for Shako to power down his AT, and though Arron and Gurran are teleported away, Chirico and Shako remain standing inside the Tower of Gomor.

Rochina's Balarant fleet approaches Quent and he receives news of Chirico's progress. Elsewhere, a Gilgamesh fleet under the command of Admiral Lepard moves toward the same destination...and within a prison cell in Lepard's ship are Gotho, Vanilla, and Coconna.



Rochina and Fyana descend into Gomor. When Rochina drives their vehicle into the tower, they are instantly teleported out of it, and into one of the tower's ancient chambers of high technology. Rochina recognizes them as the remains of Quent's abandoned culture. He also explains that the superior intelligence he has been following is the product of thousands of years of Quent technology. It was created by "Overmen," who were exiled from Quent and began to manipulate both the Gilgamesh and the Balarant.

Chirico appears with Shako, having been shown images of Quent's past by the strange intelligence that lives in the Tower of Gomor. Rochina demands to know what Chirico has been told, but Chirico doesn't yet know what it all means. The intelligence tells Rochina that the Gilgamesh fleet has arrived, but before Rochina can leave with Fyana, Chirico grabs her and teleports them away by touching an orb built into the wall.

Chirico makes plans to escape into the desert with Shako and Fyana, but Gilgamesh Scopedogs suddenly appear, and they have no choice but to flee back into the tower, teleporting themselves onto its outer roof. The Scopedogs follow suit and the pursuit begins again. Chirico and the others attempt a desperate lunge for freedom—but are instead jumped right back into the hands of Rochina, who has begun to prepare for the Gilgamesh arrival.

"At that moment, the mysterious intelligence's message reawakened in my mind. And I gradually began to understand its meaning."

7. Premonition

(originally produced as episode 46)

Killy watches from his ship as the Gilgamesh fleet approaches Quent, where Rochina's Balarant fleet awaits them. Arron and Gurran report from the surface that they are safe, but their entire AT army was destroyed. Killy is content to wait and watch history repeat itself now that the power of Quent is reawakening.

Admiral Lepard speaks with General Battentain, who warns him about what he is walking into. Someone has been tampering with the secrets of this planet, perhaps even the lost Perfect Soldier.

Arron and Gurran watch as Lepard lands and is greeted by Rochina. The two officers begin their verbal fencing, Lepard demanding that the Prototype be returned. Rochina attempts subterfuge, but when Gotho, Vanilla, and Coconna appear, his lies about losing contact with Chirico and the Prototype are revealed. Recovering, he offers to rendezvous in orbit and bring the Prototype with him. Everyone who watches the proceedings know what a risk this will be...especially with Chirico involved.

Chirico infiltrates Rochina's AT platoon, and the Balarant fleet lifts off into space to play its part in the deadly game. Rochina's landing party docks with Lepard's ship, and he produces Fyana, insisting that the Gilgamesh now leave Quent. Lepard refuses, but as a Scopedog steps forward to seize Fyana, Chirico makes his move, striking out from inside a Balarant Fatty. Rochina escapes with Fyana, and the battle quickly escalates into an all-out bloodbath!

Chirico takes a moment to free Gotho and the others, then escapes outside into the escalating firefight.

"The battle had turned more intense than I expected. And then, somewhere in my body, I felt it. A premonition. Yes, one from the darkness, for only me to know. And that's when the whole horrible thing happened..."

8. Disaster

(originally produced as episode 47)

Furious over the turn of events, Lepard is bolstered by the fact that his force outnumbers Rochina's, and when the battle is over, the prize of Quent will go to the Gilgamesh. Rochina realizes Lepard's attempt to recover Fyana was only a ruse, and he pauses to receive visitors; Gotho, Vanilla, and Coconna, who barely made their way through the battle to his ship.

Even Chirico is hard-pressed to emerge alive from this conflict. He makes it back to Rochina's ship with little room to spare. And it is then that Quent makes its move; enormous streams of energy burst out of the Tower of Gomor and blast into space, destroying everything in their path! Both fleets are devastated, and the only survivors are Rochina, Chirico, Fyana, Gotho, Vanilla, and Coconna, who manage to escape in a shuttle and power down to avoid being hit.

They are soon picked up by the only other ship now in Quent orbit—that of the Secret Society. Killy gloats over his victory, with all of his enemies now under his control and the secrets of Quent ripe for the picking. But before he can act, his ship is seized by an invisible force and pulled away from the planet by the same superior intelligence that has manipulated everything leading to this moment.

Chirico finally recognizes its identity.

"Wiseman. The name of Quent's mysterious, ancient intelligence. As we proceeded into the unknown, toward our destinies, I felt as if the fate of everything we knew now rested with us."

9. Successor

(originally produced as episode 48)

"It seemed that Killy, Rochina, and I were three of a kind. The ship we were on, under Wiseman's control travelled on through the darkness of space, its destination still unknown to us."

Killy's ship proceeds through a belt of sinister floating tubes and toward a gigantic artificial planet, which he calls the technology of God. Drawn inside, the ship is set down and a silent command is spoken to Killy; to bring Chirico to Wiseman. Rochina admits to having received the same commands in the past, and Killy orders him imprisoned.

As Killy leaves with Chirico, the time of execution has finally come for the other prisoners. Ever the trickster, Vanilla manages to overcome his would-be executioner and frees the others. Rochina is allowed to escape with them, but is not trusted with a weapon.

On planet Melkia, a report of the disaster at Quent reaches Battentain. One Gilgamesh ship avoided destruction, and sighted the Secret Society ship leaving intact. Battentain postulates that since the Gilgamesh and Balarant both lost ships in the conflict, they now have the basis for an alliance against the mysterious enemy on Quent.

While Killy and Chirico march closer to Wiseman, Rochina fills in his fellow escapees on what brought him this far, and warns them that Chirico is far more than they imagined him to be. The group is suddenly caught between two groups of Killy's guards, and a running battle begins, from which Rochina manages to slip away.

Finally, Killy and Chirico reach the center of the complex, and Chirico is levitated into the core shaft. There, the truth is finally revealed; he is a natural-born PS, a new "Overman," for whom Wiseman has been waiting all this time. Chirico is to be his successor, the master of the entire Astragius Galaxy. Offered this blessing, Chirico accepts it.

An incredulous Albert Killy is told that his mission is over—and he is killed by Wiseman without a second thought.

"I was Wiseman's successor. His will had determined this for me. I could finally see my destiny unfolding before me. Because I was a child of God."

10. Overman

(originally produced as episode 49)

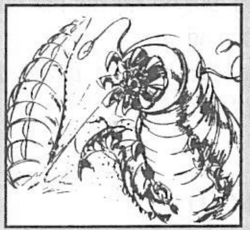
The Galactic Assembly of 7214 concludes with the declaration of an alliance between the Gilgamesh and the Balarant. Together, they will end the manipulation of 3,000 years and destroy the last god in existence.

In Wiseman Station, Fyana, Gotho, Vanilla, and Coconna find Chirico in the central core. Arron and Gurran explain that they are all meant to follow Chirico's orders from here; he speaks for Wiseman. To wit, Chirico summons guards and orders his former friends taken back into captivity. The clock is ticking and they will soon leave for Quent.

Frightened by the magnitude of what they now face, Arron and Gurran carry out Chirico's orders, preparing a task force and observing that this is the very thing the Quentians threw away their civilization to prevent. Still on the lam, Rochina communicates with Chirico, asking what he has learned. Chirico pities him for having been abandoned by Wiseman after all this time, and explains that the Gilgamesh and Balarant are coming to destroy this place. Rochina suggests that he could talk their way out of this, but it is already too late—the combined fleet is approaching!

The floater belt acts as a defensive mechanism against the attackers, but can only hold them back for a limited time—time which Chirico uses to his advantage. Escaping first in a breakaway portion of Wiseman station, then the Secret Society ship, then only the forward section of the ship, he leaves his enemies—and his friends—far behind. Now supported only by Arron, Gurran, and the remaining crew, he turns his back on the past and looks toward his final destiny...

"I had been born a PS, destined for an existence beyond that of mere men. Whether it's true or not isn't the question. Wiseman had decided I was. I had only to accept the destiny assigned to me...to be the successor to the ruler of the Astragius Galaxy."



SAND MOLE

These large creatures live under the sand dunes of Quent, and can burrow at high speed. Their length is 4.5 meters, their width is about 1 meter. They are hunted by Quentians, who lure them to the surface by imitating the sound of their natural prey.

MENTAL 0.5 **COMBAT** 4 **PHYSICAL** 6 **MOVE** 4

Skills: Stealth 3, Hand-to-hand 4 **Bite:** 4D6

11. Storm Clouds

(originally produced as episode 50)

Gotho, Vanilla, Coconna, and Fyana trek across the Quent desert. Coconna screams at Vanilla for not landing their escape shuttle closer to Gomor, and he insists that only an expert pilot could have gotten them this far. Shako appears, and though they are overjoyed to see him, he is not reassured. He explains that a child of God will soon descend to Quent and decide the fate of the universe.

On the Secret Society ship, Chirico has uncovered treachery; Arron sabotaged their trajectory in order to delay the arrival at Quent. Chirico kills him, leaving Gurran in despair. Rochina, who has stowed away on the ship, watches and waits. Later, Chirico descends alone to the Quent surface with a new AT. Gurran resists the urge to shoot him down in cold blood, resigned that Wiseman is now in control of all their fates.

Gotho and the others assemble an old Berserga AT for Fyana and discuss what is to come next. Shako spots Chirico's ship descending and goes to meet him in Gomor. Chirico disembarks in his own AT, the Rabidlydog, and is greeted by Shako. Chirico explains that he will need the destructive power of Gomor to meet the approaching fleet, and Shako offers to take him to the control center. There, they examine the machinery and Chirico explains to Shako the cold truth behind what is happening; although the ancient Quentians tried to exile the Overmen, their final creation now lies beneath the very feet of the modern Quentians. It has used war to manipulate history for 3,000 years. Now Chirico, the ultimate product of that war, will take control of it from here on.

Shako tries to stop him and succeeds in damaging the equipment, but is overpowered and shot by Chirico. Gotho and the others, having trailed after them, burst in and open fire. Chirico slips away and plunges into the desert in the Rabidlydog. Furious, the others watch him disappear, and Fyana prepares to give chase. Chirico radios Gurran, ordering him to assemble their AT troops near the site of the Quentian village now that the the Tower of Gomor is out of commission. Fyana calls to Chirico to stop, but he rejects her and insists that she leave this planet far behind.

"My final battle was beginning. Would I be blown to atoms...or would I inherit the throne of God?"

12. Carnage

(originally produced as episode 51)

Vanilla makes one final attempt to radio Fyana as he flies the others to safety away from Quent. She begs him simply to leave her behind. Only she can reach Chirico now.

The Gilgamesh and Balarant landing forces descend in staggering numbers, but Chirico cuts right through them in his Rabidlydog with the Secret Society's Zwerg platoons backing him up. They quickly fall to the greater numbers, and when Chirico is down to only a few allies, he orders Gurran to begin the second phase of their plan. Gurran orders the Secret Society ship to descend into the battle.

Fyana trails Chirico in secret, and just manages to attach herself to a landing craft as Chirico hijacks it. Chirico orders Gurran to prepare missiles, calling attention to himself and drawing the fire of the enemy. Gurran interposes his ship between Chirico and the combined army, taking devastating hits and striking back as best he can. As Chirico descends into the crevasse toward the underground labyrinth, the ship is overwhelmed and crashes to the ground. Gurran is mortally wounded, surviving just long enough to see an uninjured Rochina step out of hiding and slip away. He will find out once and for all if Chirico is a suitable successor to God.

Pursued relentlessly by a few tenacious enemies in Scopedogs, Chirico and his last two Zwerg pilots plunge into the labyrinth. Exhausted and bereft of ammunition, Chirico is called ever deeper by Wiseman, who declares that his true successor should need no help reaching his final goal. Chirico pushes beyond his fatigue and fights on.

"I'll have my vengeance on everyone in this galaxy! Unending war and chaos...I'll plunge them all into hell! To be the absolute ruler of this galaxy, that is what I desire! To become a living God!"

13. Shooting Star

(originally produced as episode 52)

Having lost all contact with the Scopedogs chasing Chirico, the combined fleet consider their final option; that of destroying Quent itself.

Chirico smashes the last of his pursuers and nearly collapses from the effort. Finally, Fyana appears in her Berserga and asks him one last time to turn back. He refuses, firing on her and throwing her backward into a teleport field. She is gone. Wiseman congratulates him, and beckons him on by foot.

Chirico struggles to reach the final goal, the central core of the Wiseman bio-computer, the collective consciousness of the Overmen. Chirico lies unable to move, and Wiseman lowers a large machine toward him, one that will complete the bond between God and successor. All Chirico has to do now is stand up...but instead he plays his final gambit, firing a bullet directly into the machine!

At last, Chirico's subterfuge is revealed—having come this far and lead all of his enemies into their own death, he now sets about the work of destroying Wiseman itself. Wiseman pleads with him to stop, explaining that it was he who brought Chirico together with Fyana, and provided her name. This gave Chirico something further to live for, and with life came the desire for strength and power. Wiseman also explains that Chirico need not regret the death and violence he has dealt in the battlefield, saying that "God does not sin when he kills."

Chirico ignores every word, continuing to disable the computer core. As Wiseman's consciousness begins to disintegrate, it lashes out one last time, throwing Chirico to the ground with an electric shock. He rises to see Rochina standing over him. Rochina tries to stop Chirico's sabotage, but Fyana leaps in to overpower him. She recognized his true intentions when he fired only to damage her AT. Together, the two complete the work of killing God and flee to safety as Rochina screams in anger and despair at what has been lost.

The combined fleets of the Gilgamesh and the Balarant stand witness as Quent explodes with the fury of a sun.

EPILOGUE: ONE YEAR LATER

A stolen shuttlecraft soars away from a Gilgamesh planet as a new war dawns on the horizon. Sometime later, a tiny capsule is released into space. Inside this capsule, preparing to disappear into history, Chirico holds Fyana and bids farewell to his friends as they drift off in search of a world untouched by war.

"Coconna. Gotho. Vanilla. Shako. I'm glad I was able to meet all of you. And you, Fyana..."

RULES OF THE GAME

About the Fuzion™ System

A*rmored Trooper VOTOMS* uses a unique rules system called Fuzion™, a unified set of role-playing rules combining the best of the Hero System™ (*Champions*) and Interlock™ (*Cyberpunk®, Mekton Z™*). Not only can Fuzion™ be adapted to cover nearly every time, place, or setting, but it also has the ability to utilize existing Hero™ and Interlock™ rules and materials—if it's marked *Fuzion™ Capable*, it can be used as part of the Fuzion™ system.

A Typical Roleplaying Session

Mike, Bruce, Dave and Lisa have gathered together for a roleplaying session (also known as a "run"). They find a comfortable place in Mike's living room, with enough space for some books, some dice, and a few favorite types of party food (a staple of a good roleplaying session).

As GM, Mike starts off the session by proposing the situation and describing the scene. He begins: "The three of you have just entered the City. It's about nine at night, and the dark, windy stone streets are slick with the recent rain and the filth of years of slum living. The weak moonlight casts long shadows as you make your way past street beggars and the occasional thug looking for an easy target.

Bruce has decided to play the role of a tough mercenary adventurer Gron Helstrom. He thinks about the type of character he is playing and decides that someone like Gron would be looking for action. He says, "Gron grabs the nearest street thug by the lapels of his cheap outfit and growls, 'Where's the nearest bar?'"

Dave has decided to play the role of Jord Mattersly, a clever would-be detective and delver into mysteries—the more bizarre the better. Jord's a thinker, not a fighter, so Dave tries another tack—"Jord pulls Gron's hands off the thug's collar and says 'Excuse my friend's enthusiasm. We're just looking for a place with strong drink and some quiet socializing...'"

Lisa is playing the role of Lara Khon, a cunning master thief with a bit of Robin Hood in her background. As a natural paranoid, she's scanning the locals around the group. "What does Lara see in the crowd?"

As GM, Mike thinks about it. It's night, in a bad section of town, and Gron's just roughed up one of the locals. He says, "Well, Lara sees three large figures moving silently out of the shadows. The moonlight glints off of drawn weapons as they approach you..."

"Lara turns to Gron and Jord," says Lisa, catching on fast. "Fellas, we have a problem coming up..."

Do I have to dress up or something?

Not really. Although there is a specific style of roleplaying game called a LARP (or Live Action Role Play, where people do dress up sometimes), most games are played by sitting around a table, imagining the scene described by the GM, and then acting out what you think your character would do in that situation. You don't have to dress in costume, wave around plastic weapons or (God help us!) run around in the steam tunnels at midnight.

What is a Roleplaying Game?

A roleplaying game lets you pretend to be a character in a story, much like being in a play. Each player takes the role of a character in the story, making the decisions and saying the things that character would say in the situations that happen along the way.

One player, the Gamemaster (GM) acts like the author or director of the play; he "sets the stage," telling the players where they are, what is happening, and what other characters in the story (called Non-Player Characters, or NPCs) are saying and doing. The GM guides the action but does not control it; the results of the game depend both on the players and the GM. More simply, roleplaying is just like the "cops and robbers" or "playing house" games you played as a kid, only this time with rules to help guide you, and situations that are more complex and interesting.

How do I play ?

In a Fuzion Game, one player becomes the GM and decides the setting of the adventure, the rules to be used, starting points for characters, and all the choices and options presented in the Fuzion rules. The other players get their characters ready based on what the GM tells them about the rules. The GM either gives you a character, lets you pick one that's already been written up, or lets you create one.

What else does the Referee/GM do?

The GM prepares a story (or uses one already written for him in a pre-published adventure book), and begins to tell the players what their characters see and hear, and starts asking the players what their characters will do next. When something comes up where the result isn't obvious (like whether or not you hit someone or whether you can pick a lock), he also adjudicates what the result will be, based on the rules you're reading now.

How do I GM?

The best way is through trying it yourself. Read through the rules completely, and read through the campaign setting provided. We also always include an example of a roleplaying session and some tips on how to create a good adventure. The most important part is to be a good storyteller—to try and vividly describe the world you are guiding people through, and to pose problems or situations that will challenge your players to do their best.

Almost as important is the need for the GM to be an impartial judge of the rules and effects of the game on his or her players. Remember; if you aren't interesting and you aren't fair, no one's going to want to star in your "movie." Good luck!

Creating A Character

What is a Character?

A character is a role that you will be playing in the loose, impromptu play that makes up a roleplaying session. For example, if your roleplaying group were staging a recreation of the movie *Casablanca,* Rick Blaine would be one of the characters. Much like Humphrey Bogart, the person playing Rick in this adventure would try to act out what he (or she), thought the character would be doing in each scene of the "movie".

But what keeps a player from saying, "Ah! When the Nazi officer corners Rick at the airport, Rick uses his X-Ray vision to melt Herr Strasser's gun?" That's where the RULES come in. To play a character convincingly, the GM uses a set of structured guidelines (like these) to tell players what is or isn't possible within the confines of the world. And to set guidelines on what is possible for a particular character, he uses the very powerful tool of Characteristics.

What are Characteristics?

Characteristics (also called **Statistics**, or Stats) are NUMBERS that describe your character's ability as compared to everything else in the universe. All people and creatures can be described (or written up) using Characteristics; this lets you compare one person to another, which is often important in the game. For instance, a person with a Characteristic of 5 might be better off than a person with a Characteristic of 4, but not as good as a person with a Characteristic of 6. Characteristics are generally rated from 1 to 10 (remember Bo Derek in the movie "10"? That would be the best looking a person theoretically could be. You don't want to meet number 1).

How Do You Get Them?

You buy the level of your Characteristics from a pool of points given to you by the GM at the start of the game, based on the type of character and/or adventure you will be playing in. In a typical Fuzion campaign, characters will have 10 Primary Characteristics, arranged into four groups:

MENTAL GROUP	
Intelligence (INT):	How generally bright you are. As a rule, this is more than sheer intelligence, but also cleverness, awareness, perception, and ability to learn; mental deficiencies don't become apparent until you hit 1.
Willpower (WILL):	Your determination and ability to face danger and/or stress. This Characteristic represents your courage and cool.
Presence (PRE):	Your ability to impress and influence people through your character and charisma; how well you get along with others; how you interact in social situations.
COMBAT GROUP	
Technique (TECH):	Your ability to manipulate tools or instruments. This is not the same as reflexes, inasmuch as this covers the knack of using tools. One character might have a high Technique, but might not be able to fence or juggle. On the other hand, another might have high Reflexes, but only a fair level of Technique.
Reflexes (REF):	Your response time and coordination, as used in aiming, throwing, juggling. A stage magician, for example, would have a high Reflex Characteristic. Most importantly, this is the Characteristic that shows your chance to hit things.
Dexterity (DEX):	Your overall physical competence, as pertains to balancing, leaping, jumping, combat and other athletic activities. A gymnast would have a high Dexterity. Most importantly, this Characteristic is used to avoid being hit.
PHYSICAL GROUP	
Constitution (CON):	How healthy you are. How resistant to shock effects, poisons and disease. You can be a really big, tough, strong guy and still get floored by a head cold!

HOW GOOD IS GOOD?

Less than 1 Point: Challenged This value is most often found in children, elderly people, or those weakened by illness or infirmity. Everyday tasks at this level are difficult.

1-2 Points: Everyday. This is reality on the mundane side. People here are generally out of shape, unremarkable, and not super bright, but they get along in everyday life just fine. Many ordinary people around the world are likely to have some Characteristics at this value. It's enough to get by on and to do most things (though not very unusual or stressful tasks) At this level, adventure is something that happens to others; your idea of action is visiting Denny's at midnight.

3-4 Points: Competent This a reality many of us live in; the closest thing to a hero is a good cop, fireman, soldier, or other dedicated citizen. Most healthy adults have some Characteristics that fall into this range. Adventures in this kind of reality rarely if ever encounter supernatural powers or feats; a bank robbery would be a lot of excitement at this reality level.

5-6 Points: Heroic. This is the reality that only a few of us live in—Green Beret combat specialists, SWAT team members, FBI agents and spies. Most people in this kind of campaign are much better than ordinary—equivalent to TV heroes; better looking, more competent (and with stuntmen). A typical adventure at this reality level would be a drug sting, a hostage rescue, or a rugged trip in the jungle.

7-8 Points: Incredible. Save for the feats of Olympic athletes, gorgeous supermodels, top sports stars, world leaders, and Nobel Prize winners, you have now left reality altogether, and are among the very best in the world at what you do. This is also the realm of low budget action films, where the heroes battle international gangsters and invading aliens. Typical Incredible reality adventures are much like Heroic ones, but with huge weapons and world-spanning plots.

9-10 Points: Legendary. This is the realm of Hollywood blockbusters, of super martial artists like Jackie Chan, geniuses like Einstein, or action movie stars with a big effects budget and a lot of stunt men. Most "animê heroes" or "realistic" superheroic campaigns fall into this reality. This is a level that only a few ever reach; it's simply the best a human can possibly be and you probably won't ever find "real people" at this level, unless they are Albert Einstein, Carl Lewis, or Helen of Troy.

More than 10 Points: Superheroic. At this point, you have crossed into the realm of the superhuman. Your capability in this area is unbelievable to normal humans. This is the reality level of most four color comics or mythology. Superpowers or superhuman skills are common, and adventurers regularly save entire Galactic Empires and thwart demigods.

GM's: How to Determine Characteristic Points

Assuming a typical 10 Characteristic game, GMs should consider this simple guideline to determine the number of Characteristic Points to give beginning characters:

CAMPAIGN STYLE	POINTS
Everyday [realistic]	20 pts.
Competent [elite, semi-realistic.]	30 pts.
Heroic [TV action show]	50 pts.
Incredible [olympics, action movie]	60 pts.
Legendary [blockbuster action movie]	80 pts.
Superheroic [comic books, myths]	90+ pts.

Another option is for the GM to multiply the number of Primary Characteristics by the average value the GM wants the characters to have; this will give you the starting Characteristic Points for the campaign. Example: In a Fuzion campaign with 10 Primary Characteristics, the GM wants to have Heroic characters; he gives them (10 x 5 = 50) Points.

How Many Points For A Votoms Game?

As a rule, we suggest scaling your Votoms games at the TV Action Show level: **50 Points.**

Key Idea–Adding/Removing Characteristics

Fuzion's design allows GMs to change, add, or remove Characteristics for your individual campaigns. All you have to do is create the new Characteristic, assign it to one of the four groups and grant the player points for it based on the average level for Characteristics in the game. Example: in a Heroic campaign, the average pt. range is 5-6 points per Characteristic. To add a new Characteristic, give your players 5-6 extra points and allow them to re-arrange them as desired throughout the whole group.

Meet Kandr Zahn

Kandr Zahn will be our guide to constructing a Votoms character. We'll start by giving him 50 points, a good start for the hero of an anime adventure. After a bit of thought, we decide that as an AT fighter, Kandr shapes so:

CHAR.	VALUE	WHY
INT	3	He's a mecha jock, not a rocket scientist
WILL	5	He's gotta face a lot of stress in battle without breaking
PRE	3	He doesn't need to show off how cool he is
TECH	4	He has to fix his AT
REF	7	He'd better be a good fighter
DEX	7	And he'd better be able to get out of the way
CON	6	He's got to face a lot of punishment without getting knocked out.
STR	4	He doesn't have to be a titan to drive an Armored Trooper
BODY	6	And he's gonna need a LOT of points to survive what's coming!
MOVE	5	He needs to run fast
TOTAL	50	Ready to rock and roll!

Strength (STR): Your muscle mass and how effective it is for exerting force. The higher your strength, the more you can lift, drag, etc., and the more powerful the blows from your fists and other body parts.

Body (BODY): Your size, toughness, and ability to stay alive and conscious due to physical mass, sheer bloody-mindedness and structure or other qualities. How much damage you can take is derived from this characteristic.

MOVEMENT GROUP

Movement (MOVE): Your speed of movement; running, leaping, swimming, etc. There is only one Primary Characteristic in this group.

Buying Characteristics

The power to buy Primary Characteristics comes from a pool of points called Characteristic Points (CP), given to you by the GM when you make your character. Primary Characteristics are purchased at a ratio of 1 CP for one level of ability. Example: I want to have a Strength of 5. I pay 5 CP. You must put at least one Characteristic Points in each Characteristic; the maximum level you can buy in any one Characteristic is 7-8 for a normal human; however, if you are creating a Superhuman (or your GM allows it), you can put as many points into a single Characteristic you want. The GM may also set his own limits on the value of any or all Characteristics (see the "GM's" sidebar at left)..

How Many Points Per Characteristic?

Characteristic value ranges may overlap some, particularly at the lower end of the range. Normal people often have values of 1 to 4, for instance. Usually 7 is the value where the real world stops and where fiction begins to take over. Note also that many characters will have Characteristics and Skills in a wide range of values. Even a superhero may have most Characteristics in the Competent to Heroic range, with only a few being Superheroic or Legendary. Characters in heroic campaigns may have one or two Characteristics in the Incredible range, and the rest Competent or Heroic. Most characters have some abilities they perform better than others; it's rare to have someone with the same Characteristic values across the board.

GMs should always emphasize the importance of all Characteristics in their Campaigns (since the cost will be the same anyway). Don't let your players get away with just having good combat abilities; make them deal with other problems too!

What are Derived Characteristics?

Derived Characteristics are characteristics that are created by performing some kind of simple mathematical operation on a character's already existing Primary Characteristics. The following Derived Characteristics are common to most Fuzion campaigns. If your character does not have the exact Primary Characteristic the Derived Characteristic comes from, you can either use the Characteristic's group value or one determined by the GM of your campaign. Deriving allows GMs to create new Characteristics on the fly, leaving their original Characteristics unchanged. This means as you move characters between Fuzion campaigns, you'll find it easy to both create and generate new Derived Characteristics, even if you didn't have them to begin with. Fuzion has five Derived Characteristics:

Stun [BODYx 5]: How much stunning/brawling damage you can take before you are battered into unconsciousness, calculated as points. Important: At the start, you may elect to move points from Stun into Hits or vice versa, as long as the total moved is limited to 1/2 of the starting Stun Value. Example: with 35 Stun and 35 Hits, I could move up to 17 points from Stun into my Hits or up to 17 points from Hits into my Stun.

Hits [BODY x 5]:How much killing damage you can take before you are dying. Any Armor you have may be subtracted from any Killing damage you take. You may move Hit points into Stun and vice versa (see above).

Stun Defense (aka SD) [CON x 2]: How resistant you are to Stun damage; your SD is subtracted from any Stun damage you take.

Recovery (REC) [STR+CON]: This Characteristic determines how fast the character recovers from damage. You get back this many Stun points each turn when you rest, and this many Hits back for each day of medical attention.

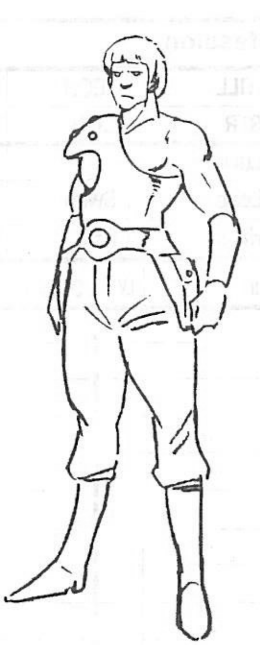
Character	Kandr Zahn			
Age 22	**Profession** AT Pilot			
INT 3	**PRE** 3	**WILL** 5	**TECH** 4	**MOVE** 5
REF 7	**DEX** 7	**STR** 4	**CON** 6	**BODY** 6
Punch 6	**Kick** 7	**Luck** 10		
Run 10	**Sprint** 15	**Leap** 5	**Swim** 5	**STUN** 30
SD 12	**HITS** 30	**REC** 12	**RES** 15	

Skill	LVL	Skill	LVL	Options	LVL
AT Pilot	4	Everyman Skills:		Acute Senses	3
AT Weapons	3	Concentration	2+2	Ambidexterity	3
Marksmanship	4	Education	2+1	Eidetic Mem.	3
Evasion	3	Local: Sunsa	2+2	Light Sleeper	3
Heavy Weapons	2	Perception	2+3	Combat Sense	9
Pilot: Shuttle	2	Teacher		Rapid Healing	3
Driving	3	Athletics	2+2	TOTAL	24
AT Mechanics	2	Hand to Hand	2+4	Contacts	30
Programming	1	Total Extra OP	+12	Smuggler: 4	
Streetwise	3			Red S.Cmmdr.: 6	
Tracking	1			TOTAL OP	30
Tactics	2				
TOTAL OP	30				

UNIT	Scope Doggy Dog	**OP**	50
Weight	6627kg	**Computer**	+3 INT/TECH
PR Solution Life	218 hours	**Rabbit Value**	3 + Die roll
Maneuver Value	-4	**Move**	6 or (19 kph)
Strength	9	**Run/Sprint**	12m/yds • 18 m/yds
Armor KD	60 KD	**Roller Dash**	271 or (82.6 kph)
Structure	120 SDP	**Cruise/Max**	54or (81 m)

Armament	WA	Rng	Dmg	Loc	Special Notes
ARM PUNCHX2	0	-	7D6X2	ARMS	4 SHOTS, AP
GAT-22	+1	100M/YD	7D6X2	2H	ROF 10, 120 shots,AP
Grenade Launcher	0	1000M/YD	6D6x2	-	1 shot, 30m/yd blast

Special Systems: Stereoscopic Sensors [0.67], Quentium Sensors [2.5], Advanced (+3) Computer for 7.67



Armored Trooper VOTOMS™

The Roleplaying Game

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HISTORY & BACKGROUND

Born in Melkian space, kidnapped and enslaved for ten years to Boone Gang. Escaped and joined Red Shoulders (as a Scout), but was framed for betraying Commander. On the run looking to clear his name. A tough, no nonsense kinda guy, who likes to fight.

CHAR. PTS 50 **OPTION PTS** 135 **COMPLI. PTS** -42

Equipment or Weapon	WA	RNG	DAM	SHT	ROF	KD	COST
Armor Magnum	0	40m/y	7D	4	1	-	10op
Fighting Knife	0	2M/Y	1D	-	-	-	1
First Aid Kit							0.1
Flashlight							0.1
Binoculars							1
Recorder							1
Mechanic Toolkit							1
Rope							1
Canteen							.01
AT Pilot Suit						10	5
TOTAL GEAR COSTS							20.3 OP
(about $2000)							

Complication	Freq	Intn	Imp	Value $[F+I^1 \div I^2]$
Obsessed over deaths	15	10	/2	12
Hunted by Red Shoulders	10	20	/1	30
TOTAL COMPLICATION POINTS				42

Armored Trooper VOTOMS™

The Roleplaying Game

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Character

Age	**Profession**

INT	PRE	WILL	TECH	MOVE
REF	DEX	STR	CON	BODY
Punch	Kick	Luck		
Run	Sprint	Leap	Swim	
STUN	SD	HITS	REC	RES

Skill	LVL	Skill	LVL	Options	LVL

UNIT OP

Weight	kg	**Computer**	INT/TECH
PR Solution Life	hours	**Rabbit Value**	+ Die roll
Maneuver Value		**Move**	or (kph)
Strength		**Run/Sprint**	m/yds• m/yds
Armor KD	KD	**Roller Dash**	or (kph)
Structure	SDP	**Cruise/Max**	or (kph)

Armament	WA	Rng	Dmg	Loc	Special Notes

Special Systems

HISTORY & BACKGROUND

CHAR. PTS	OPTION PTS	COMPLI. PTS

Equipment or Weapon	WA	RNG	DAM	SHT	ROF	KD	COST

Complication	Freq	Intn	Imp	Value [$F+I^1 \div I^2$]

Run	(aka Combat Move) [MOVE x 2m], Sprint (aka Non-combat Move) [Move x 3m], Swim [MOVE x 1m], Leap [MOVE x 1m]: How far the character runs (at a rate allowing dodges and evasions), sprints (in a flat-out run), swims, and leaps in 3 seconds.
Resistance	(RES) [WILLx3]: Your ability to resist mental or psychological attacks or stress; basically your mental "Hits".

Optional Derived Characteristics

Optional Derived Characteristics are Characteristics that may not be present in every Fuzion campaign (*Armored Trooper VOTOMS* uses Luck). In an Old West campaign, for example, you may not ever need to have a Derived Characteristic for defense against lasers. But because these are derived from Primary Characteristics, you can always generate an Optional Derived Characteristic when you need one, allowing you to transfer characters between genres.

