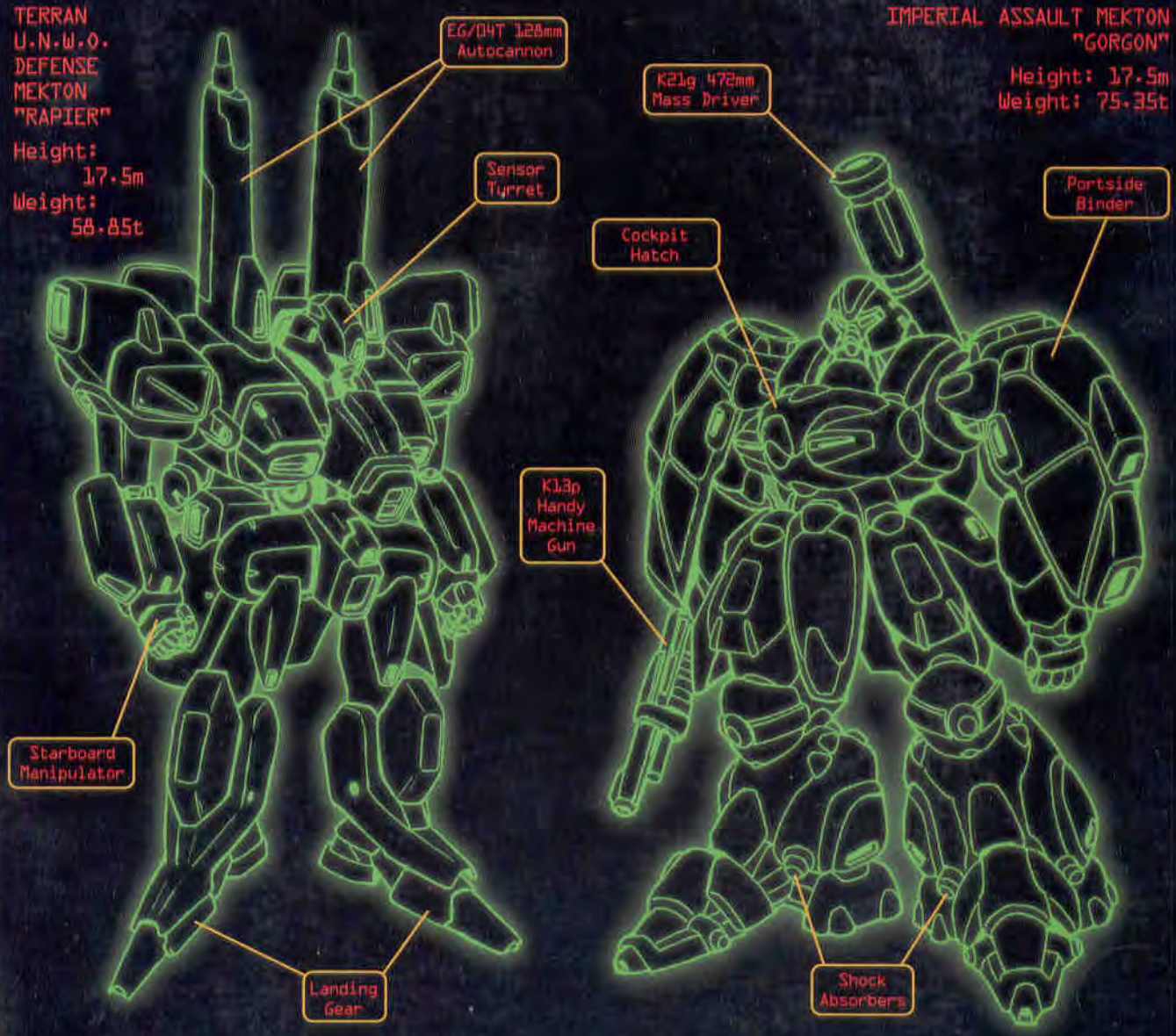
MECHA MANUAL 2

INVASION TERRAFILES



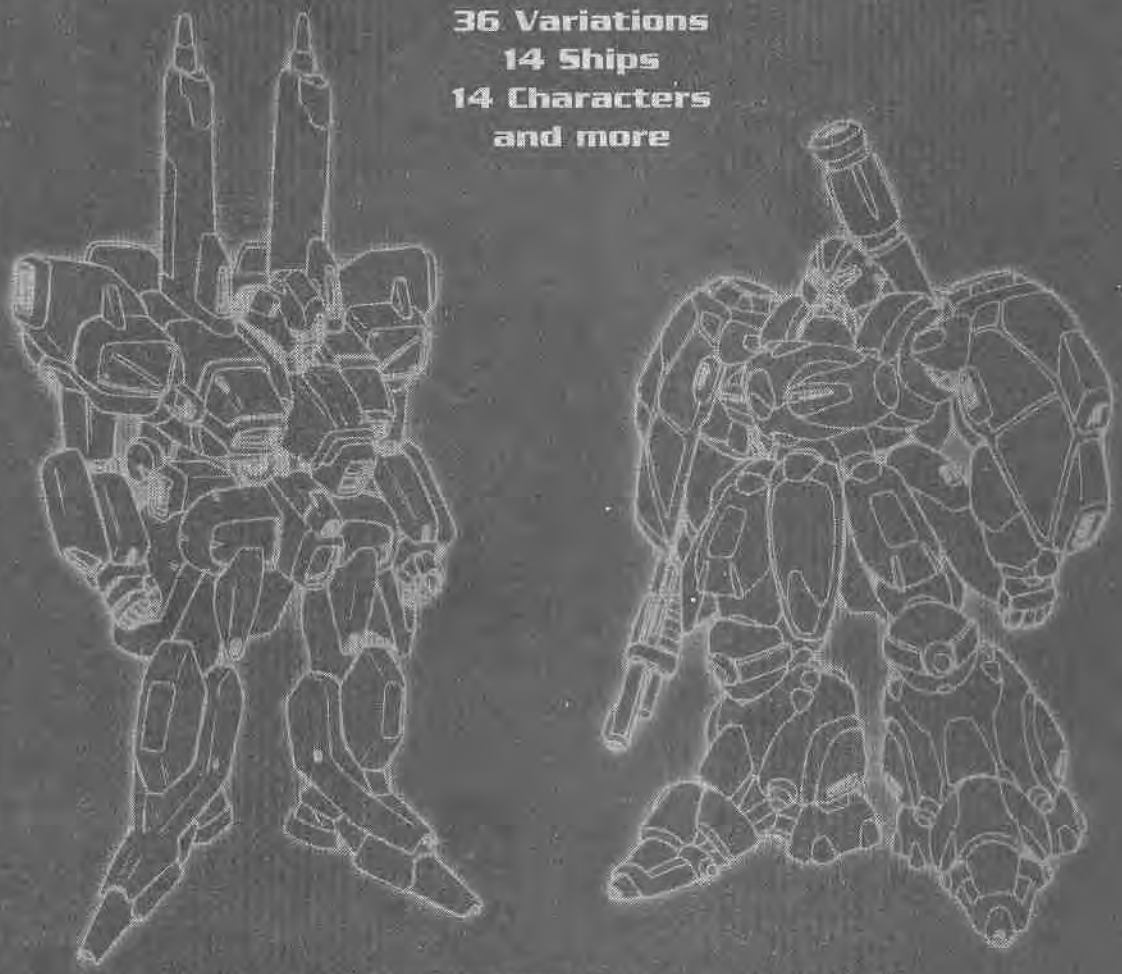
THE MECHA, SHIPS & CHARACTERS OF
INVASION TERRA™

多次元機甲戦士道
MEKTON
メクトン

MECHA MANUAL 2

INVASION TERRAFILES

FEATURING:
11 Mecha
36 Variations
14 Ships
14 Characters
and more



多次元機甲戦士道

メクトン

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Junichi Inoue—whose artwork in "Mekton Wars 1" provided inspiration for many illustrations here
—and—
Everyone who worked on this project, for coming through under one heck of a tight deadline!

MECHA MANUAL 2
INVASION TERRA FILES

△ Introduction しょうかい

A Job Well Done

With Mike MacDonald gone (and missed), Mekton Zeta's guiding hand has left just as the game has established itself. One could say that, having seen what he had wrought and decided that it is good, Mike declared "My work here is done" and rode off into the sunset. Or rather sunrise—Mike is now enjoying himself as a cyberspace engineer (or something) in the far-off land of Singapore.

However, right before Mike struck out to forge new frontiers on the other side of the world, he sent the very first Mekton Wars battlebook off to the printers. Mr. MacDonald had conceived the battlebook idea as a way to supplement Mekton Zeta's strong roleplaying potential with the added aspect of wargaming. Wargaming has been a core element of Mekton from its inception over ten years ago, so this type of book practically screamed to be published.

And publish it we did, once we received the manuscript from veteran game author and—as its turns out—anime-genre writer *par excellence* Craig Sheeley. Craig's background includes a truly impressive amount of experience with both roleplaying and wargaming, as well as strong flair for the dramatic and an expert grasp of all things military. Keeping these facts in mind, it should have come as no surprise to us that Craig's "Invasion Terra" manuscript, despite being a primarily wargaming-oriented book, was practically bursting with roleplaying potential as well!

The longer we worked on Mekton Wars 1: Invasion Terra, the more we liked it as a roleplaying resource; so why not publish another? The proposed "Invasion Terra Files" seemed to show a good deal of promise—given what we'd seen in Craig's battlebook—and besides, Mr. Sheeley already had half the material necessary for such a book in note form. Hey, that's what happens when you write a book based on your campaign!

As we read it now, Craig's roleplaying-oriented follow-up to Mekton Wars 1: Invasion Terra is even better than we expected. Mecha Manual 2: The Invasion Terra Files is one sweet book; we hope you'll think so too. Our collective hat is off to Mike MacDonald, who helped make Mekton what it is today, and Craig Sheeley, who writes *killer* Mekton Zeta books!

-The staff of R. Talsorian Games

MECHA MANUAL 2
INVASION TERRA FILES

△ T.O.C. コンテンツのテーブル

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P. O. Box 7356
Berkeley, CA 94707
USA

ISBN # 0-937279-69-2
MK 1801

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THE INVASION TERRA FILES

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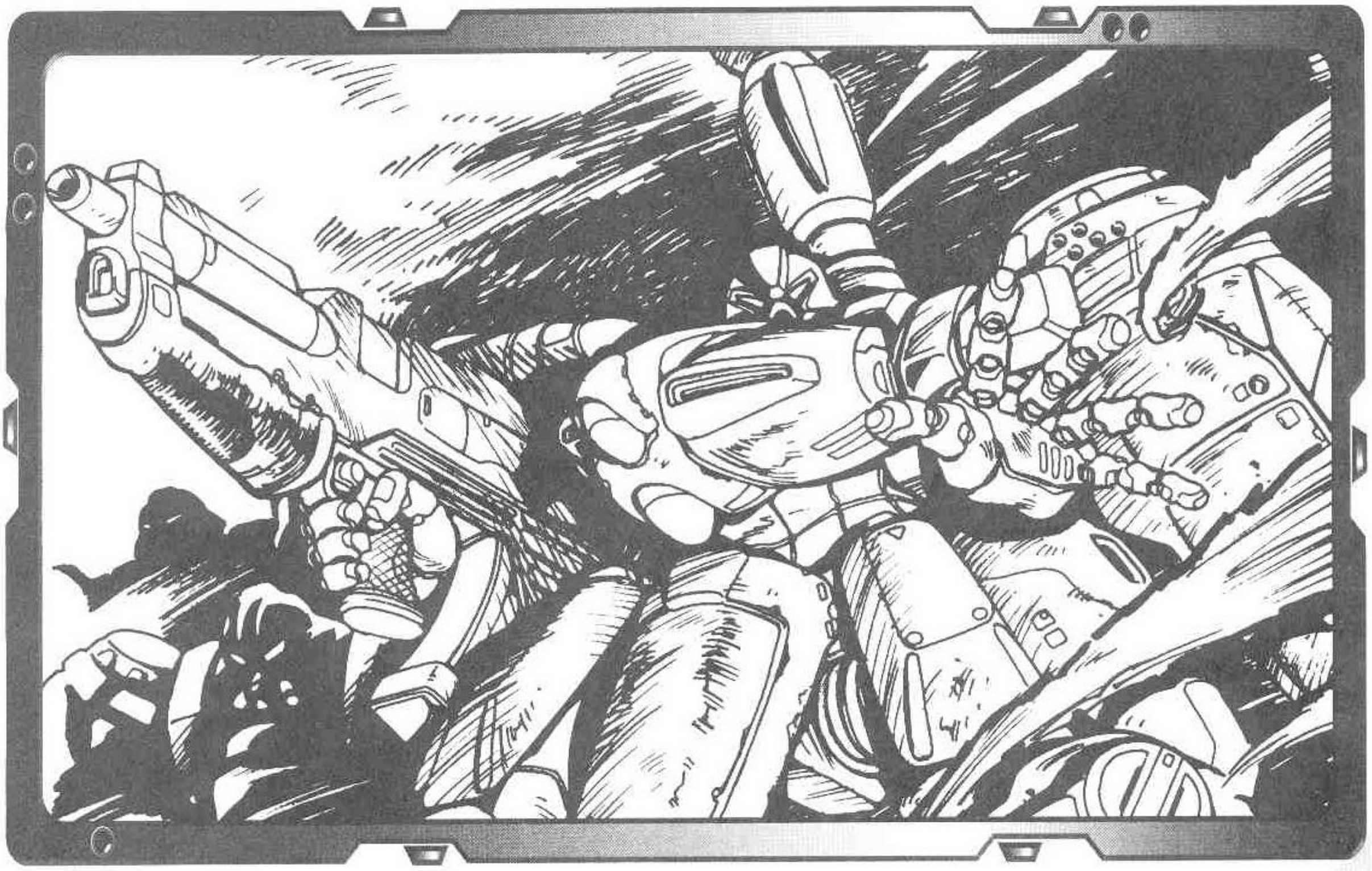

WAIT A MINUTE... MEKTON MECHA MANUAL #2?!?

Yep, this is the second Mecha Manual. But don't worry—if you missed MMM1, you aren't missing anything from the "Invasion Terra" universe.

MMM 1 provided a varied selection of 24 mecha from ten different universes, including Algol, Mekton Empire and Hardwired. Cool stuff, but no relation to this book.

MEKTON MECHA MANUAL #1:
ISBN#0-937279-53-6
MK1601 $8.00

A COLD WIND FROM SPACE

"They were a race bred for war, whose galaxy-spanning Empire knew no equal in ferocity or tactical brilliance. Their most terrible weapons were the war machines they commanded: Titanic armored humanoids, wielding city-vaporizing cannon and beam swords, churned out in an unending flood. When the invasion came, it was swift and savage. We barely had a chance, but a chance was all we needed...."

Welcome to *Mekton Mecha Manual 2: The Invasion Terra Files*. This book provides roleplaying information on the major characters and mecha which appear in *Mekton Wars 1: Invasion Terra*—all of which were hinted at in the opening color pages of *Mekton Z*. While you do not need *Mekton Wars 1* to use this book, it will be helpful.

This book is broken up into five sections. The first discusses the setting of "Invasion Terra" including a timeline, examinations of the UNWO and Imperial military structures and cultural essays on the Terrans and the Imperials.

This section is followed by a catalog of characters, which gives backgrounds and game-value writeups for the major heroes and villains of "Invasion Terra," as well as sample soldiers for Terra and the Empire.

Next comes the mecha section, which covers all the major mecha of the Terran-Imperial War. Each of the mecha has background information, a MZ+ playsheet, and (usually) three variations, each with its own background information and record sheet.

At the end of this book is the last "Invasion Terra" combat scenario, Final Run, which makes use of almost everything in this book. Final Run's structure is the same as the scenarios in *Mekton Wars 1; Invasion Terra*, and is designed to provide a spectacular ending to the "Invasion Terra" storyline.

Even if you don't intend to roleplay in the "Invasion Terra" world, this book provides a variety of ready-to-use characters, mecha and ships which can be ported into other settings. So please—read on and enjoy.

April 17, 2104 — The Imperial destroyer Grivaatzal encounters and captures the probeship *Bellerophon*.

June 1, 2105 — The Terran cruiser *Sentinel* engages an Imperial ship in defense of the stargate at Mu Cassiopei.

June 21, 2105 — The Imperial fleet invades Terra.

June through August, 2105 — The Imperial Occupation begins. Imperial forces are increasingly hamstrung and harassed by rebellious Terran guerrillas.

August 10, 2105 — The Battle for Terra.

January 28, 2106 — The Battle of the Oort Cloud. A Terran fleet, led by the newly finished-battleship *Adamant,* encounters and defeats an Imperial fleet led by Jevex Giraan.

February, 2106 — The first Terran starcruisers enter Imperial space.

February 5, 2106 — The first attack on the industrial world of Pharkad.

April 29, 2106 — The crew of the *Galant* discovers the indigenous lifeforms of the planet Skorponos (The Enemy Below).

May 14, 2106 — Intelligence crews from the cruiser *Courageous* discover references to an Imperial asteroid fortress vital to their war effort.

June 20, 2106 — The Siege of Longos III.

June 26, 2106 — The Battle of Deliria.

August 21, 2106 — The flight crew of the *Galant* destroys an experimental Imperial terror weapon.

September 14, 2106 — Moosebrugger's Massacre. Captain Moosebrugger, commanding the *Argus* Destroyer *Sword of Destruction* and two other *Argus* Destroyers, meets and ambushes four Imperial ships, destroying three of them and driving the other into hyperspace, without loss to his own forces.

October 22, 2106 — The Battle of Midway.

October 29, 2106 — The flight crew of the *Galant* steals the experimental psychic enhancer mecha from an Imperial lab.

November 25, 2106 — The assault on the Imperial command center, code-named Iwo, begins.

December 6, 2106 — The Terran fleet meets the Imperial fleet in the Battle of the Solar Sea.

January 6, 2107 — In retreat, the Imperials fall back to a defense ring, a series of fortified planets and outposts. Even though these forts could be bypassed using hyperdrives, anyone doing so would lie open to assault from all sides. The Imperials have arranged defense in depth, with outposts and hidden mecha bays about a light year apart, so that any assault could be countered by reinforcements from a day away. The only way to beat it is a slow, grinding war of attrition, assaulting the outposts one by one and tearing a hole in the defenses.

January 10, 2107 — A massive Terran warfleet takes on this task, and on January 10th proceeds with the assault of the defenses of Golgo XIII. Subsidiary UNWO Space Force fleets are spaced around the Terran warfleet in neighboring systems in an attempt to intercept Imperial reinforcements. Starcruisers warp into still more distant systems, there to lie in wait, spying out the location of hidden Imperial bases and attacking them once their garrison forces leave to reinforce Golgo XIII.

January 12, 2107 — Imperial reinforcements engage Terran blocking fleets in and around the Golgo system.