Although these will vary from campaign to campaign, a few typical Optional Derived Characteristics are:

Luck	[INT+REF]: Fate acting on your behalf. Each game session you may take points from this Derived Characteristic and use them in other places; to add to important die rolls or subtract from damage. When you have used up all of these points, they are gone until the next game session. You've "run out of Luck."
Endurance	(END) [CON x 10]: This Characteristic represents how long the character can expend energy, whether in physical endurance or in the use of a special ability (like a superpower or talent). It is spent in the same way as Hits or Stun points. When it runs out, you are exhausted and cannot do anything more except rest and recover. Generally, 1-2 points of effect, 1 minute or hour of time (or 1 point of "power" used) spends 1 END point. END returns whenever you take a Recover Action (pg. 154), which restores as much END as your REC (see above).
Energy Defense	(ED) [CON x 2]: How resistant you are to damage from lasers, electricity. force beams, and other "energy-based" threats. Calculated as points that are subtracted from "energy" damage only. ED is calculated from the same Primary Characteristic as SD; you can elect to move points from one to the other when you create the character (not afterwards!). The amount you can move may not be greater than one half the starting value. When ED is used, SD only protects vs. physical attacks. Likewise, KD will only protect the character against physical Killing Attacks; EKD is needed against energy Killing Attacks. Example: With a CON of 6, I have 12 Energy Defense and 12 Stun Defense. I decide to beef up my SD at the cost of my ED, moving up to a max of 6 points from from one to the other.
Speed	(SPD) [1/2 of REF]: This Characteristic is used to measure a character's reactions. Speed can be used to determine either when you move during the course of action, or how many things you can do in a specific time period (especially when using an optional Speed table such as the one used in *Champions: The New Millennium*).
Humanity	(HUM) [PRE x10]: Your basic morality and humanity. Used often in settings where the character faces dehumanization, extreme horror or the unearthly. This Derived Characteristic loses points by receiving "humanity" damage; seeing horrible events, removing body parts and replacing them with other objects, gaining unearthly powers that separate him from the rest of mankind, etc. For every 10 points lost from this Derived Characteristic, a corresponding one point is lost from your Presence Characteristic; when it is reduced to 0, the character becomes technically insane and his actions are taken over by the GM to reflect this.

Increasing or Decreasing Characteristics

Characteristics generally may not be increased or decreased directly. However, certain Talents or Powers that may or may not be available in your campaign setting may allow you to increase a Characteristic, either temporarily or permanently. Certain Complications may also decrease a Characteristic. Or, as last resort, you may attempt to convince your GM to allow you to use Option Points (pg. 124) to increase a Characteristic at a ratio of five OP for every point of Characteristic increase.

It is also possible to increase the value of a Derived Stat beyond its starting value. The chart shows what you get for each 5 Option Points spent. Of course, you can also use Character Points to buy up Derived Stats as well. In general, however, you'd be better served just to increase the Primary Stat from which the Derived Stat is figured, unless there is some reason why you can't (or shouldn't.)

Note that normal humans have stat maximums for Derived Stats, much as they have Stat maximums for Primary Stats. In the case of Derived Stats, these maximums are figured from the maximum value of the Primary Stat(s) involved. For example, the maximum stat for a normal human is 7. The maximum Derived Stats for that normal human would be SD of 14, REC of 14, END of 70, STUN of 35, and HITS of 35. A character may buy his Derived Stats up beyond this maximum, but he must have some kind of reason (superpowers, magic, etc.) to exceed those numbers.

For 5 Option Points or 1 Character Point, you can increase your Derived Stats by choosing one of the following:

+2 SD
+1 REC
+10 END
+5 STUN
+5 HITS

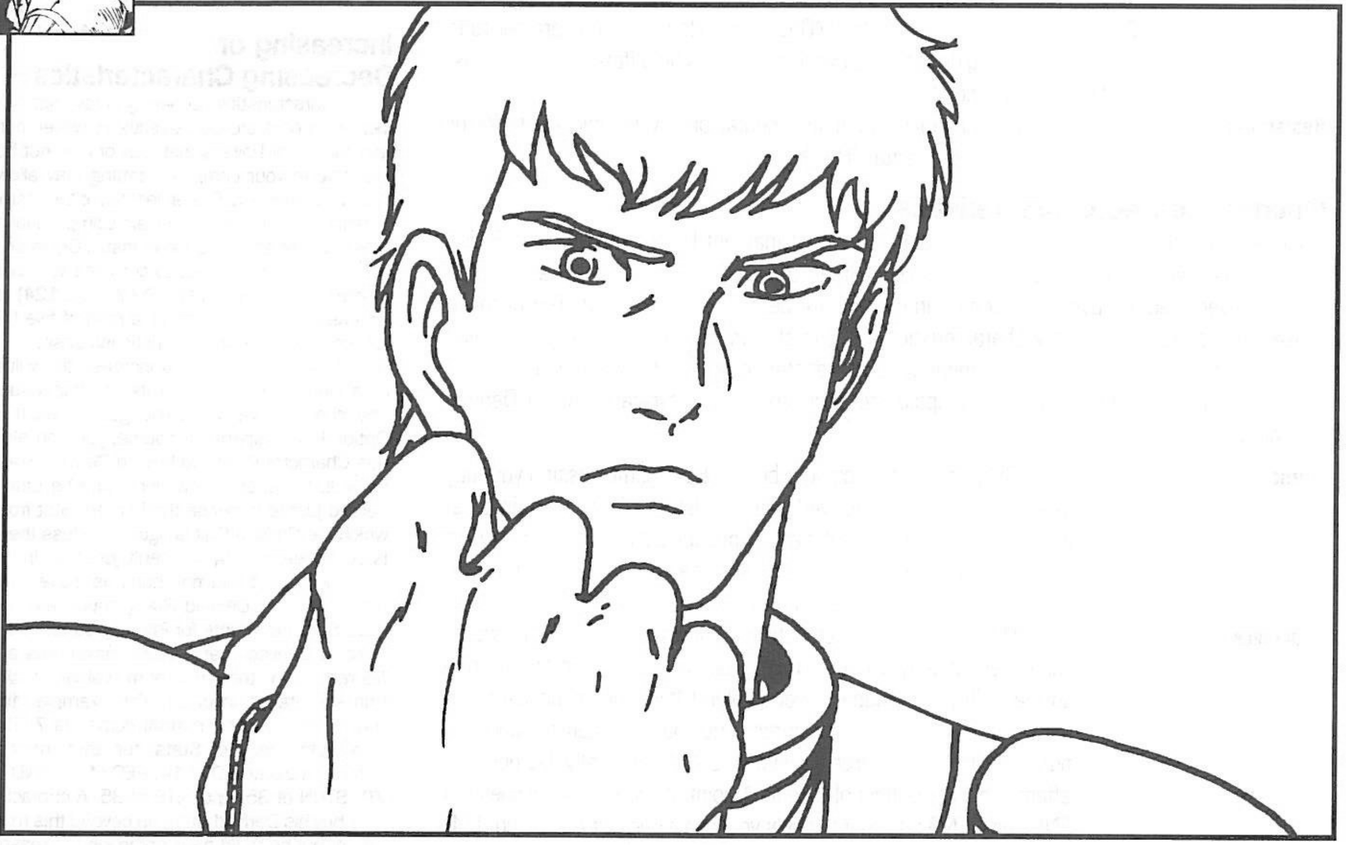
Meet Kandr Zahn (again)

Derived Characteristic-wise, Kandr Zahn shapes up like so:

CHAR.	VALUE	WHY
STUN	30	6x5=30. He can take it.
HITS	30	6x5=30. And not die taking it!
SD	12	6x2=12. He can even shrug off a few clobberings.
REC	12	6+6=12 He can get back into action faster than most
RUN	10	Run: 5x2=10m/yds, Sprint: 5x3=15m/yds, Swim & Leap: 5÷1= 5m/yds.
RES	15	5x3=15. He's going to have to work to resist torture or privation, but he's better than most people.

Plus, for **Votoms** players:

LUCK	10	3+7=10. His average INT really hurt here!



Optional Possibilities

In any campaign, characters will need to get the basic Skills and Equipment with which to fight, protect themselves, and generally adventure. These Options are usually specific to a style or genre of game; what works in a science fiction adventure from the far future would be mind-bendingly out of place in a medieval fantasy setting. The precise list of campaign options available in a particular campaign will always vary according to each GM's decisions

Inherent Options

Inherent options are things that are part of the character; they are as much a part of him as his Characteristics. They cannot be taken from him (under most circumstances), but they also cannot be used by anyone else. Inherent items usually include Skills, Talents, and Perks, and are always purchased with **Option Points (OP)** given to players by the GM of the game they are in.

Bought Options

Bought Options are things that can be constructed and paid for in money. Bought items most often include vehicles and equipment. Unlike Inherent options, bought options can be used by others. They can also be destroyed or taken away from a character and must be replaced by using money or new OP gained through Experience (pg 156).

Option Points

The "cash" with which you buy your Options are called Option Points (or OP). A pool of Option Points is always given to Players by the GM at the start of character creation. The following point values are merely guidelines based on the style of the campaign. Individual campaigns may have very different numbers.

Campaign Style	Option Points
Everyday [realistic]	25
Competent [elite, semi-realistic.]	35
Heroic [TV action show]	45
Incredible [olympics, action movie]	55
Legendary [blockbuster action movie]	65
Superheroic [comic books, myths]	75+

After character creation, all remaining Option Points can be converted to money units on a 100 money units to 1 OP basis (whether gold, credits eurobucks, yen, zolotnies, or in Votoms, *guildens*).

Buying Complex Things with Option Points

While Option Points can be translated into money with which to buy equipment, complex things (like vehicles) can also be rated in points independent of their monetary value. After all, a tractor might cost $50,000.^{00}, but how useful would it be to your character? It's not worth 500 OP, that's for sure!

For this reason, most vehicles, mecha (a kind of complex vehicle, usually a robot) and large weapons in FUZION will have a Option Point value listed separately from their monetary cost. So if a GM wants his players to buy their own Big Hardware (like a Scopedog), he should make sure to give them an extra 50~150 OP to play with!

More Points: Complications

One way to get more Option Points when creating a character is to take on a few Complications—social, mental, physical, or emotional situations/problems that define and enhance your character; you may also want to link these to various events to add to a character's background. Complications will vary depending on the campaign. The Value of a Complication is based on its Frequency, Intensity and Importance:

Frequency

Just how often does your problem impact your life? The answer is the problem's Frequency; how often the GM can inflict it upon you as part of the trade for those extra OP. This table works for all complications:

Frequency	Value	Guideline
Infrequently	5	Once every few gaming sessions
Frequently	10	Once every gaming session
Constantly	15	More than once every gaming session

Intensity

Intensity reflects how hard it is to overcome the complication, or just how much it affects you. Each Complication has its own Intensity rating written in parenthesis ( ) right after it, but we also provide you with a handy table of general roleplaying guidelines:

Intensity/Value	Guideline
Mild [5]	May roleplay to overcome it, or make Everyday WILL+Concentration Roll to overcome it
Strong [10]	Must roleplay it and make Competent WILL+Concentration Roll to overcome it
Severe [15]	Must roleplay it and make Incredible WILL+Concentration Roll to overcome it
Extreme [20]	Must roleplay it and make Legendary WILL+Concentration Roll to overcome it

Example: Stubborn: Risk incarceration, bodily harm or financial/ social ruin [10] means the Intensity of this Complication will get you 10 points.

Importance

Importance rates how important the Complication is to the character and the Campaign. For example, taking Foreigner in a place where everyone is from another place is pretty valueless, but in a xenophobic environment, it takes on major importance. Another measure of Importance is its effect on your character's survival; if it can kill you, it's generally more important than something that may complicate your roleplaying. The final application is up to the GM. Round all decimal values *down*.

Importance & Value	Guideline
Minor [divide by 5]	Minor effect on combat or damage, with minor (-1) effect on skills or world reaction.
Major [divide by 2]	Major effect on combat (-3), or 1 and half times damage, serious effect on skills or world reaction, or puts character into danger.
Extreme [x1]	Extreme effect on combat (-5), or 2x damage, or extreme effect on skills or world reaction, or puts character into extreme danger.

To Determine a Complication's Value

To determine the value of a Complication, add together the Frequency Value, the Intensity Value, and divide the resulting total by the Importance. Example: I take Responsibility as a Complication. I decide that this affects me Frequently (10), and I decide I'm responsible for the care of my aged Aunt Meg. Since she is very old, she's considered to be Challenged (Intensity 10), but since I'm not in any danger and my skills aren't affected (divide by 5), taking care of my aged aunt is worth (10+10)/5 = 4 Points. But if Aunt Meg was constantly exposed to extreme danger that I had to rescue her from, I could milk the situation for up to 20 points! Good ol' Aunt Meg!

Limits on Complications

Some campaigns have a limit on how many Complications a character can take for Option Points. A character may always take more Complications than this limit; he/she just won't get any more points for them. The most common limit on Complications caps the extra points to an amount equal to the starting OP level.

Example: Alex is playing in a campaign when the GM has given him 50 Option Points for Skills, Talents, Perks, and Equipment. The campaign has a cap on the maximum number of Complications equal

On the Lifepath

Some Fuzion games also contain a special section called a "Lifepath"; a flowchart of complications and events that can be used to add flavor and background to a character's life. But as 90% of most Votoms characters will have probably already lost family members in war, gained enemies, had a doomed love affair and been betrayed by good friends, we skipped the Lifepath step as somewhat redundant...

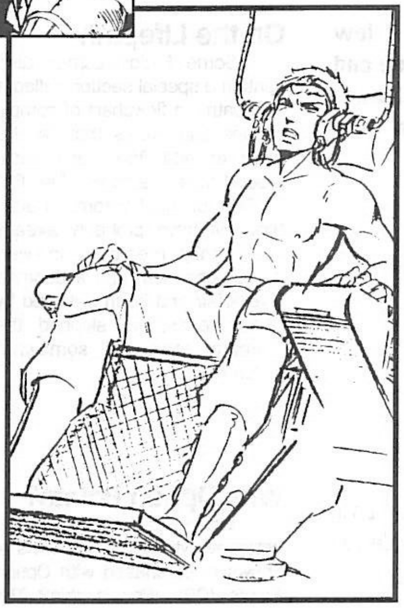
Why Option Points?

When starting a new character; everything he/she owns or knows is purchased with Option Points (OP). Why is this? The main reason is that it allows players to accurately scale characters; everything costs Option Points, and you know what you're getting in relation to something else. This also makes it harder for players to create characters who are unfair or unbalanced in relationship to other characters; as long as you have similar levels of Option Points, you know that any two characters will be relatively similar in terms of what they have, know or can do. Option Points are given to Players by the GM at the start of character creation (still more points will come from Complications and experience awards).

How many Option Points for Votoms?

As a realistic style game, we suggest somewhere around 35-40 points, with an extra 50-60 to buy an Armored Trooper or other small fighting vehicle.

to the starting OP level. Alex could take Complications worth up to 50 extra OPs, for a maximum total of 100 OPs. He could take more Complications than that, but he wouldn't get any points from them.



PSYCHOLOGICAL COMPLICATIONS

These involve your Mental Problems and flaws:

Absent Minded.	You have strange lapses of memory. You often: Forget generally known facts (5). Forget friends, family (10). Forget your own identity (15).
Bipolar.	You are a classic manic/depressive, prone to fits of erratic, up moods punctuated with severe terrifying depressions. You are often: Moody (5). Liable to lie around and mope (10). Liable to run around frenetically risking life and limb or sink into a miserable stupor (15). Suicidal (20).
Delusions.	You believe things that are not real. You may hear voices, think aliens are after you, or that you are God. You will: Risk ostracism, embarrassment (5). Risk hospitalization, bodily harm or financial/social ruin (10). Risk life & limb (15).
Masochist.	You hate yourself, and will go out of your way to injure yourself. To do this, you may: Seek verbal abuse (5). Seek minor physical abuse (10), Seek major physical abuse (15). Seek life threatening abuse (20).
Phobia.	You have a phobia; and unreasoning fear of some common thing, such as dogs, heights, sounds or color. When faced with your phobia, you feel: Discomfort (5). Paralyzing Fear (10). Berserk Terror (15). Catatonic (20).
Paranoia	(just because you think they're after you...). You think you have enemies, everywhere. Sometimes you are focussed on one foe, other times, there may be legions. You react to your paranoia by: Incoherently ranting (5). Compulsively working on defenses against Them (10). Risking incarceration, bodily harm, social or financial ruin to stop Them (15). Risking life & limb (20).
Split Personality.	You're two, two, TWO people in one! [GM controls this personality, has character sheet for it, etc.]. Your other self: Likes you (5). Is neutral to you (10). Hostile to you (15). Dangerous to you in actions (20).

PERSONALITY TRAITS

It's the little things that count; your good & bad habits, basic traits and characteristics.

Airhead.	Oh Wow! You're just naturally spacy. In general, you: Misplace minor, trivial things (5). Misplace or forget to do important things (10). Misplace or forget to deal with dangerous things (15). Dangerously oblivious to everything; the GM never asks you to make a perception roll unless you request it (20).
Bad Tempered.	You're just irritable, all the time. When your temper flares: You'll risk embarrassment, or financial loss (5). You'll risk incarceration, bodily harm or financial/social ruin (10). You'll risk life & limb (15).
Coward.	You lack nerve, especially in combat. When faced with danger: You tremble at anything you imagine as danger (5). You freeze up and can't react (10). You try to run as far away as possible (15).
Obsessed.	You just can't get that special (to you) person or thing out of your mind. You: Talk about it all the time and will risk embarrassment, or financial loss over it (5). You'll risk incarceration, bodily harm or financial/social ruin over it (10). You'll risk life & limb over it (15).
Shy.	You hate dealing with others. You: Refuse to speak to new people (5). Avoid all interactions with new people (10). Will physically remove self from situations involving new people (15).
Stubborn	You just hate to give in—to anyone. To prove you're right: You'll risk embarrassment, or financial loss (5). You'll risk incarceration, bodily harm or financial/social ruin (10). You'll risk life & limb (15).
Berserker.	You can't control your fighting rage— you rabidly: Attack whatever set you off (5). Attack anyone within range except friends (10). Attack anyone in range (15). Attack anyone in range and won't stop until subdued forcibly or exhausted/stunned (20).
Unlucky.	Things never go your way; you have constant disasters. Travel and adventure only hold for you: Inconvenient misfortunes (5). Costly or dangerous misfortunes (10). Very costly or dangerous misfortunes (15). Deadly, life threatening dangers (20).

PHYSIOLOGICAL LIMITATIONS

These are Physical problems you must cope with:

Missing Limb.	Ouch! That hurt! You're missing: 1 or more fingers (5). A hand (10 each). An arm (15 each).
Reduced Hearing.	You are hard of hearing. Generally, to make a hearing based Perception check, you will need: To beat a Target Number 4 points higher than everyone else's (5). A Hearing aid just to hear at all (10). New ears; you're totally deaf (15).
Reduced Mobility.	You are unable to get around normally. Your Movement: Is reduced by quarter (5). Is reduced by half (10). Is reduced to dragging by arms at a MOVE of 1 (15). Nonexistent; you're a total quadriplegic; unable to move below the neck (20).
Reduced sight.	Your eyesight is impaired in some way. You are: Color blind (5). Need glasses (10). Are nearly blind or one-eyed (15). Are totally blind (20).
Uncontrolled Change.	You are prone to uncontrollable changes; these may be physical or mental (depending on what you negotiate with the GM). What sets off the change is: Uncommon (5). Common (10). Very Common (15).
Vocal Impairment.	Your voice is somehow damaged. When you speak, you can: Only whisper, stammer or stutter (5). Only make sounds, but cannot speak (10). Cannot make a sound (15).
Vulnerability.	You're susceptible to a certain situation or substance and take *extra* damage when exposed to it (such as you drown faster than other people.) The substance or situation is: Uncommon (5). Common (10). Very Common (15).
Susceptibility:	You are harmed or take damage from a certain situation or substance that is harmless to other people (like water. dus, or that glowing green alien rock over there) The substance or situation is: Uncommon (5). Common (10). Very Common (15)

Meet Kandr Zahn (again)

Kandr Zahn's GM gives him 75 points (Superheroic level) to buy Options, plus another 60 to buy his Scopedog for a total of 135.

Since Kandr is going to be the *hero* in this game, his player decides to beef him up by adding a few Complications:

COMPLICATION

Constantly [15] Obsessed [10] with the death of his unit mates, he faces a severe and **Major [÷2]** debilitation

WORTH? 12

Hunted [10] by Red Shoulders across the Galaxy [20] for betraying Col. Peruzen, he faces **Death [÷1]** everywhere he goes

WORTH? 30

TOTAL EXTRA OP 42

Added to Kandr's original 75 points, this gives him a whopping 117 points. (and deadly enemies around every corner!) He's going to *need* those skills to survive!

On the Other Hand...

A more *realistic* Votoms game might start with only 35 points, plus add another 50 or so for buying a Scopedog. But since Kandr is supposed to be another Chirico, we've given him over *twice* as many points as normal. (That way we can also buy a lot of stuff and demonstrate all the steps of buying options to you!)

SOCIAL COMPLICATIONS

These are things with serious Social and Societal consequences for you:

Public Figure. You are a figure in the media limelight; you can't make a move without getting attention: You are newsworthy and your activities rate an article if a reporter is nearby (5). You frequently make headlines and people always notice your actions on the street (10). Your every action makes news and you have reporters following you everywhere (15).

Bad Rep. People "know" about you. At least, everyone's heard a story or two, even if untrue. When you are mentioned or seen, you are: Frequently recognized (5). Always recognized (10).

Secret Identity. You are trying to hide your activities under a secret identity or other smoke screen. You currently are: Living a normal life, unnoticed by anyone (5). Are bothered by a single person trying to uncover your real identity (10). Everyone's trying to uncover your real identity (15).

Poverty. Money is hard to come by for you, harder than for most. You are, financially-wise: Poor, with just enough for a bed and a few meager meals (5). Dead Broke and probably on the street with barely enough to eat (10). In debt, with others actively seeking to collect what little you have (15).

Personal Habits. People just can't stand you. Maybe it's the bad breath or the nose picking, but they find you: Annoying (5). Disgusting (10). Horrible (15).

Oppressed. You are part of an oppressed or otherwise downtrodden group. In your society, you are: Snubbed; others ignore or refuse to deal with you (5). Oppressed; there are laws controlling where you live, work or can travel (10). Outcast; you're a total non-person (15). Enslaved; you're treated as property and can be sold or mistreated at will (20).

Distinctive You stand out and are noticed in any crowd, with features that are: Easily concealed (5). Concealable with Disguise or Performance skills (10). Not concealable (15).

Outsider. You're not a local, and stand out like a sore thumb, attracting attention both unwelcome and possibly dangerous. You are obviously: From distant place (5). From very distant place (10). Never before seen in these parts (15).

ENEMIES: Hunted and Watched

These are forces which are actively working against you. Your Enemy's value is determined by three things: their Capabilities, their Extent, and their Intensity of enmity against you:

Capabilities. What can they do to you? Are they: Less powerful than you? (5). As powerful as you? (10). More powerful than you? (15). Have access to powerful weapons, powers or hardware? (20).

Extent. How far can they reach? Are they: Limited to single town or area? (5). Limited to a single country? (10) Worldwide in their influence? (15) Interdimensional or Galactic (20)

NOTE: Instead of using the normal Importance table, use the following scale:

Intensity. What do they want from you? Are you: Being watched? (divide by 5). Being hunted for capture or imprisonment? (divide by 2). Marked for death? (1).

RESPONSIBILITIES

These are things you have chosen to deal with, no matter how much trouble they cause. Codes of Honor, Family Matters—these are all Responsibilities:

Code of Honor. These are the personal rules you will not break, no matter what. A Code of Honor might be a code against killing, never attacking from behind, or never suffering an insult without an answer in blood. To keep your Code, you will: Risk expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).

Sense of Duty. You always do the Right Thing, and follow a higher Moral Code towards those you feel responsible for. You will do this: For your friends (5). For a special group/organization (10). For all Humanity (15). For all Life Itself (20).

Vow. This is a promise you must keep, no matter what. It could be to protect someone, follow an ideal, or just get that stupid Ring into that distant volcano. To fulfill this promise, you'll: Risk Expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).

Dependents. These are those who need your protection and help. They could include children, family, or friends. Generally, they are: Equal to you in abilities (5). Challenged, or otherwise weaker than you (10). Have special problems, requirements or dangers associated with them (15).

COMPULSIVE BEHAVIORS

These are behaviors you must act upon; you just can't help yourself.

Addiction (aka Dependence). You must have a particular substance or situation or you will suffer severe mental or physical duress. The substance/situation you need is: Common (5). Uncommon (10). Rare (15). Very Rare (20).

Honesty. You always tell the truth, even if it hurts. To be honest, you'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).

Impulsiveness. You just can't help yourself; you always jump into things without thinking. To follow a whim, you'll: Risk expulsion or embarrassment (5). Risk bodily harm, social or financial ruin (10). Risk life & limb (15).

Intolerance. You're bigoted and intolerant of those who are different from you. When you encounter them, you are: Civil but distant (5). Rude and verbally abusive (10). Violently abusive (15). Abusive even at risk of life and limb (20).

Jealousy You are jealous in the extreme. Towards the one you "love", you are: Obsessed and watchful (5). Confrontative and accusatory (10). Physically violent ((15).

Kleptomania You steal things continuously. You can't help it; you'll even: Risk arrest or embarrassment (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15)

Lecherous. You can't resist grabbing or pawing someone you find attractive, or at least making lewd comments. You'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial or social ruin (10). Risk life & limb (15).

Meet Kandr Zahn (again)

Kandr starts out with 75 points for Options (the other 60 of his 120 have to go to buying his Scopedog). With an extra 42 points for Complications, he now has **117 points** to spend:

For starters, Kandr is going to buy some SKILLS with his stash of Option Points (we're going to do this here on this page so we have lots of room to list them!). Since skills are purchased on a 1 level of skill to one OP of cost basis, he decides to do the following:

AT Pilot...4
If you're gonna own a Scopedog, you gotta be able to *drive* it...

AT Weapons...3
...and shoot its weapons!

Marksmanship...4
Sometimes you gotta get out of the suit!

Evasion...3
You need to be able to get out of the way.

Heavy Weapons...2
Not every weapon is on a Scopedog. But most of the ones that will stop a Scopedog need this skill.

Pilot (Shuttle)...2
A useful skill for getting between missions.

Driving...3
Just in case you meet Fyana and she wants you to drive the limo...

AT Mechanics...2
Gotta fix it when it's broke...

Programming...1
This'll put a kink in Wiseman's plans...

Streetwise...3
You'll need this skill to navigate Uoodo's mean streets.

Tracking...1
You may want to follow a Sand Mole to its lair...

Tactics...2
If you have to lead a Scopedog patrol.

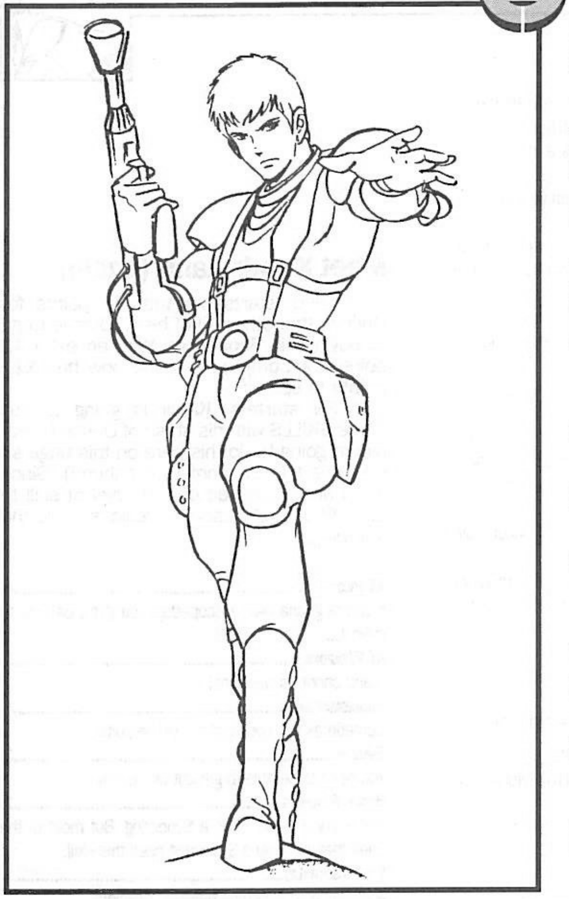
TOTAL...30 OP
Points Remaining...87

Then there are the Everyman Skills you automatically get +2 levels in just for living in the Astragius Galaxy. Kandr decides to beef these up just in case:

Concentration...+2
Education...+1
Local Knowledge (Sunsa)...+2
Perception...+2
Teacher...+0
Athletics...+2
Hand to Hand...+4

TOTAL...12 OP
Points Remaining...75

Option 1: Skills



The first thing most characters will want to buy with their Option Points are Skills. Skills are things the character knows or can do; they represent his or her level of knowledge and accomplishment. In Fuzion, there are nine basic Skill Categories:

Fighting Skills:	The ability to fight in hand-to-hand combat, or with a melee weapon.
Ranged Weapon Skills:	Skills in using a ranged weapon, such as a gun or a bow.
Awareness Skills	Your awareness of your environment, noticing clues, etc.This skill area is also used when using a power, or other superhuman ability.
Control Skills:	The use of skills involving controlling vehicles or riding animals.
Body Skills:	The use of skills involving physical tasks, feats of strength, endurance, and other physical attributes.
Social Skills	Your abilities to blend in, avoid social blunders, and to show style and grace. Also your ability to convince others through social adeptness.
Technique Skills:	Trained vocational skills and craftsmanship abilities.
Performance Skills	Training in acting, musicianship, special effects, makeup or other stagecrafts.
Education Skills	Knowledge and training based on formal education or schooling.

Buying General Skills

Skills are normally rated from one to ten, and are used in game play by adding the level of the Skill to the level of the most applicable Characteristic the skill is related to. Skills are like Characteristics; they have a range of effectiveness that is related to how much they cost. Skills are purchased at the cost of one Option Point for every level of skill; for example, to have 4 levels in Marksmanship would cost 4 OP.

Buying a skill generally gets you the ability to do pretty much everything described by that skill. However, some campaign settings may require that you specify how a skill will be used (for example, picking what kind of Scientist (Physicist, Chemist, etc.) you intend to be. In these cases, you may need to take additional "specializations" of that skill to be able to use it in other ways (for example, Scientist [Physicist] and Scientist [Chemist].

The list of possible skills one could encounter in a Fuzion game is as wide as the possible campaign settings. What's compiled on the next page are typical skills applicable to many science fiction settings or modern action genres (as well as their most commonly related Characteristics). Skills marked in **BOLD** represent ***Skill Groups***—general skills that compile several Specialist Skills. (Each Fuzion campaign will usually have its own additional Specialist skills to enhance these Skill Groups)

Everyman Skills

The good news is, every character also gets a free starting group of skills to begin with, so that he won't be totally helpless in his new environment: Everyman Skills. Everyman skills are things generally known by everyone in all specific cultures or time periods: **Perception, Concentration, Education, Persuasion, Athletics, Teaching, Local Expert** (knowledge of your area), **Hand-to-Hand,** and **Evasion.** These are given free to all characters by the GM, and have an automatic starting level of 2; about what the average person would know about his world. Each can be improved by adding Skill levels on an individual basis. An individual GM may wish to add or remove skills from the Everyman category to suit his particular game; in a far future setting, for example, everyone may use computers, but only special people may have any athletic skills. The Everyman skill category gives you the flexibility to tailor the level of your culture as desired.

HOW GOOD IS MY SKILL?

Less than 1 (Challenged): You don't know how to do this task at all.

1-2 (Everyday): You've learned the basics of this task, and can do this thing most of the time, though not very well. You're an apprentice or a beginner.

3-4 (Competent): You are well trained and practiced in this skill, and can perform it well in everyday circumstances. You can handle unusual applications of the skill with some difficulty. You're considered a professional.

5-6 (Heroic): You are a master of this skill, and are capable of unusual applications of the skill. You are considered a master craftsman.

7-8 (Incredible): A skill at this level means you're one of the very best in the world. You are at ease with unusual applications of the skill, or even new applications. This is entering the realm of fiction, of amazing skill that's not quite impossible!

9-10 (Legendary): A skill at this level puts you in the realm of the greatest practitioners of this skill in history. You are pushing forward the boundaries of the skill and what it can be used for, and have entered the realm of genius and of fiction.

More Than 10+ (Superheroic): Skills at this level are better than anyone could believe in the real world. This realm belongs to comic books, science fiction, fantasy or mythology.

NOTE: KANDR ZAHN'S SKILLS ARE LISTED ON THE PREVIOUS PAGE.

ARMORED TROOPER VOTOMS: Skill List

FIGHTING SKILLS

BALANCING	Use of the ceremonial polearm weapon of the Holy Kingdom of Quent (DEX)
EVADE	Basic skill at getting out of the way of someone who is trying to hit you. This skill is used for defense when you are being attacked by someone using the Hand-to-Hand, Melee Weapons, and Marksmanship Skills. (DEX)
HAND TO HAND	Basic skill at fighting with your hands and other body parts. (REF)
MELEE WEAPONS	Using different types of melee weapons, such as knives, clubs, axes, swords, spears, etc. (REF)

RANGED WEAPON SKILLS

AT WEAPONS	Skills required to use *Votoms* weapons in combat; hitting and firing attacks.
GUNNERY	Firing vehicle-mounted weapons, ship-mounted weapons, and artillery. (REF)
HEAVY WEAPONS	Use of military weapons such as RPGs, mortars, rockets, missiles, etc. (REF)
MARKSMANSHIP	Skills of using personal projectile weapons; guns, SMGs, rifles, etc.

AWARENESS SKILLS

CONCEALMENT	You can hide things and find things that other people have hidden — like important papers, weapons, jewels, artifacts, drugs, and so forth. (INT)
CONCENTRATION	The abilities of focus and mental control. This would encompass feats of memory, recall, physiological control, and Mental Powers. (WILL)
DEDUCTION	This is the art of taking several facts and leaping to an inobvious conclusion. This skill should be used sparingly. (INT)
LIP READING	This skill enables the character to read someone's lips in order to tell what he is saying. The character must be able to see his target's mouth clearly. (INT)
PERCEPTION	The skill of observation, perception and spotting hidden things (like clues), detecting lies and emotions.
SHADOWING	The ability to subtly follow someone. Also the ability to spot and lose a tail. (INT)
SURVEILLANCE	The ability to set up a static surveillance of a subject without having it detected. (INT)
TRACKING	The ability to follow a trail by observing tracks, marks, broken twigs, and so forth. (INT)

CONTROL SKILLS

ANIMAL HANDLER	The skills of animal handling, training, and care as applicable. (INT)
AT PILOT	Skills required to pilot an Armored Trooper suit, including maneuvers and evading attacks.
DRIVING	Driving cars, motorcycles, jeeps, trucks, tanks, hovercraft, and other ground vehicles. Generally, this skill must be purchased for one class of vehicles. (REF)
PILOT	Flying prop aircraft, civilian jets, military jets, helicopters, etc. A specific class of vehicle must be chosen for this skill. (DEX)
RIDING	This skill enables a character to ride a living creature under difficult circumstances. The type of animal (usually horse) must be specified when this skill is purchased. (DEX)

BODY SKILLS

ACROBATICS	The ability to perform flips, jumps, and rolls like a circus acrobat. You can also jump and flip over an obstacle, landing on your feet, ready to fight. (DEX)
ATHLETICS	Basic Athletics skills; flipping, leaping, escaping, throwing, swimming. (DEX)
CLIMBING	Ability to climb unusually difficult walls, trees, and buildings, as long as there are handholds. The basic climbing speed is 2 m/y per phase. (STR)
CONTORTIONIST	The ability to manipulate your body to get out of ropes and similar bonds. You may also contort your body to fit into generally inaccessible places or spaces. (DEX)
STEALTH	The ability to hide in shadows, move silently or avoid detection in combat situations. (DEX)

SOCIAL SKILLS

BRIBERY	A character with this skill knows when to bribe someone, how to approach him, and how much to offer. (PRE)
CONSPIRACY	Knowledge of how to influence individuals and organizations secretly, and how to plan and orchestrate such plans. (INT)
CONVERSATION	This ability allows you to extract information from people with careful conversation. The use of this skill takes time, and if the roll is missed, the subject realizes he is being pumped for information. (PRE)
INTERROGATION	The ability to forcibly extract information from people. The character knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and is an expert at manipulating subjects into revealing desired information. (PRE)
LEADERSHIP	The skill of leading and convincing people to follow you. (PRE)
PERSUASION	The ability to convince, persuade, or influence individuals. (PRE)
SEDUCTION	The ability to gain others' trust by offering companionship or favors. (PRE)
STREETWISE	This skill gives the character knowledge of the seamy side of civilization: he knows how to find the black market, talk to thugs, gain information, and so on. (PRE)
TRADING	The ability to strike a good bargain with a merchant or customer. (PRE)
WARDROBE &/STYLE	A grasp of fashion, wardrobe, and personal grooming. A character with this skill knows how to show off clothes and look his best. (PRE)

TECHNIQUE SKILLS

BUGGING	The ability to properly implant and operate listening, visual, or other sensing devices ("bugs.") (TECH)
DEMOLITIONS	The ability to properly use, handle, set, and defuse explosives (TECH)
ELECTRONICS	The ability to identify, understand, repair, and rewire electronic devices. (TECH)
FORGERY	The ability to create false documents, identification, currency, and so forth. (TECH)
GAMBLING	The ability to win gambling games that require some skill, such as blackjack, poker, and more exotic games. A character may also use this skill to cheat. (TECH)
JACK OF ALL TRADES	Assorted (and rather limited) skills in tinkering, fixing, craftsmanship, first aid and other handicrafts. (TECH)
LOCKPICKING	This skill allows the character to open key, combination, electronic, and magnetic locks. (TECH)
MECHANICS	Skill with mechanical devices and the knowledge of how to repair, replace, and build them. (TECH)
PARAMEDIC	This skill enables the character to stop bleeding, repair damage, and generally keep someone alive. (TECH)
SECURITY SYSTEMS	The ability to recognize and evade various types of alarms and traps. The character also knows how to set up alarms and traps, given the proper time and equipment. (TECH)
WEAPONSMITH	The character knows how to build, maintain and repair weapons of various types. The class of weapon (muscle-powered, firearms, energy weapons, other) must be specified when this skill is purchased. (TECH)

PERFORMANCE SKILLS

ACTING	The ability to act; to assume a role or character. Someone who is skilled in this can fake moods or emotions, or hide his true identity. (PRE)
DISGUISE	The ability to change a character's appearance through makeup, costumes, body language, and facial expression. (TECH)
MIMICRY	The ability to perfectly imitate someone else's voice. (PRE)
ORATORY	The ability to speak to an audience and to deliver a convincing presentation. (PRE)
PERFORMANCE	The skills of acting, some stagecraft, singing and musicianship.(PRE)
SINGING	The skill of using your voice for performance and entertainment. (PRE)
SLEIGHT OF HAND	The ability to palm items, fool the eye, perform magic tricks, etc. (REF)
VENTRILOQUIST	The character can make his voice sound as if it's coming from somewhere other than himself. (PRE)

EDUCATION SKILLS

BUREAUCRATICS	You know how to deal with bureaucrats, cut out red tape, who to talk to, how to reach them, and how to extract information from bureaucracies. (PRE)
BUSINESS	Knowledge of basic business practices, laws of supply and demand, employee management, accounting, procurement, sales, marketing. (INT)
COMPUTERS	The ability to program and operate computers. (TECH)
CRIMINOLOGY	You know how to look for clues, dust for fingerprints, examine evidence, do ballistic tests, examine records, search through files, and so on. (TECH)
CRYPTOGRAPHY	The ability to solve simple ciphers and encrypt or decode messages. (INT)
EDUCATION	General knowledge, such as math, history, science, trivia, or current events. (INT)
ESPIONAGE	Gathering and assessing intelligence and orchestrating spy operations. (INT)
EXPERT	Any one field of knowledge: stamps, gardening, Quentian lore, anime trivia, and so forth. This can be a hobby, or an in-depth knowledge of a specific field or area. (INT)
LANGUAGES	Must specify one particular language group (or dialect, computer code, type of sign language or hand signals). Must specify primary language in the family; all others in that group are at 1/2 of primary. (INT)
LOCAL EXPERT	Knowledge of an area; who's who, where things are, general customs, schedules, and peculiarities of the environment. (INT)
NAVIGATION	Knowing how to take sightings, use maps and charts, plot courses, work from wind, weather, and other guides. (INT)
PROFESSIONAL	The ability to perform a certain profession (such as artist, actor, doctor, hockey player, scientist, taxi driving, etc.) Obviously, certain other skills will greatly enhance the character's ability to practice his profession. (INT)
RESEARCH	Skills in using libraries, databases, records, as well as uncovering information from obscure or uncommon sources. (INT)
SCIENCE	Knowledge of lab techniques, how to design experiments, how to write scientific papers, test hypotheses, etc. for your appropriate field of science. Must specify your area of study when this skill is purchased. (INT)
SURVIVAL	This skill enables the character to live off the land, find food and water, identify dangerous plants and animals, and so on. (INT)
SYSTEMS OPS	This skill allows the character to operate sensing and communications devices. The character should choose what type of system he knows how to operate (such as Radar, microwave transmitters, LANs, etc.) (TECH)
TACTICS	The ability to manage a large-scale battle effectively and efficiently. A character with this skill usually knows what must be done to direct a battle. (INT)
TEACHING	The ability to impart information or skills to other. (PRE)

Option 2: Talents

Talents are an innate ability, (but not necessarily superhuman) that cannot normally be learned or taught, such as a bump of direction or the ability to see in the dark. The list of Talents below is a general one; which ones are available depends on each GM's decisions about the campaign setting. Each one of these Talents costs 3 points each. If levels (indicated by a X) can be taken in the Talent, each additional level will cost another 3 OP:

Talent Name	Description
Acute Senses [X]:	One of your five senses (sight, sound, smell, touch, taste) is extremely acute. If the sense is touch, you can read print with your fingertips, feel tumblers moving in a lock, and determine subtle differences in materials by feel. If the sense is smell, you can instantly detect people or substances by scent alone and can track them like a bloodhound. If the sense is sight, you automatically gain a +1 bonus in all sight related Perception checks, and treat all ranged attack modifiers as being 2 points less than normal. If the sense is taste, you can perceive subtle additions to food and detect harmful substances with the barest taste.
Ambidexterity:	You can use tools and weapons with either hand at no penalty (normally -3 for using off-hand).
Animal Empathy:	Animals like you; they will never harm or attack you unless severely provoked. You always seem to attract whatever animals are common to the area, and they will immediately gravitate to your side, although they may not necessarily do what you ask them to.
Beautiful/ Handsome [X]:	You are extremely good looking; people will automatically stop and stare at you when you pass, and you are generally surrounded by admirers. In addition, you automatically have a +1 bonus to your Persuasion, Performance, and Wardrobe/Style skills for each level taken.
Blind Reaction:	You can counterattack (in hand to hand only) with no negative modifiers for darkness or being obscured (-4), even if you can't see or hear your opponent.
Combat Sense [X]:	Your reflexes are keyed for danger; you automatically react faster to danger than anyone else; for every level taken (up to 5) you may add +1 to your Initiative rolls (in combat only).
Common Sense:	You always look before you leap; the GM must give you warning whenever you're about to do something particularly foolish, even if there are no perceptible clues present. He doesn't have to specify the danger, just that "this might not be a smart idea..."
Direction Sense:	You are never lost, always know where North is and can orient yourself easily without any external cues.
Double Jointed:	You can bend your limbs and joints in impossible ways. You can fit into any space equal to half your height and width and it is impossible to tie you up or entangle you with a single rope; you can only be restrained using restraints like cuffs, shackles, or nets.
Eidetic Memory:	You never forget anything you have read, seen, heard, smelled, or touched.
High Pain Threshold:	You are especially resistant to pain and shock. When wounded, you will reduce the amount of STUN taken by 2 points each time and the effects of Impairing wounds (when used) by -2.
Immunity:	You are immune to the effects of one specific poison or disease group (must specify).
Intuition:	You have an uncanny feel for hunches; the GM will give you a chance to make a Perception roll whenever he thinks you might get a hunch, even if there are no perceptible clues present.
Lightning Calculator:	You can automatically do complex mathematical operations in your head without using any aids.
Light Sleeper:	You wake instantly from even the lightest touch or smallest sound (no Perception check required).
Longevity:	You are extremely long lived, but do not show any appreciable signs of aging. No matter how old you are, you always look and feel as a person half your age.
Night Vision:	You can see in all but absolute darkness.
Perfect Pitch:	You always know if something's in tune, and automatically gain at +3 bonus in any musically related task (singing, playing instruments, etc).
Rapid Healing:	You heal extremely fast, recovering an extra 3 Hits per time unit in addition to your normal healing rate.
Schtick:	A schtick is a special habit or personal affectation that has little or no actual effect on skills or combat abilities. Examples might be: always having a wind wafting your hair or cape dramatically, always having dramatic lighting striking your face, being able to toss your hat on a hook when you walk in; always having a cigar hidden somewhere on your person, etc. Schticks *must* be okayed by the GM and should never have an important combat or skill application—always shooting the gun out of the bad guy's hand would be a very dangerous schtick to allow.
Simulate Death:	You can lower your heart rate and breathing to such a low level that it is a Legendary Difficulty to tell whether you are dead or not.
Speed Reader:	You can read one page of any normal text that you are familiar with in three seconds (you can read a 200 page book in 10 minutes).
Time Sense:	You always know what time it is, always know how much time has elapsed between the present and the last time you checked.

Meet Kandr Zahn (again)

Kandr decides to buy a few Talents with his points. He goes with:

ACUTE SENSES..3
He'll need that to spot the armies of Red Shoulders who are after him!

AMBIDEXTERITY..3
Always good to fire weapons with both hands, especially if one's been blown off (no cybernetics in the *Votoms* series!).

EIDETIC MEMORY...3
Never forget the blasted plains of Sunsa, or where the next jijirium cache may be.

LIGHT SLEEPER..3
Was that a Red Shoulder out there in the dark?

COMBAT SENSE..9
Let's stack at least three levels (3x3=9) to make sure he gets in the first shot!

RAPID HEALING..3
Just in case all the other Talents don't work out.

TOTAL..24 OP

POINTS REMAINING..51

Option 3: Perks

Perks are useful items, privileges, or contacts a character has access to in a campaign. Perks can be special licenses or symbols of authority, friends, favors or fringe benefits accruing from a profession. They are purchased with Option Points just like any Skill, and function as a value gauge of how powerful the Perk is (1 being lowest, 10 being best—the GM is the final arbiter of a Perk's worth on the 1~10 scale); level 8 or 9 should really mean something!

Perks are extremely campaign dependent and should be created for each campaign individually. Many Perks have mixed benefits, both good or bad, and game play should reflect this. Think about it: a "Mafia Godfather" Contact might require a favor of you someday too!

Once the GM has established the level of the Perk, he must decide just how much impact that perk has on the world; for example, in a superheroic game, being the head of a huge corporation would be a character affectation; in a cyberpunk campaign, that same status would have serious impact. The impact is matched to the chart below and the basic cost for the Perk (listed below) is multiplied by the value indicated. This will be the final cost.

Campaign Style	Multiply Perk By
Very High Impact	x4
High Impact	x3
Moderate Impact	x2
Little or No Impact	x1

Perk Name	[Cost per Level] Description
Membership	[1 per level] You can call upon the resources of an organization, person, government, or group—but you also have responsibilities. The level of Membership represents your character's status in the organization, not the influence of the group (that's what the multipliers above are for). For example: A Membership of 1 at in the FBI would make you a janitor, but at 10 you're the Director's right-hand man. A version of this is Authority, in which the character is an agent of the law and has the power to arrest, detain and use deadly force.
License	[1 per level] The character has a legally sanctioned right to do things that would normally be considered illegal (license to kill, to collect taxes, hunt criminals, etc). Licenses are individual cases, granting you authority rather than "loaning" you use of the authority of a group (as above)—you get no resources, but you also don't have so many responsibilities. By example: a license to sell arms might cost 2; a Private Investigator's license 4; a Bounty Hunter's license might cost 6; a CIA or secret service agent's license 8, a Federal Marshal's license costs about 9, and having an unconditional license to kill might cost 10.
Contact	[1 per level] You know someone who can (and generally will) help you through money, power or sheer skill, and this help is usually "off the record." A mercenary who'll occasionally back you up in a fight costs 3, a local Yakuza Boss costs 6, the head of the FBI costs 9. Remember that the level of the contact is based on several factors: a student's not much, but a student who's willing to die for you…
Favor	[0.5 per level] A one shot Contact; you can make use of this contact only once, but they MUST do what you ask (as long as its appropriate). Note that it's often useful to have favors from a lot of people in different areas rather than one contact who does everything.
Renown	[1 per level] Your reputation, usually in a favorable light. People go out of their way to curry favor with you, or to at least avoid getting on your bad side. At 3, most local people know you; at 6 you're nationally known; at 9 you're an international figure.
Wealth	[1 per level] Characters are assumed to be lower middle class, but wealth boosts your lifestyle. Spending 1 OP places you comfortably in the middle class, capable of buying common things and living in a decent place. Level 2 is upper middle class; you can buy most everyday things and live in a very nice place. At levels 3~4, you are well to do and have more than enough money to support yourself; you need work only occasionally, can afford costly hobbies, and have an expensive home. At 6 you're rich; you don't have to work at all, can afford large purchases like cars or vacations, and live in a very expensive home. At 9, you're a millionaire, can live anywhere and buy almost anything you want. The GM might let you exceed Wealth 10, making you a billionaire!

Special Note— Money in Votoms: Generally, players with wealthy characters are discouraged from keeping track of their money directly—it's a lot of tedious bookkeeping. However, there may be times when you'll absolutely need to know if you can buy that Caribbean island. In this case, you might use the following rule: At Wealth 1, the player has a disposable income of $1,000 per week; this value doubles for each additional level of Wealth—this means at Wealth 10, you could spend over 26 million dollars a year! Referees should be really careful letting this rules cat out of the bag!

Membership & Contacts in Armored Trooper Votoms

Civilian	1
Military Grunt	2
Military Officer	3
Command Officer	5
High Ranking Officer	8
Impact	
Regular Military	x2
Elite Unit	x3
Red Shoulder	x4
Black Marketeer	x3
Crimelord	x4
City Official	x3
National Head	x4

Meet Kandr Zahn (again)

Kandr also decides to buy a few Perks with his points. He goes with:

CONTACT (S)

He figures he'll need someone to help him stay one step ahead of his enemies. In fact, he does with two contacts: an underworld smuggler for his weapons (at Level 4), and an old Red Shoulder Commander who believes that he didn't betray the unit (at Level 6). The GM rules that both types of contacts would have a high impact on the world (especially the Red Shoulder Commander!), and multiplies their values by 3 accordingly. (4+6)x3=30. Ouch!

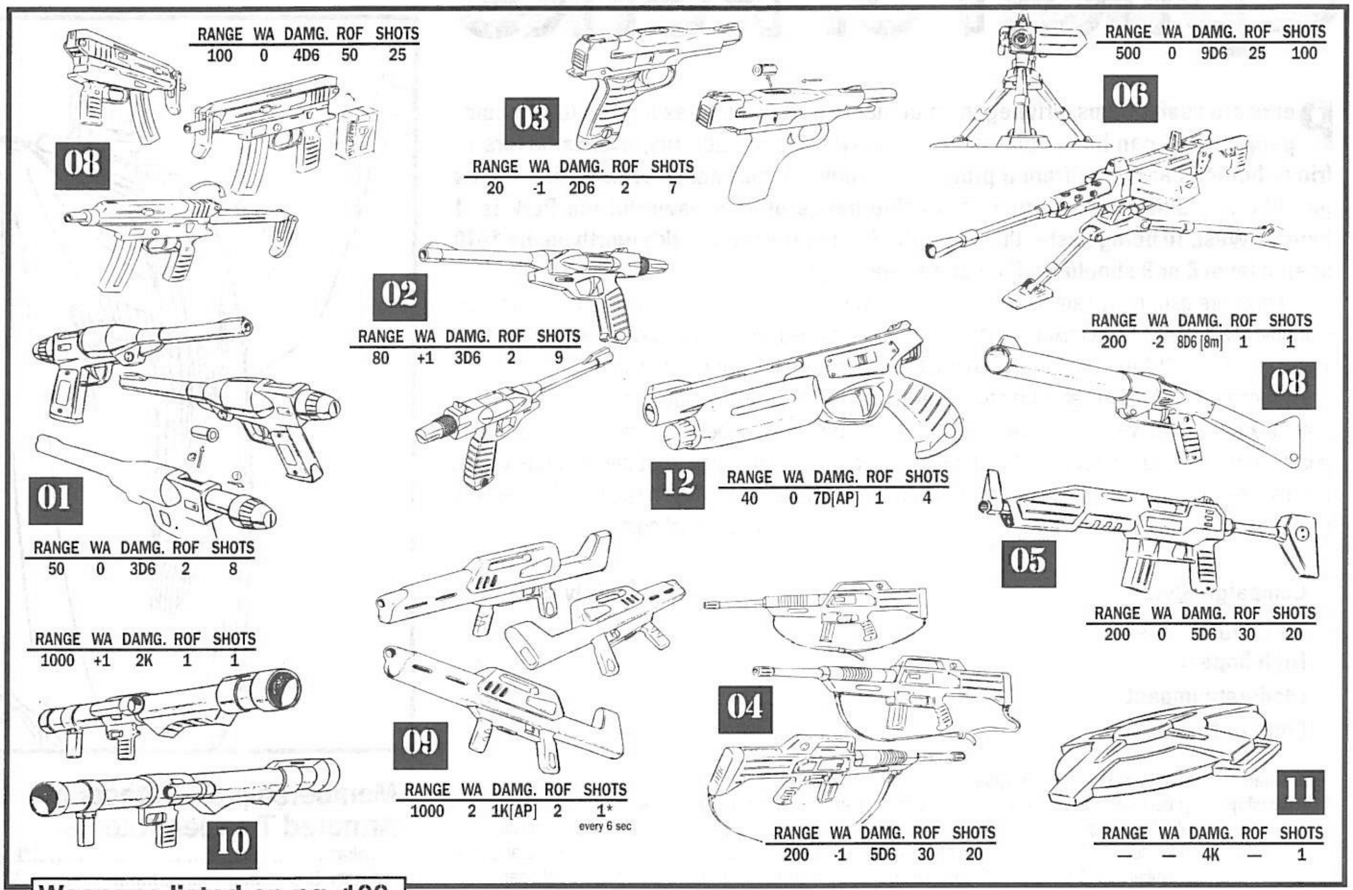
TOTAL..........30 OP

POINTS REMAINING..........21

Rules Cats Out Of The Bag

—especially in Votoms, where even the military leaders aren't rich. There's a reason the Secret Society had to raid the Melkian government's secret stash of gold!

By the way, the standard currency for Melkia/Gilgamesh is the *gulden;* for Balarant, it's the *balant.*


RANGE WA DAMG. ROF SHOTS
100 0 4D6 50 25
08
03
RANGE WA DAMG. ROF SHOTS
20 -1 2D6 2 7
RANGE WA DAMG. ROF SHOTS
500 0 9D6 25 100
06
02
RANGE WA DAMG. ROF SHOTS
80 +1 3D6 2 9
RANGE WA DAMG. ROF SHOTS
200 -2 8D6 [8m] 1 1
08
01
RANGE WA DAMG. ROF SHOTS
50 0 3D6 2 8
12
RANGE WA DAMG. ROF SHOTS
40 0 7D[AP] 1 4
05
RANGE WA DAMG. ROF SHOTS
200 0 5D6 30 20
RANGE WA DAMG. ROF SHOTS
1000 +1 2K 1 1
04
09
RANGE WA DAMG. ROF SHOTS
1000 2 1K[AP] 2 1*
every 6 sec
10
RANGE WA DAMG. ROF SHOTS
200 -1 5D6 30 20
11
RANGE WA DAMG. ROF SHOTS
— — 4K — 1

Weapons listed on pg. 133

What about Specific Stuff?

In VOTOMS, the actual costs for all gear are listed in the table at right. But we include the following system just in case your adventures take you beyond the known Astragius Galaxy.

Meet Kandr Zahn

Kandr decides to buy some gear with his points. He goes with:

Armor Magnum..10
It'll stop the Red Shoulders and their Scopedogs!
First Aid Kit..0.1
Just in case Plan A doesn't work...
Flashlight...0.1
It's *dark* in the Uoodo Undercity.
Binoculars...1
Was that a Red Shoulder out there in the distance?
Recorder...1
Just perfect for those long, moody monologues about the meaning of life, love, and death.
Mechanic's Tool Kit...1
Gotta fix that Scopedog sometimes.
Fighting Knife...1
Close in and quieter than an Armor Magnum
Rope...1
Always useful for getting around Quentian monoliths.
Canteen...0.1
There's no water in the deserts of Sunsa.
AT Pilot Suit...5
It's armored and has an air supply.

Total..20.3 OP
Points Remaining...0.7

Option 4: Gear

Gear is stuff your character might need in an adventure. Often, this gear may be very specific to the adventure, but the following items are usually found almost anywhere:

Type	OP	Type	OP
Temporary Shelter	1	Rope & Grapple	1
Food for one for a week	1-2	Portable Light Source	0.1
Long range communications device	1	Medical Aid kit	0.3
Personal transportation	30-60	Long range vision device	1
Medium to Heavy Body Armor	16-25	Personal Recording device	1
Portable Tools	1-2	Fire starting source	0.1
Portable Time-keeping device	0.5	Water for two days	0.1

The above list is a *totally* generic one; the actual form of the Gear would be determined by the technological level of the adventuring group:

Tech level 1: Pre-industrial
Tech level 3: Victorian
Tech level 4: Early 20th Century
Tech level 5: Late 20th Century
Tech level 6-7: Near Future
Tech level 8-9: Interstellar Far Future
Tech level 10: Hyper Science (transgalactic empires)

For example, a "Portable Light Source" in a Pre-industrial tech level might be an oil soaked torch, an oil lantern in a Victorian tech level, a battery-power flashlight in any 20th century tech level, and a "fusion glow rod" in a near future or Far Future tech level. As a rule of thumb, to upgrade gear from a lower tech level to a higher one, subtract the lower tech level number from the higher one and multiply the cost by the resulting value (example: upgrading an oil torch (TL 1) to a flashlight (TL4) would multiply the cost of a Portable Light Source by 3.

Note: The values given here are in Option Points; to derive money costs, multiply the OP cost by 100 monetary units. Also note some costs are in 10th points.

Gear & Services

In the vast expanse of the *Votoms* universe, there are a wide variety of currencies. Most are backed by either gold or jijirium as a common exchange rate. Here are typical costs for common services or items in OP (multiply by $100 for cash)

Binoculars..........1
For long distance observation. 30x power.

"Bug"..........6
Miniature listening device. Will transmit any sound within 10m/yds to a receiver up to a km away.

Bug Detector..........9
Will detect any active or passive listening device within 10m/yds Will determine location of bug, but not location of receiver.

Camera..........1
Records still images on film. 24 exposures.

Camouflage Coverall..........2
Khaki overclothing, patterned to match Urban, Snow, Jungle, Forest, or Desert environments (specify). Adds +2 to any Stealth attempt.

Camp stove..........1
Runs on pressurized gas for 3 hours. Takes about 5 minutes to boil water.

Canteen..........0.1
Holds 2 quarts.

Chronometer..........0.5
Digital time keeper with alarm, day, date. Two years on a battery.

Diving Gear..........5
Includes swim fins, wet suit, weight belt, aqualung and mask. Tanks good for 3 hours. Can be used down to 60m/yds.

Dried Food (week)..........1
For one man. Prepackaged, just add water. 5 lbs.

Drink in a Bar..........**0.1 (roughly 10.^{00})**
Alcohol is easy to make, and the first thing every grunt learns to brew in a war zone. This is beer or rotgut booze; a good drink adds 100% to the cost.

Electrician's Tool Kit..........05
Pocket soldering iron, parts, multimeter, etc. Required for Electronics tasks.

First Aid Kit..........0.3
Bandages,scalpels, disinfectants. Required for First Aid.

Flashlight..........0.1
Battery powered, good for 8 hours. Lights up to 20m/yds.

Geiger Counter..........9
Detects intensity/direction of radiation up to 10m/yds.

IR Goggles & Flash..........5
Allows user to see in dim light, using flash (Illuminates up to 15m/yds).

Jammer..........6
Will jam any active or passive listening device within 10m/yds.

Lantern..........0.5
Lights up to 40m/yds. Batteries last 8 hrs., gasoline for 6.

Lighter..........0.1
Fast fires (2 minutes by this method). Good for 100 lights.

Meal..........**0.2 (roughly 20.^{00})**
Food is rare here. This is a no frills meal with a lot of synthetics and not much real meat. A better meal adds 50%, a gourmet meal adds 100% to the cost. The Army will feed you three squares a day for free. Think about it.

Mechanic's Tool Kit..........1
Wrenches, pliers, screwdrivers, etc. Required for Mechanical tasks.

Rope..........1
100m/yds. Can hold up to 500 lbs.

Personal Computer..........10
8" x 12" x 2" laptop with LCD screen. 3 hour battery charge; recharge in 3 hrs.

Phone Call..........**0. 01 (roughly 1.^{00})**
Using a planetary com system. There is no civilian access to FTL commo.

Radio..........1
Portable CB walky-talky. Range about 20 miles, 24 bands.

Recorder..........1
About the size of a cigarette pack. 2 hours of audio on storage cassettes.

Shelter..........**10 (roughly 100.^{00})**
A typical night's lodging in a reasonably safe inn or spaceport cubicle. A better lodging would add 100%, a luxury accommodation would add 200%. A barracks in the military costs nothing.

Tent..........1
Holds four. Can be set up in five minutes.

Toolknife..........0.5
Classic "Swiss army" knife (DC .5). Saw, screwdrivers, tweezers, awls, etc.

Utility Belt..........02
Belt or harness with pouches. Can be used to carry up to 6 objects or devices up to the size of a large paperback book. or a total weight 10kg. or less.

Vehicle..........**Varies, usually around 10-30 (roughly 1-4000.^{00})**
Small military vehicles (motorcycles, jeeps) in working condition are cheap and easy to come by. Civilian vehicles are rare and very expensive (up price by 200%)

Visual Recorder..........3
Records color images and sound on videocassettes. Can replay tape images through viewfinder monitor. Each cassette lasts 4 hours.

Weapons & Armor (illos, pg. 132)

In the Astragius Galaxy, **weapons** are cheap and plentiful (the only things that are). **Personal body armor** is limited; there are AT pilot suits and a few types of light body armor, but the assumption is that once you get past the small arms level, you're going to either be in a Votoms suit or *dead*.

Small Melee Weapons [Not shown]..........1

Knives, daggers, clubs and other small weapons. **Rng: 4m/yds • WA+1 • Min. STR 1 • Damage 1 (polearms and axes are 2-handed)**

Large Melee Weapons/Polearms [Not shown]......2-3

Swords, polearms, halberds, spears. **Rng: 6m/yds • WA+1 • Min. STR 3 • Damage 3**

Handgun..........2-3

Typical small arms of Astragius Galaxy. There are many, many weapons of this type; here are a selection of ones commonly appearing.
[01] Secret Society's [02] Vanilla's [03] The Phantom Lady's

Submachine Gun [08]..........3

Smaller, close in automatic weapon.

Assault Rifle..........6

Typical shoulder arms arms. Fully automatic with 3 round burst.
[04] Melkian [06] Gilgamesh [09] Balarant

Machine Gun [06]..........10

Tripod mounted weapon used to defend set emplacements.

Rocket Launcher [08]..........10

Useful for attacking long range or dug in emplacements.

Anti-AT Bazooka [10]..........15

Designed to tackle ATs. this weapon is relatively uncommon for anyone but dedicated mercenary or rebel units.

Anti-AT Mine [11]..........17

Another dedicated anti AT weapon.

Bauhaser GMA-571 "Armor Magnum" [12]..........10

This anti-AT handgun is the standard sidearm of Gilgamesh AT pilots. Its powerful kickback prevents most people from using it for personal combat. It holds four large-caliber armor-piercing rounds mounted in a tube magazine under the barrel. It can pierce 20mm armor from up to a distance of 40 meters and is the smallest anti-AT weapon in use.

Pilot Body Armor [KD 12, EV -0]..........5

Typical pilots suit worn by Armored Trooper pilots on all sides. Limited Space protection, with 20 minutes air supply.

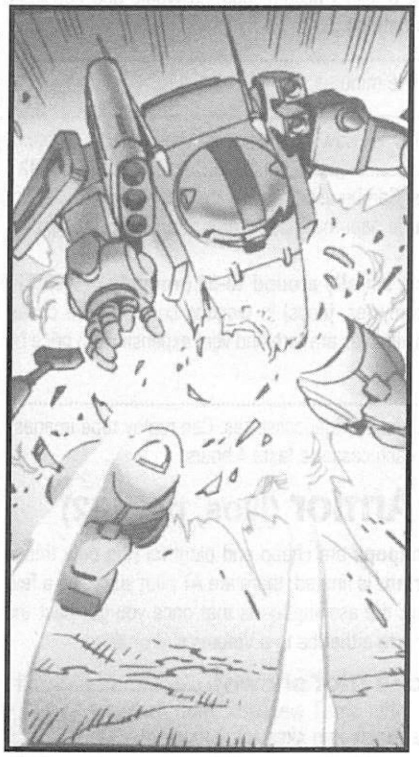
Heavy Body Armor [KD 20, EV -2]..........15

Body armor favored by guards and combat troops. No space protection.

Space Suit [KD 5, EV -2]..........5

Typical short-duration duty suit. Provides space protection with a four hour air supply.

GETTING INTO ACTION



Now that you've created a character, it's time to use him in an adventure. First of all, lets talk about the "game board" where that adventure will take place. In roleplaying, the "board" is your imagination; the environment is described to you by the GM, and it's up to you to imagine in your mind's eye where everything is, based on those descriptions (although maps and figure "counters" are sometimes used as visual aids in more complex situations).

Getting the Scene Down

There are a few basic rules to this mental landscape. First, if your character can see something with the naked eye or the scope of a weapon, you can interact with it. If there's anything in the way, it's considered to be BLOCKED and you can't interact with it. If it's positioned forward of your shoulders, you can face it and also possibly interact with it. Last, if it's within arm's reach (roughly 2 yards), you can also touch it; otherwise, you'll need to use a longer tool, weapon or some other method to extend your reach.

That brings us to the subject of measurement. In Fuzion, we measure everything in either **meters** or **yards** (and treat them interchangeably; the difference is only about 2 inches). One reason we do this is that it means we don't have to change measurements around between metric and English systems. It also corresponds pretty well with the statistically generic 6 foot character (ok, a meter isn't *exactly* 3 feet, but for convenience's sake, it works well enough). This allows you to use almost any size of figure in play—the actual figure becomes a useful 2 meter/yard "yardstick" to measure distances. Army men, action figures, even fashion dolls—anything can work with this simple scale system.

Distance

As a rule, there are two scales of movement used in Fuzion. The first scale is **Figurative Movement**; a raw MOVE score compared to another MOVE to see which is faster overall. This is best for simple speed decisions; in a race, each participant adds a die roll to his or her MOVE score and the highest total wins.

Then there's **Literal Movement**; a measurement of actual distance, best used on combat maps or when using figures. How far you can move has already been determined by the Derived Characteristic of Run (MOVE x2m/yds) and Sprint (MOVEx 3m/yds). This will tell you exactly how far you can run in **3 seconds** (the typical measurement of time in combat, as described below).

Terrain

Terrain is what you are walking on; dirt, sidewalk, brush, ice. In Fuzion, your movement can be slowed by the type of terrain you cross over. Terrain is rated as Easy, Rough and Very Rough and reduces your overall MOVE characteristic in the following manner:

Easy	Rough	Very Rough
No Reduction	Halves MOVE	Quarters MOVE

Note that the roughness of the terrain doesn't mean that it's full of rocks; just that it's hard to cross. Rough terrain could include choppy waves, turbulent air, or light brush. Very rough might be mud, snow, ice or thick brush. Easy would be grass, sidewalks and open skies.

The terrain type is decided on by the GM, and is based on the majority of terrain you will be crossing over that phase. For example, if you ran over 4 m/yds of Easy terrain and 6 m/yds of Rough, the GM would probably rule that you were moving through Rough Terrain that phase.

Time

Finally, we have one more kind of measurement in our imaginary landscape—**time**. Fuzion uses two ways of measuring time. The first, **Roleplaying Time**, works just like it does in real life; dividing reality into seconds, minutes, hours, days, weeks, etc. The second way, **Combat Time**, is far more exacting. In Combat, time is divided into **3 second combat Phases**. Anything that takes longer than a phase is considered to be a long action, and will take at least **12 seconds** (or one **Round**) to complete. In extreme cases, you may even want to use minutes or hours to describe especially long actions.

Real Speed in Real Numbers

If you really want to get kilometer or miles per hour speeds, here's how to do it:

- To get KPH ground speeds, multiply the non-combat or combat move of the object by 3 kph. Example: with a non-combat move of 18, I run at 54 kph.
- To get MPH ground speeds, multiply the non combat or combat move of the object by 2 mph. Example: with a non-combat move of 18, I run at 36 mph.

Lastly, there's the question of really fast speeds, supersonic and above. If you're talking living things, the only way to achieve this is through the use of some kind of supernatural power; in this case, the top speed is determined at the time the power is created. Non-living things also buy supersonic speeds as a factor of their construction. In both cases, to determine the outcome of a contest is much like other figurative Movement; add the speed value (Mach, Warp, whatever) to a die roll, and the highest total wins.