January 13, 2107 — The starcruiser *El Dorado* raids and destroys the Imperial base at nearby Loupan 3.

January 14, 2107 — The fleet battles in the Golgo system escalate to the point where the Terran covering fleets fall back to the main fleet, which leaves Golgo XIII orbit to trash the weakened Imperial reinforcements. The assault on Golgo XIII proceeds slowly, with Terran attackers using nuclear charges to destroy subterranean Imperial forts.

January 18, 2107 — Golgo XIII is rendered ineffective. Terran and Imperial losses have been nigh-catastrophic: The Terran fleet only has 30% of its ships effective, and 50% of its ground forces. Imperial losses total half a dozen dreadnoughts, 21 smaller cruisers, and scores of mecha, not to mention the entire garrisons of Golgo XIII and Loupan 3.

January 20, 2107 — The Terran fleet withdraws to recuperate. Groups of starcruisers remain behind, lurking to attack Imperial vessels seeking to reestablish the base on Golgo XIII.

February 4, 2107 — The starcruiser *Galant* captures a courier vessel bound for Tartarus, the very center of the Empire in the Milky Way. It warps back to the Terran rendezvous point at Rama. The information is used to plan a lightning strike on Tartarus.

February 18, 2107 — The *Astra*-class supply ship *Loveless* encounters the drifting hulk of a *Scylla*-class dreadnought. The crew is dead and the hull breached in many places. Huge, alien carcasses found on board; they bear a startling resemblance to the native lifeforms of the planet Skorponos.

February 27, 2107 — The Battle for Tartarus. The main Terran fleet invades the adjacent system of Kishin II, while a much smaller fleet under Admiral Khazaks moves in on Tartarus.

TERRA IN THE 22nd CENTURY

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U.N.W.O. SPACE FORCE ORGANIZATION:

Starship squadrons are usually ad hoc affairs, centering a group of spaceships around a single large, primary combat vessel. On paper, proper UNWOSF squadrons were supposed to consist of one large ship of 'cruiser' or dreadnought size and 4-5 smaller vessels, with fleets being constructed of multiple squadrons.

Fighters have a fixed organization: 16 fighter craft in a squadron, with 4 elements of 4 aircraft apiece. Mecha are deployed in the same way, when possible; otherwise, they are deployed in two units of five, like infantry.

P.D.F. ORGANIZATION:

For maximum flexibility, the PDF maintains the battalion as its largest unit.

BATTALION:

3 companies.

COMPANY:

3 platoons and 1 command squad.

SQUAD:

10 men or 4 combat vehicles. A transport vehicle is supplied for every squad of infantry. Minuteman powered armor are deployed in fives, or detached to infantry units, at 1 per squad of infantry.

Humankind: the tool-using, hairless apes that war with themselves. For innumerable centuries, humanity (*Homo sapiens terra*) has waged war for dominance of resources, waged war over cultural hatred, and sometimes waged war just to keep in practice (or so it seems). However, from this humble past, we entered the 20th Century, a time when it appeared that humanity finally had what it needed to achieve peace—the peace of final destruction.

Nuclear weapons and bio-weapons stood poised to knock humanity from the roster of conquering life-forms, yet somehow, this ugly fate was avoided. Instead, economic upheavals and the accompanying cultural shockwaves replaced large-scale warfare. During this interval, the smart and powerful parlayed their superior positions into practical domination of the race, tearing apart the middle-class legacy of the post-World War II period and plunging human society into a new technological Dark Ages. This sectarian rift couldn't last—ready access to information made it as easy to wreck the high and mighty as it had been to destroy the previous governments through war; authoritarian governments soon began to reform in response to the virtual anarchy which remained. This period was later dubbed the Interesting Time, after the Chinese curse, "May you live in interesting times."

In the aftermath of this period, a few clever people and organizations took advantage of the chaos and led mankind into space—in a big way. Most ventures were for profit, some were for scientific research, and some were part of an escape from the cesspool Earth had degraded into. But no matter the reason, all managed to achieve their goal of establishing human habitats in space: in Earth orbit, on the Moon, on Mars, and even as far away as the asteroid belt. And, of course, as man went into space, his weapons went along too.

The first spurt of space colonization was driven by a desire to dominate Earth's local space, in order to deploy intelligence and weapons satellites. As governments regained power on the planet, there were threats to use those weapons, and newer ones arose in the intervening years. The very real threat of budding conflicts forced a practical impossibility in Terran politics: a number of the smaller powers allied to deliver an ultimatum to the stronger: Join together in an all-world government, where all separate governments would be equal, or humanity would die in a single suicidal frenzy.

This was the birth of the United Nations World Order. Based roughly on the old United Nations, UNWO was often described as "the UN with teeth." Under its rule, all nations became voting equals, burgeoning military forces were reduced in size, and severe global regulations were set regarding destruction of habitat—these last despite the cries from industrialists; the overwhelming majority of the votes in favor came from countries whose ecosystems had already been wrecked by short-sighted development. At first, these rules were enforced by the threat of UNWO missiles, then later by a multi-national army created from disbanded national forces. The last resistance to the new order wilted when opportunities were given to invest in space-based ventures, sure-fire profit-makers that they were.

The pattern of human politics was set. No longer would there be wars fought over terrestrial goals; instead, all competition would take place in space. The profit from the first nickel-iron asteroid brought back to Earth made it's investors instant millionaires, and practically destroyed planetary mining at the same time. Lunar hydroponic farming could not only feed orbital populations, but also generate a surplus, allowing environmental reclamation of overworked and misused farmlands on Earth. Improvements in powerplant technology necessary for space were also applied to the homeworld, enhancing performance and safety. Life on Terra began to improve, almost approaching the standard of living on the orbital habitats.

Then came stunning news: after decades in transit, the first interstellar probe reached the Alpha Centauri system. According to its instruments, there was a planet in the system that fit the parameters for sustaining humans—oxygen-nitrogen atmosphere, plenty of plant life, water (although a little too green), and a reasonable temperature (although, much to the disappointment of the extra-terrestrialists, there were no signs of intelligent life). Inspired by the idea of a distant world just waiting to be settled, the human race launched itself at the stars. At first, slower-than-light vessels were constructed, and the stargates these ships later planted served to vault humanity onward still. Though few worlds were found that were jeweled paradises like Earth, or even slightly flawed paradises like Centaurus, there were still enough suitable places to hold an expanding species like *Homo sapiens terra*...

...Or another expanding species: *para-Homo sapiens kaldara*.

THE IMPERIAL FORCES

ていこくじん

Physiologically, *para-Homo sapiens kaldara* is nearly identical to *Homo sapiens terra*—a 99.92% similarity, according to genetic tests run by both the Imperials and the Terrans (with the edge in genetic science, the Imperials tested to several more decimal places than the Terrans). This convinced some researchers that the Imperials were an offshoot of the human race (or vice versa), while others maintained that the points of similarity weren't much different from those between humans and great apes, and parallel evolution was a much better explanation than intergalactic kinship ("chariots of the gods," *et al*).

Everyone at least agreed that the Imperials were certainly better *looking* than great apes. All of the males were large and well-formed, while the females were even more well-formed, and attractive to boot. This bountiful level of pulchritude raised the inevitable question of inter-species breeding; tests found that answer was *No;* at least, not without the aid of Imperial bio-science, which could modify genetic material just enough to do the job.

Which was part of the Imperial invasion scheme.

One of the main prizes represented by Terra was the vast gene pool available to the Empire. Little did the Imperials suspect that it came with a booby prize: Terran culture.

Imperial culture (as described in *Mekton Wars 1: Invasion Terra*) was heavily based on a warrior ethic. Its basic elements were honor, obedience, and unswerving dedication to the cause of the Empire. The honor portion of the code received the most emphasis, particularly the virtues of single combat—charging alone into battle against multiple but lesser foes or into one-on-one combat against a worthy foe. It also involved showing respect for a worthy opponent, even to honoring the rather medieval practice of capturing skilled opponents and ransoming them for Imperial pilots taken prisoner by the other side (in the Imperials' mecha-heavy military, pilots were highly valued; even a clone pilot took months to train and transport to the battle front). The Imperials were more disturbed to find that the Terrans, survivors of millennia of conflict, were quite comfortable with wars of attrition, and definitely didn't wage war in the Imperial fashion.

The emphasis on a warrior cult, and their pattern of perpetual expansion, had never given the Imperials much time to develop a sophisticated culture. Even womb-born Imperials found little to accomplish within their culture except the pursuit of glorious battle and the status that came with it. While leisure time was a reward offered to successful Imperials—leisure time in itself being a sign of success—it was largely spent trying to find a suitable gene-match (or a gene-matched mate) instead of the pursuit of art, music or other cultural interests. For the clones, barracks talk was all the socialization they ever received, trading stories of battle prowess, listening for rumors and exchanging information. This, it seemed, was the high point of Imperial society as a culture, so Terran society came as a distinct shock to the Imperials.

Once the dust of the initial invasion had settled, the Imperials set about trying to establish management of their new property, and were astounded to find that Terrans considered their leisure pursuits as essential as food, shelter, clothing, and medical care. Some Imperial scientists, noting the lack of any sort of warrior cult in human society, theorized that leisure entertainment might serve a parallel role.

Unfortunately for the Imperial war effort, Terran entertainment had an equally devastating effect on Imperials. Seeking collaborators to help to restore order, the Imperials began to mingle with their Terran subjects (unfortunately, they did not check for spies, which often allowed Terran guerrillas to infiltrate Imperial administrative areas). The Terrans invited their new friends to share in entertainments like sports and films, which, while confusing to the Imperials, introduced them to new ways of thinking that served to undermine their society. The concept of recreation, especially free inter-gender contact, was too much for the aliens to resist. Morale broke down, as did discipline—many Imperials snuck off post to "recreate" against orders, having been shown that there were other things to do besides fight!

Imperial command soon desperately sought to segregate their troops from the Terrans they had come to rule. But it was too late; the damage had already been done. In point of fact, it is questionable as to whether the Terrans ever really needed to militarily drive the invaders from the Sol system; things were becoming so unmanageable among Imperial ranks that they might have withdrawn on their own. Indeed, many of the clones that had taken part in the invasion had to be brain-wiped and reprogrammed once they returned to Imperial space.

IMPERIAL MILITARY ORGANIZATION:

This seems to be based around a "rule of three" concept. Imperial fleets are made up of multiples of three squadrons—for instance, the fleet at the Battle of the Solar Sea was made up of five squadrons, each containing one Scylla dreadnought (or a variant) accompanied by three cruisers or six scouts or destroyers. The Hydra flagship is exempt from this rule; such monsters only show up one at a time.

Imperial mecha are arrayed in much the same way, operating in squadrons of 12, split into formations of 3 mecha.

Ground soldier operations tend to be a bit more confusing. Imperial soldiery often bands together into small groups of three, but this is probably out of habit rather than tactical drill, because there seems to be no set order of battle for Imperial infantry formations. It is thought that perhaps the mecha-intensive Imperials abandoned the concept of infantry formations long, long ago.

LIEUTENANT DONCHOI YUH

ドンチョイ・ユウ

A top test pilot, Donchoi Yuh had flown everything from jet-packs to orbital fighters, and was considering bucking for spacecraft when the war broke out. A typical Donchoi comment was: "If I can't fly it, it can't be flown."

He never considered piloting mecha, distaining "toy robots" as strictly ground-pounder material. Then Terra was invaded, and flying went from merely dangerous to nigh-impossible. The Imperials ruled the skies, scanning the entire planet for unauthorized flights, and the only Terran aircraft flying was an occasional stealth unit. This cramped Don's style, to say the least. So when Dr. Graves approached him as a test pilot for the new Rapier mecha, the cocky pilot jumped at the chance. After all, the Rapier was supposed to be able to fly ... sort of.

A hotshot loner, Don wasn't a team player, but as part of Operation Phoenix, he found that didn't work. He also saw himself as a love-'em-and-leave-'em fighterjock, but fellow test-pilot Mariko Lim changed that, too. He wasn't *sure* she was psychic, but she definitely had *his* number.

Being a poor student of Imperial culture, Don didn't understand Lars Kandrax' reaction to him. Although he relished the challenge to his skills, he had a hard time understanding why Kandrax had singled *him* out as his sole reason for fighting the war. Don didn't actually mind this; Don eventually grew to anticipate his duels with Kandrax—and even look forward to them.

Personality: Donchoi Yuh is an extremely competent pilot and mecha warrior, as well as being a fair leader. His cavalier attitude towards danger has been tempered by his responsibility to his squadron and his relationship with Mariko—he's steadying down, but is still the wild card of Operation Phoenix.

Profession/Template	Age
Mechajock	21

CHARACTER STATS			
8	INTELLIGENCE	5	Education
9	COOL	22	Stability
10	REFLEXES	24M	Run
8	ATTRACTIVENESS	2M	Jump
8	EMPATHY	-	Anime Leap
7	TECH ABILITY	6	Stun
9	LUCK	60KG	Lift
8	MOVE ALLOWANCE	4	EV
7	BODY TYPE	20M	Throw
0	PSI POTENTIAL	0	Psi Points

CHARACTER SKILLS			
SKILL	LVL	SKILL	LVL
Aircraft/Shuttle Pilot	9	Hand-to-Hand	3
Zero-Gee	5	Leadership	5
Awareness	5	Mecha Piloting	10
Basic Repair	3	Mecha Fighting	6
Seduction	2	Mecha Melee	7
Dodge & Escape	4	Mecha Gunnery	8
Driving	3	Mecha Missiles	8
Expert: Tactics	4	Personal Grooming	1
Handgun	3	Wardrobe & Style	2
Human Perception	2	Persuasion	2

LIEUTENANT MARIKO LIM
マリコ・リム

When the war began, Mariko Lim was a student at UC Berkeley. The most promising subject of the UC's much-maligned "Psycho-Electric Phenomena" research project, she alone demonstrated the ability to interact with computers from a distance, using an highly-experimental neural link.

This parlor trick received a substantial amount of news coverage; so much so, that when Dr. Marcel Graves started up Operation Phoenix, he remembered the young woman's ability (having noticed references to similar phenomena in captured Imperial databanks), and was intrigued enough to requisition her for the project.

Mariko wound up becoming a key member of Project Phoenix—in the process receiving extensive mecha-pilot training, which is how she met Donchoi Yuh. Don was already an accomplished mechajock, working on the control responses of the experimental Rapier. He offered to help with her training, leading to their mutual discovery that a cockpit *could* hold two people ... if they were friendly.

When the starcruiser *Galant* took Operation Phoenix into space, Mariko found her mental abilities expanding. Exploring new worlds, Mariko learned to sense each one's psychic patterns; the reflection of the gestalt of its lifeforms. This "fine-tuned" her psychic faculties, allowing her to differentiate these resonations instinctively. The discovery of Imperial psi-teaching techniques also accelerated Mariko's development—by the end of the war, she had become Terra's most powerful psychic.

Personality: While thoughtfully removed, Mariko is always cheerful. Her only worry is Mark B. Michaels; she's convinced that he needs someone to take care of him. Hence, if for no other reason than to keep him from walking into doors, Mariko acts as Mark's surrogate "older sister."

Profession/Template	Age
Mechajock	19

CHARACTER STATS

8	INTELLIGENCE	6	Education
7	COOL	18	Stability
8	REFLEXES	18M	Run
9	ATTRACTIVENESS	1.5M	Jump
10	EMPATHY	-	Anime Leap
5	TECH ABILITY	5	Stun
10	LUCK	40KG	Lift
6	MOVE ALLOWANCE	3	EV
4	BODY TYPE	12M	Throw
10	PSI POTENTIAL	50	Psi Points

CHARACTER SKILLS

SKILL	LVL	SKILL	LVL
Zero-Gee	4	Hand-to-Hand	2
Awareness	4	Mecha Piloting	6
Seduction	3	Mecha Fighting	5
Dodge & Escape	4	Mecha Melee	4
Handgun	2	Mecha Gunnery	5
Healing	4	Mecha Missiles	4
Telepathy	5	Personal Grooming	4
Danger Sensing	3	Wardrobe & Style	2
Emotion Scan	2	Persuasion	4
Telekinesis	2	Human Perception	5

FLIGHT COMMANDER NORTH FROZEN
ノース・フローズン

North Frozen was born aboard the *Good Neighbor*, Terra's first colony ship bound for Alpha Centauri. Being a "starchild," spaceflight was the only career North ever wanted to pursue, and pursue it he did: winning command of the *Centaurus*, a slower-than-light civilian transport operating between Alpha Centauri and Sol (taking a little over five years each way).

Frozen and his ship were already en route when stargates were introduced—by the time they'd arrived at Sol, its stargate had been operating for a full year! During that time, all civilian commissions had been snapped up; no captaincies would be available for at least another year.

North barely had time to be disappointed: Once in-system, his ship received a distress call from a freighter besieged by pirates. While too far away to save the freighter, the *Centaurus* was close enough to pursue the freebooters, chasing them directly into the clutches of a UN Space Force cutter *Sentinel*—Henry Antares' ship.

North entered the UNWO Space Force at Antares' urging. There, he received mecha combat training and soon became Antares' executive officer. The pairing was perfect: Frozen's tactical acumen, flavored with more than a dash of audacity, neatly counterbalanced his captain's natural cautiousness. North served as flight commander for the *Sentinel* throughout the first part of the Imperial War (including the terrible Battle for Terra), and accompanied his captain and friend aboard the *Galant*.

Personality: North is a popular man—understanding, charismatic, and friendly. Thanks to the time he spent chasing lightspeed aboard the *Centaurus*, he's chronologically older than he looks (he often makes anachronistic references from his childhood). A testament to his charm is that he eventually worked his way into the cold heart of Maria Logan.