The Time Table

1 Phase=3 seconds (typical combat time)
1 Round= 4 phases (12 seconds)
5 Rounds=1 minute
5 minutes
20 minutes
1 hour
6 hours
1 day

Taking Your Turn

Much as in any other game, the next step to adventuring is taking **Turns**. In Fuzion, the character with the highest REF Characteristic generally acts first in a phase. They may also be allowed to hold their action (see Wait under Advanced Actions) and act later in the phase. The character with the next highest REF score acts next and so on. If the characters are still tied, then roll a die to break ties at the start of combat; the higher number goes first.

Another option is to have each character roll 3D6 and add their REFLEX Characteristic at the start of the phase. The character with the highest total acts first for that phase (they are also allowed to hold their action and act later in the phase). The character with the next highest total acts next and so on. Roll an additional die to break ties; high number goes first.

Taking an Action

When it's your Turn, you can do one thing, called Taking an Action. But what kind of actions can you perform when your chance comes up? And how do they all work together? In general, there are two kinds of Actions in Fuzion: Basic Actions, which are simple descriptions of tasks you'll want to perform during your turn, and Advanced Actions, which represent more sophisticated maneuvers that add strategy and tactics to your game play. Both have advantages; Basic in speed, Advanced in subtlety.

The following section discusses Basic Actions a character can perform, each explained. Advanced Actions are described on the following page in their own section. Both also have useful summary sidebars to recap what each action means.

Attack: Use a weapon, power or physical combat skill to harm an opponent. There are many modifiers that can affect your chance to do this (see Combat Modifiers, pg. 144). Specific weapons may have other modifiers to take into account as well.

Block: (or Parry) Use this Action to deflect attacks. In general, this means stopping a specific Melee or Hand to Hand attack in addition to your normal Defense Value. When Blocking an attack, make a Hand to Hand or Melee skill roll against the roll which your attacker already got past your defense roll. If the roll is successful, the attack is blocked. After being blocked, the attacker is put off balance, and must act after the target next phase regardless of normal turn order.

This is a good time to introduce the Rock, Papers, Scissors Rule of Blocking. As a general rule, certain defenses can be used to physically block certain kinds of attacks; against other attacks, these defenses are worse than useless. (You could lose an arm!) As a rule of thumb, always remember:

- **WOOD DAMAGES FLESH**
- **METAL DAMAGES WOOD**
- **ENERGY DAMAGES METAL**

Dodge: Use this Action to make yourself harder to hit. Instead of attacking, you may declare that you are actively dodging and gain +3 to your Evasion skill roll against all attacks that Phase.

Get Up: Use this Action to stand up after being knocked down.

Grab: Use this Action to get a grip on an opponent, a weapon, a gadget, or something else. A successful Grab allows the attacker to hold, pin, choke or throw his opponent; he may also attempt to grab a weapon from his opponent's grasp. Use an Opposed Skill check to see if you can break out of a Grab (use STR Characteristic plus Hand to Hand, Athletics or Martial Arts (whichever is highest); the attacker suffers -2 to his roll. When Grabbed, both grabber and grabbee are -3 DEX to all other attacks. The grabber can choose to do his full STR in damage to the grabbee each turn.

Run (Combat Move): Allows character to move up to their full Running that phase.

Sprint: (Non-Combat Move) Use this Action to move faster each phase—up to your full Sprint speed, but at 1/2 DEX and 0 REF while doing so.

Other Action: Use this Action for anything not covered by other Actions, like reloading, taking off your shirt, opening a door, or anything else you can think of. How

Basic Action Summary

Actions	Notes
Attack	(Shoot or Strike) Make Attack (optionally, add modifiers); autofire attacks count as one Action. Kicks do +1D6 at -1 to hit.
Block	Stops any one attack with a successful Defensive Roll vs. the Attacker's Attack roll. You attack first next phase.
Dodge	Makes you harder to hit against all attacks this phase—adds +3 DV, but you cannot attack.
Get Up	Get up from being prone.
Grab	-2 to perform; grab target or gadget; -3 Defense for both .
Run	Move up to your full Combat Move (a Run).
Sprint	Move up to your full Non Combat Move at 1/2 DEX, 0 REF.
Other	Any single action not otherwise specified, such as using a Skill, making a Strength/Lifting/Throwing Feat , loading, mounting a vehicle, changing weapons, etc.
Throw	Throw one object (-4 if not made for throwing).

long an Other Action takes is up to the GM; they may well decide that what you describe takes several rounds to perform, or it may have modifiers on your DEX. Some common Other Actions: drawing a weapon, getting into or out of a vehicle (or mounting or dismounting from a horse), transforming, and clearing a jammed weapon. All of these Actions take up a full phase.

Throw: This allows the attacker to use a thrown weapon (grenade, bottle, mug, small car). The object must be liftable by the character, and may be thrown using the character's Athletics Skill. Improvised, non-aerodynamic objects can be thrown at at -4 penalty. If the character is throwing something larger than 4 square m/yds (roughly 2x2), it can be treated as an area attack.

Free Actions

These are things you can do automatically, without spending any of your Actions. An example would be standing up. To be sure, ask the GM of your campaign what Actions are free in his game. For example, you can always move up to your MOVE Characteristic (in m/yds) at no action cost.

Advanced Actions

These are other Actions you can take besides the Basic ones. Remember that even this list is only a fraction of the possible maneuvers you may want to invent or add to your campaigns.

Abort: Characters who are being attacked, and who have yet to take their turn, may 'abort' to a defensive maneuver (Block, Dodge, or Dive For Cover) using their upcoming action. Characters continue to do this defensive action until they can act again in the next phase.

Aim: This action allows you to improve your chances to hit with a ranged weapon (only). Each action taken aiming adds +1 to your attack, up to three actions total. Aiming assumes a steady, braced position, no movement, and a clear chance to track your target.

Choke Hold: A two hand or one arm Grab maneuver (unless you're really big and your GM allows you to use one hand or arm). Once a successful Choke hold is established, the choker will do 2D6 each phase in killing damage unless the Choke is broken by the victim.

Disarm: On a successful Attack roll, you have a chance to knock something from the opponent's hand at no penalty. The attacker gets a STR + Hand to Hand roll versus the defender's STR + Hand to Hand roll; if the attacker wins, the defender drops the weapon. Use the **Area Effect table** (p.145) to determine where the weapon falls, with your opponent in the center.

Dive For Cover: This action allows you to get out of the way of explosions and area effect attacks. You make a Defense roll (using an appropriate Hand To Hand or Evasion roll if allowed by the GM), against a Difficulty Value based on the distance (base of 8 for 1m +1 difficulty for every extra 1 m/yds). If the roll is failed, you didn't dodge fast and/or far enough and were caught by the attack effects. Diving for cover can be performed by holding an action (just in case) or by aborting to your next action if you have not yet taken your turn.

Draw & Attack: By declaring this action at the start of the round, you are effectively trying to "fast draw" on your opponents. This allows you to draw and use a weapon in one action, instead of the normal two, but imposes a -3 penalty on your attack.

Entangle: This allows the character to use any entangling type of attack (whips, nets, tentacles, etc) to immobilize an opponent. The attack is made using the skill for that weapon against the target's defense roll. An entangled character must act as though a Grab has been made; he can't move or attack until he escapes.

Escape: This is the action of freeing yourself from physical holds, chokes, entanglements or simple traps (like snares or nets). This requires a separate roll using your STR+ Hand to Hand skill against the holder's Athletics (or Hand

Advanced Action Summary

Actions	Notes
Abort	Interrupt opponent's turn to use a Defense (Dodge, Block, Dive for Cover), at cost of your upcoming action this phase.
Aim	Each phase taken Aiming adds +1 to Attack, up to +3; no other Action possible
Choke Hold	A Grab at - 4 REF. 2D6 Killing Attack. And you can't talk while being choked.
Disarm	Knock opponent's weapon from hand.
Dive for Cover	Avoid an area attack. Defender makes REF + Athletics (or combat) skill roll vs 8, +1 difficulty per each extra meter/yard dived.
Draw & Attack	Draw weapon and attack in one Action. -3 Penalty to attack.
Entangle	Immobilize opponent until he can make a Escape.
Escape	Escape from Grabs or Entangles, using STR+ Athletics (or combat) skill vs. opponent's STR+Athletics (or combat) skill.
Haymaker	+3 dice damage, with -3 to REF.
Move	Move up to half your Run distance, and perform one other action, except for Run, Sprint, Move By, Move Thru, Recover or any action the GM rules to take a Full Action (or longer.)
Move By	Full Move and HTH attack during movement with a -2 penalty to REF & DEX. Damage = half of STR + 1 die for every 10m/yds moved. You will also take one third of that damage yourself.
Move Thru	Full Move and HTH attack at end of move with a -1 penalty for every 10m.yds moved and a DEX penalty of -3 total. Damage = STR + 1 die for every 5m/yds moved; you will also take one half of that damage yourself.
Recover	-5 to Defense Value, get Recovery back in Stun
Sweep/Trip	Opponent falls; takes -2 penalty to his REF next phase, must spend an Action to get back up.
Wait	Wait for a chance to take your action or hold an action til later.

	to Hand) skills plus their Strength. Example: Although Fox's Athletics is 7, her STR is only 3. Brick's Athletics is only 3, but his STR is 10. The extra 3 point edge easily allows Brick to hold Fox immobilized.If pitted against a trap, you will use your STR+Athletics Skill against a Difficulty Value set by the GM. On a successful roll, you are free of the hold and may move again. Hand to Hand or Tech-based Skills may also be used in default of Athletics if the GM agrees.
Haymaker:	You throw caution to the wind and put everything into a single full-out physical move (a swing, punch or blow). This gives you a damage bonus of +3 dice, but imposes a -3 penalty to hit (because you're not worrying about keeping your balance or aiming, etc.).
Move:	This Action allows you to move up to your MOVE Stat (or other Movement power) in m/yds of distance, and perform one other action, except for Run, Sprint, Move By, Move Thru, Recover or any action the GM rules to take a Full Action (or longer.)
Move By:	This action lets you use up to your full Combat Move and make a Hand-to-Hand or Melee attack (only) at any point along that movement, at a penalty of -2 to your REF and DEX. You do half your STR damage plus 1 die for every 10m/yds moved. You will also take one third of that damage yourself.
Move Thru:	This action lets you use up to your Combat Move and make a Hand-to-Hand or Melee attack (only) at the end of that movement, at a REF penalty of -1 for every 10m/yds moved and -3 to DEX. You do your STR damage plus 1die for every 5m/yds moved. You also take half that damage yourself.
Recover:	Recovering gives you back Stun (and Endurance, if using that Derived Characteristic) equal to your Recovery score. If you choose to Recover for your action, you can do nothing else that phase. If you suffer damage while recovering, you may not recover Stun points that phase. You are at -5 DEX while Recovering.
Sweep/Trip:	You put out a foot and send him sprawling. On a successful Hand to Hand roll, the attacker is knocked to the ground. He will be -2 to his next attack, you will gain +2 on your next.
Wait:	Allows you to interrupt another player's actions during their turn. Waiting is best used when you want to wait until an opportunity exposes itself. To Wait, you must announce, when your part of the phase comes up, that you are planning to Wait. The important word to include in this announcement is until, stating what condition must be met before you will act. An example might be, "I wait until Bob moves," or "I wait until I can see the whites of his eyes." If the conditions of your wait are not met, you must stand there, waiting, until the next round. When the specified condition has been met, you can elect to interrupt someone else's action immediately; after all, this is what you have been waiting for. An example would be: "I wait until my opponent pops his head up from behind the wall, then I'll shoot." The moment your opponent pops up to shoot at you (his action), you could then interrupt and fire. You need not roll to interrupt; it's automatic. This can also be used to cover an opponent—i.e.; hold a ready weapon on him—you interrupt his action (BANG!) if he attempts to escape.

Once you've chosen the action you want to do, it's time to find out what happens next. Most of the time, you'll just be able to do what you intended to do. But sometimes, the outcome of an Action will be in doubt (for example, if you are attacking a monster, you'll want to know if your blow hits). This will call for Resolving an Action.

Resolving Actions

Whenever your character tries to do something (called taking an Action), there's always the question of whether he'll succeed or fail. Sometimes the task is so easy that it's obvious; for instance, taking a step forward without falling down. In those cases you'll just tell the GM what you're doing, and no die roll is needed.

That Moving Thing:

Let's say my MOVE was 5. This would mean:

Move: I can run up to 5m/yds and still do anything except Run, Sprint, Move By, Move Through or Recover.

Move By: I can run up to my full Combat Move (equal to my MOVE x 2). So I could run 10m/yds and make a hand to hand or Melee attack with a penalty.

Move Through: I can run up to my full Combat Move (equal to my MOVE x 2). So I could run 10m/yds and ram into someone (or do the famous "Captain Kirk Running Kick").

Which Die Roll?

This is one of the basic decisions you have to make before you begin playing Fuzion: what Dice should you use? While standard 6-sided dice are always used for damage, in Fuzion, you can use either 3 six-sided dice (the HERO Option) or one 10-sided die (the Interlock Option) for resolving actions. The GM should decide at the start of the campaign what kind of dice will be used; this will then be in effect for all characters within that campaign.

A Die Roll or Straight 10?

Fuzion's unusual "parentage" offers you two ways to resolve the defensive roll's side of the outcome. The first is the HERO Option (from the Hero System side of the family), which uses a straight value (10) instead of a die roll. This option gives your campaigns a more predictable feeling; once your skills are high enough, you can depend on almost always making the grade. Remember; when using this option, only the Attacker should always roll three six sided dice.

The other is the Interlock Option (named after RTG's core system used in *Cyberpunk* and *Mekton*), in which a 1D10 die roll is added to the Difficulty (aka Defensive) Value of the Defender. This option tends to give your campaigns a more unpredictable flavor; even the toughest characters will have to depend on Luck against an equally skilled opponent. Remember, when using this option, both the attacker and defender should always roll a single ten sided die.

Either option works equally well and both are scaled to fit the Difficulty Value Table (pg. 138)

But if you're trying to take a step on the deck of a ship pitching wildly in a driving rainstorm, walking might be very difficult indeed. That's where Action Resolution comes into play.

There are two ways to resolve an action. The first is to resolve an action against another living thing or person (like trying to convince them to do something for you). To do this, you will add your CHARACTERISTIC+SKILL plus a die roll (aka your **Action Value**) against your opponent's CHARACTERISTIC+SKILL+their own die roll (also known as their **Difficulty Value**).

ATTACKER'S AV — DEFENDER'S DV

CHAR+SKILL+DIE ROLL vs CHAR + SKILL+ DIE ROLL (or 10)

The second way is against a situation (like picking a lock or driving a car). How tough these are to resolve is based on how hard it will be to perform the desired action. First, the GM looks at the table below and decides what term best would describe the level of ability required to perform the task. Then you add your CHARACTERISTIC+SKILL plus a die roll and try to beat the Difficulty Value assigned to the Action you want to perform.

Description	Difficulty Value	Description	Difficulty Value
Challenged	10	**Exceptionally superheroic**	42
Everyday	14	**Incredibly superheroic**	46
Competent	18	**Legendarily superheroic**	50
Heroic	22	**Cosmic**	54
Incredible	26	**Competently cosmic**	58
Legendary	30	**Exceptionally cosmic**	62
Superheroic	34	**Incredibly cosmic**	66
Competently superheroic	38	**Legendarily cosmic**	70

All tasks in Fuzion are resolved the same way: take your most relevant CHARACTERISTIC, add to it your most relevant SKILL, and add a die roll to your total. Next, compare the resulting value to a Difficulty Value (either the total of your opponents' Characteristic+Skill+Roll or a value determined by the GM). If you equal or exceed the DV, you succeed!

Lifting, Throwing and Strength Feats

One action that doesn't fall into the realm of the everyday in Fuzion are feats of strength. This is one place where reality must compromise with fiction, as many settings deal with superheroes as well as more realistic types, and we have a special mechanism just for that situation.

We deal with the problem of superheroic abilities in Fuzion by making feats of Strength and Lifting another type of Action and ignoring the real physics. However, the resolution of this action is a little different than most; in a Strength Feat action, you'll roll only 1D6 and add your STR Characteristic against a difficulty listed below.

Difficulty	To Lift a:	To Bend or Break	To Throw a Baseball:
2	Heavy bag of groceries	Balsa wood	5m/yds
5	Child, 2 heavy bags of groceries	Plastic	10m/yds
7	Adult female	Wood boards	40m/yds
9	Adult male	Aluminum	80m/yds
11	Lion, 2 men	Iron	City block (110m/yds)
13	Motorcycle, Bear		1/2 mile
15	Small Car	Steel	1 mile
17	Large car, Elephant		2-5 miles
19	Small Semi-truck	Hardened steel	6-10 miles
21	Light Tank		11-20 miles
23	Small Jet	Titanium	21-40 miles
25	Battle Tank, Whale		41-80 miles
27	Large jet, Train	Unobtainium	81-160 miles
29	Small Ship, Building		161-300 miles
31	Battleship, Lg. Building	Super Unobtainium	Into orbit
33	Aircraft Carrier		Out of orbit
35	Mountain	Anything	Out of Solar System

What's a Competently Cosmic Feat Anyway?

While a typical Votoms character may never encounter something requiring a Cosmic level of ability, we have listed the full Fuzion table so that you will have cross-compatibility with other Fuzion based games. That way, if you decide to let godlike Quentian overmen into your game, you can easily do so.

Difficulty Values, The Easy Way

If the GM doesn't have the Universal Difficulty Value Table handy, there's an easy way to get the right Difficulty Value: Ask the player for their Stat + Skill + die roll, then assign a Difficulty Value in relation to that total: A really easy task adds -4 or -3 to the DV, an easy task adds -2 or -1, a tough task adds +1 or +3, and a really tough task adds+5 or +6.

Titans in Thongs

It's pretty obvious that "entertainment" physics isn't like regular physics. (How else do you explain the abilities of most superheroes?) In most comics, a well built (but not exceptionally so) hero—or a shapely fashion model in a thong and no visible muscles at all—can typically lift a battleship and throw it a mile. Even if a human could lift a battleship, the distribution of weight around him would either (a) drive him into the ground like a nail; (b) punch a man-sized hole through the hull of the battleship, or (c) break the battleship in half. After all, what's holding up the parts of the battleship where our hero's (or a mecha suit's) hand's *aren't?*

Encumbrance: Or What's in that Backpack anyway–Quentium?

While the lifting system herein is great for tests of strength, it really doesn't cover lugging a heavy pack (or a Perfect Soldier) over the blasted ruins of Sunsa. That's where encumbrance comes in.

To avoid keeping track of a *lot* of bookeeping, as a rule of thumb, we treat a typical loaded pack (water, food for a week, assorted tools, a couple small weapons and a tent) as equal to lifting a small child (around 60lbs/27kg). A really heavy pack (over 100lbs/45kg) is equal to an adult female; above that (an adult male at 180-200lbs/91kg) you'd better be a Quentian at least!

Example 1: Regular Man has a STR of 4. He can easily pick up his son (a roll of 1 out of 6), his wife (3 out of 6) but can barely lift his buddy (5 out of 6). On the other hand, Titanic Man has a STR of 28. He doesn't event think about lifting anything smaller than a small ship (1 out of 6), regularly lifts battleships (3 out of 6), breaks a sweat lifting an aircraft carrier (5 out of 6) but still can't get a mountain up!

Example 2: Regular Man has a STR of 4. He can easily bend plastic (a roll of 1 out of 6), but he's going to be working to break a board (3 out of 6) and could barely bend aluminum (5 out of 6). On the other hand, Titanic Man has a STR of 28. He easily bends anything below Unobtainium (our patented name for any superheroic supermetal), but still can't bend anything he wants.

Throwing

Another area where the everyday goes beyond reality in some Fuzion settings is throwing. For when superhumans and demigods start tossing cars around, throwing stuff can get a lot more interesting. Which is why we invented the Baseball Test.

In Fuzion, we use the Baseball Test to create a benchmark for what can be easily thrown. A baseball represents any aerodynamic object that weighs less than 3 lbs (roughly 1 kg) that can be hurled with one hand. This includes grenades, footballs, basketballs, frisbees, bottles and other small, inconsequential items that can be easily thrown. When throwing something that passes the Baseball Test, simply add your STR to a D6 die roll, just as with a Strength or lifting feat, and try to beat the Difficulty for the Distance you're throwing. If you beat the desired Difficulty, you've thrown it that far. Example: Amazing Man (STR 15) wants to throw a baseball 5 miles (Difficulty 17). He can easily make this.

If you fail, compare your final roll to the first Difficulty value you could beat. This will determine how far the throw actually went. Example: Amazing Man (STR 15) wants to throw a baseball 90 miles (Difficulty 27). He fails by 5 points (27-5=22) This corresponds closest to a 21 Difficulty, which means he only tossed the ball 11 to 20 miles.

Heavier than a Baseball?: To throw something that's heavier than the Baseball Test, here's the trick. Simply add the Difficulty of Lifting the object to the Difficulty of Throwing it for the desired distance to get the final Difficulty. Example: Awesome Man (STR 32) can easily throw a baseball into orbit (Difficulty 31). However, if he tries it with a small car (Diff=15), the difficulty rises to 46 (31+15=46). The best he could do reliably would be to toss that car a mile or so (15+15=30)

Pushing

In a campaign where the Derived Characteristic of Endurance (pg. 123) is used, the GM may allow characters to exert extra effort in emergencies; this pushing allows the characters to increase their STR up to a maximum of two additional points. Pushing costs 5 points of END per phase for every extra level of STR you are calling upon; when you run out of END, you burn STUN points instead, until you pass out. The GM may even allow greater pushes (over 2 extra STR) in extraordinary circumstances, by requiring a successful WILL + Concentration roll be made at the time. Pushing can be applied to any Strength, Lifting or Throwing feat.

Modifying Actions

Sometimes, conditions beyond your control may make it harder to perform an Action. For example, changing a light bulb may be an Everyday task, but changing a light bulb in an earthquake is a whole order of magnitude tougher. These external conditions are called Modifiers. When the GM decides a Modifier applies to your action, you will automatically subtract the Modifier Value that goes with it to your die roll. Here are some typical Modifiers (they are cumulative).

Target 5-10m/yds away	-2
Target 11-50m/yds away	-4
Target within 50m/yds~Weapon's Range	-6
Unfamiliar tools, weapon or vehicle	-4
Don't have right tools or parts	-2
Complex Task	-3 to -4
Under stress or attack	-3
Trying to perform task secretly	-4
Target partially behind something	-1
Target obscured by smoke, darkness	-4
Target is dodging	-3
Lack of instructions for task	-2
Hostile environment	-5
Have never done this before	-1
Drunk, drugged, or tired	-4

Why the Change?

As you may have noticed, we use a slightly different way of resolving these STRength feats. One reason is that as you get higher and higher Strengths, we wanted luck to be less and less a factor. We also wanted this table to be consistent no matter what kind of dice you used for other forms of resolution.

We also don't actually give weights in this table, as most people don't lift weights, but objects. Therefore, comparable objects are far more useful. Most people don't know a Typhoon submarine weighs over 1.2 megatons and they really couldn't care less!

Note: While lifting tanks may seem sort of out of line for a Votoms character, remember that your Armored Trooper machine *also* has a Strength; and it *can* shove a small tank around!

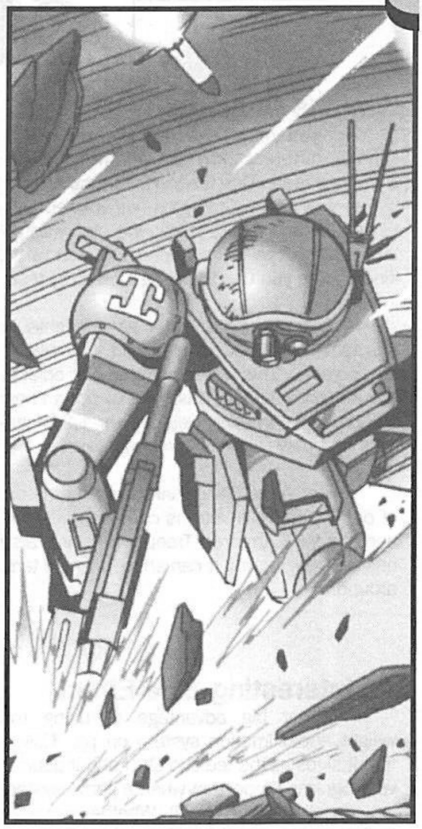
An interesting Side Effect

Another big advantage to using the weight approximation system on pg. 138 is that it skips all the tedious stuff about pounds vs kilograms (important when a game system is used all over the world). Whether you work in lbs. or kg., you know how big a lion or a motorcycle is, and you can easily fit the weights into the system you use best.

Meet Kandr Zahn (again)

Kandr decides to carry his girlfriend across the swamps of Kummen. She weighs in as a typical adult female. She's also lugging a backpack, which the GM rules is about equal to a heavy bag of groceries. Adding 7+2 together gives us a total Difficulty of 9; equivalent to carry an adult male. With a STR of 4, Kandr had better roll at least a 5 or higher or he's gonna fall over. Better drop that backpack, Kandr!

Using Your Skills



Using your Skills is the most common kind of Action outside of Combat. The first step in using a skill is determining what Characteristic you're going to use and what Skill to pair it up with when you do something:

What Characteristic do I Use?

In general, common sense should tell you which Characteristic to use for a particular task, or the GM of your campaign can decide if there's a dispute. However, the following guidelines will usually apply in almost any case:

If the Situation involves	Use
...an issue of knowledge, memory, problem-solving, or experience or is otherwise mental	INT
...interacting with someone (e.g. lying to them, impressing them, etc.)	PRE
...resisting an interaction, or if it's a matter of willpower or ability to face danger, fear, stress	WILL
...manipulating tools, instruments or having technical affinity	TECH
...an issue of speed, such as races of swimming, skating or skiing; running, swimming feats	MOVE
...using hand-eye coordination or dexterity ; fighting, driving/control skills (e.g. guns or vehicles)	REF
...engaging in gross physical movement (athletics, evading, using fists and blades)	DEX
...a matter of raw physical strength (mainly a Strength Feat")	STR
...a matter of endurance and time , or resistance to pain, disease, shock	CON

...or the GM can decide if it's in dispute.

The most important thing is to look at the type of task you're trying to perform first. This will determine the most applicable Characteristic upon which to base your Skill. One side effect of this method is that you may often find the same Skill being combined with different Characteristics, depending on circumstances and the way in which you want to use that Skill. For example, if you're playing a piece of music and trying to make it technically perfect, you might use your Technique characteristic in combination with your Performance Skill. But if you were trying to sway an audience to tears with the beauty of your playing, you could use your Presence Characteristic in combination with your Performance Skill instead. Each uses the same Skill, but each choice stresses very different aspects of using that skill!

What Skill Do I Use?

The overriding rule here is that the GM will always be the final arbiter of what Skill should be used to make an attempt at a task. Beyond that, common sense is the best guideline. If you're using a weapon, your Skill choice may be pretty simple; use the Skill that describes the weapon best. But if it's an interpersonal issue, you may be able to convince your GM to give you a lot more leeway; maybe your Social Skill may be far more useful in convincing the gang leader to release the hostages than your Persuasion, especially if you can call upon a little known gangland code that requires he honor your request! The ability to bend Skills around to fit circumstances allows you to use one of the best strengths of the Fuzion system: flexibility.

When You Don't Have a Skill

Sometimes, you just don't have a Skill to use. In these cases, there are two options the GM can use. The first is the **Outta Luck** option: you just don't get a Skill to add to your characteristic. You just don't know anything about what you have to do, and you're totally relying on a Characteristic and dumb luck (a good time to use that LUCK you've been hoarding).

The second route is the **Cultural Familiarity** option. In most societies, there are very few things that can be done that aren't described in some manner or other; people shoot guns in movies; legends describe how the hero used his sword, Tom Clancy novels tell all about how submarines work. Cultural Familiarity assumes the more widely educated you are, the more chance you may have run across something relating to what you're about to attempt.

Meet Kandr Zahn (again)

Kandr decides that he's going to try and land a shuttle at the spaceport. The GM rules that this is a hand-eye thing, requiring Kandr's REF Characteristic. The Skill will be Shuttle Pilot. Since landing a shuttle is a task that most people can't easily do, the GM rules that this will be a Competent level task (18).

Kandr's REF is 7, his Shuttle pilot skill is 2 for a total of 9. To hit his 18 target number, he'd better roll better than a 9.

If he's rolling D10's (the Interlock option), this is gonna be pretty tough—1 outta 10 (of course his chance of open-end rolling is also 1 in ten). In general, this means that while things are somewhat harder to do with this option, the much higher chance of open ending means more of a chance of doing impossible feats every so often.

If he's rolling 3D6 (the HERO option), his chances go up; the *average* roll is going to be around 10. But his chance of pulling off that one in a million stunt is far, far less.

GMs: In summary, when you want a really risky, high stakes campaign where luck is of primary importance, go with the D10 resolution. But if you want consistent results, go with the 3D6 version.

Therefore, whenever you don't have a Skill that will apply, you can gain one point for every three points of Education you currently have. And since most people start with at least 2 points of Education, one point of ADDITIONAL Education may be enough to get you a start. Use of the above rule is, of course, subject to the decision of the GM.

Improving Skill Use

Besides the basic ways of using skills, there are a few other variations that can improve your chances:

Trying Again

If you fail a Skill Check, you can't try again until your check has improved for some reason; you took longer, used a better tool, or made a complementary Skill Check.

Complementary Skills

A Complementary Skill Check is where the use of one skill directly affects the use of a subsequent skill. For example, if you were a singer and needed to sway a crowd, a very good Performance check would make the swaying (Persuasion) a lot easier. As a rule of thumb:

1) At the GM's discretion, a good roll in one skill may have a bonus effect on the subsequent use of a related skill. This bonus will be in a ratio of +1 additional bonus point for every 5 points the related skill succeeded by. Example: Sue wants to convince Bob to go out with her (Persuasion). By making a really good Wardrobe and Style roll, she could increase her Persuasion by dazzling Bob with her sexy wardrobe.
2) As a rule, this bonus will usually only affect a subsequent attempt once. One really high Wardrobe and Style roll won't allow Sue to convince Bob to marry her; it just helps get her the date. The rest is up to fate.
3) As a rule, this bonus should only involve the interaction of one skill attempt on one other Skill attempt.

Taking Extra Time

Taking extra time can also give you a bonus to your Skill Roll. For every level on the Time Table (pg. 134) used beyond the amount of time the GM assigns to the task, add +1 to the Skill Roll. Example: The GM says a task will take 1 minute. If the character takes 5 minutes to perform the task, he gets a +1 bonus to the Skill Roll.

Critical Success (aka " Open Ending")

A critical success is when you get lucky and manage to succeed at something you normally would have no chance in Hades to accomplish. In game play, this is simulated by allowing you to roll additional dice which are then added to the original roll to enhance it's effects. The rules for this depend on which dice option you are using:

- **If you're rolling D10:** On a natural roll of 10, you've scored a critical success. Roll an another 1D10 and add the result to your first roll. If you roll another 10, you may not score another critical success.
- **If you're rolling 3D6:** On a natural roll of 18, roll two additional D6's and add this result to your original roll.

...and Critical Failure

Sometimes even the best of the best have a bad day.

- If you're rolling D10: On a natural roll of 1, roll an another 1D10 and subtract the result from your first roll.
- If you're rolling 3D6: On a natural roll of all 1's, roll two additional D6's and subtract the result from your first roll.

Driving & Piloting Actions

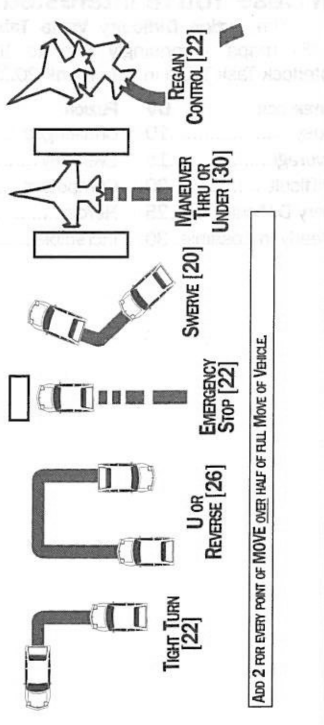
Any time you try to make a vehicle do something unusual, you'll need to check to see if you succeed. This is done by combining your REF+Piloting (or appropriate Skill for controlling the vehicle), and a die roll vs. a roll and a difficulty based on the type of maneuver you're making (see sidebar next page), plus any appropriate modifiers for weather, driver or road conditions.

In Case You're interested...

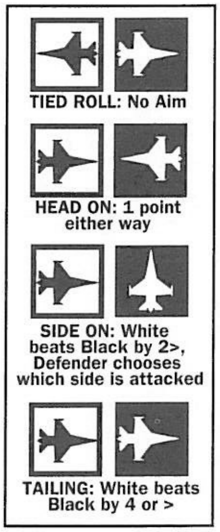
The **Fuzion Difficulty Value Table** (pg. 138) maps surprisingly well to the old Interlock Task Table in *Cyberpunk 2020*:

INTERLOCK	DV	FUZION	DV
Easy	10	Challenged	10
Average	15	Everyday	14
Difficult	20	Competent	18
Very Difficult	25	Heroic	22
Nearly Impossible	30	Incredible	26

Driving & Piloting Maneuvers


Regain Control [22]
Maneuver Thru or Under [30]
Swerve [20]
Emergency Stop [22]
U or Reverse [26]
Tight Turn [22]
Add 2 for every point of MOVE over half of full Move of Vehicle.

Dogfighting I: Results Table


TIED ROLL: No Aim
HEAD ON: 1 point either way
SIDE ON: White beats Black by 2>, Defender chooses which side is attacked
TAILING: White beats Black by 4 or >

If the maneuver isn't described, pick the closest appropriate one to work from. If the roll is successful, you will be able to pull the maneuver off. If not, you will lose control. In a walking unit, you'll just fall over; you must then get back up. In a ground unit, this will be a skid (miss by 4 or more and you'll continue straight for 1D6 meters per 10mph) or spin (miss by 4 or less; treat as a skid, but roll 1D6 to determine new facing: 1=backwards. 2=forwards. 3-4=facing right. 5-6=-facing left.). In an aircraft, you will probably stall (miss by less than 4) or spin (miss by 4 or more). Both require a roll be made to regain control. It's a Difficulty Value of 18 to Regain Control from a spin, and look out for that ground thing coming up at you …!

Dogfighting

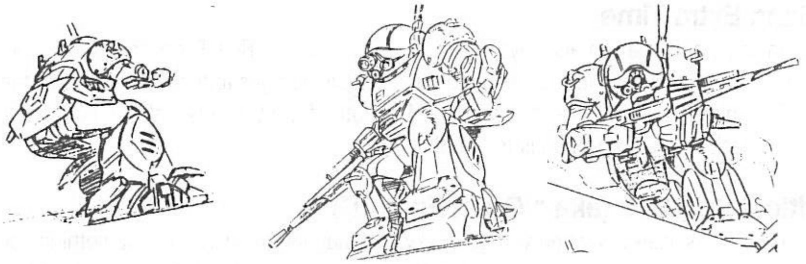
Sometimes, the best option is to outfly your opponent with a combination of skill and ability to maneuver. Start by determining the position of the combatants at the start; is one closing on the other, or are they headed right at each other? This intercept can be determined by making a Perception roll on either side with the high roll choosing positions, or at GM's discretion.

To find out the result of an aerial or space dogfight, each participant rolls their Piloting Skill+REF+Roll plus their vehicle's Maneuver Value. The player with the highest roll has the Advantage position, based on how many points they won the roll by. The result is compared with the chart on the left; the player who has won can shoot or flee at his option. The key position is the Tailing one; because it adds +2 to your Attack roll that phase.

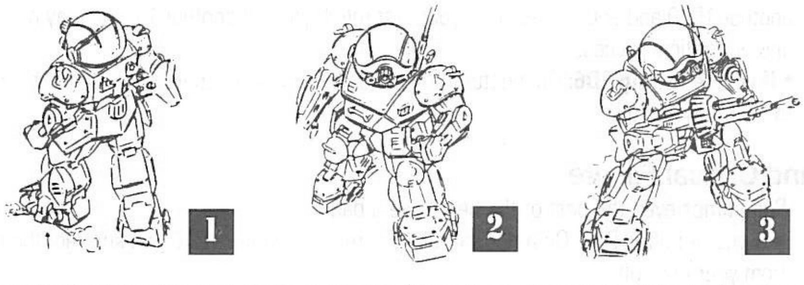
To break off a dogfight requires either mutual agreement, or one player making an escape. The player with the current Advantage announces his intention to break off combat at the start of the Round, and must maintain his Advantage for as many Phases as the GM determines at the time intention is announced.

"DOGFIGHTING II": ARMORED TROOPER SPECIAL MANEUVERS

These are tactics used on the battlefield by ATs to gain advantage over their foes. They rate special notice because they require Piloting rolls to accomplish:



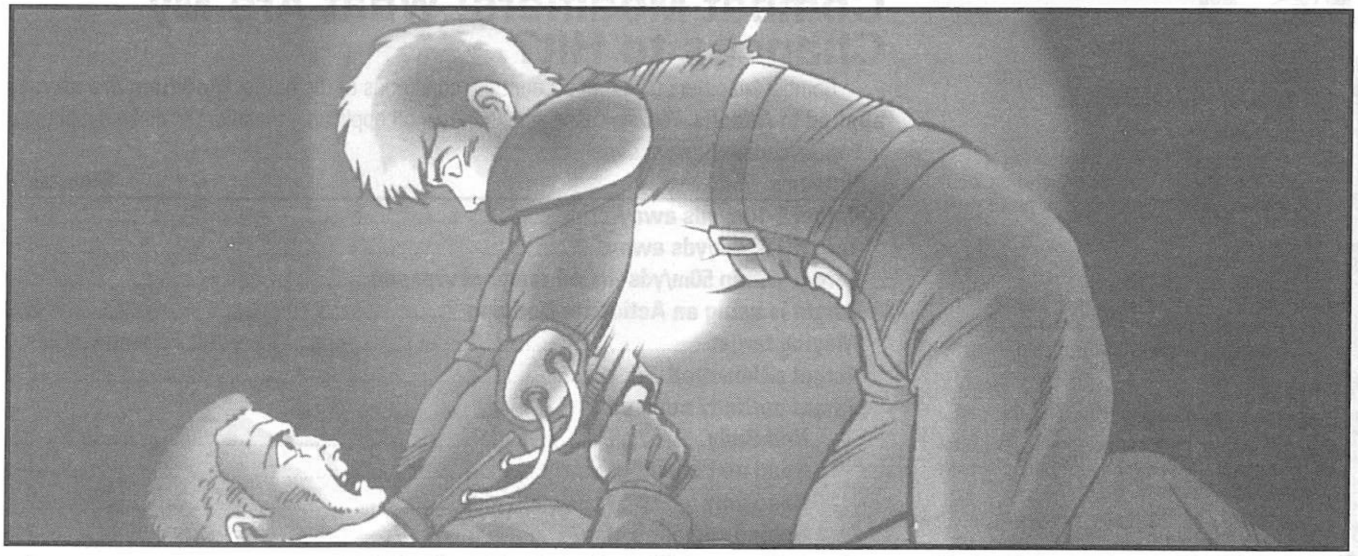
Above: Standing Boost: Using Gliding wheels for short bursts, this allows the AT to sprint ahead and make it harder (-4) to hit. Difficulty is 10: failure means you fall down on your back (1-3 on 1D6) or front (4-6 on 1D6). Counts as one Action, moves you up to AT's full Combat Move.



Above: Roller Turn: The pilot plants on turnpick (the spike on the bottom of the foot, and uses his gliding wheels to make a 180° turn almost in place. This makes you harder to hit (-3) and allows you to change facing instantly. Difficulty is 12: failure means you fall down or, on a fumble, are stuck in an uncontrolled spin for the next phase. Takes 1 Action, up to AT's full Combat Move.

Also: Combined Roller Turn and Attack: A favorite of Chirico's, this combines fully automatic fire with the tight Roller turn. The result is an arc of fire in all directions (with a to-hit penalty of -3), spraying all targets. Difficulty is 16: failure means you fall down and drop your weapon (on a fumble, you hit your own feet!) Counts as one Action, up to AT's full Combat Move.

CONFLICT & COMBAT



The most important type of Action you'll encounter in a Fuzion game will probably be Combat. Not only is combat a regular staple of adventuring no matter what the setting, but combat is the one Action that will have the most effect on your character—by getting him or her killed out of the game.

Combat begins when the GM declares that combat has started. Each character then gets to act in Turn order (see pg. 135); take an Action, and determine the result of that action. Then the next character gets to act until all characters have acted. The Phase is over when everyone has had a chance to act (including any Non-Player Characters portrayed by the GM). Then a new Phase begins and everyone can act again.

Types of Combat

There are two kinds of combat: **Melee** and **Ranged.** Melee Combat occurs whenever you attack a target using your hands, feet, body parts or a weapon that uses the force of your body for power. In general, Melee combat occurs within 4-6 m/yds of the attacker.

Ranged Combat occurs whenever you shoot at something. Any ranged weapon or attack can be "shot"—energy beams can be shot from a superhero's hands, bullets can be shot from a gun, stones can be shot from a sling. In general, if it strikes the target from a distance, it's Ranged Combat.

Rules of Play

This section covers the basic conditions you have to meet before you can engage in combat.

Are You Clear?

No matter what the weapon or attack, you need to have an unobstructed path to attack it. If something's in the way, you can't attack it no matter how close it might be.

Range: Can I Reach Out and Smack It?

As a rule, Melee attacks can hit any target within 4m/yds of you; this is defined as MELEE RANGE. Polearms and other long melee weapons can hit anything within 6m/yds of you; this is Extended Melee Range and is applicable only to these weapons. RANGED WEAPONS will always have the range listed in their individual descriptions.

How Often Can I Hit It? (Number of Shots & Rates of Fire)

Unlike Melee weapons, most ranged attacks have a limited number of Shots (arrows, bullets, charges, etc.); this will usually be listed in the attack's description. The **Rate of Fire** [ROF] is how many times the attack can be "shot"in a 3 second phase. Most ranged weapons have an ROF of 1 or 2, but others may have the capacity for automatic fire and ROFs of 20 or more. Like Shots, this will also be listed in the attack description.

What you can shoot through

Trees• Brush•Smoke•Tents•Glass• Snow

What you (usually) can't shoot through

Concrete•Brick•Metal•Ice•Earth

Facing

Facing is the direction you are pointing. Since many Fuzion games are played "in head" (without maps), the standing rule is that you can clearly face and attack anything that is positioned forward of your shoulders and unblocked. When using a standard gaming hex map, characters "face" through any three adjacent sides of the hex they are standing in.

COMBAT SEQUENCE SUMMARY

Each Phase, take turns in order of highest to lowest REF (if tied, roll dice between ties) During this 3-second segment, do the following:

[A] Choose Your Action
You have 1 Action each Phase. These actions can be Attacks or involve other types of activity. If attacking go to [B]; if not, skip down to [D].

[B] Check Line of Sight
You can attack anything positioned forwards of your shoulders, as long as nothing else is in the way.

[C] Check Range
Each attack has a range, listed in meters/yards. If using figures, assume one figure is equal to 2 meters (or @6 feet) of range from top to base. If you are in range, you can attack.

[D] Resolve Action
In general, roll 1die and add to your Characteristic + Skill. Add in any special Modifiers that might apply to the attack as well. If the action was an Attack, go to [E]. If not, go on to NEXT PHASE [F].

[E] Resolve Damage
If you hit, roll a number of 6-sided dice equal to the Damage Class (pg. 149) of the Attack.

[F] Go to Next Phase
Start again with the process.

Combat Modifiers: What Are My Chances to Hit?

Combat Modifiers take into account the conditions of the battle. **Modifiers are always applied to Attacks.** You may use some, none, or all applicable modifiers to make the combat in Fuzion more exciting and realistic.

SITUATION	MODIFIER
Target 5-10m/yds away	-2
Target 11-50m/yds away	-4
Target within 50m/yds~listed range of weapon	-6
Target is using an Action for Dodging	-3
Moving target	-1 per 10m/yd target moves
Target silhouetted	+2
Target partially covered:	
Half Body	-1
Head and Shoulders Only	-1
Head only	-2
Behind someone else	-2
Target Obscured (Blinded by light, dust—See below)	-4
Vehicle mounted weapon, no turret	-4
Aimed body shot	chest [-1], vitals, head [-6] , legs, hands, feet [-4] stomach [-5], arms, shoulders, thighs [-3]
Firing shoulder arm from hip	-2
Aiming	+1 per phase, up to +3 max
Braced	+2
Tiny Target (bullseye, eye, vital area)	-6
Small Target (less than 1m/yd, head, limb)	-4
Large Target (trees, cars, large animals, small mecha*, etc.)	+2
Very Large Target (trucks, planes, walls, side of barn)	+4
Surprise Attack (see Surprise below for details)	+5
Target Prone	-2
Improvised weapon (rock, bottle, small girder)	-2

* Like AT's

Special Combat Modifiers

Surprise! It's an Ambush!

An attack that surprises the target, such as an ambush or a backstab, gives the Attacker a +5 Offensive bonus for that attack (but no initiative bonus). To lay an ambush requires the following conditions:

- The opponent is unaware of your location and intention to attack. He may only detect you with a successful Perception roll.
- The opponent's attention is distracted or focused on another situation, such as another attack or a difficult task.

Target Obscured or Blocked

If there's something that may block a clear view, but won't block a swing, such as smoke, or darkness, the target is considered obscured. You can't see who you're fighting (the enemy is invisible, in darkness, in ambush or because you're dazzled), and each phase you must make a Perception Roll (GM sets the Difficulty Value) If the roll is successful, the penalty is -2 to all subsequent Attack and Defense Values that phase. If the Perception roll is unsuccessful, the penalty increases to -4.

Weapon Accuracy

A built-in modifier, Weapon Accuracy [WA] reflects the difference in quality between weapons, and their effect on their user's abilities; the better and easier to use the weapon, the better you use it (and the worse the weapon...). WA's are not always used in Fuzion games, as their use varies from campaign to campaign. However, when they are in play, you'll find them listed in the description of the weapon. To use them, just apply the WA to your Attack roll as with any other Modifier.

Making The Attack

In combat, the Attacker combines his Skill in his chosen Weapon or Hand to Hand skill with his REF and a die roll to create an **Attack Value (AV)**. He may also have to add or subtract certain modifiers from this Attack Value to determine the final outcome (above). Example: an attacking character with a REF Characteristic of 5, a Hand to Hand Skill of 6, and a die roll of 6 has an AV of 17. A -2 mod for an aimed shot in turn brings this down to 15.

The Defender combines his DEX, appropriate Evade Skill (or another skill like Fencing, Piloting, or Athletics if GM permits) skill and a die roll (in HERO, a flat value of 10 can be substituted for the roll) to produce a comparable **Defense Value (DV)**. Example: a character with DEX of 4, an Evade skill of +6, and a die roll of 3 has a DV of 13. The two rolls are compared; if the AV is equal or greater than the DV , you hit!

Special Attacks

Targeting Against Range

Sometimes, you need to hit an apple, or a tree or something else without Skills or Characteristics. In these cases, the GM will set a Difficulty Value based on the range.

Melee (4m/yds or less)	4
Close (10m/yds or less)	8
Medium (50/yds or less)	12
Long (out to listed range of weapon)	16
Extreme (beyond listed range)	16, +2 per +100m/yds

Vehicle Combat

When attacking a vehicle, the attacker will use his skill with the appropriate vehicle weapon or vehicle attack skill (such as Gunnery or Heavy Weapons). He attacks as usual, opposing his target's skill in controlling the vehicle (such as Driving or Piloting). The resolution is completed the same as all other Combats. Also note that vehicle-mounted weapons multiply all range distances (pg. 144) by 100. Example: 5-10m/yds increases to 500-1000m/yds when piloting a vehicle.

Area Effect Attacks

Area Effects are attacks (Energy Blasts, Shotguns, Flamethrowers, Stun Fields, Gas, and other effects) that strike an area rather than a character. The area affected depends on the kind of attack made and will always be described as part of its description or construction. These types of attacks use the Targeting Against Range rules to see if they hit their area; anyone in the target area will take the appropriate damage.

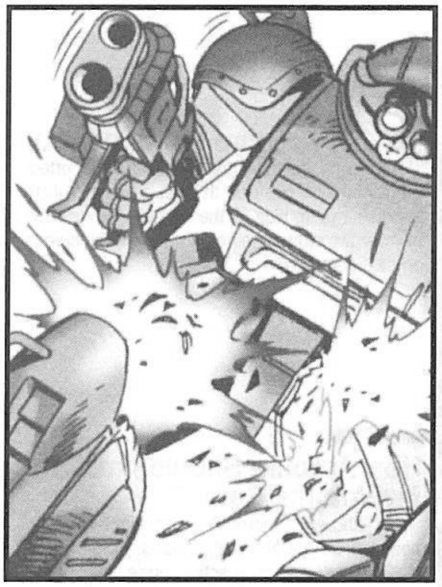
Explosions

For these, the attacker rolls against a Difficulty Value assigned by the GM (see Targeting Against Range, above). Characters take the damage in the ratio of 2 less points for every m/yd they are away from the center of the attack.

Typical Area Effects	Effect Radius
Shotgun (per barrel)	1m/yd
Grenade (per die of damage)	1m/yd
Explosive (per die of damage)	1m/yd
Flamethrower (per die of damage)	1m/yd
Heavy Weapons (per Kill of damage)	4m/yds

If the character fails the Attack Roll, the center of the attack shifts 1 m/yd for every 1 point the Attack Roll was missed by, up to a maximum of 1/2 the total range to the target. Roll 1D6 to see which direction the center of the attack scatters and consult the table above. Then roll 1D6 to determine how many meters/yards the round fell in that direction.

Roll	Area Effect Result
1-2	landed short of target.
3-4	landed behind target.
5	landed to right of target.
6	landed to left of target



Meet Kandr Zahn (again)

Kandr decides that he's going to try and clobber a marauding Fatty. His AT Weapons Skill is 3, his REF is 7 (Total 10). His opponent's AT Pilot Skill is 5; his REF (used to pilot the AT), is 5, for a total of 10 also. The Balarant AT jock decides to play it smart—he dodges (-3 to Kandr's roll) and moves back to 8 m/yds away (-2 additional).

Kandar rolls; he gets a 6, bringing his total to 16. Subtracting the -5 for the modifiers brings this down to 11. The Balarant pilot will need to roll at least a 2 to dodge our hero.

Making Autofire Work for You!

Wanna get that great Chow-Yun-Fat effect where the hero can dive through a hail of bullets and come up to plug all the faceless goons dead on? Set two different autofire ratios for the heroes and the goons!

How Autofire Should I make My Votoms Game?

Although Armored Trooper Votoms is supposed to be a realistic style world, in reality it is closer to the style of an action movie. Our suggestion is to set the autofire dial on two settings:

- **3 for the Players (the heroes) and Major Villains**
- **1 for Faceless Grunts and other Cannon Fodder**

Autofire Attacks

Shooting a lot of something (bullets, fireballs, etc.) in one attack is called autofire. Many guns, superpowers and other ranged attacks have the possibility of using the autofire option (this is defined by the weapon or power used). In autofire, the weapon (or attack) fires as fast as it can in a 3 second turn. This is called a "rate of fire" [ROF] and is usually defined as part of the weapon or attack.

The Autofire Ratio: Ever notice how in many superhero comics or action movies the heroes can walk through a virtual hail of machinegun bullets and never take a hit, while in real life they'd look like Swiss cheese? To simulate this effect, we have created a little Fuzion gimmick called the Autofire Ratio. The Autofire Ratio is designed to allow characters to survive the withering effects of big gunfire in games where effect is more important than realism, by allowing the GM to adjust the lethality of all those bullets flying around at the start of his campaign. Here's how it works:

Make your attack, and determine by how many points your final total exceeded the required Target Number. Now divide that number of points by the Autofire Ratio of the current game (The GM must determine this at the start of the campaign, based on the style of gameplay):

Campaign Style	Autofire Ratio
Everyday	1
Competent	1
Heroic	2
Incredible	2
Legendary	3
Superheroic	4

Round any decimal values up. The result is how many rounds actually hit your target. The catch? There's a -1 attack modifier for every 10 shots fired (your gun is jumping around). The total also may not exceed the total number of rounds fired.

Example: Alex attacks Gron with a machinegun, firing 20 rounds. He needs to beat a Target Number of 10; he gets a 20. In a game with the Autofire Ratio set at 1, he would hit with 10 shots. But the Autofire Ratio in this game is set at 4. Since 10÷4=2.5, its rounds up to three shots which actually hit Gron.

Autofire allows for a wide variety of combat techniques:

Burst:	A burst is a limited autofire attack, never more than 4 shots, at one target. Since the weapon isn't bucking around as much, there is no attack penalty. Make an Attack roll; if the defender fails his roll, he takes damage based on the Autofire Ratio of the game.
Single Targets	This is just like a burst, but the rate of fire is not limited to only 4 shots (as a result, there is a -1 modifier for every 10 shots fired). Again, make an Attack roll; if the defender fails his roll, he takes damage based on the level of failure, divide by the Autofire Ratio of the game (rounded up).
Multiple Targets	An autofire attack can also be directed against several targets at once. The attack must be directed into an area called a fire zone, and the width (in meters) of the fire zone must be specified at the time of the attack. The total ROF of the attack is divided by the total number of m/yds in the fire zone (round down), and this becomes the total number of rounds that can possibly hit a target in that zone. The attack is made as above, with each target defending individually against the attacker's single Attack roll. Example: With an Autofire Ratio of 1, I fire into a 10 meter area with 30 rounds. (30 divided by 10 = 3). Sue, Bob and Harry each make a Defense roll against my Attack roll of 12, totalling 13, 11 and 7 respectively. Sue is missed, Bob takes 2 rounds, and Harry (although he loses by 5), only takes 3 because that's all that's entered his part of the fire zone.

Archery Attacks

Bows are a special category of ranged attack because they're Strength-based ranged attacks. Bows do 1D6 of damage and have 20m/yds of range for every 1 point of STR, to a maximum STR of 7. Compound bows and longbows have a maximum STR of 10. Crossbows work like normal firearms.

Missile Attacks

In general, most vehicle combat is considered **Ranged Combat** and follows similar rules. The one exception is missile combat; missiles are defined as any weapon that can follow its target independently. How good it is at this job (and thus the Difficulty Value to beat when avoiding it) is based on how smart it is; does it just sniff a heat signature or is it smart enough to outthink you?

Missile is	Dumb	Smart	Brilliant	Genius
Target #	8	12	16	20

To avoid a missile hit, you must make a Piloting+REF+Die roll for at least 1D6/2 consecutive rounds. This can be modified by the use of countermeasures, which add +2 to your Piloting rolls. Make the rolls, and you're clear; miss, and you're hit. In the case of clusters of missiles fired at one time, one missile roll is made once for all missiles fired, with one missile hitting the target per point by which your Defense failed. Example: 10 missiles are fired at a jet. The jet fails its roll by 7, so 7 of the 10 missiles hit.

Presence Attacks

A powerful personality can have a strong effect on other people by words, actions, or sometimes by their mere presence. We call this effect a Presence Attack. A Presence Attack can be many different things, depending on the intent of the attacker: fear, awe, surprise, surrender, rage, courage, hope, commitment, facedowns or other emotions or actions.

Making a Presence Attack does not require a combat Action, though sometimes performing a combat Action makes a Presence Attack more powerful (see Presence Attack Modifiers table). Usually a Presence Attack consists of a well-chosen phrase, such as "Surrender or die!", or "Warriors to the attack— follow me!", or even just "Stop!" Roll 1D6 for every 1 point of PRE; you may add or subtract dice depending on the GM's judgment (see the Presence Attack Modifiers table for suggested modifiers). Total the dice and compare the total against each target's Resistance value to find the effect.

PRE Attack Total Is	Possible Effects of PRE Attack
> than Target Resistance	Target is impressed; hesitates, acts last this phase.
> 10+Target Resistance	Target is very impressed; hesitates, acts last this phase and only gets one Action, even if using the Run Action. May follow commands that the target is already inclined to do.
> 20+Target Resistance	Target is awed; may not take any Action next phase and is -5 Dexterity. May do what attacker commands.
> 30+Target Resistance	Target is cowed; may surrender, run away, or faint. Target is Dexterity 0, and will nearly always follow attacker's commands.

Presence Attacks depend heavily on the circumstances, so the GM should feel free to modify the number of dice in the attack. The table below has some suggested modifiers:

# of Dice	Modifier
-1 to -2	Inappropriate setting
-1	In combat
-1	At a disadvantage
-1 to -2	Wrong reputation
-1 to -3	PRE Attack runs against current mood
-1 to -2	Repeated PRE Attack
+1 to +2	Right reputation
+1	Surprise
+1	Exhibiting a power or superior technology
+1 to +3	Violent action
+1 to +3	Good soliloquy
+1 to +2	Appropriate setting
+2	Targets in partial retreat
+4	Targets in full retreat

The modifiers and the effects of Presence Attacks really depend a great deal on exactly what's happening and what is intended. The GM should use Presence Attacks to increase the drama of a situation or make things more interesting.

Special: Energy Blasts, Spells & Mental Attacks

Okay, we don't expect you to be using energy blasts or psychic attacks in a typical *Votoms* game. But who knows what mental powers you may want to give your perfect soldiers? By using the ***Champions:New Millennium*** game (also Fuzion powered), you have the option of creating horrible supernatural abilities far beyond mortal Astragius Man. Just in case.

If you decide to *have* Energy Blast attacks, they are made much in the same way as other ranged attacks, taking range and skill into account with other modifiers. The range of these attacks is based on the number of Power points spent on the attack: For every point spent on the power, you'll increase the range by 10m/yds (Example: spending 20 points gives you a 200m/yd ranged energy blast). To hit, you will use REF+Use Power Skill.

In most cases, Mental attacks have no range limitations; they are simply direct line of sight—if you can see it at all, you can hit it, no matter how tiny it is. The exceptions are Mental Attacks based on CON; these operate with the same range determiners as Energy Blasts; and Mind Scans, which do not require line of sight to be effective. To hit, you will use WILL+Use Power Skill.

Resolving Combat

So you hit the target! Great. But it's not over yet. Now you have to determine what happened next. That usually means Damage.

Damage

Damage is a way of measuring how you much you hurt something; sort of like applying a numerical rating to a dent in your car or on a cut finger. Whenever something in Fuzion is damaged, that damage is subtracted as points from a total value representing the structural integrity (or "life energy") of the damaged object.

Types of Damage

There are four different kinds of Damage in Fuzion. The first is Hits (used to measure small, man-scaled levels of lethal damage). The second type is Stun (used to measure shock, pain and other non-lethal damage). The third type is Structural Damage (used to measure damage to small objects and vehicles). The fourth and final type is Kills (used to measure very large or very powerful levels of damage to inanimate objects). Let's start by examining each in turn:

Hits

Hits are lethal, life threatening damage to living organisms, usually caused by man-carried weapons or environmental effects. Also known as "Killing Damage," these types of attacks are subtracted from a total pool of points the target has, until, at a certain level (usually below zero), it is killed or otherwise incapacitated. Example: Gorn can take 20 Hits. He is damaged by a weapon and loses 15 Hits. Gorn can take only five more Hits remaining until he is either incapacitated or killed.

What has Hits? Any living organism.

Stun

Stun Damage is damage that creates pain and shock, but not lasting injury. It's "fistfighting" damage, impacts done with the parts of the body, such as hands, feet, head (or if you have them, tails, tentacles and other blunt body parts). As a general rule, if it's part of the body and isn't sharp, it does Stun damage (the exception to this rule is futuristic "stun" weapons or "stunning" attacks).

All living things also have Stun points as well as Hits; a measure of how much damage they can take before they pass out from pain and shock. Stun Damage is always subtracted from your character's pool of STUN points. When his STUN points are at 0, his body will react by shutting off the pain—and passing out.

What has Stun? Any living organism.

Structural Damage Points

"Soft targets" like living things take damage differently than "hard targets" (structures and vehicles). So in Fuzion, inanimate structures, vehicles and other small non-organic objects (commonly called "hard targets") take Structural Damage instead of Hits. SDP is different from Hits, but works the same way—one point of Hit damage will remove one SDP. Note: You can't stun an inanimate object. Therefore, objects will always take both Stun and Hit damage the same way, subtracting it equally from their SDP. (If this sounds remarkable, remember that karate masters can break bricks and boards barehanded!)

What has SDP? Anything that is non-living and does not have a specially tough composition (armored plate, rare super-metals, etc).

Kills (Let's talk Big Guns. Really, Really Big Guns.)

In Fuzion, really big weapons do such staggering amounts of damage that they are measured in a larger scale called Kills, to represent the kind of massive forces associated with military level hardware, very large objects or extremely powerful attacks. Conversely, very large or tough objects (tanks, giant robots, aircraft carriers, etc.) are also defined as having Kills of structure or armor to represent the huge amounts of punishment they can take.

What has Kills? Anything that is is non-living and has an especially tough composition (armored plate, rare super-metals, etc).

Some Common SDPs

The Great Outdoors	KD	KD in Kills	SDP	KILLS
Brush (per m/yd)	—	—	5	—
Rocks (per m/yd)	28	—	30	—
Large Tree, Telephone Pole	—	1	—	1
Lamp Post	—	1	—	2
Manhole Cover	—	1	30	—

Structures	KD	KD in Kills	SDP	KILLS
Glass (per m/yd)	3	—	5	—
Wooden wall/Fence (per m/yd)	7	—	10-15	—
Sheetrock Wall (per m/yd)	10	—	5-10	—
Brick Wall (per m/yd)	25	—	30	—
Concrete Wall (per m/yd)	28	—	50	—
Metal Wall (per m/yd)	32	—	70	—
Armored Wall (per m/yd)	—	1	—	1
Metal Lock	20	—	5	—
Wood Door	7	—	5	—
Metal Door	20	—	30	—
Vault Door	—	2	—	4
Furniture	3	—	15-20	—
Control Consoles (per m/yd)	10	—	20-30	—
Machinery (per m/yd)	10	—	30-50	—

Determining the Damage Done

Damage Classes (aka DC)

In general, how how much damage an attack does is based on the Damage Class (or DC) of the attack or weapon, with each point of DC being equal to one 6 sided die of damage (for example, with a DC5 weapon, you would do as much damage in Hits (or SDP)as five six sided dice would when rolled and added together—somewhere between five and thirty.) Example 2: I have a DC3 handgun. I roll three dice and get a 5, a 6 and a 3. I do 14 points of damage with that attack.

Determining the DC of Attacks

With the exception of bows and spears, ranged weapons always do Damage based on the DC of the weapon This DC is normally listed in the description of the weapon in the rules. Example: my Cosmoblaster Mark V has a DC of 8. This means I will roll 8 dice in that attack.

Melee Attacks DCs

However, the DC of an attack caused by any part of the body is determined by the Strength of the attacker, with fists doing one DC of Stun damage for each point of Strength the attacker has (a kick does an extra DC on top of your STR, but suffers a -1 Attack Total penalty). Example: my Strength is 5; this means I do 5 dice (DC5) with fists, 6 for a kick.

Damage by Melee Weapons

Strength-based (aka melee) attacks using weapons normally have a damage each weapon can do. This value is equal to the weapon's listed Damage Class (again, this DC will be listed in the description of the weapon in the rules). However, there are a few things that will effect the final DC of your melee weapon attack:

Minimum and Maximum Strengths

The catch to the above is that if you aren't strong enough, you can't effectively make use of that weapons ability. Therefore, each melee weapon also has a listed minimum STR at which you can use it with no penalty. Below this level, you take a -1 Reflex penalty for every -1 STR and a -1 DC penalty as well. Example: Aunt Meg, STR 2, tries to use a Battle Axe with a 5 STR Min. She'll only do DC2 Killing damage when she hits, and takes a -3 REF penalty.

However, for every point of STR you have above the minimum STR required to wield the weapon, you will do one additional DC of damage, up to *twice* the weapon's listed Damage Class. Example: Bob, STR 5, wields a dagger (STR minimum of 1). Bob had 4 more STR than he needs, so he expects to gain 4 extra dice on his attack. But since the dagger's maximum damage is only twice it's listed DC (1x2=2), Bob only gains 1 extra DC. On the other hand, Grog, STR 10, wields a battle axe (STR min. 5). Grog gains 5 extra dice, and since 2 times the Battle axe's listed DC (6) is 12, he gets to use all of his extra dice.

Kills and DC

Unlike DCs, Kills represent whole values rather than numbers of dice. This is a way of simplifying the bucketfulls of cubes that such attacks would normally require (as well as reflecting the fact that Kills are an astronomically high level of damage/structure). When attacking objects with Kills with weapons that do Kills, you will simply subtract the damage done from the Kills remaining, instead of rolling dice for damage. Example: My giant robot attacks another giant robot with a 6 Kill beam weapon. I would subtract 6 from the total Kills of the target.

But what happens when Kills meet DC and vice versa? That's where Damage Scaling comes into play.

Damage Scaling

Fuzion is designed to simulate a staggering array of settings, from the semi-realistic settings of modern day combat, to the godlike feats of superheroes and animé characters. The problem is, each of these settings has it's own "genre-specific" rules regarding damage. For example, in most action or science fiction settings, really big guns on the Kill scale are designed to hit and damage really big targets. It's nearly impossible to apply the full force of these huge attacks to a small target (like a man) because the majority of the damage just doesn't have a big enough surface area to expend itself on. Really big damage is more likely to

How much damage in Hits can your character take?

That depends on his or her Physical Characteristic; you get five Hits for every Point of Body you have (example: with a Body of 6, you would have 6x5=30 Hits). One point of damage from a weapon or attack will remove one Hit. When your character's Hits have been reduced to 0, he is dying out, at -12, he is dead (non living things can also take damage, however, when non-living things are reduced to zero, they are rendered inoperative).

How much damage in Stun can your character take?

That depends again on his or her Body Characteristic; you get five Stun for every Point of Body you have (example: with a Body of 6, you would have 6x5=30 Stun). One point of damage from a Stunning attack will remove one Stun. When your character's Stun pool has been reduced to 0, he or she is knocked out.

What about other Melee attacks?

In general, the melee rules cover attacks made by humanoid creatures. However, if you're dealing with non-humanoids (like animals), you can always apply the following rules, adding or subtracting to the original STR-based DC level.

Situation	Modify DC
Animal Bite/beak	Equals STR
Animal Claw	-2DC
Bludgeon attack (Heavy tail, natural club, tentacle blow, flipper	+2DC
Trample (run over, stomp)	+2DC
Constriction attack (tentacles, body constriction)	+1DC

expend its force by hurling a small target out of the way than directly applying all of its force to the target. By contrast, it takes a lot more force to move a large object and it has a lot more surface area to absorb that force, so it stands there and takes it all.

The flip side is that in a larger-than-life setting, superheroes, power suits, etc., can apply all of their damage to a very large target, simply because it's so big. So when a very powerful superhero punches a tank, all of his force ends up expended right on the tank, tearing it apart. (Sure, it's not realistic; but it does closely mirror the abilities of superheroes and other godlike beings as depicted in comics, movies and animé. It's also self limiting, because only superheroes or other non-realistic people will ever be able to do this sort of damage; in a realistic genre, they won't exist and in a superheroic genre, they're supposed to hammer tanks apart with their bare hands.)

Finally, there's an intermediate area of damage, where small vehicles or creatures interact with very large vehicles (like giant robots, tanks or ships). These targets are just too big to just be blown out of the way by a big attack, yet aren't anywhere as tough as a truly huge target. They also have weapons that, while they aren't as powerful as Kill-rated attacks, can do some serious damage when they hit, unlike the attacks of most puny personal arms that would just ping! the armored surface.

In Fuzion, we get around these genre-specific limits by using the idea of Damage Scaling. Damage Scaling allows large amounts of damage to interact with small targets (and vice versa), in ways which preserve the nature of their respective genres. Small targets just get blown through the air by huge weapons taking minimal damage, small weapons just ping! off of large targets with no effect, and medium sized weapons can hurt large targets, but not anywhere as badly as really big weapons can hurt them back. And finally, really tough superheroes can tear tanks apart with their bare hands.

Damage Scaling accurately preserves the effects of damage as portrayed in most semi-realistic, action movie, science fiction, animé, and superheroic settings. To use it, simply determine the level of the attack and the level of the target. Then convert the damage done accordingly.

DC attacks vs. targets with SDP or Hits
No change

Kill Attacks vs. really large/tough vehicles with Kills
No change

Kill Attacks vs. Small vehicles or organics under 1000kg
Add 13 to the number of Kills done. The first kill is equal to 14DC. Each additional Kill adds one additional DC. Example: A giant robot attacks a man with a 4 kill weapon. 13+4=17DC.

Kill Attacks vs. Small vehicles or organics over 1000kg.
Multiply the number of kills of damage by 50 to produce the required SDP or Hits. Example: a giant robot attacks a car (SDP) with a 4 Kill weapon. 4x50=200 SDP.