Profession/Template	Age
Fleet Officer	41

CHARACTER STATS

8	INTELLIGENCE	6	Education
10	COOL	25	Stability
10	REFLEXES	21M	Run
7	ATTRACTIVENESS	1.75M	Jump
7	EMPATHY	-	Anime Leap
5	TECH ABILITY	7	Stun
4	LUCK	90KG	Lift
7	MOVE ALLOWANCE	6	EV
8	BODY TYPE	26M	Throw
0	PSI POTENTIAL	0	Psi Points

CHARACTER SKILLS

SKILL	LVL	SKILL	LVL
Aircraft/Shuttle Pilot	7	Leadership	8
Awareness	6	Human Perception	5
Basic Repair	4	Zero-Gee	8
Dodge & Escape	4	Mecha Pilot	6
Wardrobe & Style	2	Mecha Fighting	3
Expert: Tactics	8	Mecha Melee	3
Gamble	4	Mecha Gunnery	5
Handgun	5	Mecha Missiles	6
Hand-to-Hand	2	Persuasion	3
Survival	3	Seduction	4

CAPTAIN HENRY ANTARES
ヘンリー・アンタレス

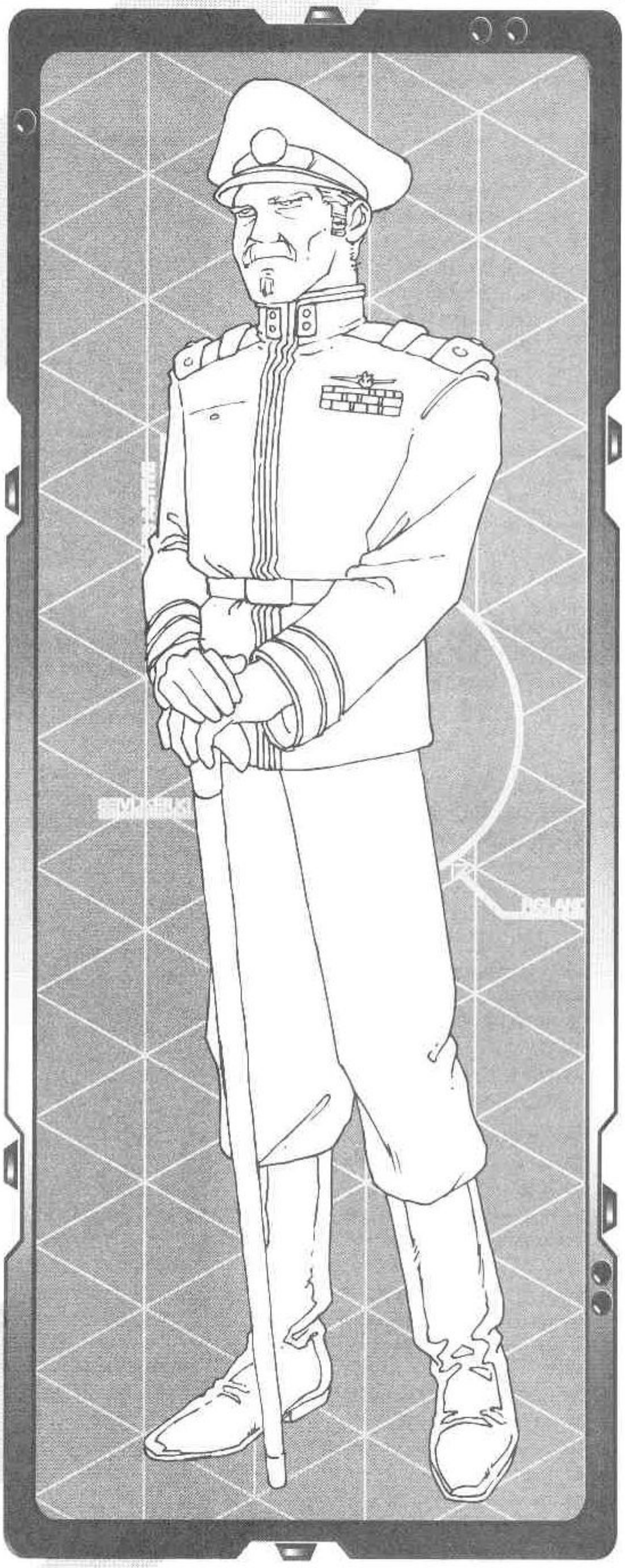
Though Henry Antares had trained hard for a position aboard one of Terra's *Seeker*-class exploration vessels, he was destined for greater things. Newly-developed stargate technology reduced the proposed number of *Seekers*, and good starship personnel were needed elsewhere: colony ships were being sent through the gates to distant worlds, and new combat ships were being produced for the UNWO Space Force. Antares worked his way up through the fledgling force, and acheived the position of captain aboard cruiser *Sentinel*.

Then the Imperials began probing Terran space.

The invasion proved the heavily-armed UNWO fleet to be a godsend in disguise; while the scale, firepower and expense of the *Sentinel* and her sisters had been condemned as "overkill" for use against pirates, they proved to be just enough to deal with the Imperial dreadnoughts that were attacking Terra.

Antares' *Sentinel* fought valiantly throughout the war; it even survived the bloodbath of the Battle for Terra. It was this skill as a ship commander (and his early training as a scout for *Seeker* service) which landed Henry Antares the command of the starcruiser *Galant*—after all, who was more qualified to take command of a starship that would be journeying into the middle of unknown space, dealing with unforeseen situations, and facing the rigors of discovery and war?

Personality: Antares is a stable and steady man with a laconic manner, patient and given to thoughtful contemplation. He is a canny observer of humanity, accomplished at reading peoples' moods and interpreting their actions. This also makes him an excellent strategist, as he takes care to analyze his enemies' actions and anticipate their plans.



PROFESSION/TEMPLATE	AGE
FLEET OFFICER	50

CHARACTER STATS

9	INTELLIGENCE	8	Education
10	COOL	25	Stability
5	REFLEXES	15M	Run
5	ATTRACTIVENESS	1	Jump
7	EMPATHY	-	Anime Leap
5	TECH ABILITY	6	Stun
6	LUCK	60KG	Lift
5	MOVE ALLOWANCE	4	EV
6	BODY TYPE	20M	Throw
0	PSI POTENTIAL	0	Psi Points

CHARACTER SKILLS

SKILL	LVL	SKILL	LVL
AWARENESS	5	SOCIAL	4
EXPERT: STRATEGY	8	ZERO-GEE	7
HANDGUN	2	WARDROBE & STYLE	3
HAND-TO-HAND	3	DODGE	2
HUMAN PERCEPTION	6	AIRCRAFT/SHUTTLE PILOT	5
INTERROGATION	2		
INTIMIDATE	2		
INTERVIEW	3		
PERSUASION	3		
LEADERSHIP	10		

DR. MARCEL GRAVES
マーセル・グレーヴズせんせい

Dr. Marcel T. Graves was humanity's leading authority on innovative technologies. A card-carrying genius, his world-famous knack for dissecting technology, reproducing it, and improving upon it won him countless awards (including the Nobel Prize), and eventually led to his appointment as head of Operation Phoenix.

At this time, Terra was in a desperate situation. The Imperials enjoyed total air superiority, but merely driving them from the skies would not be enough—the UNWO's leaders knew that Terra would have to go to the stars to defeat the Imperials on their own terms.

In order to do that, they'd need a single combat platform for all roles. Dr. Maria Logan had offered her Guardian as that multimission platform, but Dr. Graves soon convinced everyone that the Guardian wouldn't do—it couldn't possibly incorporate all of the technologies he had reverse-engineered from the Imperials. So Dr. Graves proposed the Rapier instead.

This was the start of a longstanding animosity between Drs. Graves and Logan—a conflict which was aggravated by their inherent personality conflicts. She was appalled by his lack of qualifications, his unfamiliarity with mecha design, and his "slipshod and inexact" methods. He was angered by her snobbery, repulsed by her coldness, and frustrated that she was the one person he couldn't dominate. Forced to work together, their rivalry eventually cooled to mere sniping and occasional arguments, and they managed to cooperate enough to assemble the first Rapier, the Model Zero. They argued over choosing its pilot, but Yuh's ability to cope with unforeseen complications finally won out over Michaels' raw reflexes.

Personality: The brilliant Dr. Graves is a mercurial man: charismatic, but eccentric. He is given to blustering and vocal intimidation to get his way—combined with his overpowering intelligence, it usually works.

Profession/Template	Age
Scientist	55

CHARACTER STATS			
10	INTELLIGENCE	10	Education
6	COOL	15	Stability
4	REFLEXES	12M	Run
5	ATTRACTIVENESS	1M	Jump
4	EMPATHY	-	Anime Leap
8	TECH ABILITY	6	Stun
5	LUCK	60KG	Lift
4	MOVE ALLOWANCE	4	EV
5	BODY TYPE	20M	Throw
0	PSI POTENTIAL	0	Psi Points

CHARACTER SKILLS			
SKILL	LVL	SKILL	LVL
Awareness	2	Medical	3
Basic Repair	3		
Expert: Alien Tech	9		
Jury Rig	9		
Mecha Design	8		
Mecha Tech	5		
Programming	4		
Zero-Gee	2		
Compose	3		
Social	3		

DR. MARIA LOGAN
マリア・ローガンせんせい

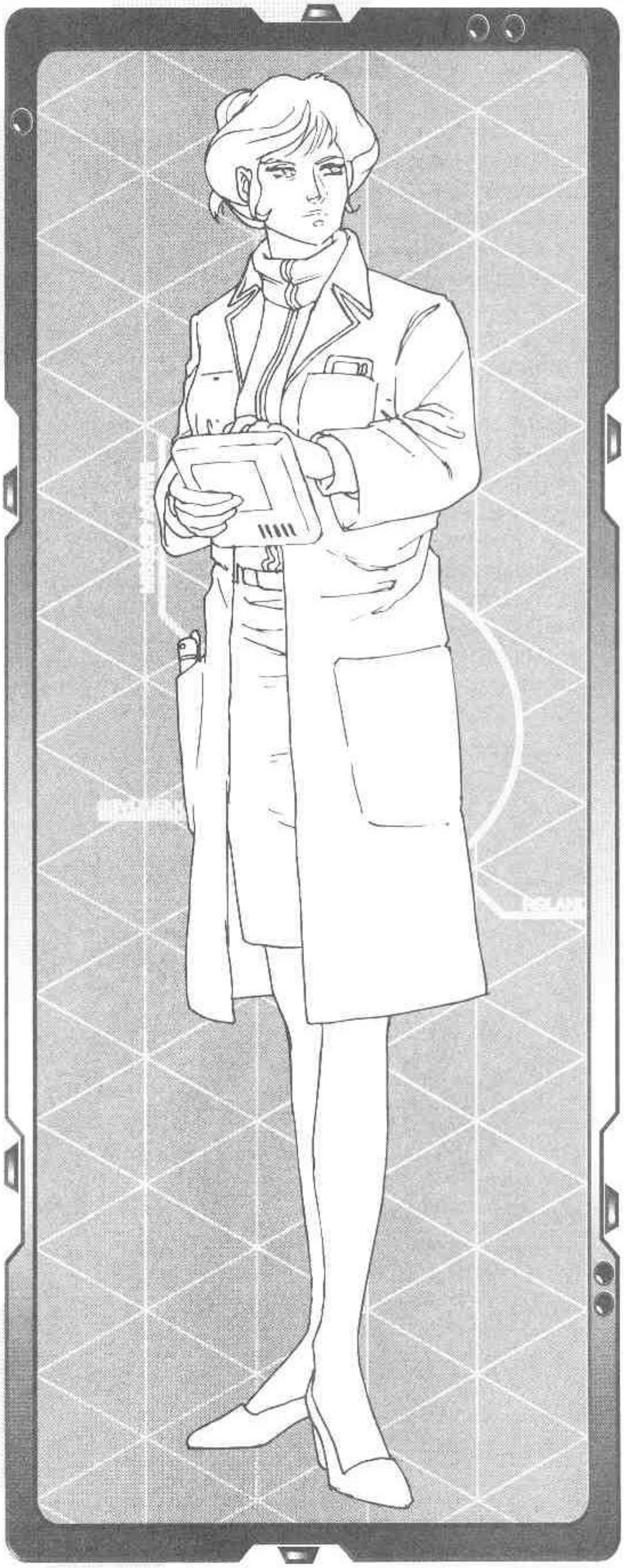
Dr. Maria Logan was the perfect candidate to design the PDF's new "Guardian" support mecha: The world's foremost expert in balanced force-feedback systems and the field of electro-responsive myomer "artificial muscle" mechanics, she also held degrees in simulated intelligence theory, materials research, and nuclear engineering.

Dr. Logan's Guardian exceeded its original design parameters, but it scarcely saw action before the Imperial invasion—in which it proved to be no match for the invaders' superior mecha. Most of the Guardians produced were blown to bits in the initial attack.

On Project Phoenix, Dr. Logan was teamed with Dr. Graves and ordered to develop a combat unit that could defeat the invaders. Maria staked her reputation on her Guardian (upgraded with Dr. Graves' retro-engineered Imperial technology). The resultant "Gun-Guardian" was a vast improvement over the original, but no matter how much she tried, Maria couldn't adapt it to the rigors of fleet duty. She eventually had to resign herself to assisting Dr. Graves' with his Rapier-Zero instead.

Once stationed aboard the *Galant,* Maria found herself suddenly and unexpectedly in demand—she was one of the few women on the *Galant*, and an attractive one at that. While her remoteness made her largely unapproachable, gossip flew about her and Mark B. Michaels; only an eventual relationship with North Frozen dispelled that rumor.

Personality: Dr. Logan maintains a cool and confident demeanor at all times and prizes efficiency and competence over all else. Severely self-controlled, she cuts loose only when exercising her dry and sarcastic wit. She delights in being first to get her hands on newfound tech, and in personally conducting field repairs and modifications.



Profession/Template	Age
Mecha Designer	38

CHARACTER STATS

10	INTELLIGENCE	9	Education
9	COOL	22	Stability
6	REFLEXES	15M	Run
8	ATTRACTIVENESS	1.75M	Jump
5	EMPATHY	-	Anime Leap
10	TECH ABILITY	5	Stun
6	LUCK	40	Lift
5	MOVE ALLOWANCE	2	EV
4	BODY TYPE	12M	Throw
0	PSI POTENTIAL	0	Psi Points

CHARACTER SKILLS

SKILL	LVL	SKILL	LVL
Aircraft/Shuttle Pilot	1	Jury Rig	5
Dodge	2	Mecha Tech	9
Mecha Design	10	Personal Grooming	4
Awareness	4	Persuasion	3
Basic Repair	3	Programming	5
Dancing	1	Social	2
Driving	2	Zero Gee	4
Handgun	1		
Hand-to-Hand	1		
Human Perception	2		

LT. MARK-BENJAMIN MICHAELS
マーク・ベンジャミン・マイクルズ

Fresh out of basic training, Lieutenant Mark Benjamin Michaels was assigned to the 7th Guardian squad based in Phoenix, AZ. His first post-graduation exercise was to defend the city against the Imperial invasion. The action was short and brutal; though he fought well, Mark's mecha was destroyed. In the aftermath, he joined up with a group of PDF commandos and participated in several raids.

By the end of the first week of the occupation, short-wave communications had been re-established. Mark responded to the desperate calls for replacement mecha pilots and made his way to the SoCal subsector. There, he met two women who changed his life.

The first was Dr. Maria Logan. She needed a pilot for the upgraded Guardian design, and Mark-Benjamin was just what she was looking for. The new Gun-Guardian, armed with Talos weaponry, proved reasonably effective against the enemy. And despite persistent rumors, his relationship with Dr. Logan was that of student and teacher—not lovers.

The second was Jalia Zell, an Imperial Medusa pilot he'd shot down. Bringing her in for interrogation, he found she would only speak to him—when she escaped, she even abducted him! He eventually turned the tables, recapturing her, but by that time it didn't matter—*she'd* captured his *heart*. She was preparing to formally defect to Terra when her commander, Gates Shann, mounted a strike that "rescued" her.

Along with the rest of Project Phoenix, Mark was assigned to the starcruiser *Galant*. There he became second-in-command to Donchoi Yuh—by the end of the war he was leading a squadron of his own.

Personality: Mark-Benjamin is an eternal teenager—shy and clumsy (outside of a cockpit). Ever since meeting Jalia Zell, though, he's begun to lose some of his gawkiness ...

Profession/Template	Age
Mechajock	18

CHARACTER STATS

7	INTELLIGENCE	5	Education
8	COOL	20	Stability
10	REFLEXES	24m	Run
8	ATTRACTIVENESS	2m	Jump
6	EMPATHY	-	Anime Leap
8	TECH ABILITY	6	Stun
7	LUCK	60kg	Lift
8	MOVE ALLOWANCE	4	EV
6	BODY TYPE	20m	Throw
0	PSI POTENTIAL	0	Psi Points

CHARACTER SKILLS

Skill	Lvl	Skill	Lvl
Awareness	4	Hand-to-Hand	2
Basic Repair	2	Leadership	2
Dodge & Escape	3	Mecha Piloting	8
Driving	2	Mecha Fighting	3
Expert: Tactics	2	Mecha Melee	4
First Aid	2	Mecha Gunnery	7
Handgun	2	Mecha Missiles	5
Rifle	3	Human Perception	2
Mecha Tech	3	Persuasion	4
Zero-Gee	3	Survival	3

JALIA ZELL
ジャリア・ゼル

When Zell 8935 emerged dripping from her clone tank, no one could have predicted that she would become a pivotal personality in the the Imperial War. Yet during one of the first skirmishes against the Terrans, she was instrumental in the capture of an intact enemy freighter (and all its information and data). This earned her the right to a personal name—Jalia Zell.

Promoted to Gates Shann's squadron, Jalia had the honor of taking part in the invasion of Terra. Occupational forces were besieged by guerilla attacks within a day of the invasion, so Jalia and her comrades were reassigned as an anti-rebel response force. However, when a guerilla missile nailed her mecha, Jalia had to eject and found herself captured.

Still, fortune smiled on her: She was incarcerated in the secret facility where the Terrans were developing their weapons of liberation. Seizing the opportunity, Jalia kidnapped a Terran pilot, intending to force him to steal the new Mekton and take it (and her) back to her side—but Mark-Benjamin Michaels tricked her and she discovered his lies too late.

By then she really didn't mind; Michaels intrigued her. He treated her well—not like a prisoner or a warrior. Nor did he treat her as an inferior. He was *nice* to her, and friendly, and self-effacing ... she felt good, even comfortable around him.

By the time Captain Gates Shann arrived to rescue her, she didn't *want* to escape—she wanted to stay with Michaels, and despaired of ever seeing him again. Shann, suspicious of Jalia's motives, was about to recondition her errant pilot to restore her devotion to the Empire when Mark-Benjamin appeared again; he rescued Jalia and she finally defected.

Personality: Jalia is highly motivated, savage in battle, but charmingly naive, curious and enthusiastic about life beyond war.

Profession/Template	Age
Mechajock	Apparent: 23

CHARACTER STATS

6	INTELLIGENCE	3	Education
8	COOL	20	Stability
10	REFLEXES	24M	Run
9	ATTRACTIVENESS	2M	Jump
4	EMPATHY	-	Anime Leap
3	TECH ABILITY	7	Stun
5	LUCK	90KG	Lift
8	MOVE ALLOWANCE	6	EV
8	BODY TYPE	26M	Throw
0	PSI POTENTIAL	0	Psi Points

CHARACTER SKILLS

SKILL	LVL	SKILL	LVL
Awareness	4	Mecha Piloting	6
Autoweapons	2	Mecha Fighting	5
Blade	3	Mecha Melee	6
Dodge & Escape	5	Mecha Gunnery	5
Stealth	2	Mecha Missiles	3
Handgun	3	Zero-Gee	5
Hand-to-Hand	4		
Intimidate	1		
Rifle	3		
Shadowing & Avoid	2		

COLONEL LARS KANDRAX
ラーズ・カンドラックス

Born from the genestock of a revered Imperial champion, Lars Kandrax was clearly destined for greatness from the start. In his first battle, he singlehandedly overcame an entire combat flotilla, scattering its forces and opening the way for the Imperial forces to devastate the defender's homeworlds.