DC Attacks vs. really large/tough vehicles with Kills
Divide the DC of the weapon by 14, rounding all decimal values down. Example: A 36DC weapon is used to attack a giant robot (Kills). 36/14=2.5, rounded down to 2 Kills

Superheroic DC attacks vs. really large/tough vehicles with Kills
Subtract 13 from the total DC done. Each remaining DC is equal to one Kill. Example: Atom Man clobbers a tank (Kills) with his 18 DC fists. 18-13=5 Kills.

Applying the Damage

Now that we know the types of damage and how to determine how much damage (in DC or Kills) has been done, it's time to apply that damage.

Taking Hits

Hit Damage is serious injury that can maim or kill. Anytime you are hit by a weapon, even if it's just a club, you will take Hit (aka Lethal) damage. In addition, any sharpened part of the body (fangs, claws, horns, etc), can also do Hit damage. Hit damage is always subtracted from your character's pool of Hits. When this is reduced to zero, your character is dying.

Important Tip: Avoid Dying. It really puts a crimp in your roleplaying.

Impairing Wounds

Whenever your Hits have been reduced enough, you will become impaired. At half of your total Hits, all of your Primary Characteristics will be reduced by 2; at 1/4 of total, they will be reduced by 4 points. A Characteristic cannot, however, be reduced to less than 1.

Shorthanding Really Big Piles of Dice

Don't want to handle rolling a million dice? Here's a nice shorthand to accomplish much the same thing. Divide the number of dice required by ten. Then roll that result and *multiply* the total by 10.

Each remainder die is treated as an extra die and added to the total.

Example: I have to roll 64 dice (eek!) Instead, I roll 6 dice (60÷10) and multiply that result (let's say 6+4+3+3+1+3=20) by 10 (20x10=200). I then roll the remaining 4 dice (let's say 5+2+2+1=10) for a grand total of 210 points!

Another fast way is to multiply the total number of dice thrown (say 64 again) by 3 (the average roll is actually 3.5, but we're simplifying). In this example, the total would be 192 ... not too far off from the other method. Either way is a fast method of speeding up play.

Things that have SDP or Kills

These don't have Stun or Hits. In these cases, any attack against them is treated as though it was made against the object's SDP or Kills.

Impairing Things that have SDP or Kills

Objects can also be impaired. As a rule, when an object reaches 1/2 of its SDP or Kills, its Characteristics (Spd, MV, etc), are reduced by 2. At 1/4th of its total SDP or Kills remaining, its Characteristics are reduced by 4.

DEAD. Mort. Finito.

When you reach 0 Hits, you are dying. You will be able to keep moving if you've still got Stun left, but you'll be at -6 (GM's Option) to all Primary Characteristics. You will also lose 1 additional Hit (in shock and blood loss) per round (4 Phases)—when you lose up to 2x your BODY Characteristic, you are dead.

Taking Stun

Any time you take non-lethal damage, that creates pain and shock, but not lasting injury, you will take Stun. Stun Damage is always subtracted from your character's pool of Stun points. If you take more than 1/2 of your total Stun in one attack, you are Stunned. A Stunned character cannot act in the next phase and is -5 to all Primary Characteristics. He can't move, and he may take no other actions. He will remain stunned for 1 phase, becoming "unstunned" next phase.

Knocked Out

Your character is knocked out whenever your Stun is reduced to 0 or below: you are automatically unconscious. You are effectively knocked out, but will regain consciousness once you have recovered enough Stun to put you back over 0 again (see the table below for how long this takes).

Stun Level	**0 to -10**	**-11 to -20**	**-21 to -30**	**>30**
Recover Stun	Every Phase	Every Round	Every Minute	Up to the GM

Stun Rollover

When you have lost all of your Stun points, any subsequent Stun damage you take will continue to convert into Lethal (or Hit) damage at the 1/5th rate, reducing your remaining Hits—if you're beaten senseless and the beating continues, you could well be beaten to death!

Collateral Damage

Since Hit damage also causes a fair amount of pain and shock, you'll also take 1 point of Stun for every 1 Hit you lose, until you run out of Stun points. (Note: you don't get your SD!) And sometimes a Stunning blow is powerful enough that a small amount of serious damage is also done, equal to 1 point of Lethal damage for every 5 Stun that penetrate.

Aimed Shots

One way to increase the amount of damage in any attack is to aim a shot. You pay a modifier penalty (see above), choose the target, and make the attack. If you hit, the damage is multiplied as below.

Location Hit	**Effect (after armor)**
head	double damage
hands/forepaws*	1/2 damage
arms/forelimb*	1/2 damage
shoulders*	1x damage
chest	1x damage
stomach	1.5x damage
vitals	1.5x damage
thighs*	1x damage
legs/hindlimb*	1/2 damage
feet/hindpaws*	1/2 damage

* if it isn't obvious, roll 1die: even=right, odd=left Note that damage is multiplied AFTER penetrating armor:

Example: Gorn attacks with a DC 5 weapon, rolling a total of 16 Hits. However, since it was an aimed head shot (with a -6 modifier penalty), he doubles his damage to 32 Hits. Aimed shots can be applied to any Hit or Stun causing attack.

Destroying Things that have SDP or Kills

Objects can also be destroyed. As a rule, when an object reaches 0 SDP, it is no longer functional. However, it is not *utterly* destroyed until it has been reduced to below twice its total SDP.

MECHA CONCEPTS

Although these rules don't deal with the actual process of constructing your own mecha (this may vary from campaign to campaign) all "mechanism" designs involve the same elements:

AP (Armor-Piercing): AP weapons treat any armor they affect as having 1/2 their KD.

Blast: An area effect weapon, with the damage radius listed in meters/yards.

Defense Ability: Shields have WAs like weapons, called DA; usually negative.

ECM Rank: Pending a successful use of Electronic Warfare skill (vs ECM system's Rank x2 +die roll), ECM can: (1) subtract a value equal to its Rank from others' Perception rolls when using Radar, or (2) subtract 10% per one Rank from others' sensor ranges, or (3) subtract a value equal to its Rank from the Offensive Roll of any missile or group of missiles. ECM can be set to affect a single target or all targets within its listed radius.

ECCM Rank: ECCM offsets any and all types of ECM on a 1-to-1 basis; Rank-3 ECCM will reduce Rank-7 ECM to Rank-4. It works automatically, without a Skill roll.

EMW: Energized melee weapons treat any armor as having 20KD (or 4 Kills for Kill-rated weapons) less armor protection.

Grapple: These weapons can perform Entangling and other grappling-type attacks.

Hyper: This effect is caused by cutting torches and other such high-powered EMWs; for each point by which the attacker beats the defender, the damage is applied in full to the same spot.

Incendiary: The burning effect does 1/2 damage next phase, and 1/4 damage for the next 2 phases beyond that.

Linked: Linked weapons can be fired together in one Action, with one roll. (If you're using hit locations, each shot hits a different randomly-rolled location; Cross-Linked weapons all shots hit the same location.)

MV (Maneuver Value): How responsive the mecha is to its pilot or operator. The MV value is applied to the pilot's REF (& DEX for Powered Suits) whenever Actions are taken or Initiative rolled.

Shock Effect: Does Killing damage and Stun damage in one attack, but the Stun damage ignores any armor's KD!

Smart: These seeking and/or guided missiles are rated as "Smart", as per the Missile rules on page 146~147.

Warm-Up: Recharges for the listed number of Phases between firings.

∞ **ROF:** Some energy weapons can fire a constant beam, functioning like an infinite-length energy sword. Very dangerous.

AT VOTOMS Random Hit Tables w/ Critical Hit Functions

The following tables apply to combat between Armored Trooper mecha and other similar vehicles.

• **Hit: Torso, with optional Secondary Damage:** For basic torso hits, success margin = D10 chance of secondary damage. Roll 1D10, apply effects based on **Success Margin (SM)**:

1	**Pilot Stunned:** Can take no action for 1 Phase x SM.
2	**High Impact:** Knockback increased by +1 Unit x SM.
3	**Sensor Malfunction:** -1 to all WAs & -1 Perc x SM.
4	**Movement System damaged:** -3 MOVE x SM.
5	**Limb Shutdown:** One random limb cannot move for 1 Phase x SM.
6	**Ammo Explosion:** 10% chance of explosion x SM.
7	**Weapon Malfunction:** One weapon suffers -1WA x SM.
8	**Controls Damaged:** Pilot suffers -1 Piloting x SM.
9	**Engine Shutdown:** AT will not operate for 1 Phase x SM.
10	**Polymer Ringers leakage:** -1D6 hand-to-hand damage and -1 STR x SM.

• **Hit by +5: Torso (with Armor), or roll below**

2D6	Location (can be aimed at with a -4 to-hit penalty)
2	**Pilot:** If the AT's armor is penetrated, any remaining damage goes on to hit the pilot (this usually occurs with a hit to the head or a lucky shot to the main body). The pilot gets the protection of any armor he's wearing, but this is definitely going to hurt …
3	**Sensors:** If the AT's armor is penetrated, any remaining damage goes on to hit the sensor system, which has a mere 10 SDP. If the sensors are destroyed, the pilot suffers -4 to all rolls with the AT (unless he opens the hatch, in which case the penalty drops to -2).
4~5	**Weapon:** A randomly-selected weapon used by the target is hit. If the weapon is handheld or externally mounted, it is destroyed automatically. If the weapon is internally mounted, it is destroyed only if armor is penetrated first. Don't forget to include Hands, Arm Punches, and Iron Claws among the weapons that can be hit and destroyed! (Hands, Arm Punches, and Iron Claws are considered to be protected by armor.) If a hand is destroyed, then any weapons which require two hands to wield now suffer a -2 penalty to hit, because they must now be wielded one-handed. If both hands are destroyed, no hand-held weapons may be used.
6	**Right Arm:** If the AT's armor is penetrated, any remaining damage goes on to hit the right arm, which has half as much SDP as the AT's main body. If the arm is destroyed, then any weapons built into or onto that arm (including Hands, Arm Punches, and Iron Claws) are also lost, and any weapons which require two hands to wield now suffer a -2 penalty to hit, because they must now be wielded one-handed. If both arms are destroyed, no hand-held weapons may be used.
7	**Left Arm:** If the AT's armor is penetrated, any remaining damage goes on to hit the left arm, which has half as much SDP as the AT's main body. If the arm is destroyed, then any weapons built into or onto that arm (including Hands, Arm Punches, and Iron Claws) are also lost, and any weapons which require two hands to wield now suffer a -2 penalty to hit, because they must now be wielded one-handed. If both arms are destroyed, no hand-held weapons may be used.
8	**Right Leg:** If the AT's armor is penetrated, any remaining damage goes on to hit the right leg, which has half as much SDP as the AT's main body. If the leg is destroyed, then any movement system built into or onto that leg (such as a Gliding Wheel, Sand-Tripper, or Swampy-Clog) is also lost. In this case, the AT may not use that movement system at all, nor may it walk: it must crawl or drag itself along the ground (1/4 Move), although when not moving it may prop itself up against something in order to stand. If both legs are destroyed, the AT cannot stand.
9	**Left Leg:** If the AT's armor is penetrated, any remaining damage goes on to hit the left leg, which has half as much SDP as the AT's main body. If the leg is destroyed, then any movement system built into or onto that leg (such as a Gliding Wheel, Sand-Tripper, or Swampy-Clog) is also lost. In this case, the AT may not use that movement system at all, nor may it walk: it must crawl or drag itself along the ground (1/4

Move), although when not moving it may prop itself up against something in order to stand. If both legs are destroyed, the AT cannot stand.

10 **Pack / Subsystem:** If the AT's armor is penetrated, any remaining damage goes on to hit its backpack, destroying it. Any extra Polymer Ringers Tanks, Mission Disks, extra ammo and other supplies are lost.

11 **Movement System:** If the AT's armor is penetrated, any remaining damage goes on to hit its movement system, such as a Gliding Wheel, Sand-Tripper, or Swampy-Clog. In most cases, such movement systems are split between each leg, but only one hit is sufficient to render the entire movement system useless. The AT may still walk and run, but it cannot use its movement system.

12 **Polymer Ringers Tank:** If the AT's armor is penetrated, any remaining damage goes on to hit its PR tank. There is a base 50% chance that the AT will be destroyed immediately—if the tank doesn't cook off, the odds of an explosion increase by 10% the next time this hit result is rolled! (This +10% function is cumulative.)

- **Hit by 10+: Torso (or roll above) *but ignore Armor.***

Knockback

Such mighty blows are delivered in some types of combat (especially between superheroes, giant robots, and kung-fu action heroes), that the combatants are often knocked all over the battlefield. This phenomenon is known as Knockback (in its realistic form, it becomes Knockdown).

To determine the amount of knockback taken, subtract the BODY characteristic (or KILLS) of the targeted character plus 1D6 from the total DC (or KILLS) of the attack. For every DC remaining, the character is knocked back one knockback "unit." The unit of measurement is determined by the style of campaign, then applied by moving the character that far straight back from the impact.

Campaign Style	Knockback Unit in m/yds
Everyday [realistic]	Just Knocked Down
Competent [elite, semi-realistic.]	1/2
Heroic [TV action show]	1
Incredible [olympics, action movie]	2
Legendary [blockbuster action movie]	3
Superheroic [comic books, myths]	4

In the event that something's in the way, move on to Collisions and see how badly you were hurt. **Note:** If using Kills vs Body, convert Kills to DC at a ratio of 1Kill=14DC, plus 1 for each additional Kill; if it's DC vs Kills, there is no effect until you reach 14 DC, then add 1 Kill for each additional DC.

Defenses

So how do you avoid getting knocked out or killed? The first way is to just stay out of the way, using your Skills and Characteristics to ward off the attack. But if that doesn't work, you've still got another option: a **Defense.**

A Defense is anything that gets between you and the Damage first; clothing, armor plates, scales; even energy fields that deflect or absorb damage. When something is damaged, it always subtracts the value of any armor it may have from the total value of the dice rolled. Only then is the remainder of the damage applied to the target.

Armor is the best type of defense, because it's cheap and removable. While most Armor provides defense and against Hit (Lethal), other types can protect against energy attacks or even mental attacks! Armor reduces damage just like any other defense, and will stop both Stun and Killing Damage. This is called having a **Killing Defense [KD].**

Your natural physical toughness (the Stun Defense on your character sheet) is your next defense, but will only stop Stunning Damage. This is called having a Stun Defense [SD]. You'll use this as a last resort, and mostly in fistfights and other non-lethal engagements. Example: My CON is 5, giving me a SD of 10. If 15 points of Stun hit me, only 5 (15-10) would get through.

Important: Note that the Damage Scaling system *automatically* converts damage done into the proper type of damage to tackle the kind of KD the target may have. For example, a DC attack against Kill-rated armor would be automatically rescaled into Kill-based damage.

Two Special Damage Rules For Mecha

Chinks in the Armor

Almost every kind of mecha has a weak spot somewhere, and in combat, it's possible for you to hit that weak spot. When making at attack roll, **if you beat your target number by more than 10, your attack ignores the KD (or Kills) of the mecha's armor.** In the case of autofire attacks, only those hits which beat the target number by 10 or more will ignore armor.

Structural Integrity

Whenever a hit penetrates mecha armor, roll 1D10: If the result is greater than the number of kills remaining, the mecha (or the location taking the hit) is destroyed! For example: An 11K blast gets through a battle robot's 6K armor, subtracting 5K from its 10K torso—since it has only 5K remaining, on a roll of 6+ on 1D10 it's scrapped.

Knockback, Votoms Style

You'd think that *Armored Trooper Votoms* being such a realistic show, it would work with the everyday knockback rules. But this is the world of animé , where characters are usually hurled like chaff by explosions and blows. Therefore, in *Votoms,* the proper Knockback setting is in the **INCREDIBLE** range.

IMPORTANT RULE:

- If stopping **Stun** damage, always take the higher of either the Armor's **Killing Defense [KD]** or the character's Stun Defense.
- If stopping **Killing** damage, use only the highest **Killing Defense [KD]**

Other Kinds of Defenses

You can also have Energy Defenses [ED], Mental Defenses [MD], Sorcerous Defenses [SRD] or any other type, depending on the kind of Fuzion game you are in and if your GM allows it.

Armor Piercing (AP) Attacks

Specially hardened or sharp attacks are extra good at getting past armor. These Armor Piercing (AP) attacks always reduce armor's KD effects by half (for example, from 10 to 5), when they are used.

The Environment & Recovery

Guns and swords aren't the only thing that can hurt you. The world is full of potential dangers; falls, illness, drowning, even being hit by lightning. All of this falls under the heading of the Environment:

Cumulative Environmental Effects: Shock, Poison/Drugs, Burns, Disease & Asphyxiation.

Each of these are effects of the environment that harm you through accumulation; shock and poison by continual damage to your body or will, asphixation through accumulated lack of air.

Electricity and Fire are always ranked by intensity of the effect (GM's decision), with damage occurring each phase you are exposed to the source.

Type	Mild	Intense	Deadly
DC	**DC1-4**	**DC5-10**	**DC11-20**
Electricity	Battery	Wall socket	Lightning Bolt
Fire	Wood Fire	Gasoline Fire	Thermite

Like electricity, **Poison & Drugs** are ranked by the power of the drug or poison. Damage effects occur each minute, not phase, while Illness or Environment take place over days, weeks or even months (GM's choice).

Type	Mild	Strong	Powerful
DC	**DC1-4**	**DC5-10**	**DC11-20**
Poison	Belladonna	Arsenic	Stonefish Venom
Drug	Alcohol	Sodium Pentathol	LSD
Illness	Measles	Pneumonia	Plague
Environment	Uncomfortable	Harmful	Deadly Conditions

A drug or poison need not be fatal; sleep or "truth drugs" also work by accumulation; "damage" is subtracted from different point pools depending on the type of effect. Example: Morgan administers a strong dose of Mind Control Serum (DC5) to Jake, hoping to find out the Cabals' secrets. Each turn, the drug does 5 to 30 points to Jake's Resistance. At 0, he gives in.

Effect	Taken From
Sleep drugs	STUN
Poisons	HITS
Mind drugs	RESISTANCE

Asphyxiation

This does 3DC per Phase, taken from your Hits. Sitting quietly, you can hold your breath up to 1 phase for every 2 points of Endurance (a tough character could hold his breath for about two and a half minutes.). If activity, such as swimming or running is required, this rises to 4 pts.

Collisions (Ramming and Falling).

This is damage that comes from hitting something at speed. The big difference is that in a fall, one object is hitting a stationary object (the ground) at high speed. In a ram, two or more objects, moving at different speeds, are crashing into each other, and the relative positions of each will affect the outcome.

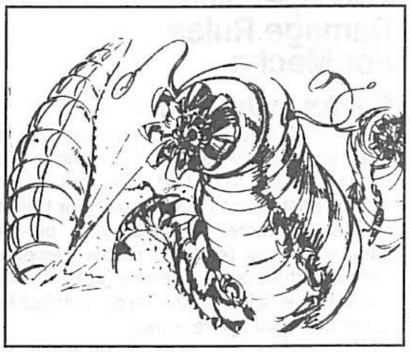
Bashing Things with Hits/SDP

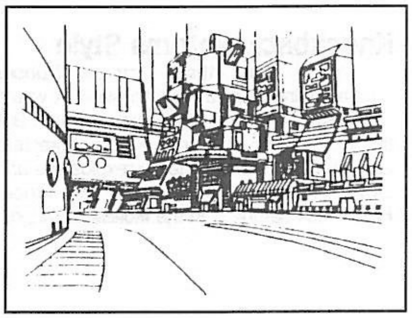
Things with Hits or SDP will take 1DC in damage for every 3 MOVE travelled each phase, rounding any decimals down. If the total Move made is less than 3, you will take no damage. In addition, add 1 DC for every full 100lbs (or 45kg) of weight.

Example 1: An average guy weighing 160lbs falls 30m/yds (MOVE 10). He takes 3 DC (3.3 rounded down) for the fall, plus another 1DC for his weight, for a total of 4DC; on average about 14 Hits. For an average guy (BODY 3) with only 15 Hits to take, this is bad news.

Example 2: A car moving at Move 30 (@60mph or 90kph) slams into a wall. It takes 10DC of damage (30÷3=10). However, since it weighs 1600 lbs, it takes an additional 16DC (1600÷100=16), for a grand total of 26DC. Since on average this would mean around 91 points of damage, the car (with only 50SDP) is obliterated.

Example 3: An average guy weighing 160lbs falls 1m/yd . He takes no damage for the fall.





Welcome to Sunsa ...

While many of the environments of the Astragius Galaxy are not automatically fatal, they can be definitely bad news. You could treat several hours of blistering desert as a Mild Cumulative Environmental effect.

M/yds to MOVE?

Since you're more likely to describe a situation as "You fall 20 yards (or meters) to your death!", here's a handy conversion. To convert distance in m/yds to MOVE, divide by 3, rounding decimal values down.

Getting Terminal

Terminal velocity (the speed where a falling body cannot accelerate any faster) is roughly equal to a MOVE of 60, and will normally be reached (on Earth) in 2 phases (falling objects accelerate at around 30 MOVE per phase). Once you reach terminal velocity, you cannot increase your damage unless you are travelling in a power-dive towards gravity.

Bashing Things with Kills

Things with Kills usually weigh such staggering amounts that we measure their damage in increments of tens of tons! As a rule, objects with Kills will take 1 Kill of damage for every 10 MOVE travelled per phase, rounding decimal values down. In addition, they will also add 1K for every ten tons of weight.

Example 1: A giant robot travelling at MOVE 30 (@60mph or 90kph) slams into a wall. It takes 3 Kills of damage (30÷10=3). However, since it weighs 30 tons, it takes an additional 3 Kills (30÷10=3), for a total of 6 Kills of damage.

Example 2: A larger giant robot flying at MOVE 90 (@180mph or 270kph) slams into a mountain. It takes 9 Kills of damage (90÷10=9). However, since it weighs 65 tons, it takes an additional 6 Kills (65÷10=6), for a total of 15 Kills of damage. Ouch.

Ramming

As mentioned above, ramming is like any other collision, but since the objects are moving, their relative positions will influence the final outcome. Here's what to do:

- If the ram is **head on**, add the MOVES of both objects together and the weights of both objects together, then treat the results as above. The result is the damage done to both.
- If the collision is a **side ram or swipe**, treat as a regular collision (above). If the collision is a "rear end", subtract the MOVE of the object in front from the speed of the trailing object, then treat as a head on ram.

Objects with Hits/SDP Ramming Objects with Kills (and Vice Versa)

As before, add the MOVES and weights of both objects together. However compute the weights for each by converting the total weight of the objects

- **Pounds/kg into tons:** Divide weight by 2,000lbs or 1,000kg, rounding down, then add to tons of other object.
- **Tons into pounds/kg**: Multiply by 2,000lbs or 1,000kg, rounding down, then add to lbs. of weight of other object.

Example: A giant robot (weight 30 tons) travelling at MOVE 30 (@60mph or 90kph) slams head on into a small car (weight 1,000 lbs/454kg) also moving at MOVE 30. The giant robot converts the car's weight to tons and gets .5 tons, for a total of 30.5 tons. The car converts the robot's 30 tons into 60,000lbs, for a grand total of 61,000lbs. The total MOVE is 60. The result:

- The **mecha** takes 9 Kills (60 MOVE÷10= 6 Kills, plus 3 more Kills for the total Weight (30.5 tons÷10)
- The **car** takes 630 Hits (60 MOVE÷3=20 Hits, plus 600 additional Hits for the total weight (60,000lbs÷100). Ouch!!!

Recovering From Damage

So the Defense didn't work and you didn't get out of the way. Assuming you aren't reduced to vapor in an unfortunate accident, the next step is to get better. Your **Recovery Characteristic [REC]** determines how fast your character gets back either lost Stun or Hits:

Recovery from Stun Damage: You will recover Stun at a rate based on how far below zero you are (as previously mentioned on pg. 151):

Stun Level	**0 to -10**	**-11 to -20**	**-21 to -30**	**>30**
Recover Stun	Every Phase	Every Round	Every Minute	Up to the GM

Recovery from Wound (lost Hits): For every 24 hours you spend resting and with medical care (this assumes dressed wounds and proper medication), you will recover as many Hits as your REC score. Example: I take 30 Hits of my 40 total. My Recovery is 10. I will be back to full Hits in 3 days.

Recovering from Dying: Saving a *dying* character is still possible. Another character, making a successful Medical or first aid roll can stabilize you at any point beyond 0. The Difficulty for this is two times the number of Hits beyond 0. Example: Lazarus is now at -7 Hits. To save him, Fox must make a Medical skill roll against a Difficulty of (7x2) 14.

For the Math Geeks: How close is this to MEKTON Z?

If you're curious about how, say, Example 1 maps with the collision tables in MEKTON ZETA, first convert the Fuzion MOVE to MEKTON MA (30÷5=6MA, or 6 hexes. At the MEKTON ratio of +1Kill for every 2 hexes travelled, this comes out to be 3 Kills (6÷2=3). Factor in 4 more kills for the weight class (30-49 tons) and the result is 7 kills instead of Fuzion's 6. In Example 2, the MOVE converts to 18 hexes (90÷5=18). This gives us 9 kills for the movement and 5 kills for the weight, for a total of 14Kills (instead of Fuzion's 15). In general, we've found that while this conversion doesn't map exactly to MZ, it's close enough that a variance of 1 or 2 Kills shouldn't be that critical.

Remember, these are,after all, *imaginary* giant robots; there isn't really a lot of empirical data to work from here!

King Kong vs Bambi

If you want to save yourself a lot of mathematical grief, just generally assume that anytime there is a disparity of over 10 tons between two objects, the smaller one is just obliterated.

Realistic Recovery Rates:

Although this isn't as much fun (after all, this is a game), realistically, it should take a lot longer than a few days to come back from life threatening injuries. In this case, a realistic rate would be to recover your REC in Hits every week, not day; the example at left would take three weeks, not days.

Experience

How Do I Improve?

Sooner or later, you will want to improve your Skills and Characteristics from the levels which you purchased them at.

The GM will award you with more Option Points at the end of each play session. These can be spent to improve Skills, buy new equipment, or, with the GM's permission, to improve Characteristics (or Powers, if such are appropriate to your campaign.)

The GM should award OPs for good role-playing and good play. Here are a few suggestions:

Roleplaying	**Award**
Player was clever, inventive, or roleplayed well	1, 2 pts.
Player solved a mystery or major point of plot	1 pt.
Adventure was resounding success	2,3 pts.
Base points for being in scenario	1, 2 pts.

Assigning Points:

The GM can also give out points for specific skills or attributes, or even assign those points to a particular Skill, Characteristic, piece of Equipment, or Power as a bonus over and above the regular points for a session. We like to call this the "Radiation Accident Gives Player New Powers Rule," because it is best employed whenever a player undergoes a particularly meaningful adventure that may well change his life

Buying Stuff with Your Points

So the GM just dumped a whole load of points on you—great! But how do you use them? Much like real currency, all Option Points need to be cashed in to buy or improve Skills, Powers and Gear (even Characteristics with your GM's agreement)

- To buy up Skills: ONE point for each LEVEL of the new skill . Example: To buy a skill from 3 to 4 would require 4 Option Points.
- To buy up Characteristics: FIVE points for every one point of Characteristic improvement, plus the permission of the GM. Example: to improve your REF from 5 to 6 would require 5 Option Points and your GM's agreement.
- To buy up Powers (if applicable): FIVE points for every one point of Power improvement, plus the permission of the GM. Example: to improve your Energy Blast from DC3 to DC4 would require 5 Option Points and your GM's agreement.

It's Christmas Time!

Experience is one of the most problematic parts of running a campaign. Too little, and your players become frustrated at not accomplishing anything; too much, and they become jaded because everything is too easy.

One trick to maintaining both balance and excitement is to use the "Christmas" theory of experience; keep the awards relatively small from game to game, with a large award at the end of an entire adventure arc. The award should be in a discreet "Christmas Present"— a coveted vehicle (or points which can only be used to create a vehicle), "Special training" (where Skill points must go to a specific Skill area), or a "Radiation Accident" that provides points that create or improve specific powers.

Meet Kandr Zahn One Last Time ...

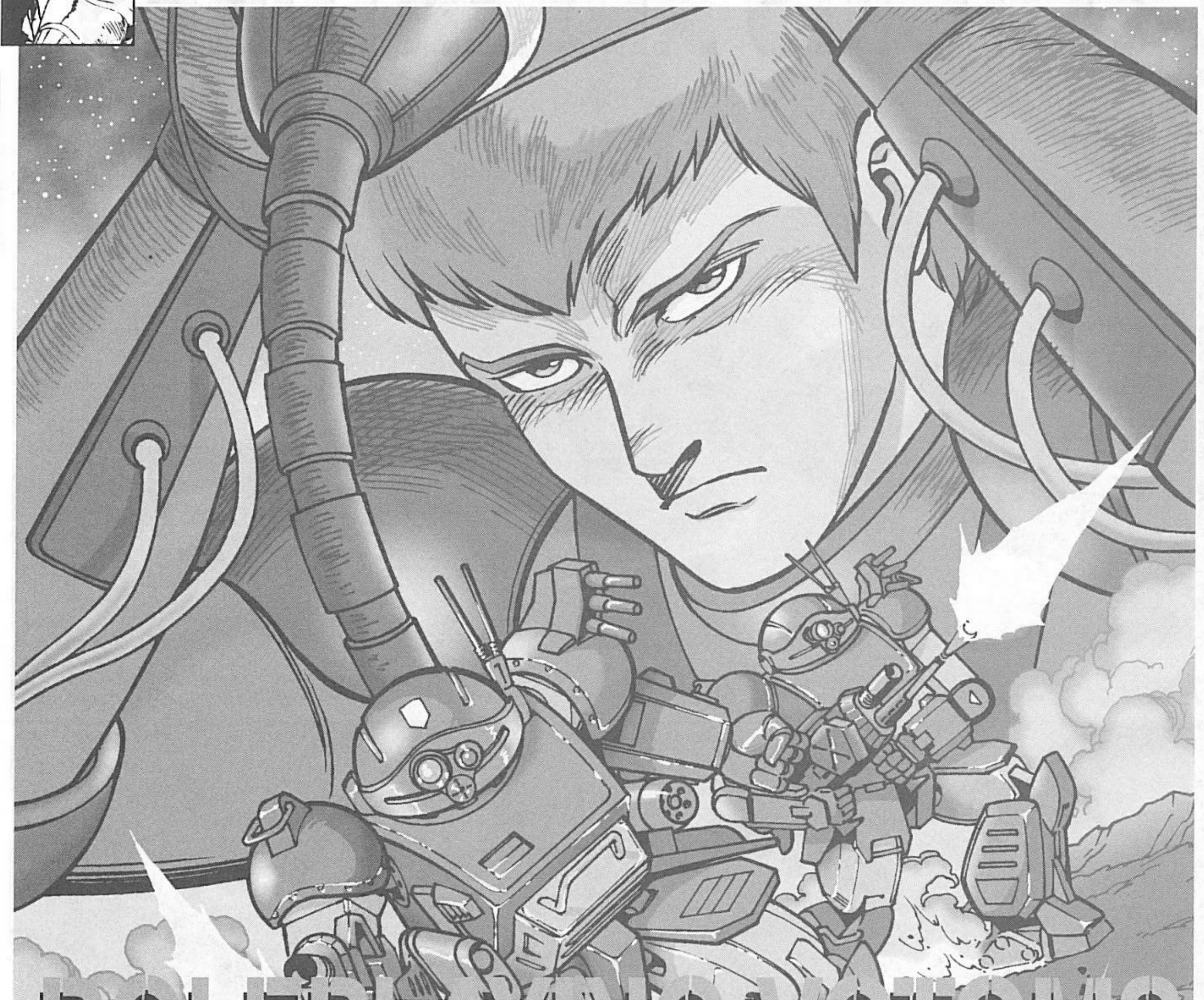
At long last, Kandr has persevered and fought off a million Red Shoulders to clear his name. He now collects his OP reward. The GM gives him 12 Points:

3	For figuring out that neat trap where he lured the Red Shoulders into the weakened factory floor where they fell into the basement.
3	For doping out that Peruzen faked his own death, framed Zahn and went into the Secret Society.
3	He lived to tell about the whole thing, even with 20 Red Shoulders on his tail.
3	For really roleplaying the angst, pain, and doomed nature of his quest (especially the part where his girlfriend is gunned down protecting him and Kandr's player did a ten minute deathbed soliloquy about how much he'd loved her.
12	TOTAL OP AWARDED

Kandr decides to spend his 12 points like so

5	To boost his AT Pilot from 4 to 5
4	To boost his AT Weapons from 3 to 4
3	To boost his Shuttle Pilot from 2 to 3
12	TOTAL OP SPENT

VOTOMS ADVENTURES



ROLEPLAYING VOTOMS

Well, if you've read this far, you've got at least a vague idea how to create a classic space opera hero anime-style, put him in a Scopedog decked out with the very latest in high-fashion death-dealing, and send him screaming into combat.

That's a start.

What you need *now* is a background, a place where you can link all the disparate parts of the *Votoms* universe into a complete whole. What you need is a campaign.

A campaign is a series of adventures starring the characters the players are running. As Referee, it falls to you to create the stories which the characters will become embroiled in, the protagonists and antagonists they will encounter, and the story arcs that link separate adventures together into a complete unit.

There are a lot of great elements to a campaign in this book—the universe, the conflicts, the ATs, exotic worlds, and so on. You have to develop a portion of this background to frame the story you are going to tell with your players. Is your campaign going to feature Scopedog pilots fighting in the Hundred Years war? Are the characters going to be spies or ambitious military aides? Smugglers or scavengers? How you answer such questions will dictate what parts of the *Votoms* universe you need to develop; the jungles of Kummen, the urban ghettos of Uoodo, or the polished decks of a Balarant battle cruiser.

This section of the book helps you construct a campaign, generate the conflicts which will drive it, and design the adventures your characters will get caught up in.

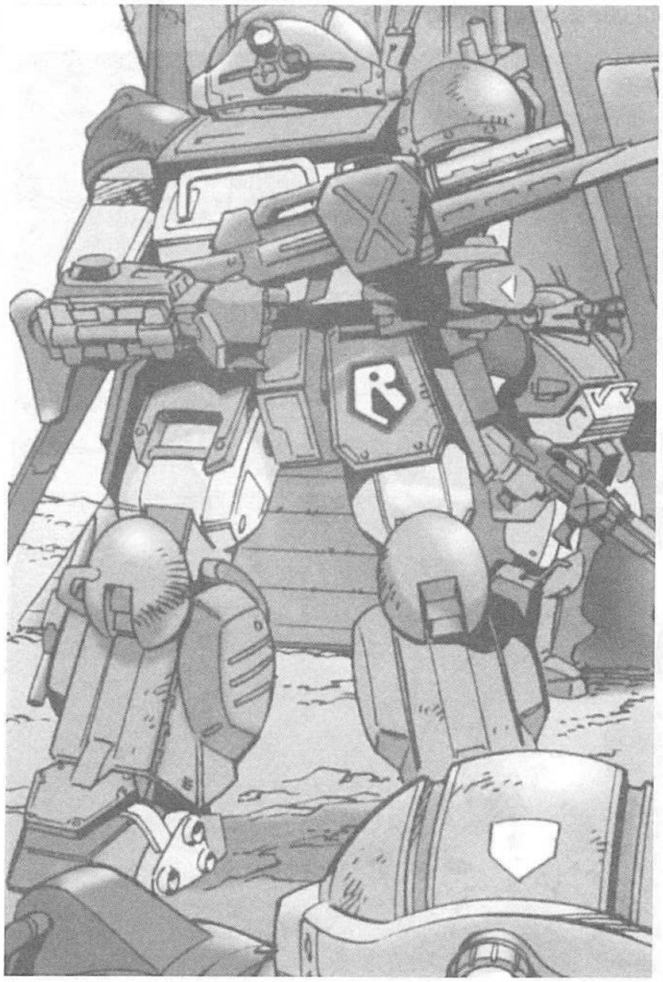
Themes

A theme is the basic idea behind a story; the point the author is trying to get across or a question he is asking us to consider. All stories have themes, though in some stories the theme is more subtle than in others.

Some themes popular in science fiction include: man's quest for individuality within a system built to discourage it; whether artificial life forms can be as human as humans (or better); whether war can be justified or not. There are hundreds more, and these might not even be among the major ones. However, these particular themes are all represented in Votoms to one extent or another.

Whether you want to incorporate a theme into the foundation of your campaign depends on your playing style and the interests of your players. If they just want to pile their characters into Scopedogs and rip the limbs off other Scopedogs in the battling arena, you can do quite well without a theme. However, a theme can add texture and depth to your campaign, and help you formulate story arcs and adventure ideas.

Many of the themes here are a bit bleak; Votoms presents us with a bleak world. You can brighten things up by giving the characters a positive goal if you want. Note that several of these themes overlap. That's okay. Just pick up on the threads you want to explore and go on from there.



Reversing Entropy:

Nearly all the adventures of the *Votoms* saga are set in decaying societies. Sunsa and Uoodo are war-torn, but the jungle temples of Kummen and the arid primitive lands of Quent also represent a sort of entropy—of structures and cultures sliding backward and regressing. At every level of the story, from the war-torn streets of Uoodo to the desperate attempts by Wiseman to find a successor, the need to reverse the long decline is emphasized. Are the characters going to help rebuild their shattered society, or take advantage of the chaos to make their fortunes? Which is the right choice? Is there a right choice? Gotho, Vanilla, and Coconna play both sides of this fence at different parts of the saga.

War is Hell:

If you have something to say about war, here is your big chance. Is there such thing as a just war? Are patriotism and nationalism propaganda tools used by the industrial/military complex to further their own ends, or are they positive attributes of a healthy nation? Does conflict bring out the worst in men, or the very best? Put another way, do you want to run your war the Oliver Stone way or the John Wayne way? Both approaches are valid, and offer dramatic possibilities. The latter is traditional space opera, the former is more revisionist and cynical. Which way you go depends on your worldview and the kind of story you want to tell. For the record, *Votoms* leans a bit more toward Stone than Wayne.

Trust People, Not Institutions:

You might have noticed something about Votoms: nearly every form of traditional authority is subverted by its villains in their pursuit of power and the Perfect Soldier. The army, the government, the church, and the police; all are corrupted in turn, and all betray Chirico. Chirico finds companionship and trust not in institutions, but among the people he encounters. In using this rather cyberpunkish theme, bring home to the characters that they can rely only on their own resources. If they go to the government for help, they are turned away. If they are in the army or a mercenary force, their commander is willing to risk them to further his own career. Playing this theme heavy takes us neatly into the next theme.

Betrayal/Revenge:

The characters have been seriously backstabbed by some person or group. Maybe they were left to die on the battlefield by their military commander. Perhaps their battling matchmaker rigged their ATs to fail in Real Battle so he could clean up by betting against them. On a thematic level, the betrayal and need for revenge should frame your entire campaign, not simply serve to draw your characters into their first adventure. It should introduce major villains and conflicts which will be around for quite a while. The entire plot of the spin-off series *Armor Hunter Merowlink* is based on the Betrayal/Revenge theme.

Campaign Types

Votoms is a space opera. It plays out on a large canvas even as it focuses in on the personal stories of Chirico, Fyana, Vanilla, and the other characters of the Votoms saga.

Naturally, those attracted to *Votoms* as a roleplaying game will probably be most interested in emphasizing those aspects of the universe that make it unique; the endless array of Scopedogs, the battling culture, the clash of giant anime space fleets, backstabbing conspirators and secret societies, perfect soldiers, and so on. You and your players should decide what sort of story you want to tell and what sorts of adventures you want to have.

Dogs of War

It's the height of the Hundred Year War, and it's you, your mates, and your Scopedog. And possibly a commanding officer with secret orders to see you dead in combat.

Start the characters off in an AT elite unit which takes on special missions for the Gilgamesh or Balarant high command (though the Red Shoulder Battalion may be too elite for beginning characters). This arrangement has several advantages. It allows you to send the characters on small-scale missions with limited objectives (as opposed to giant battles involving hundreds of ATs). It also gives them more opportunity for independent action while on the missions. Finally, because they are an elite unit, they make useful tools for military commanders with personal ambitions or secret loyalties (here is where you can bring in a political angle which will provide a break from the combat missions).

The Red Shoulders are infamous for atrocities they committed during the war. By weighing the characters' unit down with some similar controversy or negative attribute, you give yourself more to work with later—when it's time to turn up the heat. The characters need not know of the unit's dark side at the start of the campaign, and probably won't take part in them in any case (we like to hope so, anyway). It is enough that they be in the unit when the evil deeds are done. Then they are guilty by association by merely being in the unit, even if they don't participate in the infamous missions.

Base the characters on a military installation somewhere relatively secure (but to keep your options open, you can make the base at least theoretically open to enemy attack). Start them off with a bare-bones AT, and gradually allow them to customize their machines as they get more combat experience. The players will more appreciate the supplemental goodies if they have to earn them.

There are a number of mission types you can send the characters on. Search and destroy and recon missions will probably be the most common, as the army probes enemy lines to locate weaknesses and detect enemy movements. Other mission types include raiding enemy bases, disrupting their supply lines, attacking high-ranking enemy officers as they move through the combat zone, testing AT prototypes, and stealing the enemy's AT prototypes for study (the Balarant are especially desperate to keep up with Gilgamesh AT advancements).

Most of these missions will probably be planet-based, but toss in a few space-based missions for variety. The first Uoodo episode and the early Sunsa episodes are good models for space-based combat missions.

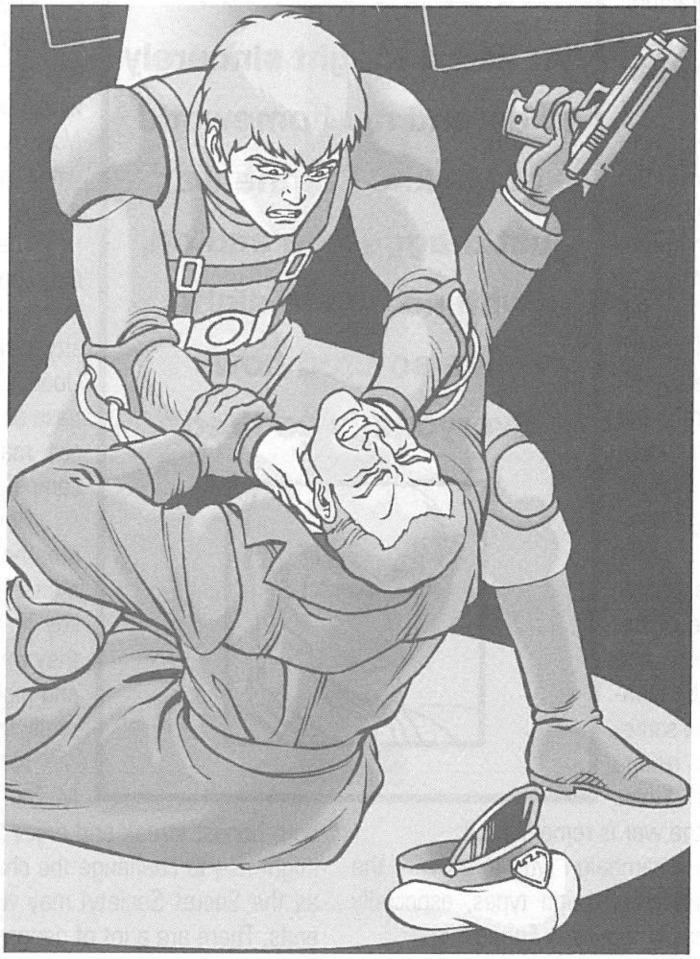
Dogs of War gives you the perfect opportunity to introduce the "AT of the Week." In each mission, toss new enemy AT models that are faster and tougher at the characters. This show has many AT designs and armor/armament combinations, so there are plenty of models to chose from. To give the characters a chance to fight a few ATs on their own side, let them put down domestic rebels, unit traitors, or terrorists from time to time.

Don't ignore the political side of the equation. The characters may be simple soldiers, but they are also pawns in a secret shadow game, and pawns are expendable. Commanding officers may have secret agendas, and may use the characters to achieve them (this happens repeatedly in *Votoms*). There might be rival teams in the unit, or in another unit sharing the same barracks. These rivalries might be friendly, but in the world of *Votoms*, they often turn nasty and deadly (if you want to play the atrocities card, setting up a rival team in the unit gives you the heavies to commit them).

Dogs of War can easily feed into one of the other campaign types. All you have to do is end the war.

Guerrilla War

Guerrilla War is very similar to Dogs of War. The difference is that most mercs fight for money rather than out of duty or patriotism (though some fighters, like the Veela guerrillas, do fight for a Cause). You can set this campaign during the war, or after it. The postwar option makes a lot of sense, because many veteran AT pilots are now unemployed, and want to stick with what they know.



The characters may be mercenaries hired by an established military organization, such as Gon Nu's Assemble EX-10 mercenary force in Kummen. In this setting the characters fight from a fixed location, using material and supplies provided by the host army. The commanding officers will likely be regular army and wholly committed to whatever conflict is raging. By fixing the location, you can take time to develop local intrigues and relationships.

Alternatively, the entire merc force may be mobile and constantly taking on new missions with new employers. This set-up gives you the ability to shift the action around more, and because the characters may be fighting anyone and any side from week to week, you can send just about any AT you like at them.

The biggest source of non-combat conflict will likely arise from inter-team relationships. Mercenaries are not the most patient or tolerant of people, and many nurse dark secrets and sensitive inner wounds. It won't take long for the characters to get on the wrong side of someone. Like Chirico, they might even get their commanding officer gunning for them. A tried and true formula is the inner circle of the team's most experienced soldiers—who may want to test the characters, put a new hot shot in his place, or … maybe they are being paid to make sure the characters die on the battlefield.

As in Dogs of War, start the characters off with a relatively common and unremarkable AT—as new members of the merc force, they won't have the pull to get anything better. As time passes and they chalk up victories, they have more options to customize.

The missions types are the same as those for Dogs of War. Except the mercenary force might not be as well-supplied as an army unit, so losses might be more difficult to replace.

Battledogs

Well, the war was fun and all, but everything comes to an end, and when the armistice is called, your group of hardened Scopedog veterans finds itself kicking around a large urban sprawl with no likely career prospects. Enter… the battling arena!

The battling arena gives the characters a never-ending supply of new ATs to fight, and since they are not in a hierarchy, they can do what they want.

Battling arenas are common in many postwar communities. If you want to evoke the atmosphere of the series, set the action in a worn-torn backwater urban environment like Uoodo. But other settlements have battling arenas as well, so you can as easily locate the action in a dusty desert mining town, a tropical agricultural community, or even an underground space colony located on an airless world.

Since the battling arena campaign is less structured than Dogs of War, you'll need to provide story arcs and subplots to keep things from degenerating into an endless cycle of battling arena contests. Biker gangs might roar into town to disrupt the neighborhood; rival bookies might fix contests; the police might crack down on the battling arena; the military might move in and take over the town for some reason. And don't forget rival contestants. You can weave some or all of these elements into an ongoing storyline.

Characters don't have to be AT jockeys, of course. They can be gamblers, AT mechanics, parts suppliers, bookies, traders, black marketers, politicos, and so on. Anyone who might hang around in a decaying urban environment is appropriate.

New Foundation

The war has raged for your entire life. But now, miraculously, it is over. It is time to rebuild the ruins of your world and your community.

The characters emerge from the galactic conflict with a strong desire to build a lasting peace and rebuild their society. Maybe they are former AT pilots looking for a new start after the war. Or maybe they're just locals who have had enough of local Road Warrior-type marauders.

Start on a small scale and build up from there. Maybe the characters, Magnificent Seven-style, are hired to defend a village from outlaws enslaving the locals to dig in the ruins for jijirium. While defending the town, they form their own rivalries with the campaign heavies and find local allies, friends, and maybe even lovers. Push all sorts of emotional buttons to keep the characters focused on the local situation—hate, love, affection, loyalty. If any characters have events in their pasts that can link them to the community, exploit them (don't force the issue, of course—the players have to want to play this sort of campaign for it to work).

As time passes, introduce greater threats and expand the scope of the campaign. Maybe Gilgamesh and Balarant spies are drawn to the community for some reason; maybe someone they are seeking takes refuge there (Secret Society members?), or a secret lab abandoned during the war is remembered.

"At first, I fought sincerely to defend my homeworld, of Melkia. But the war just dragged on and on, with no end in sight. I'm so tired now. Everyone is so tired."

New Foundation is a good campaign type to go with the Reversing Entropy theme. Other campaign types, especially urban-based ones, can lead easily into New Foundation.

Police Unit

Not every Scopedog jockey is in the military. Run your Votoms campaign Patlabor™-style. With surplus Scopedogs widely available and lots of unemployed Army veterans unleashed on an unsuspecting public, AT-related crimes are bound to blow through the roof, even though the peace treaty places restrictions on the use of medium-class ATs (like Scopedogs) in civilian environments.

Start the campaign in a large urban center right as the armistice in the Hundred Year War is called. AT-related crimes are low, and easily controlled by police unites armed with civilian ATs (start them off in lightly-armed Scopedogs).

As the soldiers come home, AT crime increases, and the characters must upgrade to keep up (for fun, make the police department too underfunded to keep up with flush crime lords). Naturally, the characters have more to deal with than criminals. There are also gangs, battling arena combatants who get drunk and trash the town, and look out for corruption from above.

In many ways, this is the flip side of the Battledogs campaign, because the characters represent order rather than chaos. It can be considered as a subset of the New Foundation campaign.

Crime Lords

Well, so maybe you don't want to be the good guys. Society is disoriented and confused in the aftermath of the war. Many areas lack strong leadership. Now is the time to build an empire while no one can stop you. You can always buy yourself legit later.

The characters are outlaws. They may be former military types, petty thieves with ambitious plans, or corrupt city officials. Like the Boone gang in Uoodo, the characters might have a base of operations to begin with, or you can make them build one up as the campaign progresses.

How do the character's achieve greatness? Maybe they loot ruins, rob military or civilian convoys, or blackmail key leaders. From such humble roots, they might grow to run battling arenas and nightclubs, buy elections, and generally live it up as gangsters.

Naturally, things won't go smoothly. The local police might have a stubborn honest streak and enjoy community support. Rival gangs might rise to challenge the characters. Powerful entities (such as the Secret Society) may want to use the city for its own ends. There are a lot of gangster movies out there. Mine them for ideas.

Going Dogless

There are many types of campaigns which don't involve fighting in giant mobile tanks. The characters may be in the navy, fighting in space. Ship-board communities are as rife with plotting as ground-based ones, and the stakes are often higher.

They could be Secret Society members on the run after the war, or operatives pursued by the Secret Society. Alternatively, they might be military intelligence agents assigned to look into rumors of a Secret Society infiltrating key military posts. In this paranoid setting, anyone could be the enemy. You might even consider having one of the players run a Society member.

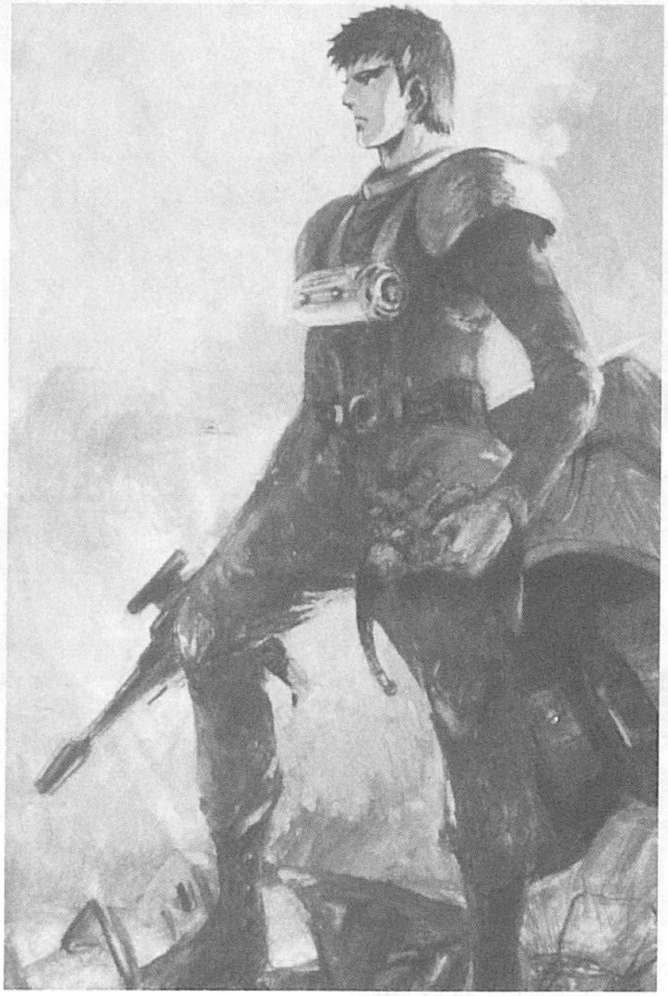
Other possibilities will likely come to mind as we discuss the plot and story arcs.

The Plot

The plot is the thread of events that drives a story to its conclusion. Mostly, the plot establishes conflict, and describes how that conflict impacts the characters (and vise versa). The plot can be short and sweet, or it can be a part of a larger story.

At the start of the *Votoms* series, the plot concerns Chirico's simple desire to escape the clutches of the Secret Society. Later on it expands to include his drive for vengeance and to rescue Proto-One. Along the way, of course, there are dozens of smaller plots, each of which makes up an episode. For instance, while Chirico is escaping the Secret Society in the first four episodes (the big plot), he is also dealing with the Boone gang (the small plot).

In terms of the campaign, think of the major, adventure-spanning plots as story arcs, and the episode-length plots as adventure plots. There is also a third type of plot we'll talk about; the subplot, which focuses more on personal character interests and goals.



Story Arcs

The story arc is the overall plot which drives the campaign (or at least a major segment of the campaign). The plot might not be apparent to the characters at first, but as time passes, more and more clues emerge which point to the emerging threat or issue they need to deal with.

Many story arcs are villain-driven. There is a bad guy out there (like Albert Killy) who is responsible for most of the characters' problems, and they have to defeat him to get on with their lives. At the beginning of the campaign, the characters may face only the villain's minions (Iskui and his bullies). As time passes and the characters refuse to die, the villain sends his more important and capable employees after them (Borough and Ypsilon), and finally, there is a confrontation between the villain and the characters, which serves as the climax of the story arc.

The end of a story arc does not necessarily mean the end of the campaign. Just as *Votoms* and *Babylon 5* shift story arcs from time to time, you can introduce new ones as the current one is winding down.

Sample Story Arc: The former commander of the characters' unit has become a powerful city politician. He is quietly having his deadly aides kill the men in his unit who can reveal the atrocities he committed in the war. The characters only realize this over time—as their fellow mates begin dying in "accidents".

Adventure Plots

Adventure plots are the plots to individual adventures within the campaign. They may or may not relate to the story arc. Above we suggested they correspond to an episode in the TV series, but actually, *Votoms* adventure plots usually play out over several episodes. So you can have adventure plots which span several "episodes" if you like.

Sample Adventure Plots: Here are a few adventure plots based on the story arc introduced above. Each plot could be covered in one or two adventure sessions, or play out over several. It all depends on how you want to pace things. Note how each adventure plot tells a story, and also how elements of these plots advance the overall story arc.

1. The unemployed and starving characters are looking for money so they can buy surplus ATs to use in the battling arena. They agree to help an old unit mate defend his family restaurant against a gang of thugs who have been hitting up local stores for protection money. The buddy mentions that another unit member everyone liked has recently died in an auto accident. It is also established that their old commander is running for office. In the process of helping the buddy, the characters save a female battling arena bookie—who agrees to help them get started.

2. The characters enter the battling arena, and begin the process of working their way up the lists. Meanwhile, two other former mates in the area—who are established in causal encounters—die in a series of accidents. The characters begin to suspect foul play. The local police chief, who has been bought off by the commander, brushes off their suspicions, but sends a pair of (bought) detectives out to fake an investigation.

The commander wins his election in a landslide, and the characters have to face the outcome of his duplicity. Can he afford to have witnesses? And what do they owe their old battle mates?

3. The characters encounter a new opponent in the battling arena— an AT jockey who is superfast and rather unstable—and who grows to hate the characters. It eventually transpires that he has had experimental wiring during the war, and finally goes berserk during a match. He rampages through town, and has to be stopped by the characters, right before killing one of the detectives from adventure 2. The grateful man tells them that the recent deaths aren't accidental, and that the chief is covering for somebody. Meanwhile, their buddy is killed. The next day, so is the detective. By now, a nice mystery is forming. The characters do not yet suspect that the assassin is really their bookie sponsor ....

Subplots

Subplots are stories which are character-based rather than plot-based. Introducing a few at a time to the campaign can spice things up, and give the players more grist for the role-playing mill. Examples of subplots include betrayal, vendettas, personal quests, political intrigue, and romance.

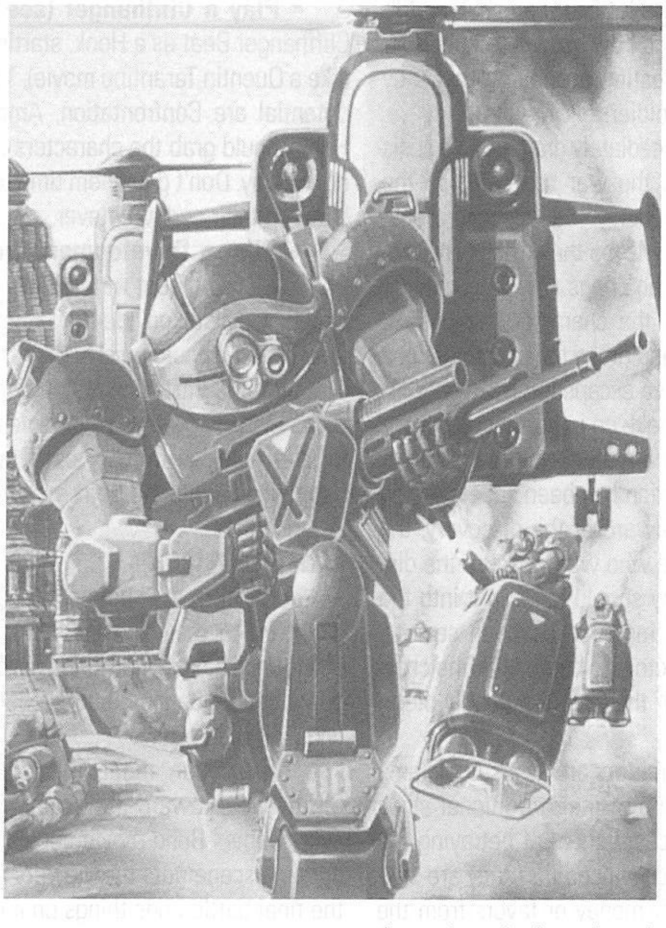
Subplots can have a link to the story arc or adventure plot, but it isn't necessary. Most subplots, of course, will probably have some impact on the main plots. For example, Coconna's running crush on Chirico doesn't directly relate to the Uoodo plot, but it does motivate her to help him.

You can get a lot of good subplot ideas from the backgrounds of the characters. Carefully consider each character's life to see if there is something there you can exploit. Chances are, at least two of the characters will have something usable, like an old enemy, patron, or war experience.

ADVENTURE DESIGN

Planning an Adventure

Once you've tackled the big issues, like settling on a theme and campaign type, you're ready to begin designing adventures. In designing an adventure, you need to decide where the action is going. Pacing is the most important part of that plan. You not only have to tell a story, but also have to break it up into manageable segments for your players. Each segment of the story should convey information, be entertaining, and help provide excitement by pushing the plot along in some visible way.



The Beat Chart

The **Beat Chart** can help make this process a lot easier. The Beat Chart helps you design each segment and decide what happens in it. It also sets up a framework which helps you place the segments in the most dramatically effective order.

Each Beat Chart has five parts, or Beats: the Hook, the Development, the Cliffhanger, the Climax, and the Resolution. Some Beats, like the Hook, Climax, and Resolution, occur only once. Other Beats, like the Development and the Cliffhanger, are used over and over, but in alternating order.

There are three rules for setting up a Beat Chart:

1. The adventure always starts with a **Hook**. The Hook is a short piece of action or suspense that is used to draw the characters right into the story. For instance, the characters' AT base is attacked, or they see a buddy giving a package to a known enemy.

2. The adventure always ends on a **Climax**, followed by a Resolution. The Climax is the big finale of the adventure, where the good guys triumph, the traitor is revealed, or the goal is successfully reached. The Resolution is the denouement of the adventure which wraps up loose ends, suggests what happens to major NPCs (especially the bad guys), and so on.

3. Developments are non-action Beats that move the adventure along; they involve clues, revelations, conversations, and character developments. Cliffhangers are always action scenes; chases, battles, dogfights, and so on. Developments and Cliffhangers should appear in alternating order. This rotational design keeps the plot from slowing down with too many back-to-back non-action scenes, and keeps the action scenes from blending together into one big blur.

To get going on your adventure design, grab a piece of paper, and, using the Beat Chart as your guide, jot down a rough plan of how you want the adventure to go. You know you'll start with a Hook and end on a Climax and Resolution, but how many Developments and Cliffhangers do you think you'll need?

As a rule of thumb, assume that each Beat is good for one half-hour of game play. Decide how long you want the adventure to run, and place Beats accordingly (don't forget you already have an hour and a half accounted for with the three mandatory Beats).

You don't need to have an exact idea of how the adventure will go at this point. Just decide whether you want to open with a Development or a Cliffhanger, and then take a look at the other Beats to decide how things will flow from there

Plot Beats

Here is a long list of Beats that have been culled from all sorts of genre shows, manga, books, and movies. Feel free to shop this list for adventure ideas—that's what it's there for. It isn't all-inclusive, though, so if you think of one that isn't there, go ahead and use it.

Hook

The Hook is the event or situation that sucks the characters into the adventure and gets them into the thick of action right

away. Think of it as the teaser scene which launches many drama programs, or the trademark fight at the beginning of a James Bond film.

The Hook should always whet the appetite for the coming adventure. Usually, it sets up the main adventure plot, but this isn't a hard and fast rule. If the Hook doesn't relate directly to the story arc or adventure plot, though, make sure it makes sense in the context of the characters' lives.

- **Amnesia Victims:** The characters don't remember anything about what has gone on before the adventure starts. They awake with no memories of their past, or of anyone around them. Have they been injured or is the amnesia induced by some drug or electronic device? If the latter, who is behind the deed and what do they hope to accomplish? If the characters are new, there is always the interesting possibility that they might be newly activated Perfect Soldiers.

- **Crisis:** The characters are immediately drawn into a crisis with serious ramifications. Perhaps the war has come to the world the characters are on, or the enemy has launched a devastating attack on their supply lines. Maybe the crisis is environmental; a flood, earthquake, or volcano brings down a community, or the life support systems on the characters' ship fails. Whatever the crisis, it reaches out and grabs the characters and doesn't let them go again until they've escaped or dealt with it.

- **Discovery:** The characters make an important discovery. They find a new jijirium deposit in a ruined factory near their digs. A vat of Polymer Ringers Solution has been sabotaged by someone. Often, by merely being aware of the discovery, the characters become targets by those who want to keep the discovery to themselves. The discovery should lead right into the main adventure. For example, the military has been secretly dumping irradiated jijirium in the factory to be rid of it (the characters could upset a lot of people if they sell the deadly metal to black marketeers).

- **False Accusation:** The characters are accused of some crime which sets them against some of their traditional allies and companions. A fellow pilot accuses them of betraying the team. A street associate becomes convinced that they are selling out their underworld friends for money or favors from the local police. In most cases, the characters must either clear their names , fight the accusers, or flee. *Armor Hunter Merowlink* uses the False Accusation to good effect.

- **Kidnapping:** Either the characters are kidnapped, or friends are. The kidnappers may or may not be known to the characters. Obviously, this Hook sets up rather clear goals for the adventure: to escape or rescue the abducted individuals. For most of the *Votoms* saga, Chirico plays "Who's got Proto-One" with just about everyone else.

- **Murder:** Someone the characters know is murdered. The victim is either close to the characters or obviously an innocent undeserving of such a cruel fate. The point of the murder is to catalyze the characters into action. It may be possible to pursue and bring to justice the murderer. Perhaps a better solution, however, is to make the murderer untouchable—at least for the time being. A murder is a great way to take a campaign in a new direction, introduce a new villain, or inject new purpose into the lives of the characters.

- **Revelation:** In this Hook, the characters learn something that changes their situation or perception of their world. A gentle monk companion was once a dreaded Red Shoulder responsible for horrible war atrocities. One of the characters receives a mysterious inheritance, or learns something about his past. The Revelation should not be casual or a throw-away event. It will have a long-lasting impact on the adventure, and possibly the entire campaign. A good way to introduce a new story arc.

- **Play a Cliffhanger (see page 166):** You can play a Cliffhanger Beat as a Hook, starting the adventure *in media res* (like a Quentin Tarantino movie). The Cliffhangers with the most potential are Confrontation, Ambush, or Fight. A Cliffhanger Hook should grab the characters and yank them into the action right away. Don't give them time to think; throw bombs at them, blow up their pad, whatever.

- **Play a Development (see page 167-168):** You can play a Development as a Hook. Good choices include Secret Meeting, Mistaken Identity, Romance, or Betrayal/Sabotage. Your choice should quickly draw the characters into the adventure plot and introduce major allies and enemies. For example, a character is given a cryptic message meant for another, falls in love with his primary battling arena opponent, or has his Scopedog sabotaged before battle.

Cliffhanger

A Cliffhanger is defined as "a contest whose outcome is in doubt up to the very end." Examples of cliffhangers include fights and chases of all kinds which feature all sorts of vehicles, opponents, weapons, and scenery—the more impressive and unusual, the better.

Place your most wickedly-cool (and thus exciting) Cliffhangers toward the beginning and end of your adventure. Every James Bond movie does this, and for good reason—the opening scene gets the viewers pumped for the main plot, and the final battle ends things on a rousing note.

- **Ambush:** This Cliffhanger is a variant on the Battle Cliffhanger below. In an Ambush, one side gets the jump on the other and a free shot in before the surprised party can respond. Most plotted Ambushes will be against the characters (when characters set up an ambush, it is usually on their own initiative). When the bad guys set up the ambush, the characters are caught off guard if they don't make a successful Awareness check against their opponent's Stealth. If you want to plot a character Ambush, make it fairly obvious that this is the best strategy the characters can follow; the terrain favors an ambush, the bad guys are careless and inattentive, and so on. Hopefully the players will get the hint.

- **Battle:** The battle is a straightforward stand-and-fight conflict between the characters and the bad guys. Unlike an

Ambush or Fight (see below), the Battle is a free-for-all involving any number of combatants. Battles may be between people or vehicles like ATs.

- **Chase/Pursuit:** The characters are hot on the tail of the opposition, or are themselves being chased. If the characters are doing the chasing, it's probably because the bad guys have something they want: information, a kidnapped friend, a purloined AT mission disc, and so on. Kidnapping, Murder, and Revelation are good Hook Beats to lead into a character-initiated Chase. If you want the characters to do the fleeing, make it painfully obvious that they are in major trouble if they stick around. An easy way to do this is to throw overwhelming numbers of bad guys in their direction.

- **Confrontation:** A Confrontation is non-physical—a scene where the heroes square off with the opposition on a verbal level. The two sides may trade insults, threats, or simply try to intimidate or out-psych one other. The Beat ends when one side backs down or both do. If the bad guys have the upper hand, they are restrained from violence for some reason: they aren't that serious about the characters yet, there are a lot of bystanders around, and so on. If the characters are humiliated in the Confrontation, they will be all that more eager to take the bad guys down later.

- **Contest:** The Contest is a Confrontation with rules. It may be a riddle match, a race, a shooting contest, or a knife fight. Not all Contests are combat-oriented, but they can be. Again, the Beat ends when one side loses or there is a draw.

- **Fight:** The Fight is a combat between the characters and the bad guys. Unlike a Battle, which may include a cast of thousands, the Fight is more personal—just the characters and a small group of bad guys. The fight can be a fist fight, or involve tanks, ATs, cars, or spaceships.

- **Monster:** Monsters are non-intelligent living (or at least animated) threats to the characters. Most monsters will be alien animals of some sort, though mind-blasted berserk experimental "perfect" soldiers may qualify, as may an automated unmanned AT running a mission disc.

- **Obstacles:** Obstacles are natural hazards, Traps, or other dangers the characters must overcome: a landslide or cave-in, a mined field, a booby-trapped spaceship, and so on. The Trap is a subset of the Obstacle, one put in place by intelligent design (it might not have been set up to catch the characters specifically). Examples of Traps include a deadfall, an electronic alarm, or the classic trapdoor. In setting up your Trap, give the characters a sporting chance: provide a way to detect the Trap, or a way to escape it. You don't have to make it easy, of course.

- **Race:** The characters race to reach a goal before the bad guys. The goal can be a person, place or thing. Every Race needs an objective, a reason to get out there and go all out. The Developments Revelation and Discovery can provide the needed motivation.

Development

A Development is a scene where the plot moves ahead without a physical conflict. Also known as the "bump," it is the part of the adventure that sets the direction of action until the next Development. Most Developments are roleplay-intensive scenes (more so than action scenes, anyway). Develop-ments can be used to give the characters clues or hints on how to proceed, warn of danger, or revel a new aspect of the plot.