It didn't stop there. Lars' life was a litany of unparalleled triumphs, each seemingly easier than the last. He was even offered a position on the ruling council of the Empire's Milky Way satrapy, but refused, arguing that such a position would remove him from combat, where he was most effective. His argument accepted, he was promoted to Colonel and given command of an even larger combat force.

It seemed nothing could go wrong for him—and that was the problem. Lars felt that he had never achieved the peak of his form, that he had never faced anything big enough to truly test him. As old age, with its inevitable degradation of the physique loomed ahead, he despaired that he might never find a true challenge.

Then he encountered the Terrans.

At first, they seemed like unimpressive opponents, but when they rose up and threw off Imperial domination, hurling the Empire's forces into turmoil, Lars was overjoyed! This was a new experience; he found himself fighting for his life, struggling to protect what he held dear, and finally facing a foe with skills equal to his own. And ultimately pitted against him was Donchoi Yuh: his opposite number among the Terrans and their greatest warrior ... a worthy opponent at last.

Personality: Lars Kandrax is a simple soul. He strives to be the perfect warrior: correct, honorable, ultimately skilled, and ultimately triumphant.

Profession/Template	Age
Mechajock	Apparent: 28

CHARACTER STATS			
8	INTELLIGENCE	4	Education
10	COOL	25	Stability
10	REFLEXES	24m	Run
8	ATTRACTIVENESS	2m	Jump
5	EMPATHY	-	Anime Leap
4	TECH ABILITY	7	Stun
5	LUCK	100	Lift
8	MOVE ALLOWANCE	6	EV
8	BODY TYPE	24m	Throw
0	PSI POTENTIAL	0	Psi Points

CHARACTER SKILLS			
SKILL	LVL	SKILL	LVL
Awareness	5	Mecha Pilot	10
Autoweapon	3	Mecha Fighting	7
Blade	4	Mecha Melee	7
Dodge/Escape	3	Mecha Gunnery	10
Driving	2	Mecha Missiles	8
Expert: Tactics	5	Rifle	5
Handgun	4	Survival	2
Hand-to-Hand	4	Wardrobe & Style	2
Intimidate	2	Swimming	5
Leadership	6		

CAPTAIN GATES SHANN
ゲーツ・シャーン

A rarity among the mostly vat-grown Imperials, Gates Shann was the naturally-born offspring of two gene-matched warriors, and was closely monitored by the Imperial clone masters to see if her gene-mix would make her a good clone progenitor.

Most womb-born children were terminated before birth, as pre-natal examinations usually found no newly-beneficial genetics. Those allowed to be born were raised together in a creche, learning to be an Imperial warrior, technician, or officer, depending upon their genetic suitability. But Gates showed such promise that she was granted the rare chance to grow from infancy to adulthood, raised by her birth parents.

The growth process gave Gates many advantages over the run-of-the-mill clone warrior; the natural-born had years to learn every useful trick. Every reflex could be honed, the mind sharpened, and routines developed to fully use the mind and body. Few realized that the natural-born also had a superior grasp of the intricacies of Imperial society (and of other people); they were natural manipulators, so it was no wonder that the vast majority of the womb-born became officers.

Gates used these advantages to scheme her way to glory. It seemed that there was no height to which she could not rise: selected as a Medusa pilot, Captain of her squadron, granted her own *Scylla*-class dreadnought; nothing could stand in her way. Even Lars Kandrax was no threat; he was as easy to manipulate as all the others; knowing nothing of her methods, he even *approved* of her ambition.

Then, without warning, Donchoi Yuh stepped into the picture, and she lost her grip on Lars ... and everything else.

Personality: Strong-willed, selfish and cunning, Gates will do anything to ensure her success—including lying, cheating, blackmail and murder.

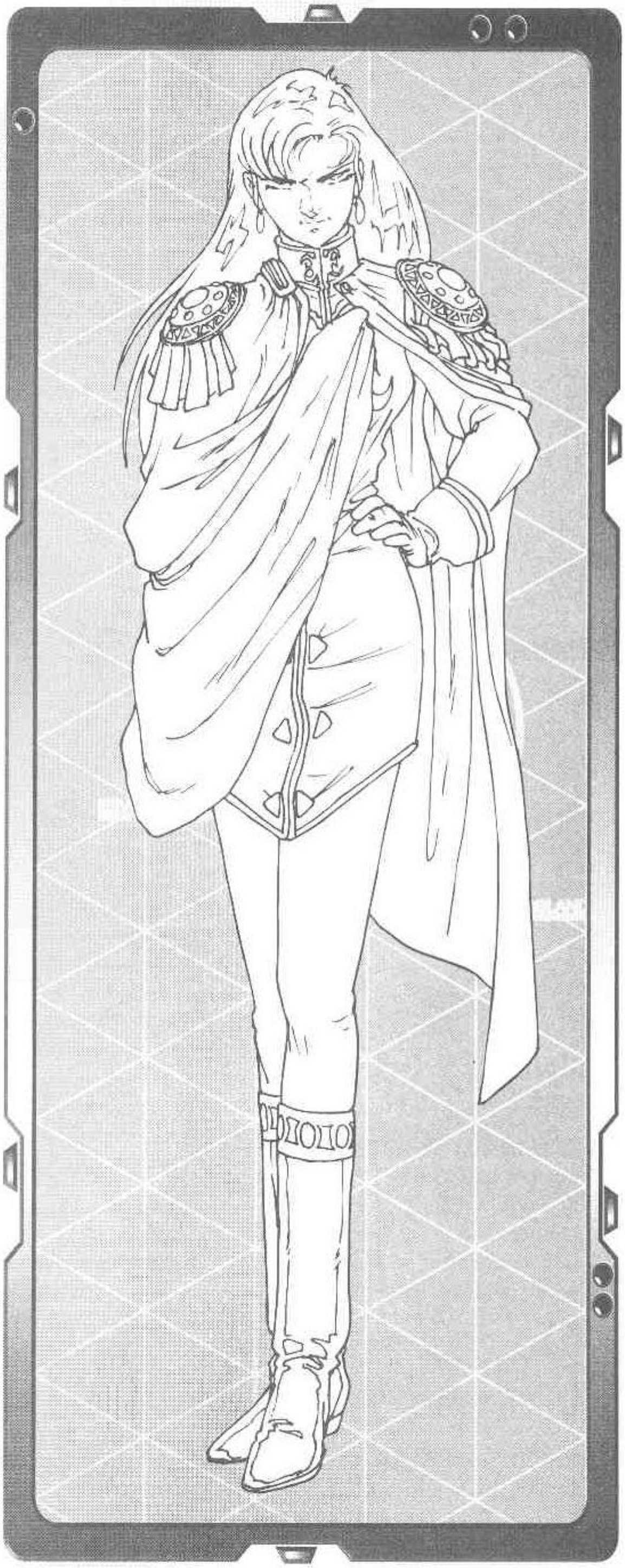
Profession/Template	Age
Fleet Officer & Mechajock	28

CHARACTER STATS

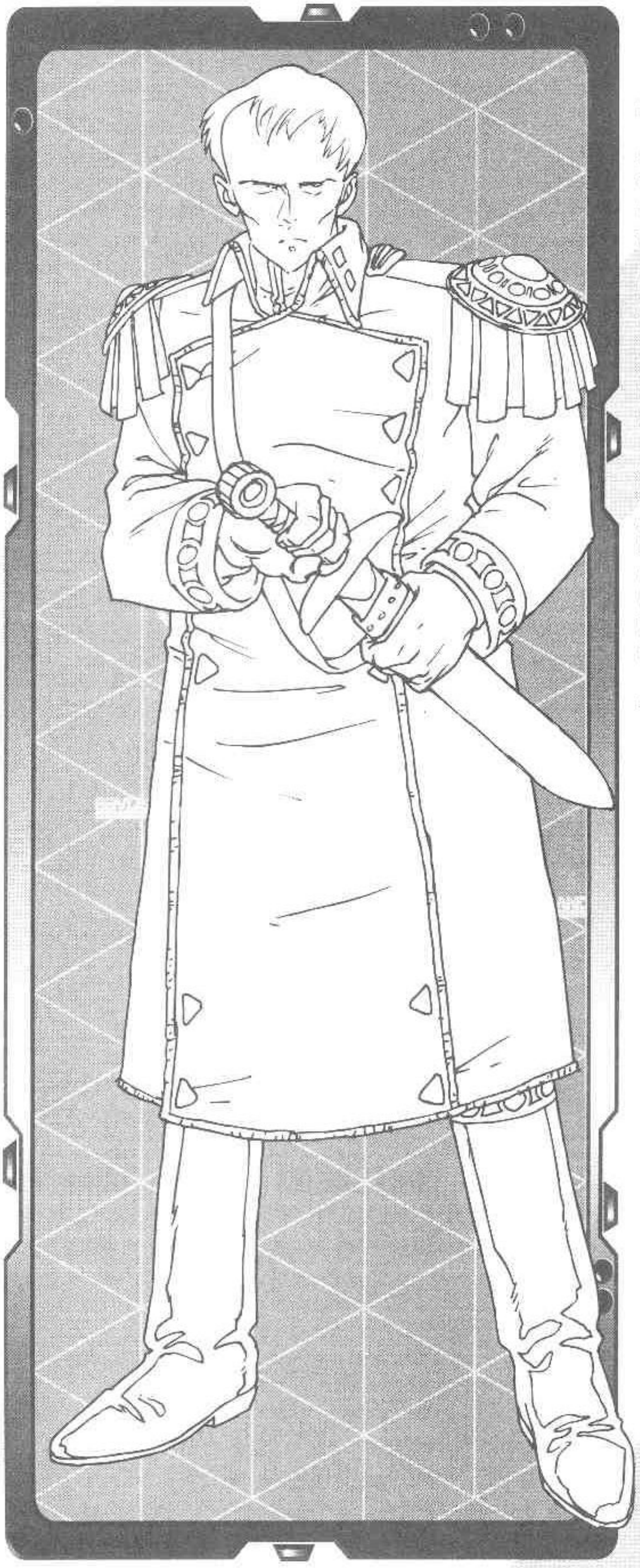
9	INTELLIGENCE	7	Education
10	COOL	25	Stability
9	REFLEXES	27m	Run
8	ATTRACTIVENESS	2.2m	Jump
4	EMPATHY	-	Anime Leap
6	TECH ABILITY	6	Stun
8	LUCK	60	Lift
9	MOVE ALLOWANCE	4	EV
7	BODY TYPE	21m	Throw
0	PSI POTENTIAL	0	Psi Points

CHARACTER SKILLS

SKILL	LVL	SKILL	LVL
Awareness	5	Leadership	6
Blade	5	Mecha Pilot	9
Dodge/Escape	5	Mecha Fighting	8
Expert: Tactics	4	Mecha Melee	9
Handgun	4	Mecha Gunnery	7
Hand-to-Hand	7	Mecha Missiles	4
Human Perception	5	Grooming, Style	3
Interrogation	4	Persuasion	5
Stealth	5	Seduction	3
Intimidate	4	Zero-Gee	5



LIEUTENANT ANNAR QUINT
アンナー・クイント



Buried in the prehistory of the Empire, surviving only as legends, are tales of Imperials who could use the powers of the mind. These "Super-Imperials" once took over the Empire, and were only deposed at great cost in lives and effort.

According to myth, these Super-Imperials disobeyed every stricture of Imperial culture: they attacked without warning, killed without reason. When they were finally defeated, only their gene-codes remained. Strict orders decreed that these genes only be used in times of direst need ... and that their progeny be slain once the emergency had passed.

Facing their greatest foe in recorded history—the Terrans—the Empire decided that Super-Imperials were needed. They were to be meticulously supervised and programmed... and booby-trapped.

Of the original batch of 500 clones, 80% were flawed and had to be destroyed. Whether the flaws in the gene stock were native to Super-Imperials or the result of millennial mutation was unknown. Either way, the experiment was a failure, save for one exception: Annar Quint.

Annar became obsessed with creating more of his kind; his chance soon came. While psychically digging for secrets within the minds of human captives, he accidentally bonded with Mariko Lim. Realizing that she was a fellow ESPer, he decided that her genes could mesh perfectly with his to produce a new, improved Super-Imperial! It is possible that their telepathic link altered his perceptions, creating an obsession with Mariko. Quint was convinced that she was the answer to the ESPer problem, and even went so far as to reprimand Lars Kandrax when the Colonel held Lim captive and didn't to turn her over to him.

Personality: Cold and logical, he is part raging psychotic and part obsessed mad scientist. He is also a skilled mecha pilot with few equals.

Profession/Template	Age
Mechajock	Apparent: 22

Character Stats			
8	**INTELLIGENCE**	6	Education
7	**COOL**	18	Stability
10	**REFLEXES**	21m	Run
4	**ATTRACTIVENESS**	2m	Jump
5	**EMPATHY**	-	Anime Leap
2	**TECH ABILITY**	7	Stun
9	**LUCK**	90	Lift
7	**MOVE ALLOWANCE**	6	EV
9	**BODY TYPE**	26m	Throw
8	**PSI POTENTIAL**	51	Psi Points

Character Skills			
SKILL	**LVL**	**SKILL**	**LVL**
Awareness	4	Mecha Pilot	7
Autoweapons	1	Mecha Fighting	3
Blade	2	Mecha Melee	5
Dodge/Escape	5	Mecha Gunnery	6
Handgun	4	Mecha Missiles	5
Hand-to-Hand	4	Mecha Tech	3
Human Perception	2	Energy Manipulation	6
Intimidate	2	Suggestion	4
Leadership	2	Telepathy	5
Zero Gee	4	Teleportation	4

MAGNAR CHRON
マグナー・クロン

Slated from clone-birth to be a leader, High Colonel Magnar Chron always excelled in the art of second-guessing the enemy. Intensely studying his foes in order to learn their reactions, patterns and quirks, he would then turn this knowledge to Imperial use.

His strategic style could best described as implacable: Once given a mission to complete, he would devote every waking hour (and much of his subconscious time) to accomplishing that mission. Never one to be squeamish, he would willingly order the sacrifice of every soldier under his command if it was required to complete a mission.

In defending Imperial holdings from Terran starcruisers, Chron tackled his mission with typical thoroughness. Using reports from raided outposts to estimate the penetration range of Terran ships, he calculated where the attackers would be most likely to strike next and sent his fleet to intercept them. In the end, he caught almost all of Terra's starcruisers; those that escaped fled home to lick their wounds. Only the *Galant* eluded Chron, which infuriated him to no end; he devoted almost all of his time to catching the elusive starship, until he was recalled by Imperial Command to defend against the approaching Terran invasion force.

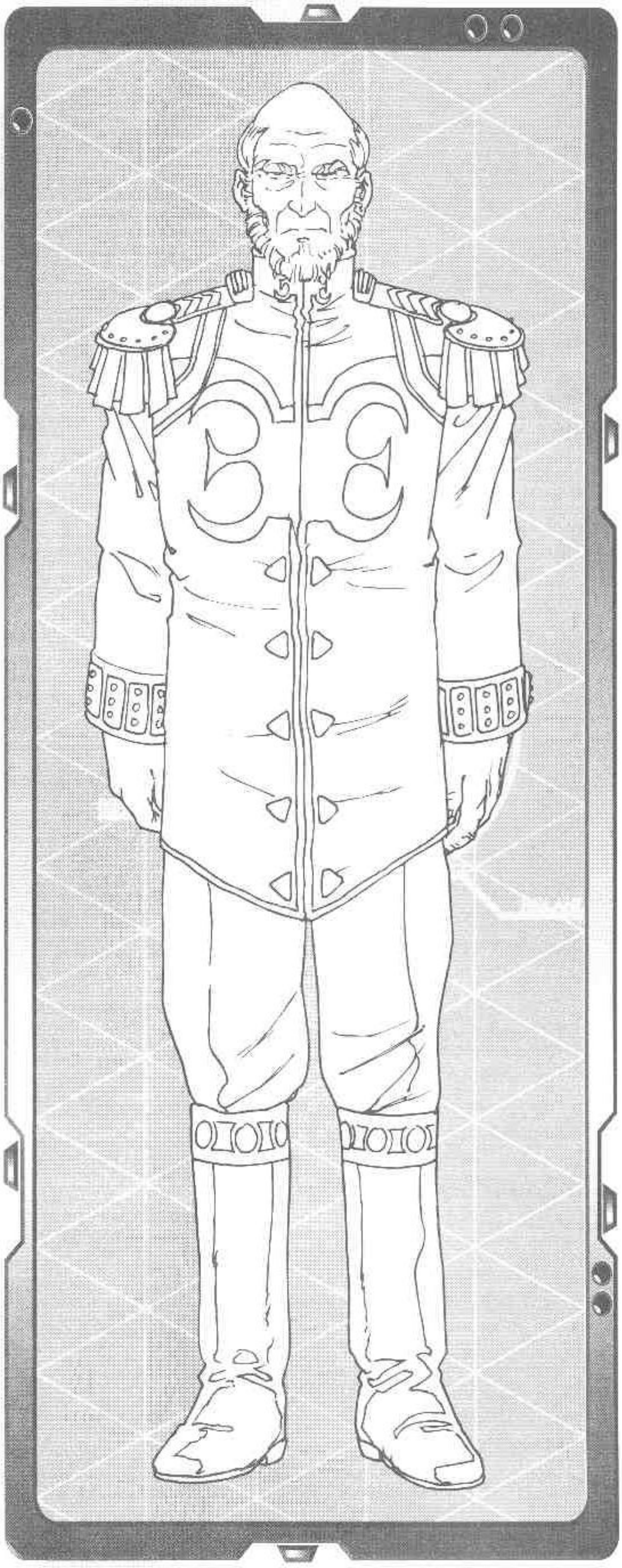
Meanwhile, High Colonel Jevex Giraan's assault fleet was raining heavy punishment upon Terra; if Chron had been commanding a similar fleet at the same time, the Terran war effort could have been dealt a severe blow. Even so, Colonel Chron's defensive campaign reduced raiding damage by at least 60%.

Personality: Magnar Chron is a cool, calculating man, but prone to obsession. He is terse with nearly everybody, being too busy to be bothered with the lesser details of life (such as other people, etc.).

Profession/Template	Age
Military General	Apparent: 60

CHARACTER STATS			
10	INTELLIGENCE	8	Education
8	COOL	20	Stability
5	REFLEXES	15M	Run
5	ATTRACTIVENESS	1M	Jump
6	EMPATHY	-	Anime Leap
3	TECH ABILITY	6	Stun
6	LUCK	60KG	Lift
5	MOVE ALLOWANCE	4	EV
6	BODY TYPE	20M	Throw
0	PSI POTENTIAL	0	Psi Points

CHARACTER SKILLS			
SKILL	LVL	SKILL	LVL
Awareness	6	Rifle	3
Aircraft/Shuttle Pilot	2	Survival	3
Blade	1	Zero-Gee	3
Dodge & Escape	1	Hand-to-Hand	3
Expert: Strategy	9	Interview	2
Handgun	2		
Human Perception	5		
Interrogation	6		
Intimidate	4		
Leadership	8		



TERRAN PDF SOLDIER

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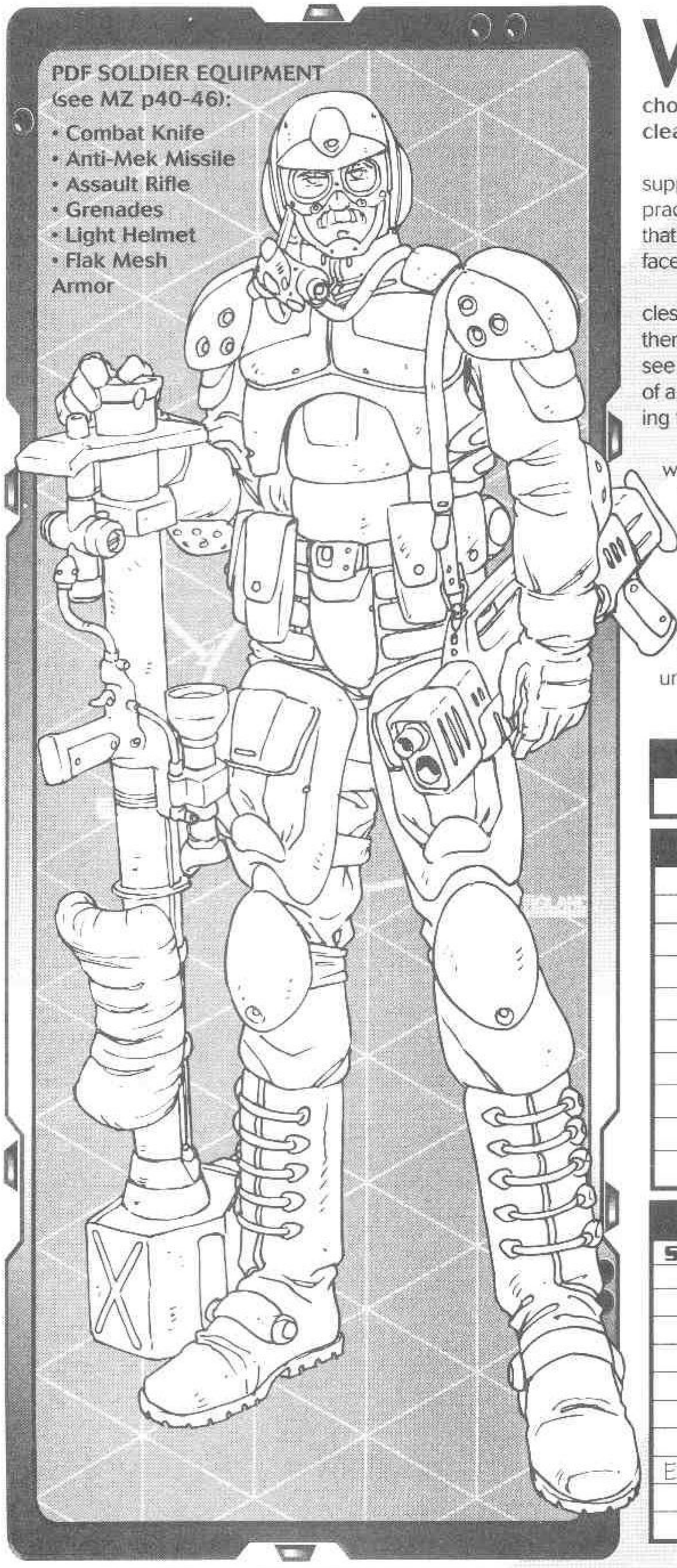


With an entire **planetary population** to choose from (in addition to **orbital habitat and colonial** populations), the Terran **Planetary Defense Force** could afford to be choosy about **its soldiers. With a 77%** wash-out rate, the PDF clearly was **not for everyone.**

Once in, PDF members usually found themselves stationed in (and supplied by) the same regions from which they were recruited. This practice hardly represented a change from the standing national armies that the UNWO had been created to abolish, and in fact, it flew in the face of the PDF's charter.

PDF forces were deployed in battalions of 300 soldiers (or 40 vehicles). Battalions were further split into 100-man (13 vehicle) companies, themselves split into platoons and squads (for Tables of Organization, **see the sidebar** on page 6). At the unit level, a PDF fire team consisted of a half-squad: Five soldiers trained to work, live, and fight as one, making them ideally flexible units for tactics, firepower and support.

Of the five soldiers in a fire team, one was armed with a heavy weapon of some sort (a machinegun, auto grenade launcher, or clip-fed missile launcher), while the other four carried assault rifles and sometimes one-shot anti-armor missiles (popular equipment following the Imperial invasion). All soldiers in a fire team carried rapid-fire individual combat weapons and supply packs, and were protected by hybrid-material body armor.

Note: The statistics below represent the "average" soldier fielded by the PDF (Soldiers from elite forces, such as PDF anti-terrorist units, often have greater capabilities)

Profession/Template	Age
Soldier	Average 24

Character Stats			
5	**INTELLIGENCE**	3	Education
7	**COOL**	18	Stability
7	**REFLEXES**	21m	Run
5	**ATTRACTIVENESS**	1.75m	Jump
4	**EMPATHY**	-	Anime Leap
5	**TECH ABILITY**	6	Stun
5	**LUCK**	60kg	Lift
7	**MOVE ALLOWANCE**	4	EV
7	**BODY TYPE**	20m	Throw
0	**PSI POTENTIAL**	0	Psi Points

Character Skills

Skill	Lvl	Skill	Lvl
Athletics	2	Hand-to-Hand	3
Autoweapons	3	Rifle	4
Awareness	4	Stealth	2
Basic Repair	1	Survival	4
Blade	2	Shadow/Avoid Pursuit	1
Dodge & Escape	3	Swimming	1
Driving	2	Zero Gee	1
Expert: Heavy Weapons	3		
First Aid	2		
Handgun	2		

IMPERIAL WARRIOR

ていこくのへいし

Nearly all Imperials were clones of superior soldiers. Some progenitors were lost in the distant past, while others were more recent—for example, Magnar Chron's clone-ancestor commanded the conquest fleet sent to the Milky Way galaxy.

Should an Imperial warrior demonstrate abilities which place him above his brethren, he would be gene-matched with a similar success of opposite gender so that they might breed. Their children would be observed, and any truly superior specimens would become progenitors for new clone lines—the ultimate hope and goal of any Imperial.

Normal clones were gestated in vitro and speed-grown to physical maturity (age 22 in Terran terms), which took around 70 hours. During this time, the sensory-deprived clones would be connected to a neural education matrix (a complex merging computer technology and organic brain materials) for programming.

The matrix poured data into each clone's cortex through a sustained dream state. First would come neural and physical feedback exercises, then the growth of calluses would be stimulated (this was necessary for the immediate use of weapons and armor—if the extreme sensitivity of the clones' newborn skin was not reduced, even pushing a button would cause pain, and would impair performance). Next, the tenets of Imperial culture and society would be taught, and finally the clones would be trained in their eventual occupations. The finishing touches would make the clones masters of their crafts.

Using this frighteningly efficient process, an Imperial clone-factory could produce 1,000 seasoned, physically-fit warriors in 72 hours. Luckily for Terra, clone factories were considered too valuable (and cumbersome) to be sent along with the Imperial invasion fleet.

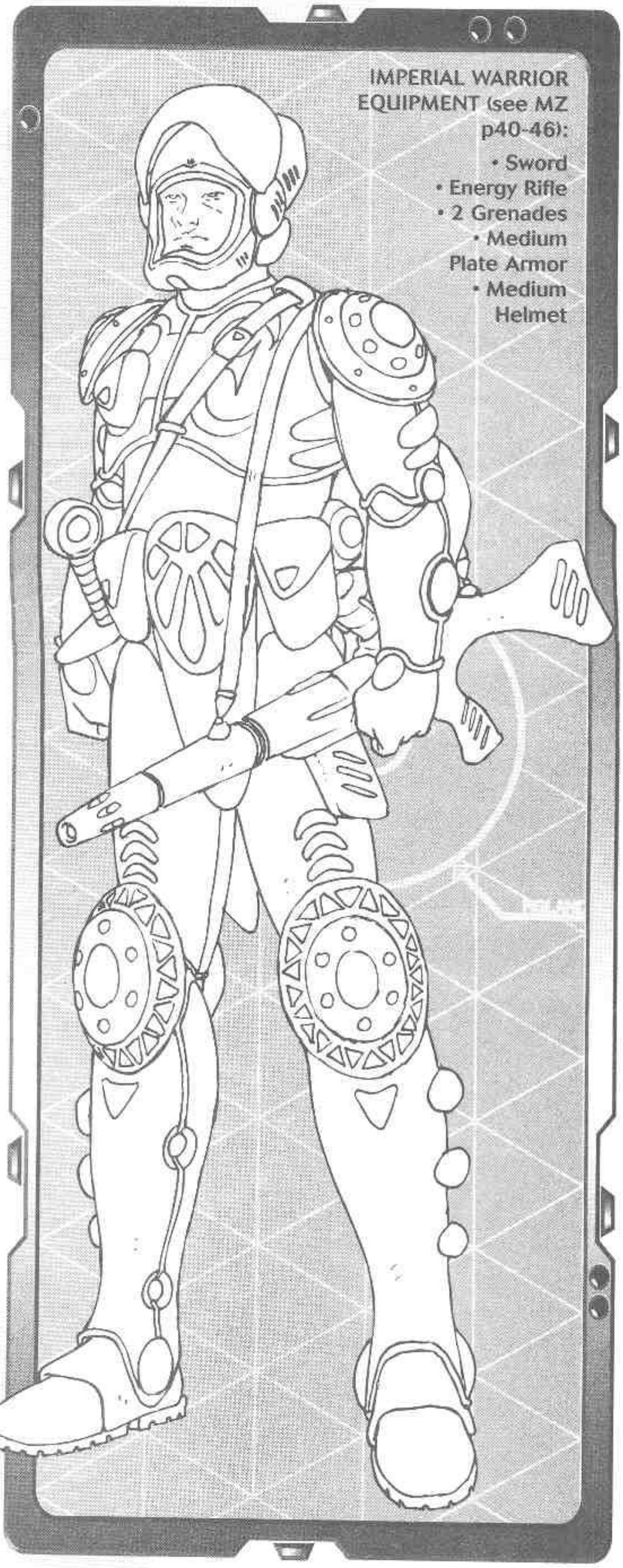
PROFESSION/TEMPLATE	AGE
SOLDIER/MECHAJOCK	APPARENT: 22

CHARACTER STATS

4	INTELLIGENCE	3	Education
8	COOL	20	Stability
10	REFLEXES	24M	Run
5	ATTRACTIVENESS	2M	Jump
4	EMPATHY	-	Anime Leap
3	TECH ABILITY	8	Stun
5	LUCK	120	Lift
8	MOVE ALLOWANCE	8	EV
10	BODY TYPE	30M	Throw
0	PSI POTENTIAL	0	Psi Points

CHARACTER SKILLS

SKILL	LVL	SKILL	LVL
AWARENESS	4	SURVIVAL	3
AUTOWEAPONS	5	ZERO-GEE	3
BLADE	2	SWIMMING	2
DODGE/ESCAPE	4	MECHA PILOT	5
FIRST AID	2	MECHA FIGHTING	4
HANDGUN	2	MECHA MELEE	4
HAND-TO-HAND	4	MECHA GUNNERY	5
RIFLE	5	MECHA MISSILES	5
STEALTH	2		
SHADOW & AVOID	2		

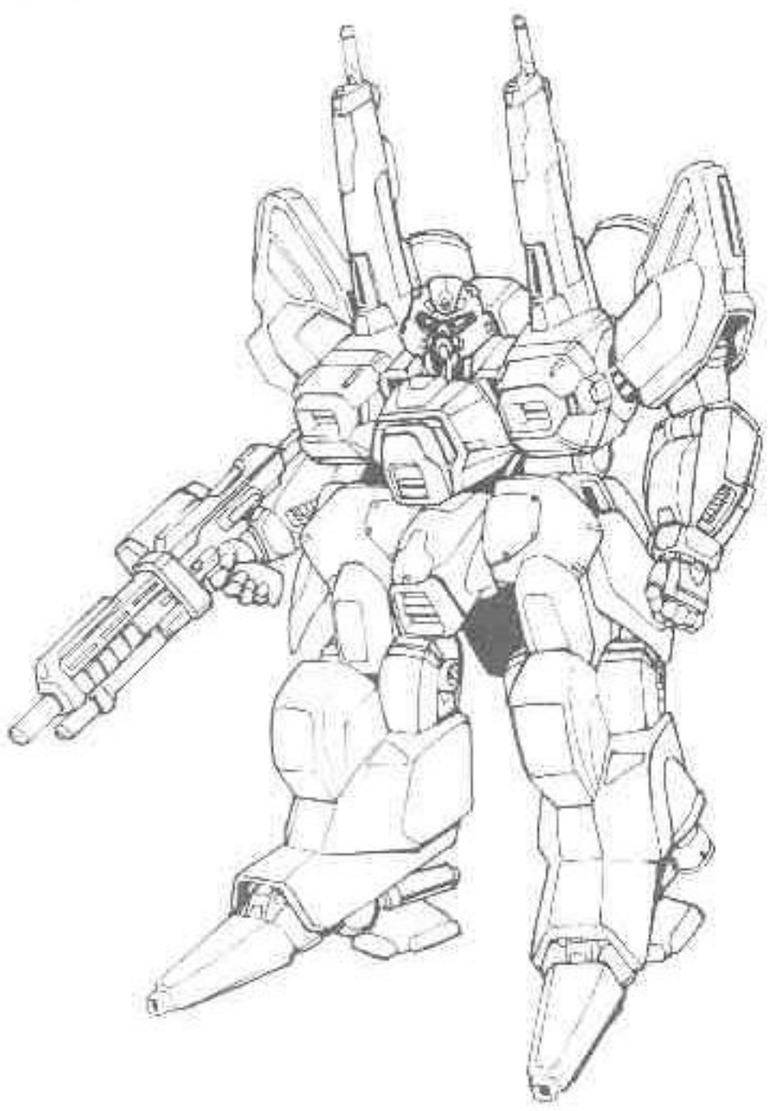


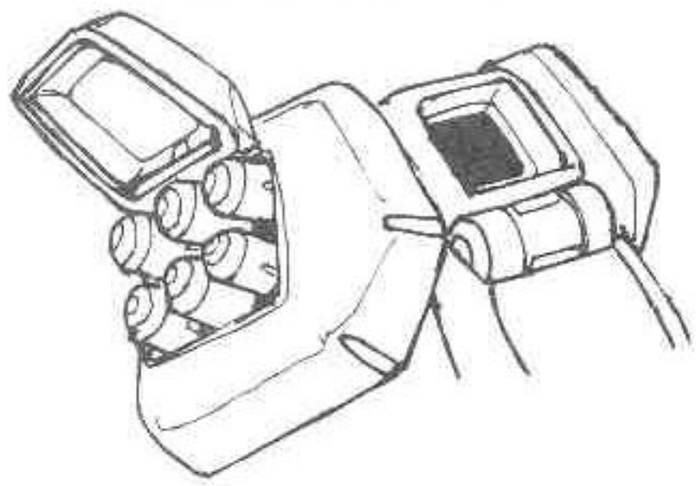
IMPERIAL WARRIOR EQUIPMENT (see MZ p40-46):

- Sword
- Energy Rifle
- 2 Grenades
- Medium Plate Armor
- Medium Helmet

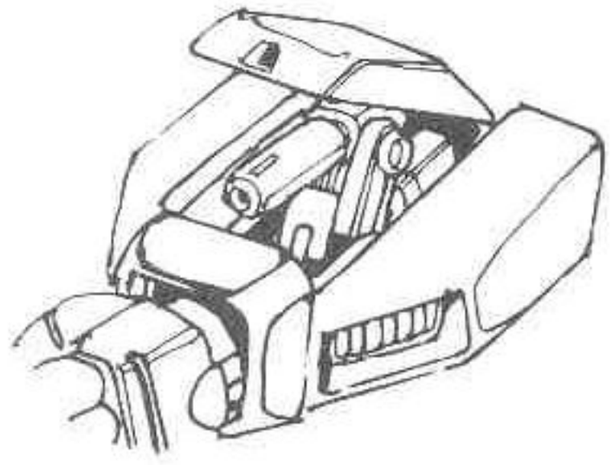
TERRAN "RAPIER" SERIES

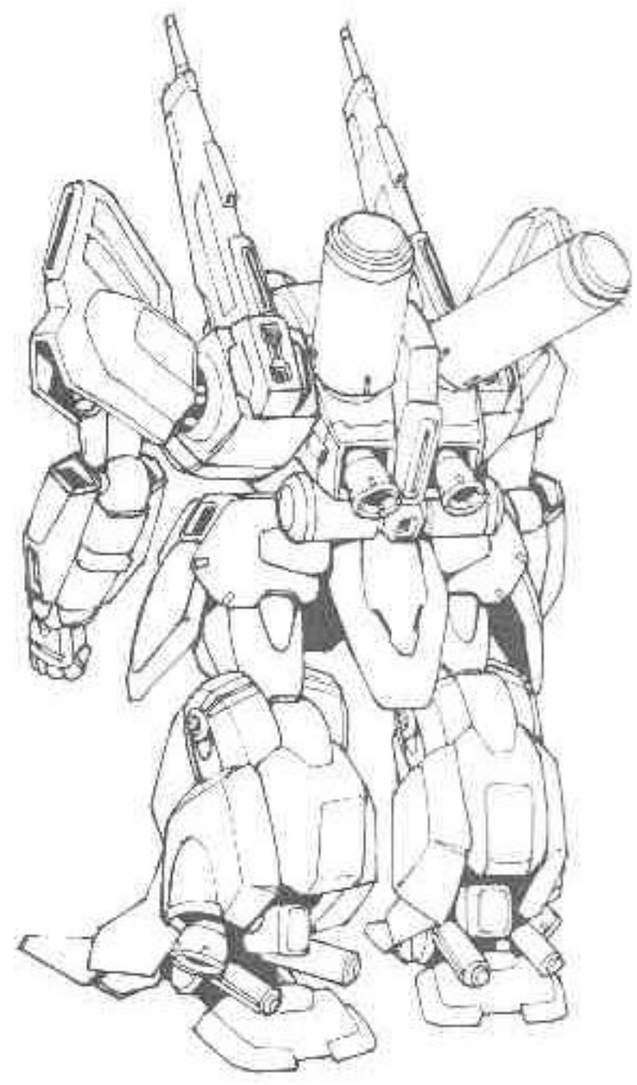
ちきゅうのレイピアーのシリーズ





Weapon Bays





RAPIER ZERO

HEIGHT (METERS):
• 17.8
FULL EQUIPMENT WEIGHT (TONS):
• 58.85
THRUSTER GEAR RATING (TONS):
• 66.2
TOP SPEED (KPH):
• 162
ARMAMENT:
• Heavy Autocannon x1 (Handheld)
• Autocannon x2 (Linked)
• Missile Bay x2
• Laser Gun x2

The Rapier Zero was the first Terran mecha to be constructed using stolen Imperial technology. The brainchild of Dr. Marcel Graves, it was seen as the first all-purpose Terran warmachine—a unit capable of filling the roles of air superiority, ground and space combat, construction and reconnaisance.