- **Advantage:** The characters gain some advantage over their opponents. They may learn of a weakness they can exploit (either physical or mental), or gain new assets that makes achieving their goals easier. Examples of advantages include obtaining the security code for the villain's office building, learning that his head bodyguard is afraid of cats, or gaining a new advanced AT the enemy is not expecting the characters to have.

- **Alliance:** This Development represents the gaining of help from outside sources—a previously neutral gang leader throws his lot in with the characters, old squad mates arrive in town to help out a pal in trouble, and so on. Keep an eye on game balance—the new allies should make the character's job easier, but not a cake walk.

- **Back from the Dead:** An old (and presumed dead) villain returns to task the characters once again. Take special care to make his return believable, especially if the characters saw him die. He might have escaped his exploding AT in the nick of time, or had a spacesuit on when his life support systems blew after all. Because it can so cheesy if not handled properly, use this Development sparingly.

- **Betrayal/Sabotage:** The characters have been betrayed or infiltrated! What form does the sabotage or betrayal take? Are the characters' plans or security measures revealed to their enemies? Have they been Framed or set up for an Ambush? Have their Scopedogs been disabled before an important battle? A Betrayal should always include a chance for the characters to detect the impending double-cross or catch up to the traitor soon afterwards.

- **Clue:** An ambiguous Revelation (see page 169). One part of a puzzle or mystery is revealed, but not the whole thing. With a Clue, the characters may learn that military intelligence is kidnapping streetpeople, but not why.

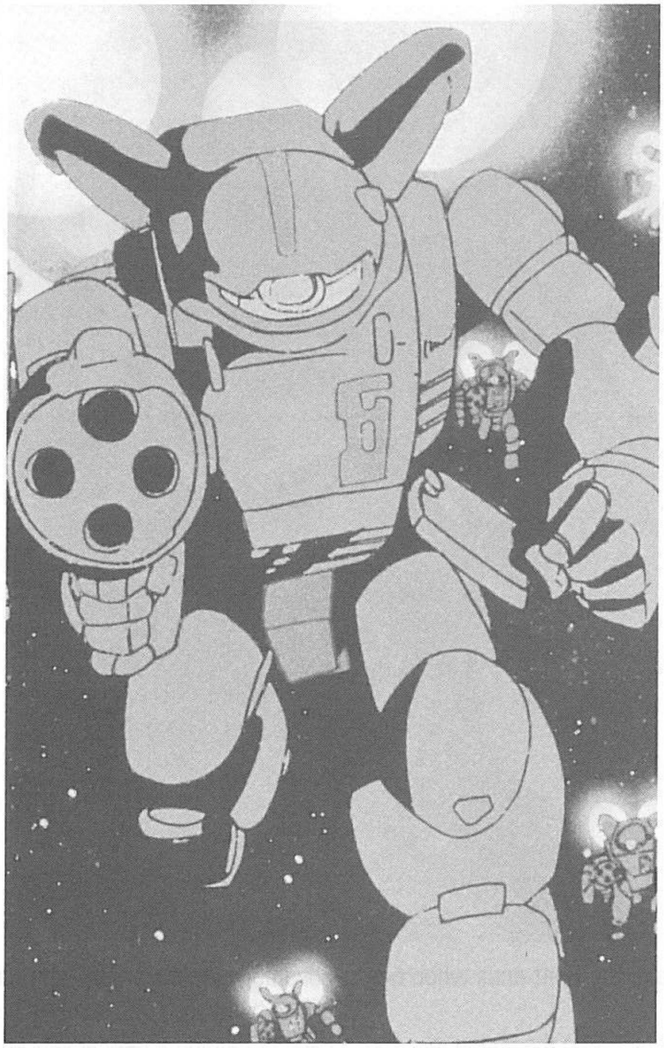
- **Framed:** The characters are framed by a person or organization to ensure their cooperation in some matter—in exchange for having the charges or "evidence" dismissed. They may be "asked" to take on a dangerous scouting job, or to throw a battle arena match. Usually, the organization doing the framing is the military or police.

- **Hazardous Mission:** The characters must embark on a dangerous mission to destroy, recover, or protect something. The trip is arduous and perilous, and the goal difficult to reach. The Hazardous Mission can begin, end, or be interrupted by a combat-oriented Beat like Ambush or Fight.

- **Hesitation:** As in the Retreat (see page 168), the opposition suddenly stops pressing the characters. Unlike the Retreat, the bad guys don't back down—they just stop. You need to determine why. Maybe they just wanted to warn the characters. Perhaps they say they want to work with the characters (but not really). Maybe they just have more pressing matters to attend to. Whatever the reason, the truce is only temporary.

- **Mastery:** This Development covers a kind of sabbatical, in which some or all of the characters step out of their busy lives to enter a period of intense training, study, or practice. At the end of the Mastery period, the characters are armed with the skills or knowledge they need to best their enemies, if they are wise. You don't need to play out the Mastery period day by day; hitting the highlights is sufficient.

- **Not What It Seems:** An action in a previous Beat is not what the characters or NPCs assumed it was. The site of a supposed ambush was faked, a natural disaster is really man-made, an enemy NPC turns out to be an undercover agent on the characters' side, and so on. Plan ahead when using the Not What It Seems Development; you should plant a few subtle clues to telegraph the true nature of the mis-interpreted Beat along the way.



- **Obsession:** An NPC becomes obsessed with one of the characters. The obsession may be love, hate, curiosity, or revenge—but whatever it is, the character learns about it in short order! The NPC will follow the character around everywhere, get as close to him as possible, and drive him nuts. If the motivation is revenge or hate, the NPC may pick fights, destroy the character's belongings, or attempt to ruin his reputation.

- **Personal Stake:** The ante goes up and the characters now have a personal reason to complete a mission or get into the action. A friend or lover is kidnapped, the characters must clear their good names, the antidote to a poison must be obtained, and so on.

- **Puzzle:** The characters are presented with a riddle or barrier that must be solved before they can continue, escape, learn the secret, etc. Unlike a Contest, the Puzzle does not involve two sides—just the characters and their obstacle.

- **Rescue:** The characters must save someone from capture, death, or confinement. It is important to motivate the characters to attempt a rescue. Maybe the victim is a lover, team mate, or friend.

- **Retreat:** Usually played after a Cliffhanger. For reasons unrevealed, the bad guys break off from the combat and withdraw. You have to decide why they do this. Maybe they are overextended, have been betrayed, or have received new orders. The opponents will try to prevent the characters from following them; maybe a roadblock is arranged or a landslide is triggered.

• **Revelation:** A Revelation is played when a vital new piece of information is uncovered or revealed. There isn't any subtle hinting about with a Revelation. Unlike an Advantage or Clue, the Revelation spells the whole thing out. The characters learn not only that military intelligence is kidnapping street-people, but also why, how, and where they are being held. Since Revelations take a lot of the guesswork out of an adventure, only use them when you really want the players to get the whole picture. A popular method of delivering a Revelation is the traditional Villain's Monologue: "Now that I have captured you, I will tell you of my brilliant Master Plan ..."

• **Romance:** That's amore! A character falls in love, or an NPC is taken with one of the characters. The romance need not be all fluffy and flowery; one person might be using the other (the love is genuine, but old habits ...), or it may come with all sorts of complications. Like a new circle of annoying or dangerous friends, a new enemy, or jealous suitors.

• **Second Chance:** Unlike most other Developments, Second Chance is usually not included in a Beat Chart, but added in mid-session to get a badly-derailed adventure back on track. Maybe the characters flubbed an important lead, killed someone who was supposed to help them, or lost a fight they should have won. Whatever it is, Second Chance gives them another way to press on. Use it sparingly.

• **Strange Bedfellows:** A common threat suddenly forces the characters to ally with the opposition (it works better when the bad guys make the first move). How long the truce is honored by the opposition depends on its conditions (e.g. "We're allies until we get out of this death maze."), and how honorable its leaders are about sticking to it. The common threat must be both compelling and convincing for this Beat to work.

• **Turnabout:** A member of the opposition decides to do the characters a favor. The aid may be intentional (she falls in love with one of the characters), or it may be incidental (she kills the enemy leader because she wants his position).

• **Warning:** The Warning Development tells the characters of something to come, or a threat they may not be aware of. Typical Warnings include whispered warnings, notes under doors, and cryptic computer messages. Warnings can be explicit—revealing the nature of the problem—or more subtle, simply foreshadowing some danger or threat with vague hints.

Climax

Climaxes are Beats that happen near the end of an adventure (only the Resolution comes after it). In designing your climax, don't neglect the money shot. The money shot is the climactic scene where the villain gets his just deserts, or realizes that all his plans are coming irretrievably apart.

Examples of cinematic money shots include Hans Grüber slipping out of the skyscraper window in *Die Hard*, the vengeance of the ark in *Raiders of the Lost Ark*, and little Danny telling his possessed dad that he forgot to dump the boiler in *The Shining*.

• **Final Revelation:** This is the "I would have gotten away with it too, if it wasn't for you meddling kids" part of the adventure. The characters and allied NPCs are gathered in a safe location, and piece together the adventure plot. All the mysteries are revealed and questions answered. The goal of the Final Revelation is to explain what really happened. You can use a convenient NPC to explain to the characters what they might have missed.

• **Final Battle:** This is it, the mother of all battles. The main villain of the adventure calls in all his minions, the characters call in their buddies, and everyone rumbles. Always place your most exciting battle at the end of the adventure. This way your climax—which should be the high point of the adventure—isn't upstaged by more impressive Cliffhangers the players have already experienced. The storming of the Kummen Veela fortress is an example of a classic Final Battle.

Resolution

Resolutions wrap up any loose ends in the adventure, and set up potential sequels. As the last Beat, the Resolution has the final say in the adventure. No matter how definitive the Final Battle might have been, the Resolution can overturns its outcome.

• **Happy Ending:** Miller Time. The characters win, the guys get their girls, and the farmers and the cowboys are friends. Hopefully a common Resolution.

• **Villain Is Killed:** The second most common Resolution. Players love meting out justice.

• **Villain Surrenders:** The bad guys bag it, and the good guys celebrate.

• **Villain Escapes:** The major villain is defeated, but evades death and capture. He is out there somewhere, probably already planning his revenge and triumphant return. This is a good way to bring back a favorite villain, as long as you don't do it too often.

• **Heroes Captured:** This is another Development that usually doesn't go into a Beat Chart, because the players really won't like it if you force their characters into captivity at the end of an adventure. This is a way to keep the characters in the action if they really mess up the Final Battle. You can devise a way for them to escape, or use the opportunity to start a new aspect of the campaign. Sometimes you can use Heroes Captured as a planned Beat to mark a transition in a campaign. In *Votoms*, this device is used to get Chirico and Fyana from the Kummen story into the Sunsa one.

• **Heroes Escape:** Another escape clause Development. If the characters get themselves captured during the adventure, you can let them escape at the very end. Don't make it easy on them, though. If the players think you're a pushover, you'll find it more difficult to build tension.

• **Ending Cliffhanger:** If you've seen any horror movie in the past 20 years, you've seen the Ending Cliffhanger in action—apparently the threat is not as resolved as everyone thought back at the end of the climax. Nope, it's back, and challenging the characters to a sequel adventure.

• **Greater Threat:** So, the characters thought the major villain was bad, Just wait until they meet his boss! Most opposition groups are like hydras—chop off a head, and a worse one grows back. Wheels within wheels—the characters thought they had taken out the whole organization, but at the end they realize they have only damaged the outer perimeter of a much larger and more complex conspiracy.

Maps

Maps are an important element of adventure design. They tell you and the players where everything is, and how long it takes to get there. Your maps can be thumbnail sketches, or super-detailed. It doesn't matter, as long as they convey the information they need to convey.

Campaign Maps: There are large-scale maps of cities, planets, and so on that you will probably use over and over again. For example, if you are beginning a campaign in Ranoa City, you might want a map of the city so you can show players where different locations are. Campaign maps usually carry over from adventure to adventure—as long as the characters are in the area covered by the map.

Adventure Maps: You'll probably want a map for each general location you feature in your adventure to help the players visualize the locales. You might have one adventure map per Beat, or more than one.

Action Maps: Maps are essential in many combat situations. They help you plan and block out combats. They also show the players where they are in relation to their foes, and what cover and resources are in the area. Action maps should be in scale so exact distances can be determined (using graph paper is an easy way to establish scale).

A VOTOMS Beat Chart Example

Here's a Beat Chart for a short adventure. You might want to flesh out your charts a bit more than this, and include notes on staging, subplots, NPCs, story arc information you want to give out in each Beat, etc.

• **Hook:** The characters arrive in Ranoa City in search of funds and employment—and to visit Vaun Terric, an old AT squad mate. A few members of the Buton Gang hanging around in the street decide to beat up on the characters.

• **Development:** The characters meet with Terric in his family restaurant. Terric asks them to help him defend the restaurant against the Butons, who have been hitting up local stores for protection money. Terric's father is against acting aggressively. The characters begin casing the gang hangouts and planning their assault.

• **Cliffhanger:** The characters return to the restaurant to find Buton members smashing it and beating Terric's family members. There is probably a fight, and possibly a chase. Terric's niece is kidnapped in the confusion.

• **Development:** Terric's father, feeling less pacifistic, asks the characters to recover his granddaughter, and introduces them with a local arms dealer he knows. The characters acquire temporary use of three battered Scopedogs, after bargaining with the dealer.

• **Climax:** The characters storm the gang's hideout, and smite the bag guys, who themselves have an AT or two. They free the niece and a female bookie named Tabby Daniels.

• **Resolution:** Tabby, impressed with the characters' resourcefulness, offers to sponsor them in the battle arena. The gang is shut down.

Non-Player Characters

All of the characters who populate your campaign that are not run by your players are called Non-Player Characters (NPCs). As the Referee, it is your job to run all the NPCs that appear in your campaign.

The anchor of a good campaign is the cast of NPCs, so it is important that the players like your characters (and love to hate your villains). This means they have to be memorable and distinct.

How detailed you get in developing the mannerism and personality of an NPC depends on the role that NPC will be playing in the campaign. Obviously, a character who will be a close ally of the characters for the entire campaign will require more development than a walk-on NPC that serves the characters tea in one adventure. NPCs can be either Prop, Adventure, or Campaign NPCs.

Prop NPCs: Prop NPCs are like movie extras; they perform one specific function in an adventure and nothing else. Like extras, they only need very basic development—decide how they look and what mood they're in, and you're good to go. Goons and shopkeepers are examples of Prop NPCs.

Adventure Non-Player Characters: Adventure NPCs are those with more elaborate roles to play in an adventure. Some are the major "guest stars" of the adventure, while others might be around for only one scene. Depending on what role each NPC plays in the adventure, you might completely detail him, or just develop enough of the character to play him through his one encounter.

Campaign NPCs: These characters recur from adventure to adventure. They might be allies, enemies, contacts, dependents, or patrons. You might develop them to meet the needs of your story arc (villains and key allies), or they might simply be characters associated with locations the characters return to continuously (like a rumor-mongering waitress at a favorite bar, or the characters' commanding officer). Other Campaign NPCs might be based on events in characters' pasts. These characters should be very detailed and fully-developed.

Here are some basic tips on developing your NPCs:

- Give your NPCs a few distinct mannerisms, habits, or personality quirks—maybe an NPC is afraid of enclosed spaces or exaggerates everything. Such thumbnail details help you get into the character, and help the players distinguish one NPC from the next.
- Give your NPCs a few real motivations. One character might be driven to get rich quick, while another is out to get the AT soldiers that destroyed her village. Be sure to work these motivations into play at appropriate points.
- If you feel up to it, try giving your characters different accents, speaking patterns, and gestures. One NPC may have a nervous twitch and speak in a high squeaky voice, while another speaks in a soft country accent and never looks you in the eye.

This procedure uses a kind of roleplaying shorthand to represent and simulate different types of people. Such broad methods of defining a character are good for one-shot characters or those who only appear a few times.

In developing your Campaigns NPCs (and also appropriate Adventure NPCs), spend more time generating backgrounds, motivations, and goals. Make them more complex individuals who change over time.

It might be helpful to think of these characters as actual player characters. Take each Campaign NPC through the character generation process described in Chapter Six. Use your thoughts and notes to form a fully-fleshed out person. The more comfortable you become with each of your Campaign NPCs, the better he will serve you over time.

"*They* came. Those devils with their Red Shoulders. They killed the father I tried to protect. I saw my mother burn to death with my own eyes ..."

Of course, even walk-on characters can evolve over time into major NPCs, either because they turn out to be more useful than you originally thought, or because they are popular with you and the players. In the end, any character you play over time will become more layered and complex.

Votoms is a study of grays. Unlike many anime shows, the villains are seldom all black, and the heroes are definitely not all white. Even Ypsilon, a very basic antagonist, is as much a confused child as aggressive warrior, and thus worthy of at least a little sympathy. Likewise, many of Chirico's allies are willing to sell him out or abandon him at least once in the series. Try to give character allies their own dark sides, and their enemies a few sympathetic aspects.

Running the Game

Well, now you've got all the elements you need for exciting Votoms adventure. Here are a few points that might help your games go more smoothly.

Be (Cruel But) Fair: Because you control everything in your game world, it is up to you to maintain game balance and be fair to your players. Don't be a killer Referee, and don't kill the characters with kindness. Setting the characters up against unbeatable foes or giving them incredible advantages over the opposition will kill the campaign sooner or later. Do make sure the players stay on their toes and challenged. Don't be afraid of shaking up their situation if they get complacent.

Be Flexible: Don't railroad your players through an adventure. If they insist on wandering off the path of your planned Beats and encounters, go with the flow and improvise. Some locations and events can be changed on the fly to meet new circumstances. Other times you can invent an NPC or situation on the spot that will gently guide them back onto the proper path.

Take Notes: When you're improvising, you're usually making up characters, names, facts, and information on the fly. Make sure you write down what you're saying so you can recall it later. Being consistent is important, especially in a game like *Votoms* where numerous arcs, subplots, and plot threads might be moving at once.

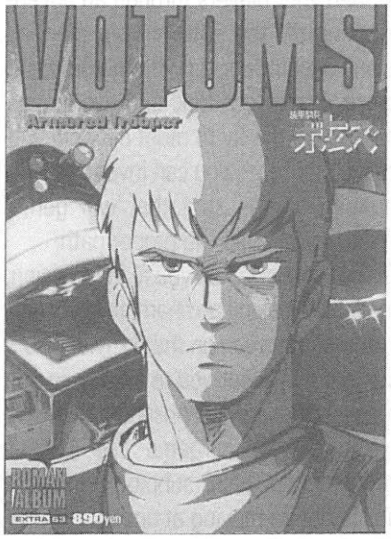
Pacing is Everything: Don't let things drag. If there is a lull in the action, move on to the next Beat, or toss in an encounter or NPCs that can get things moving again. The new event need not tie into the main plot. A random group of thugs or a flirting street vender might be enough to do the job. You might want to have a list of potential subplots you can stir into the mix when the adventure is becalmed. This also ties into another great law of plotting used by such greats as Steven Spielberg and J.M. Strazinski—foreshadowing the next adventure.

Variety Is Good: Don't fall into a rut. *Votoms* could have spent its entire run in Uoodo, or in Kummen, or even on Quent. But it didn't. By changing the venue every now and then, the writers kept the show fresh by introducing new scenery, new characters, and new ATs. If the players are getting too familiar with your set-up, or show less interest in your adventures than they did in the beginning, it might be time to shake things up. After all, it's an entire Galaxy out there; there's no proof that there aren't other Wisemen, Secret Societies, rebel governments or even AT-powered aliens lurking just around the next star system!

The Fudge Factor: Referees are allowed to cheat. Sometimes. If a character faces death because of a flubbed die roll (i.e., through no fault of his own), you might want to fudge things a bit and let him live. This doesn't mean he gets off scott free. Maybe instead of dying in the exploding AT, he survives but is captured. Never—*ever*— let the players know when you are cheating in their favor!

BIBLIOGRAPHY

Few other anime programs have been the subject of this amount of publication, let alone several years after the original broadcast. The world of VOTOMS is constructed to serve many story scenarios beyond the series itself, and this is reflected in the exceptional creativity exhibited in this list of resources.



ROMAN ALBUM 63
SHOGAKUKAN PUBLISHING, 1984; 138 pgs.

'Roman Album' is the term for a series of books published by Shogakukan in Japan. Each volume covers a specific anime series or film, and Volume 63 was the first all-VOTOMS book to be released. This volume is a tremendous compendium of information. It features 42 pages of color stills, a hefty section of character and mecha art, and complex alignment charts that inspired those in this book.

Armored Trooper Votoms
Original Series Staff

PRESENTED BY NIPPON SUNRISE

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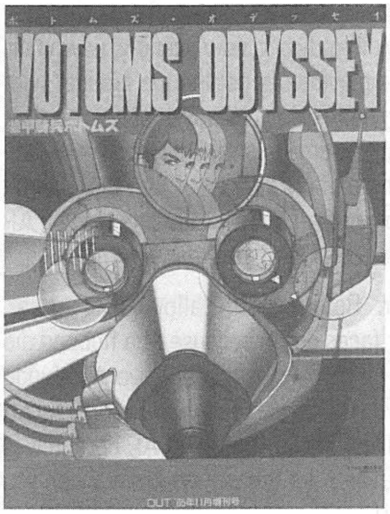


VOTOMS ODYSSEY
OUT MAGAZINE SPECIAL, 1985; 154 pgs.

Whereas the Roman Album concentrates entirely on the TV series, ODYSSEY goes a step beyond the anime to provide an intriguing look at the world of VOTOMS, including a lengthy article on the history of the 100 Year War and the development of the AT.

This book was published to coincide with the release of THE LAST RED SHOULDER, and was the first to feature an in-depth color breakdown of the story and character art. Series coverage is here as well, although not as extensively as in the Roman Album, but the package is rounded out by an interesting piece on Gilgamesh and Balarant Army composition and interviews with the VOTOMS creative staff.

Finally, this was also the first publication that detailed Quent history and the Quent Mutants, which was notably absent from the Roman Album; the first attempt to delve into the past of the series storyline rather than its current situations.

MANGA ADAPTATION
KODANSHA COMICS "Comic BonBon", 4 VOLUMES

In Japan, weekly comics are commonplace. From time to time, animated programs would be adapted into manga and serialized. Such was the case with VOTOMS in Kodansha's TV ANIME MAGAZINE. The artist, Minoru Nonaka, expanded and redrew material to fill the four volumes pictured here.

Since the readership of this manga is composed mainly of children, the character art is drawn somewhat softer than the anime version, giving it a childlike appearance. Nonaka's art style, for instance, vastly differs from the character designer Nior Shoiyama; so it is not uncommon for the look of a character to alter drastically from panel to panel, especially when Nonaka uses Shioyama's animation drawings in a scene. The mecha designs fare a bit better, given that the latitude for interpretation is much narrower where robots are concerned.

Perhaps the most helpful feature of the manga is that, intended for children, much of the dialogue is written in simplified kanji, which provides excellent translation practice for those seeking an anime-oriented lesson forum.

AM JU JU NOVELS
ANIMAGE MAGAZINE, 1988

After the release of ROOTS OF AMBITION, the writer of that OAV, Soji Yoshikawa, penned a novelization titled FIRST RED SHOULDER, which was soon followed by the companion volume, LAST RED SHOULDER, his earlier video effort. Because they were published subsequent to the video releases, there is very little new material in them,

but both feature illustrations by Norio Shioyama. His art in the FIRST RED SHOULDER novel was reproduced in Part 2 of this guide. (Interestingly enough, FIRST RED SHOULDER was the working title for that OAV).

DUAL MAGAZINE
TAKARA CORP., 12 issues, 1982-1985

Originally created as a publicity base for two of Takara's major sponsorships, CRUSHER JOE and DOUGRAM, DUAL was in publication when VOTOMS first aired, and over several issues examined the series as its popularity and detailing increased. From a smattering of TV-based articles in issues 4 and 5, DUAL evolved into a major forum for VOTOMS information developed by the series creators and later legitimized by subsequent publishing efforts.

By its final issue, DUAL had run VOTOMS wargame scenarios, a lengthy series of articles on AT technology featuring a mechanical lineage described elsewhere in this book (see pgs. 32-33) and mecha designs for dozens of early (and concurrent) ATs never seen in the program.

This technical history and the modeling efforts that came with it inspired the first VOTOMS sequel, a series of short stories called BLUE KNIGHT BERSERGA.

SOUNDTRACK ALBUMS
STAR CHILD MUSIC PUBLISHERS

To date, five individual volumes of soundtrack music have been released, both on LP and compact disc. A notable feature of the music, composed by Inui Hiroki, is its deceptive simplicity. Hiroki seldom used more than three instruments on any track, yet shifted the audible space around for the listener to fill the holes.

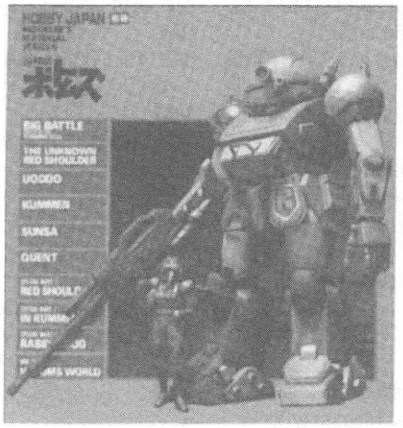
UOODO (Vol. 1) features opening and closing titles performed by the group TETSU, KUMMEN (Vol. 2) and OUTER SPACE (Vol. 3) contain series music, MUSIC OF (Vol. 4) is an interesting jazz/pop remix of certain tracks, and UNKNOWN CHIRICO'S STORY (Vol. 5) is drama with music from the last OAV.

ANIMATE SPECIAL
MOVIC PUBLISHING, 1987; 124 pgs.

PRESENTED BY ANIMATE [VOL.2]
完全版資料集
装甲騎兵
ボトムズ
WORK OUT ONE'S OWN DESTINY

ANIMATE is a chain of specialty shops for anime products similar in setup to FORBIDDEN PLANET stores in America and England, also funding occasional publishing efforts such as this one. This is a virtual encyclopedia, compiling episodic collections of character, background, and mechanical art seen in the TV series and the first two OAV's. It is an excellent reference, and the only book so far to print an episode-by-episode sequence of artwork, not to mention various area maps, charts, and assorted reference lists in their most concise form.

MODELLERS MATERIAL SERIES
HOBBY JAPAN, 1986; 104 pgs.



As Japan's premiere modeling magazine, HOBBY JAPAN has published many VOTOMS features over the years, given impetus by the wide range of modeling possibilities for the Armored Troopers, from the battlefield to the Battling. Many of those articles, and a good deal of new material, were compiled into this special edition, covering store-bought and scratch-built AT kits, assorted vehicles, and the first collection of art from the BIG BATTLE video.

CYBER COMICS

Produced by BANDAI, debuted in 1988. Although most of the stories featured in this monthly anthology manga are spin-offs of GUNDAM, two VOTOMS strips have appeared in its pages. "EXCELLENT AT" and "BLUE SONGS" formed a two-part story in issues 2 and 3 concerning field experiments with advanced Armored Troopers. Issues of CYBER COMICS published in 1992 contained a serialized adventure involving Keik Karadyne from ARMORED HUNTER MEROWLINK facing down a dissident of the Gilgamesh Army performing terrorist acts in a Scopedog.

COMPUTER GAMES

Released by Family Soft in 1989 and 1991, respectively, these two games are compatible with IBM PC's. In the tactical battlefield simulator game BLACK UNICORN, you are AT Pilot Macolin Onuhaishis of the Melkian Special Forces battling Balarant ATs on the planet Parumis. In the arcade-style game DEAD ASH, you are AT pilot Arthur Laiton (ring name 'Ash') squaring off against other ATs in the Battling.

ENTERTAINMENT BIBLE (No. 5)

Also published by BANDAI, the E.B. series covers different anime programs in concise detail. This particular volume was the first book to feature printed material on the ROOTS OF TREACHERY video, including character art and Turbo Custom variations for the Scopedogs of Red Shoulder Battalion. The book also collects previously published mecha, character, and set designs, and features additional articles on AT technology and development. Of special interest is a complete chart of stats for the entire AT lineup and hand weapons.

ENTERTAINMENT BIBLE:5
装甲騎兵ボトムズ
ボトムズ大図鑑
110
EB

BROADCAST HISTORY / FULL MEDIA RECORD

1983
4/1: "Armored Trooper VOTOMS" TV series debut
4/21: 45rpm single released for opening title song; "Destiny of the Flame" (King Records)
7/21: First BGM album released on LP; "VOTOMS at Uoodo" (King Records)
10/18: Kodansha Comics publishes first manga volume by Minoru Nonaka
10/21: Second BGM album released on LP; "VOTOMS at Kummen" (King Records)
11/?: First boxed adventure game released by Takara; "Plotter's City Uoodo"
12/18: Kodansha Comics publishes second manga volume by Minoru Nonaka

1984
1/31: VOTOMS 'Mook' published while series is still in initial broadcast (Mook: Magazine/Book)
2/11: Third BGM album released on LP; "Outer Space"
2/18: Kodansha Comics publishes third manga volume by Minoru Nonaka
2/23: TV Series concludes its initial broadcast
3/17: Kodansha Comics publishes fourth manga volume by Minoru Nonaka
4/21: Fourth BGM album released on LP; "The Music of VOTOMS" (King Records)
9/15: Tokuma Shoten publishes Roman Album 63; "Armored Trooper VOTOMS"

1985
6/21: First video collection of "Story of VOTOMS" released by Toshiba; 60 min. compilation of series
6/29: First "Blue Knight" novel published by Sonorama; "Blue Knight Berserga" by Masanori Hama
7/20: Second video collection "Highlights of VOTOMS" released by Toshiba; 60 min. video index
8/21: "The Last Red Shoulder" OAV released by Toshiba; first 60 minute Original Anime Video
9/30: Second "Blue Knight" novel published by Sonorama; "Blue Knight Berserga II" by M. Hama
11/20: "VOTOMS Odyssey" published by OUT Magazine

1986
2/21: Third video collection "Uoodo" released by Toshiba; 60 min. compilation. New opening title sequence with live-action model photography
3/?: Second boxed adventure game released by Takara; "Red Shoulder"
4/5: Fourth video collection "Kummen" released by Toshiba; 60 min. compilation.New title sequence with live-action model photography
5/30: Third "Blue Knight" novel published by Sonorama; "K'" by Masanori Hama
6/21: First BGM album released on CD; "VOTOMS at Uoodo" (King Records)
6/?: Third boxed adventure game released by Takara; "Civil War" (Kummen scenario)
7/5: "Big Battle" OAV released by Toshiba; second 60-minute Original Anime Video
7/21: Second BGM album released on CD; "VOTOMS at Kummen" (King Records)
8/1: Hobby Japan Magazine publishes "Armored Trooper VOTOMS" special
8/2: "Red Shoulder Event" promotional tour for OAV
8/21: Third BGM album on CD; "Outer Space"

1987
2/10: Hobby Japan Magazine publishes "Blue Knight Berserga" special
2/28: Animate Hobby Store chain publishes "Armored Trooper VOTOMS" Mook
7/31: Fourth "Blue Knight" novel published by Sonorama; "Screaming Knight" by Masanori Hama
8/5: Fourth BGM album released on CD; "The Music of VOTOMS" (King Records)
9/10: Publication of VOTOMS adventure game book

1988
1/23: Fifth video collection "Sunsa" released by Toshiba; 60 min. compilation.
Features new animation in opening title
2/20: Sixth video collection "Quent" released by Toshiba; 60 min. compilation.
Features new animation in opening title
3/19: "Roots of Ambition" OAV released by Toshiba; third 60 min.
3/21: "Unknown Chirico's Story" drama album released on LP and CD (King Records)
6/30: "Roots of Ambition" novelization published; "First Red Shoulder" by Soji Yoshikawa
7/1: Hobby Japan Magazine publishes "Blue Knight Berserga II" special
11/21: "Armor Hunter Merowlink" OAV series debuts; opening title "Soldier Blue" released on CD single
12/21: "Destiny of Flame" released on CD single
12/31: "Last Red Shoulder" novelization published

1989
1/21: "Armor Hunter Merowlink" BGM album/LP & CD
3/31: "Armor Hunter Merowlink" novelization published by Sonorama
4/28: "Armor Hunter Merowlink" OAV series ends
10/20: Bandai publishes Entertainment Bible No. 5; "Armored Trooper VOTOMS"
11/20: Bandai publishes B-Club Special book "Iron Works"; the art of Kunio Okawara
12/8: VOTOMS computer game "Black Unicorn" released

1990
10/26: Toshiba releases "VOTOMS Perfect Collection" on Laserdisc; boxed set of 52 television episodes

1991
3/10: "Melkia Event"; publicity campaign for release of "VOTOMS Perfect Collection"
5/24: Toshiba releases all 52 VOTOMS episodes on VHS
6/?: VOTOMS computer game "Dead Ash" released
7/26: Toshiba releases "VOTOMS Best Collection" on Laserdisc; boxed set of all 9 video releases and 30 minute documentary; "VOTOMS Confidential"

1993
2/?: "Equal Ganeshas", a far-future VOTOMS side-story, begins serialization in Newtype magazine.
2/20: Bandai publishes Cyber Comix collection #PC22 "Citta Aperta", a story about Kiek Carradine (a character from the Merowlink OAVs).
4/11: Hobby Japan Magazine publishes "VOTOMS Perfect 3D" book
10/29: Super Famicom video game "Battling Road" published by Takara

1994
3/21: Debut of OAV series "Shining Heresy"; a sequel to VOTOMS about Chirico.
11/21: Fifth & final installment of "Shining Heresy" released.

1995
3/20: "Armor Hunter Merowlink" Laserdisc boxed set released
7/25: "Shining Heresy" manga published by Mediaworx
11/25: "VOTOMS Complete Collection 1" Laserdisc boxed set (Uoodo & Kummen) released

1996
3/?: "AT Mechanical" book published by Volks hobby shop
4/25: "VOTOMS Complete Collection 2" Laserdisc boxed set (Sunsa & Quent) released
9/3: "Stage 1: Uoodo City" released, subtitled in English, by Central Park Media Corporation
6/1: "Armored Trooper VOTOMS" Mini-Series Issue #1 released in English by Central Park Media Corporation
11/1: Norio Shioyama artbook published by Movic
12/3: "Stage 2: Kummen Jungle Wars" released, subtitled in English

1997
3/4: "Stage3: Deadworld Sunsa" released, subtitled in English
6/3: "Stage 4: God Planet Quent" released, subtitled in English
6/1: "Armored trooper VOTOMS: Supreme Survivor" Graphic Novel released in English by Central Park Media Corporation.

Coming Soon
?/?: Armored Trooper VOTOMS card game
?/?: "Blue Knight" video game for Sony Playstation
?/?: "Perfect Soldier Box"; grab-bag including a Dual Model Scopedog toy and the VOTOMS card game

"WHEN I SAW HER, I KNEW MY WAR WOULD NEVER END"

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