It was first trumpeted as being able to replace the aging Talos Main Battle Tank and Warhawk atmospheric fighter. This would have been a dream come true for any supply officer—a single vehicle that could fill all functions! At the time, there was no opportunity to test these claims, since the first Rapiers assembled were rolled off the hidden construction lines and were sent directly into combat with the Imperial invaders. To its credit, the hastily-designed and hastily-built mecha, when rushed into the field, proved themselves worthy against enemy Gorgons and Furies. The Rapier fared somewhat less well against the more agile (and fearsome) Medusa; a Rapier could fight a Gorgon on its own terms and win more often than not, but thanks to superior maneuverability and heavy firepower, the Medusa could outmaneuver and destroy a Rapier with one quick thrust of its paired beam swords. Dr. Graves and his design team resolved to rectify this as soon as they could.

The operational lifespan of the Rapier Zero was the shortest of any main battle unit in recorded military history. Deployed in late summer, it was obsolete and discontinued by late winter. Still, within this time, the Rapier Zero served well enough to manage a 2.3:1 kill ratio, even with less-experienced pilots at the controls.

In retrospect, the Rapier Zero was not all that its designers claimed. There was no way that it could outrun or outgun the Warhawk at range, and the Talos outstripped it in firepower and survivability. Still, it proved to be a sturdy and useful battle platform, with a great deal of tolerance for improvements and conversions (including numerous field modifications introduced by combat pilots and field engineers).

多次元機甲戦士道 メクトン

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Humanoid Mekton	-5		4 Hexes	9 Hexes

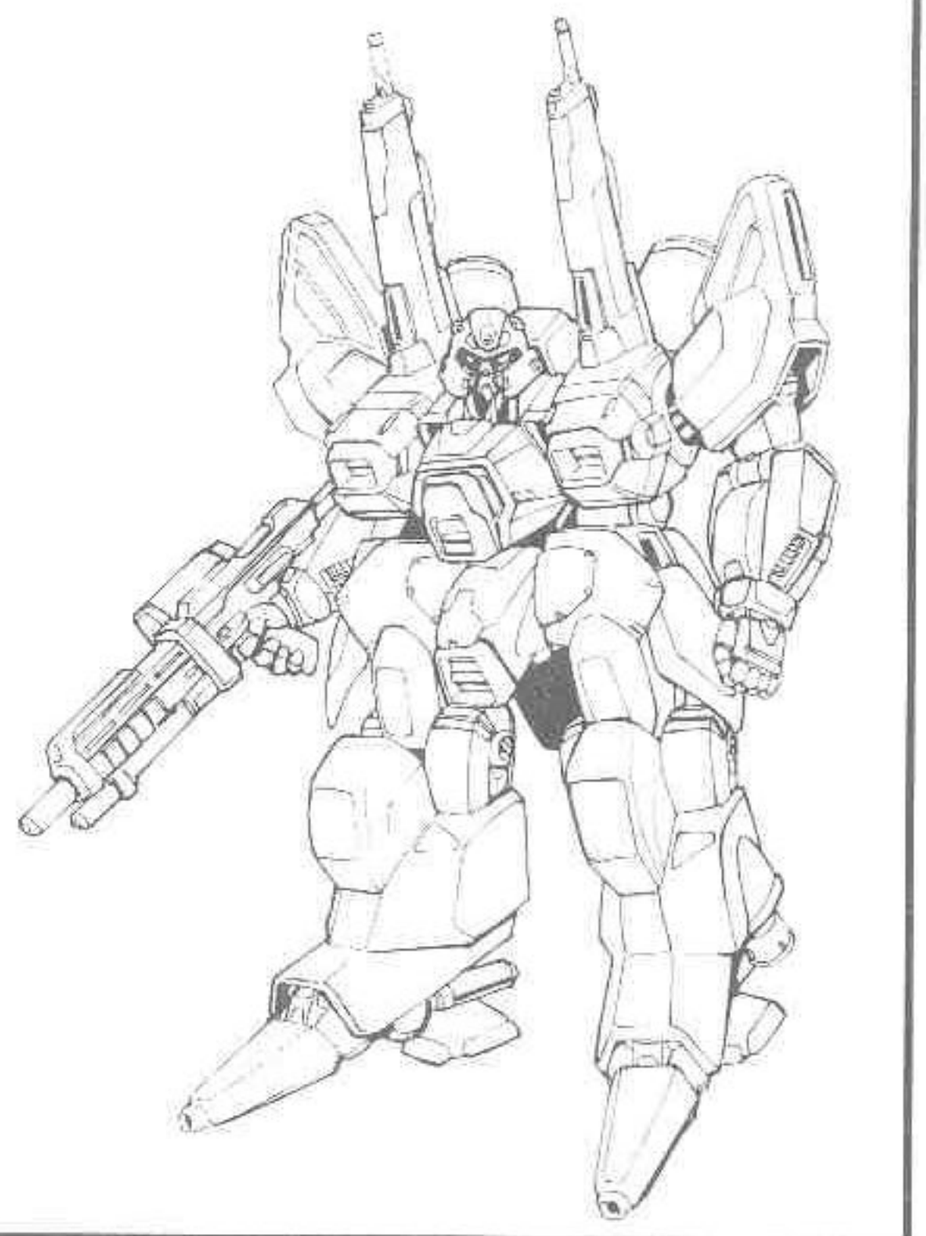
Maneuver Pool +0

Mecha Combat Skills

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

Main Systems

Powerplant XS:	1



Mecha Profile

Name	Weight	Cost
Terran Mekton "Rapier Zero"	58.85t	161.9

Command Armor, Armor & Servos

Servomodule	CA-SP	CA-DC	CA-ABC	SP	DC	ABC	Kills	Add+
Head	-	-	-	5	1	-	4	-
Torso	-	-	-	5	1	-	12	-
R. Arm	-	-	-	5	1	-	6	+1
L. Arm	-	-	-	5	1	-	6	+1
R. Leg	-	-	-	5	1	-	8	+3
L. Leg	-	-	-	5	1	-	8	+3
Pod	-	-	-	5	1	-	0	-
								-

Subassemblies

Cockpit	# Crew	Type	Enc.	Options
Torso	1	Screen	Armored	E-Pod

Subassemblies	Loc	K
Linkage (Autocannons)	T	-
Liftwire	T	-
2 Spotlights	H	-
Antitheft Codelock	T	-
2 Micromanipulators	Arms	-
1000km Fuel (+5.35t)	Pod	-

Movement Systems

Movement System	Loc	Kills
Main Thrusters (3 MA)	T	0
Sub-Thruster (3 MA)	RL	0
Sub-Thruster (3 MA)	LL	0

Sensors

Sensors	Main	Backup	
Loc	Head	Head	
Range	7km	1km	
Comm	1000km	300km	
Kills	2	2	
Notes			

Shielding

Shield	DA	SP	DC	ABC	Loc	Notes
-						

Armament

Weapon	WA	Range	Damage	Shots	Kills	Loc	Notes
Right Hand	+0	Melee	1+1K	-	1	RA	Quick, Handy
Left Hand	+0	Melee	1+1K	-	1	LA	Quick, Handy
Laser Gun	+0	7	3K	∞	3	RA	-
Laser Gun	+0	7	3K	∞	3	LA	-
Missile Bay	+0	9	7K	6	3	RL	-
Missile Bay	+0	9	7K	6	3	LL	-
Autocannon	-2	4	2K	10 b	2	T	Linked, BV8
Autocannon	-2	4	2K	10 b	2	T	Linked, BV8
Heavy Autocannon	-1	7	6K	10 b	6	2-H	BV4
2 Autocannon Reloads	-	-	-	10 each	-	-	On rear skirt

Remote Information

Control Multiple	Control	Operation

Servos & Armor	Weapons

Other Systems

Weight	MV	MR	MA	Skill	MA	Accel	MP

RAPIER ONE

HEIGHT: 17.8m
WEIGHT: 55.85t
THRUST: 66.2t
SPEED: 167kph
ARMAMENT:
- Heavy Autocannon x1 (Handheld)
- Autocannon x2 (Linked)
- Missile Rack x2

RAPIER: RAPIER ONE

The biggest problem with the Rapier Zero was that the Medusa could beat it two times out of three; the Rapier's missiles were almost useless against the Medusa's armor, the Rapier Zero was slower and less agile than the Medusa, and its armor was inadequate against the Medusa's linked beam swords. Improvements had to be made. Captured Medusas provided data on that mecha's capabilities, and the Rapier's modifications were designed to counter the Medusa (figuring that if it could beat the Medusa, then it could beat the Gorgon, too).

The basic Rapier proved, in the end, to require only minimal modifications to meet this challenge. The leg missile racks were removed to free up space for extra maneuvering verniers. The unit was sealed and modified for the rigors of space, and the torso armor was upgraded to maximum capacity. The result, the Rapier One, was so encouraging that it was immediately declared the centerpiece of the PDF's armor forces, and became the base unit for almost every Rapier variant.

RAPIER DUELLIST

HEIGHT: 17.8m
WEIGHT: 55.85t
THRUST: 66.2t
SPEED: 165kph
ARMAMENT:
- Beam Sword x1 (Handheld)
- Autocannon x2 (Linked)
- Missile Rack x2
- Shield x1

RAPIER: RAPIER DUELLIST

The Duellist class began as a field modification. Frustrated by repeated melee battles with Medusas (and not a few Gorgons equipped with melee weapons), Lieutenant Robert Chin took a captured beam sword, discarded his autocannon, had his crew chief knock together a huge shield, and went out to dice the next Medusa that tried to get too personal. The design caught on, and squadrons were issued the necessary equipment to retrofit their normal Rapiers into Duellists when the tactical situation demanded it.

The Duellist Rapier was usually flown by specially-trained pilots (the average Rapier pilot's mecha melee skills were normally less that sterling), and filled the dual roles of melee defense and attack, moving swiftly to counter-attack enemy charges (normally against Medusas), or charging forward themselves to assault the enemy—a tactic best used against Gorgons, which weren't designed for close-ranged combat.

RAPIER 3MP

HEIGHT: 7.8m
WEIGHT: 14.25t
THRUST: 235t
SPEED: 1,346kph
ARMAMENT:
- None

RAPIER: 3MP MECHARIDER

When the Rapier was first proposed, the point was made that it was a remarkably short-ranged vehicle—after all, even small aircraft could cruise over 1,000 km, the range the Rapier was saddled with. Since, at the time, the unit was supposed to be deployed against terrestrial targets, this point was ignored.

Once the war moved into space, however, the problem came back with a vengeance. In space-combat terms, the Rapier just didn't have enough fuel or thrust to be considered anything more than a slow, short-ranged fighter. Something had to be done about it. Various suggestions were made, but the most reasonable proposed giving the man-shaped Rapier a big MMP similar to those used by space personnel on EVA.

The result was the Mekton Movement and Maneuver Pack—the extra thruster fit neatly over the Rapier's existing backpack while still allowing the main thrusters to function. It was easy to make and was soon issued in great quantities. Strangely, the Imperials never really emulated its deployment; some elite units used similar packs, but for the most part the Imperials continued to depend on spaceships and shuttle carriers to move their combat units over long distances.

MEKTON VARIATION — TERRAN MEKTON "RAPIER ONE"

COST 196.75 **WEIGHT** 55.85 **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid Mekton	-3		4 Hexes	9 Hexes					

Notes: Remove leg missiles & lasers. Add +1 Verniers to each leg. Move back-up sensors to torso. Add space environment protection. Upgrade torso armor to SP7.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Torso Armor	LH	-	-	-	-	-	7	1	-	+2SP to base 5	T	7	-	-	+2
+2 Verniers	-	-	-	-	-	-	-	-	-	-2 Spaces efficiency	R/LL	-	1CP	4/4	1, x0.2
Back-Up Sensors	-	-	-	-	-	-	-	-	-	-2 Spaces efficiency	T	-	1CP	0	1
Space Env.	-	-	-	-	-	-	-	-	-	-	-	-	-	-	x0.05

MEKTON VARIATION — TERRAN MEKTON "RAPIER DUELLIST"

COST 207.9 **WEIGHT** 55.85 **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid	-3		4 Hexes	9 Hexes					

Notes: Rapier One variant. Remove heavy autocannon, add 10-Kill Energy Melee Weapon and 8SP, DA-0 Beta Shield.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Beam Sword	-	+1	-	10K	∞	2	-	-	-	-5 Spaces efficiency	1H	10	2.5	5	12.5
Shield	MS	-0	-	-	-	-	8	4	-	-	LA	12	-	1	12

MEKTON VARIATION — TERRAN 3MP MECHARIDER

COST 49 **WEIGHT** 14.25 **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Mecharider	-3		-	22 Hexes					

Notes: While not an actual Rapier variant, this mecharider is shaped like a huge backpack which is designed to fit over the rapier's normal back-mounted pod. Can carry up to 71.25 ton mecha.

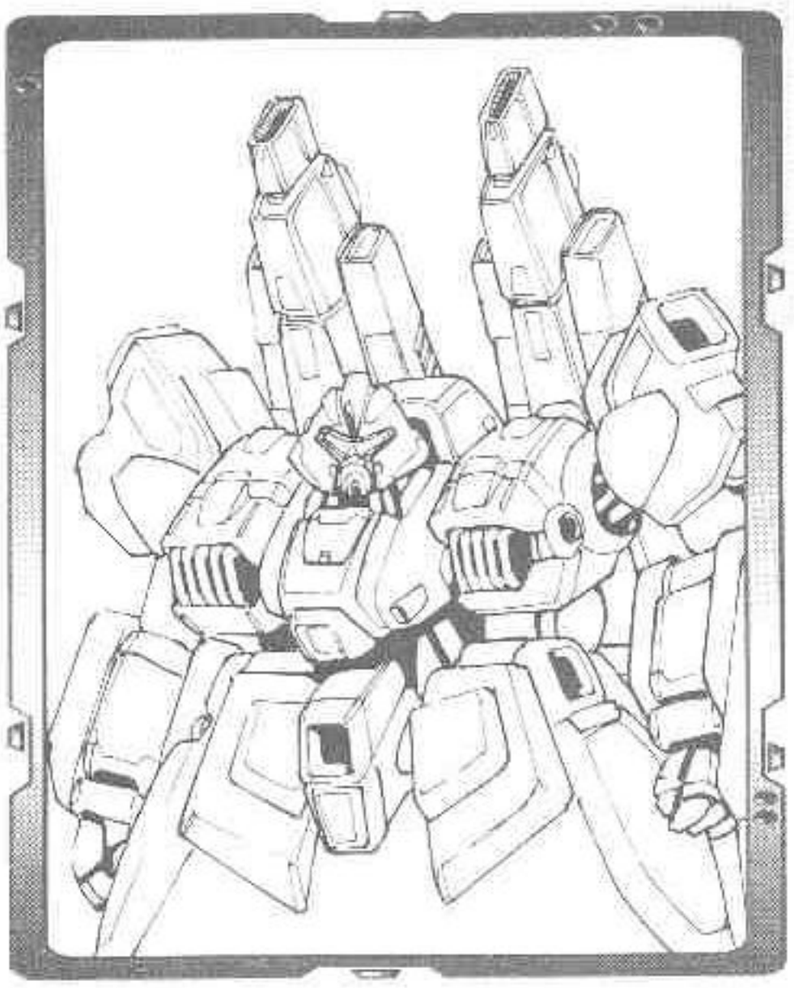
System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Torso	MW	-	-	-	-	12	-	-	-	-	-	12	-	-	12
Armor	LH	-	-	-	-	-	7	1	-	Standard Armor	T	7	-	-	7
Thrusters	-	-	-	-	-	-	-	-	-	39.2 tons (2.75 Gs)	T	11.8	3.5	4.8	15.3
Fuel	-	-	-	-	-	-	-	-	-	5000km	T	8	4.4	7.2	12.4
Space Env.	-	-	-	-	-	-	-	-	-	Protection	-		-	-	x0.05

SUPPORT RAPIER
HEIGHT: 18.9m
WEIGHT: 66.45t
(missiles 62.28t)
THRUST: 66.2t
SPEED: 144kph
ARMAMENT:
• Heavy Autocannon x1 (Handheld)
• Missile Rack x2
• Mass-Driver Cannon x2 (Linked)
-or-
• Missiles x2 (Linked)

RAPIER: SUPPORT RAPIER

The twin autocannons mounted on the Rapier Zero's shoulders invited this second-most-manufactured variant. The Rapier One's shoulder cannons were removed and a pair of weapons mounts were affixed in their place. This allowed the Rapier to carry the heavy artillery necessary to back up its less-heavily armed compatriots, albeit with less maneuverability. Considering the firepower boost, the slight loss of mobility was considered acceptable.

The beauty of the shoulder mounts became immediately apparent. With them, the Support Rapier's armament package could be changed in a matter of minutes, from heavy mass driver cannons to missile launchers. (The missile configuration listed here is the most popular type. There are many others, including barrage missiles, smoke missiles, cruise missiles, and anti-ship torpedos). In addition, the Support Rapier retained the rest of its weaponry, and could fight almost as well as any of the normal Rapiers, including the provision to outfit it as a Support Duellist model (this was later scrapped, since the best Support pilots tended to develop crack marksmanship rather than sword and-shield competence).



RAPIER: RAPIER FIVE

Thanks to captured Imperial mecha designs, it was eventually possible to switch the Rapier to an entirely energy-based weapons suite, powered by an Imperial-style fusion powerplant.

The finished prototype was hailed as a complete success. It combined all the Rapier's dependability and sturdiness with the independence of energy-based systems; the only weapons that needed reloading were the missile launchers. The Five's advocates gleefully extolled the virtues of not having to haul ton upon ton of autocannon ammunition in the mecha carriers.

On the other hand, its critics pointed out that for every three model Fives, four model Ones could be manufactured. They also pointed to the fragility of the new energy systems, and to the relative difficulty of maintenance. When the argument was settled, the model Five went into limited production—one model Five for every four model Ones.

HT 18M, WT 53.85T, 66.2T THRUST, MAX SPEED 177KPH
ARMAMENT: BEAM RIFLE X1, BEAM GUN X2, MISSILE RACK X2, BEAM SHIELD X1.

COSMO DEFENDER RAPIER
HEIGHT: 18.4m
WEIGHT: 65t
THRUST: 73t
SPEED: 164kph
ARMAMENT:
• Beam Sword x1
• Beam Shield x1
• Beam Rifle x1
• Beam Cannon x1
• Beam Blaster x2 (Linked)
• Missile Rack x2 (Linked)

RAPIER: COSMO DEFENDER RAPIER

As the first pilot of the Rapier Zero, Donchoi Yuh earned the mantle of the premier test pilot for new designs and modifications made by Dr. Graves and his team. His "personal" Rapier went through various guises as Dr. Graves tested new ideas—stealth modes, new weapons configurations, different electronics, even an experimental reconfiguration mode which allowed his Rapier to transform between humanoid and fighter forms. The joke aboard the *Galant* was that each morning it was customary to stroll back to the mecha bay and see what Donchoi's Mekton looked like that day.

Most of the modifications proved less than useful. Colonel Lars Kandrax' obsession with Donchoi Yuh placed the young Terran in considerable danger every time he left the ship, so those modifications which provided extra offensive and defensive capabilities remained. The final variant, the "Cosmo Defender," featured reinforced external armor with added shields and weapons, as well as improved electronics and missiles. This is the model Donchoi took into the Battle of Barnkran.

MEKTON VARIATION — TERRAN MEKTON "SUPPORT RAPIER"

COST 227.2 **WEIGHT** 66.45 **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid Mekton	-4		3 Hexes	8 Hexes					

Notes: Rapier One variant. Remove twin autocannons and add linked shoulder weapon mounts.

Weapon configuration #1: Twin massdriver cannons.

Weapon configuration #2: Twin missile launchers (mass = 62.28 tons, cost = 217.25 CP)

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Mass Driver	-	+0	9-81	9K	-	9	-	-	-	Hypervel, Linked	WM	11.3	-	11.3	11.3
Mass-Driver	-	+0	9-81	9K	-	9	-	-	-	Hypervel, Linked	WM	11.3	-	11.3	11.3
HE Ammo	-	-	-	-	30e	3	-	-	-	-	T	3.4	-	3.4	3.4
AP Ammo	-	-	-	-	10e	1	-	-	-	-	T	4.5	-	1.1	4.5
-or-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Missiles	-	+2	9-81	7K	10	5	-	-	-	Linked	Wm	11.2	-	11.2	11.2
Missiles	-	+2	9-81	7K	10	5	-	-	-	Linked	WM	11.2	-	11.2	11.2

MEKTON VARIATION — TERRAN MEKTON "RAPIER FIVE" (mega-advanced weapons system)

COST 265.4 **WEIGHT** 53.85 **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid	-3		4 Hexes	10 Hexes					

Notes: Rapier One variant. Move left arm missiles to torso, remove heavy autocannon, replace twin autocannons with linked beam guns. Add beam rifle and beam shield.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Beam Rifle	-	+1	10-100	10K	∞	6	-	-	-	Handheld	1-H	9	2	6	11
Beam Gun	-	+0	6-36	2K	∞	2	-	-	-	Linked, BV8	T	13.5	4.8	4	18.2
Beam Gun	-	+0	6-36	2K	∞	2	-	-	-	Linked, BV8	T	13.5	4.8	4	18.2
Missile Rack	-	-	-	-	-	-	-	-	-	Moved to Torso	T	-	2	2	+2
Beam Shield	-	-1 / -1	-	- / 8K	∞	2	(8)	-	-	Variable	LA	24	9.5	5	33.5

MEKTON VARIATION — TERRAN MEKTON "COSMO DEFENDER RAPIER"

COST 795.6 **WEIGHT** 59 / 65 **MANEUVER POOL** +167% **APT**

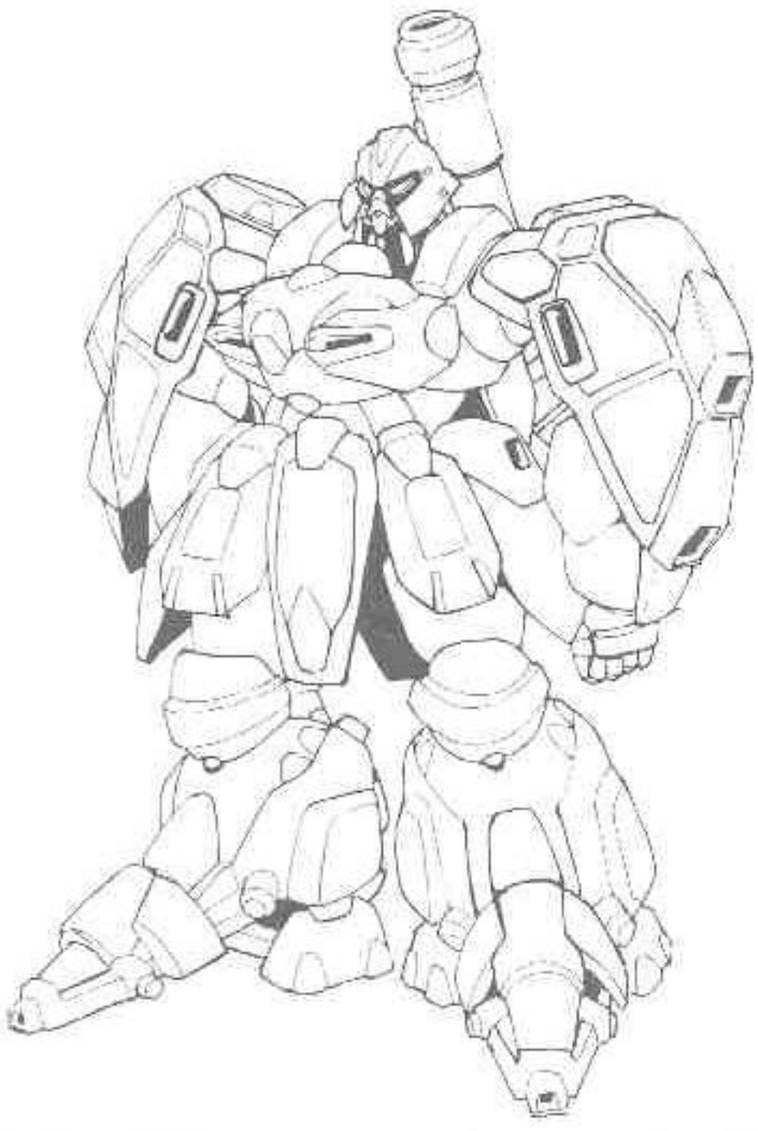
Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid	-1		4 Hexes	9 Hexes					

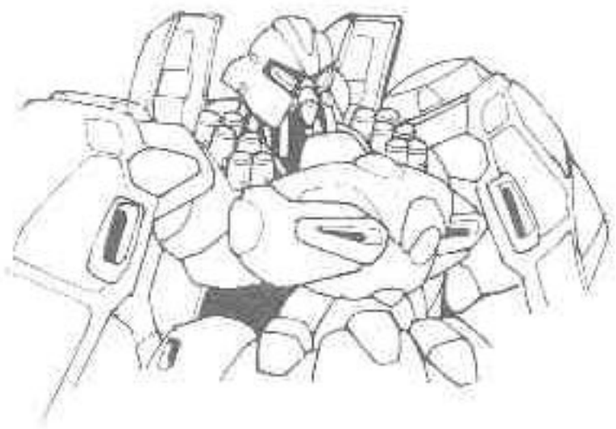
Notes: Rapier One unique variant. Add command armor to torso & arms. Remove all autocannons & missiles. Add +2 verniers (+1 in each leg). Add missiles and beam blasters to torso and handheld beam rifle & beam sword. Add ACE and reflex controls. Torso command armor contains CA verniers and beam cannon. Arm command armor contains CA verniers and beam shield (left only).

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Torso C-Armor	MW	+1	18-324	20K	WU=2	1	6	1	-	Cannon & Verniers	T	39	7.5	6	46.5
Arm C-Armor x2	HS	DA=0	-	8SP	-	2	3	1	-	Verniers, L. Beamshield	R/LA	66	21	3e	87
Missiles x2	-	+1	12-144	5K	20e	7e	-	-	-	Linked	T	35.5	22.5	4e	58
Beam Blaster x2	-	+0	6-36	2K	∞	2e	-	-	-	Linked	T	27	9.5	4e	36.5
Beam Rifle	-	+1	10-100	6K	∞	6	-	-	-	BV4, Var A-Miss	1H	40.5	17.2	6	57.75
Beam Sword	-	+2	-	10K	∞	2	-	-	-	Quick	1H	30	12	6	42
									-						

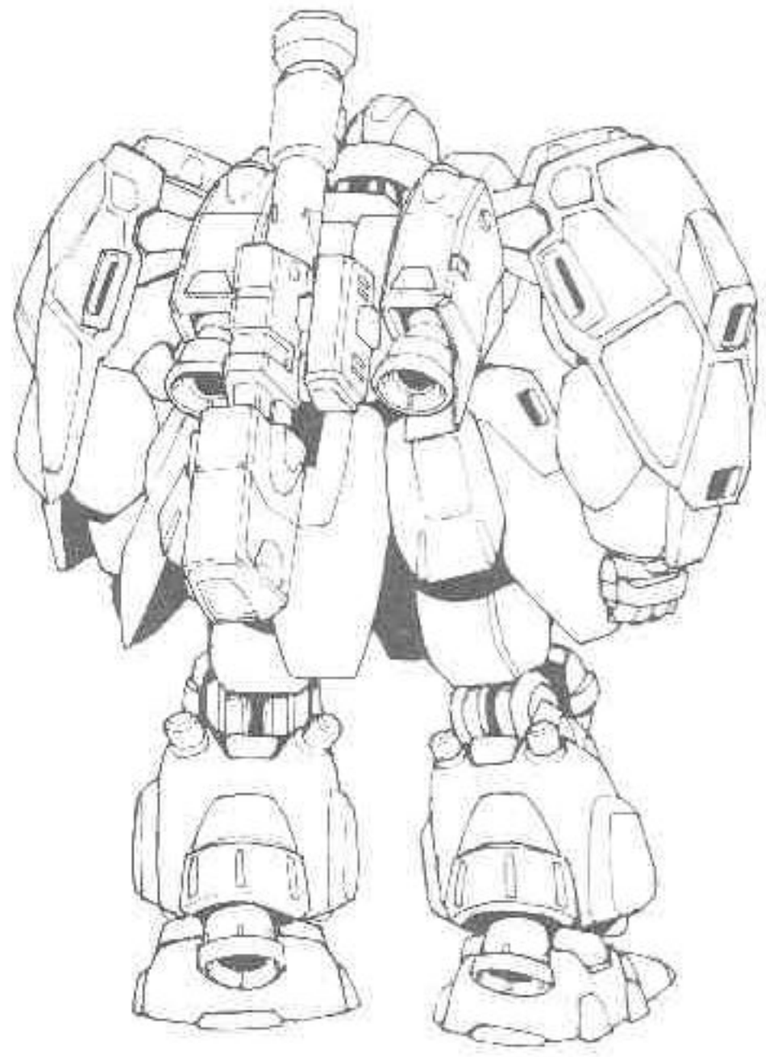
IMPERIAL "GORGON" SERIES

ていこくのゴーゴンのシリーズ





Shoulder Rocket Bays



GORGON

HEIGHT (METERS):
• 22.5

FULL EQUIPMENT WEIGHT (TONS):
• 75.35

THRUSTER GEAR RATING (TONS):
• 76.9

TOP SPEED (KPH):
• 144

ARMAMENT:
• Autocannon x1 (Handheld)
• Bazooka x1 (Handheld)
• Rocket Launcher x2 (Linked)

The Gorgon is the best-known and foremost face of the Imperial invasion force. The most heavily-used warmachine in the entire Imperial arsenal, its ominous visage has become synonymous with the threat of extra-terrestrial hostility. Stationed at every base, floating around every warship, the Gorgon is the ubiquitous symbol of the militaristic Empire.

The Gorgon assault mecha is firmly ensconced in Imperial culture, the end product of countless years of Imperial design and improvement. It was the first mecha clearly seen and examined by Terrans, encountered in the space battles near Terran colony worlds. The image of the green goliath was molded into an icon for the Imperial invaders by the media.

At first, it seemed that the Gorgon was fully as fearsome as its appearance and subsequently-generated reputation. It could be hit by weapons fire and not seem to notice. It was huge, towering over houses, incapable of concealment behind anything short of a skyscraper. It could even fly, lifting ponderously on pillars of blue flame to whistle through the air and bring destruction with its blazing autocannon, rockets or the massive bazooka that looked even taller than the Gorgon itself.

Among the Terran defenders, this impression was soon dashed to bits. True, the Gorgon was huge, impressive and hard to kill. But it was also clumsy, slow and almost completely ineffectual against men on foot—those were its deadliest enemies. It was soon discovered that a Terran soldier armed with an anti-tank missile could sorely damage a Gorgon and the brute could do little in response. A squad of men with such missiles could make short work of this Mek. It turned out that the Gorgon's armament was well laid-out to deal with other mecha—after all, they easily trashed most of the PDF Guardians—but was ill-suited to handle small targets, such as PDF guerrillas and Minuteman powered armor.

The Gorgon is crewed exclusively by male clone-soldiers. The taboo against female Gorgon pilots runs deep through Imperial culture for no known reason; even the Imperials themselves seem to have forgotten why.

多次元機甲戦士道 メクトン

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Humanoid Mekton	-7		3 Hexes	8 Hexes

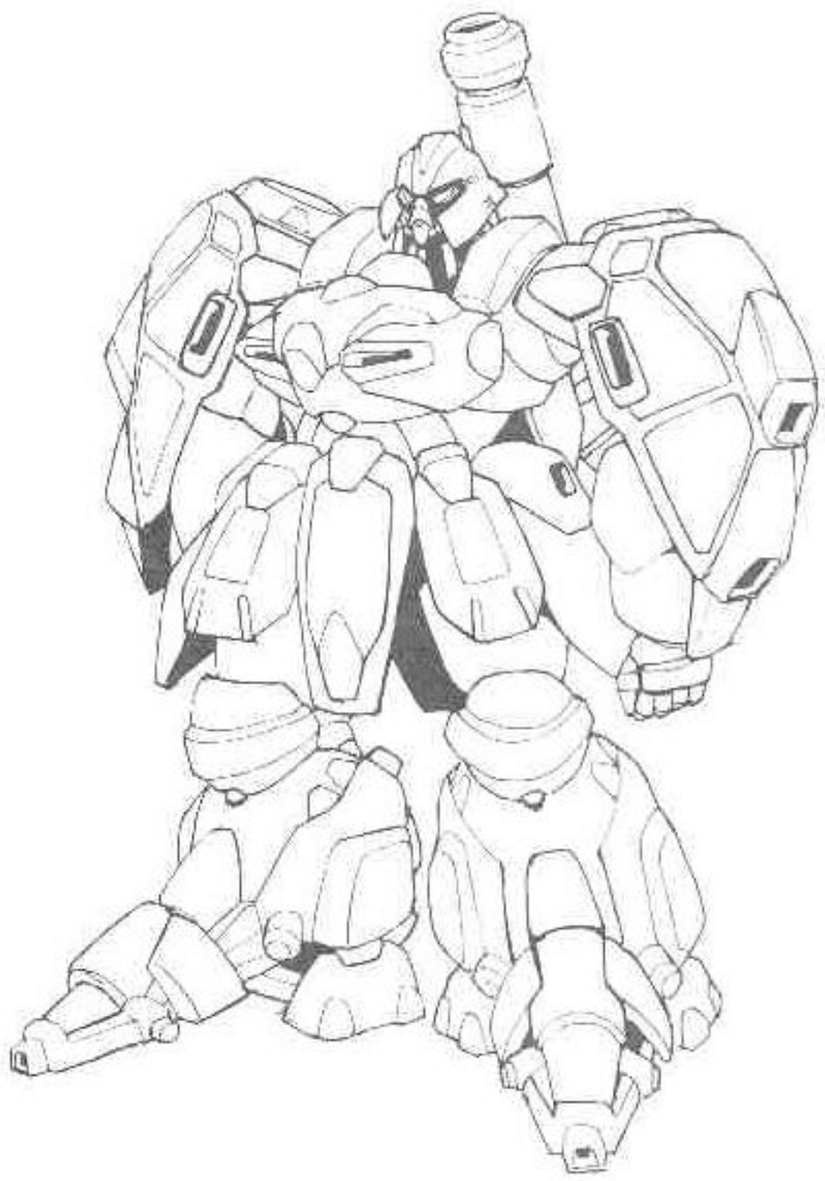
Maneuver Pool +0

Mecha Combat Skills

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

Main Systems

Powerplant XS:	1
Space Protection	



Mecha Profile

Name	Weight	Cost
Imperial Mekton "Gorgon"	75.35t	188.4

Command Armor, Armor & Servos

Servomodule	CA-SP	CA-DC	CA-ABC	SP	DC	ABC	Kills	Add+
Head	-	-	-	7	1	-	5	-
Torso	-	-	-	7	1	-	14	-
R. Arm	-	-	-	7	1	-	7	+1
L. Arm	-	-	-	7	1	-	7	+1
R. Leg	-	-	-	7	1	-	9	+3
L. Leg	-	-	-	7	1	-	9	+3

Subassemblies

Cockpit	# Crew	Type	Enc.	Options
Torso	1	Screen	Armored	E-Pod

Subassemblies	Loc	K
Linkage (Rocket Launchers)	T	-
Liftwire	T	-
2 Spotlights	H	-
Antitheft Codelock	T	-
1000km Fuel (+6.85t)	T	-

Movement Systems

Movement System	Loc	Kills
Main Thruster (3 MA)	RL	0
Main Thruster (3 MA)	LL	0
Booster (2 MA)	T	0

Sensors

Sensors	Main	Backup	
Loc	Head	Head	
Range	7km	1km	
Comm	1000km	300km	
Kills	2	2	
Notes			

Shielding

Shield	DA	SP	DC	ABC	Loc	Notes
R. Shield	-2	9	1	-	RA	-
L. Shield	-2	9	1	-	LA	-

Armament

Weapon	WA	Range	Damage	Shots	Kills	Loc	Notes
Right Hand	+0	Melee	1+1K	-	1	RA	Quick, Handy
Left Hand	+0	Melee	1+1K	-	1	LA	Quick, Handy
Rocket Launcher	+0	9	7K	6	3	T	Linked
Rocket Launcher	+0	9	7K	6	3	T	Linked
Autocannon	-2	4	2K	10 b	2	1-H	BV=8
2 Autocannon Reloads	-	-	-	10b x2	-	-	In Shields
Bazooka	+0	17	12K	10 b	12	2-H	-

Remote Information

Control Multiple	Control	Operation

Servos & Armor	Weapons

Other Systems

Weight	MV	MR	MA	Skill	MA	Accel	MP

GORGON ALPHA
HEIGHT: 22.5m
WEIGHT: 75.5t
THRUST: 76.9t
SPEED: 143kph
ARMAMENT:
• Autocannon x1
• Rocket Launcher x2
• Bazooka x1
• Anti-Personnel Mass Driver x2

GORGON: GORGON ALPHA

The Imperials wasted no time in dealing with the Terran problem. Clearly, the Gorgon's equipment was inadequate to deal with the Terran commandos and their powered armor. Furthermore, it needed to be faster; the Terrans were even killing Gorgons with upgunned Guardians in gunfights where speed and reaction time meant victory or death.

The modifications were extremely simple—lighten the arm shields, add maneuver verniers, and install a linked pair of mass drivers in the head servo. Since Terrans had a nasty habit of shooting the head off first (to blind their foe), the back-up sensors were relocated to the torso as well.

With these easy refits, the Gorgon regained some of the ground it had lost to the Terrans. It nearly pulled even with the proposed Rapier Zero prototype, a fact which was not lost on the Project Phoenix team.

GORGON BETA
HEIGHT: 22.5m
WEIGHT: 68-74t
THRUST: 76.9t
SPEED: 140kph
ARMAMENT:
• Autocannon x1
• Mass Driver x2
• Rail Gun x2
-or-
• Missile Rack x2

GORGON: GORGON BETA

The Gorgon chassis, like the Rapier modeled after it, was an excellent basis for all sorts of mission modifications. The Gorgon Beta (the support version) was a good example of that; simply by removing the missile launchers and bazooka, the Gorgon Beta could carry a vast assortment of armament tailored for specific missions. The most common configurations included dual railguns (used for smashing targets at extreme range) or missile racks (capable of shooting vast salvos of rockets or launching a pair of large cruise missiles) and could handle any missile size in-between as the mission dictated.

Gorgon Betas were usually deployed singly, assigned to join a pair of normal Gorgons or Gorgon-Alphas in the typical triad combat group. Sometimes Gorgon Betas would be grouped into their own trios, when the assault was large enough. Gorgon Betas were almost never left on their own, for they were too valuable to be left unescorted for the enemy to pick off.

GORGON CETA
HEIGHT: 22.5m
WEIGHT: 79.8t
THRUST: 76.9t
SPEED: 142kph
ARMAMENT:
• Rocket Launcher x2
Anti-Personnel Mass Driver x2
Laser Cannon x1

GORGON: GORGON CETA

In their travels through space, the Imperials had encountered a great many waterworlds (or at least worlds that were mostly covered with liquid). For those environments, they modified the Gorgon slightly to function in liquid environs, adding a hydrothruster pod and substituting an appropriately attuned laser gun.

The "Hydro-Gorgon," as the Terrans nick-named it, was dropped onto Terra as soon as the Imperials learned that the Terrans, too, had taken to the water. Its ability to fly over large expanses of water faster than its prey could flee was useful, and its weapons worked fairly well in the depths. It was, however, outclassed by the Terran Substriker.

Terrans encountered the Gorgon Ceta on other worlds as well; wherever there was an Imperial garrison on a waterworld, there would be Gorgon Cetas.

MEKTON VARIATION — IMPERIAL MEKTON "GORGON ALPHA" (REFINED)

COST 236.2 **WEIGHT** 75.5 **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid	-5		3 Hexes	8 Hexes					

Notes: Change arm shields, move back-up sensors to torso, add +2 verniers (+1 each arm), add anti-personnel guns to head.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Arm Shield	LW	DA=0	-	-	-	-	6	1	-	-	RA	9	-	1	9
Arm Shield	LW	DA=0	-	-	-	-	6	1	-	-	LA	9	-	1	9
Backup Sensors	-	-	-	-	-	-	-	-	-	Moved to Torso	T	-	1	0	1
Verniers	+2	-	-	-	-	-	-	-	-	+2 MV	R/LA	-	-	10	x0.2
A-Pers Gun	-	+0	50-500m	30h	10	1.2	-	-	-	1/10 Scale, Linked	H	3.6	0.6	2	4.3
A-Pers Gun	-	+0	50-500m	30h	10	1.2	-	-	-	1/10 Scale, Linked	H	3.6	0.6	2	4.3

MEKTON VARIATION — IMPERIAL MEKTON "GORGON BETA" (SUPPORT)

COST See below **WEIGHT** See below **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid	-5		3 Hexes	8 Hexes					
(LR Missile Type)	(-4)								

Notes: Support model of Gorgon Alpha. Remove missiles and bazooka; add 2 weapon mounts on torso.

Armament Configuration 1: 2 Railguns with 40 shots in torso: 72.5t, 249.8 CP

Armament Configuration 2: 2 Missile pods, variable missile load:

Short-range missiles: 73.35t, 244 CP; Long-range missiles: 68.75t, 250 CP.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Rail Gun	-	-1	110	6K	20	6	-	-	-	Hypervel, LR, XLink	WM	15	0.5	14	15.5
Rail Gun	-	-1	110	6K	20	6	-	-	-	Hypervel, LR, XLink	WM	15	0.5	14	15.5
-or-															
SR Missiles x2	-	+0	7-49	4K	35e	9e	-	-	-	-	WMs	28	-	28	28
-or-															
LR Missiles x2	-	-1	576	12K	5e	4e	-	-	-	Long-Range	WMs	15.6e	1.6	14e	34.4

MEKTON VARIATION — IMPERIAL MEKTON "GORGON CETA" (HYDRO)

COST 250.6 **WEIGHT** 79.8 **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid	-5		3 Hexes	8 Hexes					
(Underwater)	(")			6 Hexes					

Notes: Gorgon variant. Replace auto cannon and bazooka with laser gun. Add pod with hydrojets and underwater protection. Reduce mass by 3.2 tons.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Pod w/ Armor	LH	-	-	-	-	0	6	1	-	LH Armor	-	13	-	(14)	13
Laser Gun	-	+1	10	6K	∞	6	-	-	-	BV2; aqua-usable	2H	13.5	-	13.5	13.5
Hydrojets	-	-	-	-	-	-	-	-	-	1000nm fuel	Pod	35.5	10.8	14	46.3
Mass Reduction	-	-	-	-	-	-	-	-	-	-3.2 tons	-	6.5	-	-	6.5
Aqua, Marine Suite	-	-	-	-	-	-	-	-	-	-	-	2	-	-	x0.05

GORGON DELTA

HEIGHT: 22.5m
WEIGHT: 78t
THRUST: 76.9t
SPEED: 140kph
ARMAMENT:
• Autocannon x1
• Rocket Launcher x2
• Bazooka x1
• Anti-Personnel Mass Driver x2
• Beam Sword x1

GORGON: GORGON DELTA

The Delta, or command version, of the Gorgon was almost indistinguishable from the normal troops it commanded. Snipers strove to become familiar with Imperial script so that they could read the legends inscribed on the Gorgons they faced, hoping to pick out commanders. It soon became apparent that commanders could be found at the front, leading their troops into battle; the Imperials believed firmly in leading through example. Later it was learned that specially-colored mecha were only issued to major acheivers in the Empire, but that not all of them would request such a thing—Lars Kandrax, for instance, made a point of retaining the classic Gorgon color scheme for his command mecha.

Another way of discovering that a Gorgon was a Delta version was the hard way—by actually engaging it. Gorgon commanders were even better shots and warriors than their superlative troops, and the Delta was a faster, more agile and better-armed Gorgon: It boasts a beam sword and armor that would resist such killers as the Rapier's twin autocannons.

GORGON: GORGON GAMMA

The wild weasel Gorgon saw most of its use in space, protecting formations of its brethren from detection and missile fire as they closed on Terran ships. An exotic electronic warfare pod was added to the back of a Gorgon Alpha, and the machine was crewed by a specially-trained pilot who might not be quite as good a warrior as his brothers, but was a crackerjack EW expert.

Even so, the concept of a battle-armed electronics warfare platform came as a surprise to the PDF warriors who first tackled it, thinking that it would be a lightly-armed or unarmed pushover. It was not. The Gamma succeeded in fending off the hovertanks that attacked it, and made its escape. This encounter convinced the Terrans of the wisdom of outfitting their wild weasels similarly.

HEIGHT: 22.5M
WEIGHT: 75.75T
THRUST: 76.9T
SPEED: 147KPH
ARMAMENT: AUTOCANNON X1, ROCKET LAUNCHER X2, ANTI-PERSONNEL MASS DRIVER X2

GORGON XANITHES

HEIGHT: 23m
WEIGHT: 79t
THRUST: 118.5t
SPEED: 300kph
ARMAMENT:
• Hand Cannon x1
• Missile Launcher x1
• Bazooka x1
• Anti-Persdnnel Mass Driver x2

GORGON: XANITHES TYPE

The Gorgon Xanithes was Lars Kandrax' personal mecha. A modification of the Gorgon Delta, it was outfitted with the latest in Kaldarian technology—or at least as much as Kandrax would permit. Despite the protests of Colonel Chron and Gates Shann, Lars always maintained that a true warrior did not need gadgets and new tricks to defeat his foes. Although offered developments such as cloaking devices, teleporters, improved weaponry and armor, and more, Lars refused to allow any improvements. What few were placed onto his mecha were done over his objections.

The Xanithes type was, in his opinion, the ultimate fighting machine for him. Its simple but massive handgun was well-suited to his style of combat (Terrans called it "The Gunslinger"). The beam sword was retained as a standard weapon and almost as an afterthought, since Kandrax usually didn't like getting quite so close. He considered the force field a precaution against mega-weapons, the sort of thing that could easily shatter his mecha with one shot—he normally didn't activate the field unless he saw such a weapon in use. The missiles and bazooka he kept for appropriate situations, since he preferred to stick to his "pistol."

MEKTON VARIATION — IMPERIAL MEKTON "GORGON DELTA" (COMMAND)

COST 329.5 **WEIGHT** 78 **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid	-4		3 Hexes	8 Hexes					

Notes: Gorgon Alpha command variant. Upgrade armor to MH-Beta on arms, AH-beta on legs & torso. Upgrade sensors to LH. Add +1 verniers. Psi-version removes missiles and replaces them with an ESPer Lens (Rank 7, Portfolio ∞, Draw x1); cost = 997.4.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Beam Sword	-	+1	Melee	8K	∞	2	-	-	-	Handheld	1-H	8	0.5	7	8.5
Verniers	-	-	-	-	-	-	-	-	-	+1 MV	R/LA	-	2.5	0	x0.1
Armor (Arms)	MH	-	-	-	-	-	8	2	-	Increases SP by 1	R/LA	2.5	-	-	2.5
Armor (T & Legs)	AH	-	-	-	-	-	9	2	-	Increases SP by 2	T/L/L	7.5	-	-	7.5
Sensor Upgrade	LH	-	-	-	-	2	-	-	-	20 - 1800km	H	12	-	-	12
									-						
									-						

MEKTON VARIATION — IMPERIAL MEKTON "GORGON GAMMA" (WILD WEASEL)

COST 339.7 **WEIGHT** 75.75 **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid	-5		3 Hexes	8 Hexes					

Notes: Gorgon-Alpha variant. Remove bazooka, add pod with sensors, spotting radar, ECM/ECCM array—ECM affects radar, sensors and missiles.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Pod w/Armor	LH	-	-	-	-	0	7	1	-	-	T	14	-	(14)	14
Sensors	AH	-	30km	-	-	3	-	-	-	-	Pod	22	-	1	22
Spotting Radar	-	-	300km	-	-	4	-	-	-	-	Pod	10	-	5	10
ECM (R, S, M)	5	-	-	-	-	-	-	-	-	Radius 3	Pod	36	5	8	41
ECCM	5	-	-	-	-	-	-	-	-	Radius 3	Pod	9	-	-	9

MEKTON VARIATION — IMPERIAL MEKTON "GORGON - XANITHES TYPE"

COST 865 **WEIGHT** 79 **MANEUVER POOL** +167% **APT**

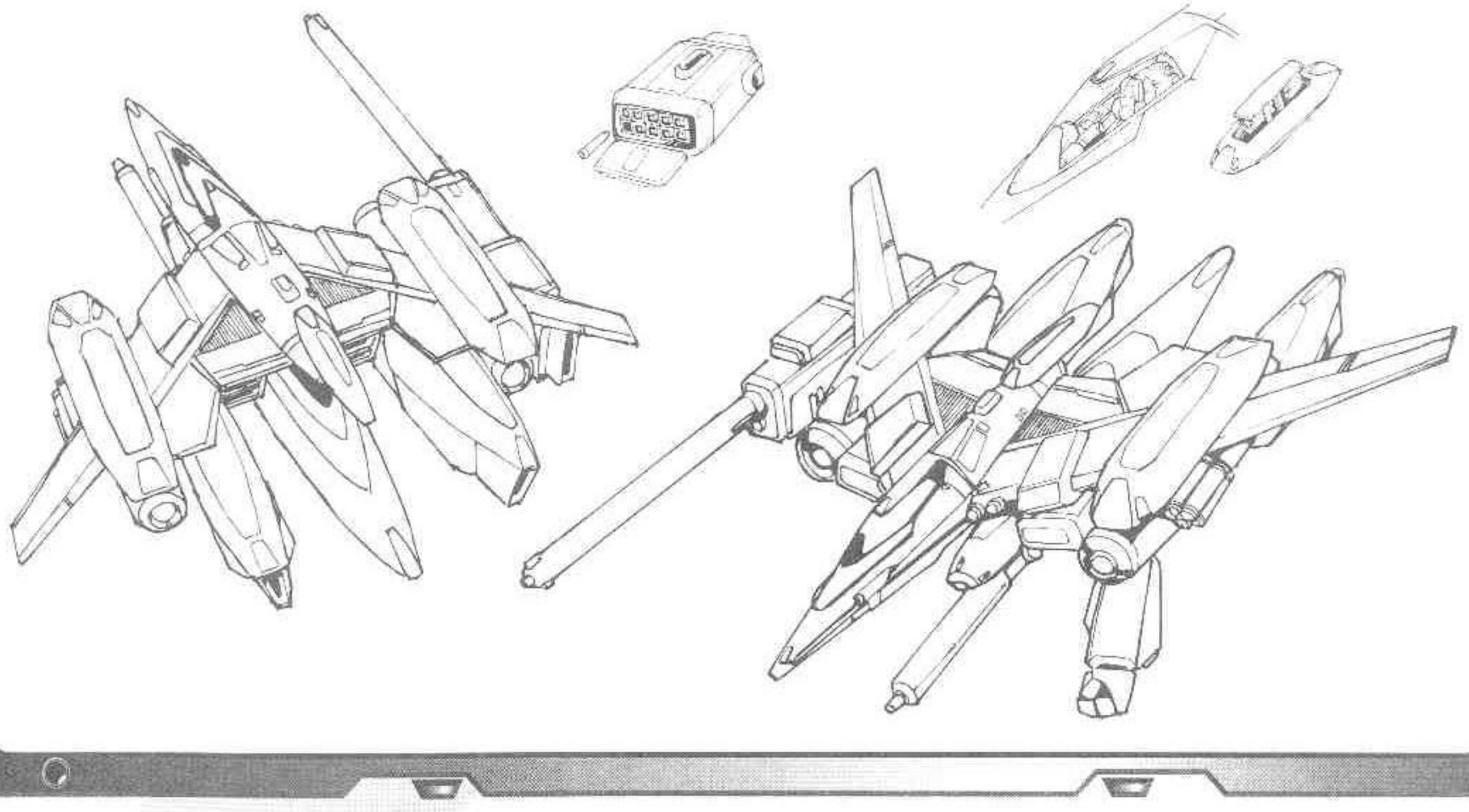
Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid	2		3 Hexes	12 Hexes					

Notes: Gorgon-Delta variant. Upgrade head armor to Beta, remove autocannon, upgrade missiles. Add scattershot-AP ammo to bazooka. Add reactive shield. Add ACE, reflex controls and +2 verniers. Upgrade thrusters and add hand cannon.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Hand Cannon	-	+0	9-81	10K	20	10	-	-	-	BV=2	1-H	18	5.5	7	23.5
Scatter-AP Ammo	-	-	-	-	10	-	-	-	-	for Bazooka	Gun	31.5	-	-	31.5
Missiles	-	+3	20-400	8K	20	11	-	-	-	-	T	48	20	8	68
Reactive Shield	MS	-	-	-	-	-	9	-	-	Reset = 1	T	40.5	2.3	0	60.8
ACE	-	-	-	-	-	-	-	-	-	+100% MP	-	-	-	-	x0.2
Verniers	-	-	-	-	-	-	-	-	-	+2 MV	R/LA	-	5	0	x0.2
Head Armor	B	-	-	-	-	-	+0	4	-	-	H	+3.5	-	-	3.5

TERRAN "HERMES" SERIES

ちきゅうのエルメスのシリーズ



HERMES

LENGTH (METERS):
• 16.25
FULL EQUIPMENT WEIGHT (TONS):
• 52.25
THRUSTER GEAR RATING (TONS):
• 71.8
TOP SPEED (KPH):
• 1,074
ARMAMENT:
• Heavy Beam Gun x1
• Pulse Cannon x1
• Rocket Launcher x2
• Rocket Pod x2
• Missile Pod x2
• Heavy Missile x2

On April 12, 2105, the PDF Arsenal issued procurement orders for a new space fighter. The old Icarus, still in service after 25 years, was dangerously close to becoming completely obsolete, despite upgrades using new Terran technologies. Faced with an unknown alien menace using superior fighters, the Icarus was desperately trying to hold its own but was still losing out to the Imperials' Furie fighter.

General AeroSpace submitted the winning design on May 30, 2105. It was a completely new concept—a sort of half-fighter, half-EVA pod, with a servo arm counterbalancing a weapons pod on the other wing. The arm, it was explained, would be for manipulation work and other EVA activities, allowing the new Hermes to assume a multi-function role. In addition, the weapons pod would be interchangeable, to enhance multi-function capabilities.

The original armament package consisted of an interchangeable pod, a light rail gun in the fuselage, and several anti-ship missiles. This was changed during the Terran-Imperial War. The first Hermes mechafighters were assembled at Ceres Dock, and the spacers—who were pessimistically preparing to drive their inadequate Icarus fighters straight into the heart of the Imperial fleet—thought the Hermes' armament similarly inadequate. To that end, they stuffed every available square centimeter with weaponry, adding the newly-developed pulse gun and beam cannon (opting for a recoilless weapon rather than a compact, space-saving one). Missile and rocket pods soon poked out from every forward surface of the Hermes, marring its originally smooth lines.

The first few Hermes mechafighters acquitted themselves (and their over-blown armaments) fairly well. Their baptism of fire was the Battle for Terra, a maelstrom of weapons fire and exploding ships where the immense rocket barrages were used to good effect. The pilots and commanders of the Hermes attack craft, escorted by flights of Icarus fighters, were so impressed by the new vehicle's firepower that the jury-rigged armament package was retained and soon became a permanent fixture.

With the Imperials driven from Terran space (by all accounts), terrestrial production of the Hermes was put on priority for use in pursuit of the retreating enemy.

多次元機甲戦士道 メクトン

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Hybrid Mecha	-6		0	20 Hexes

Maneuver Pool +0

Mecha Combat Skills

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

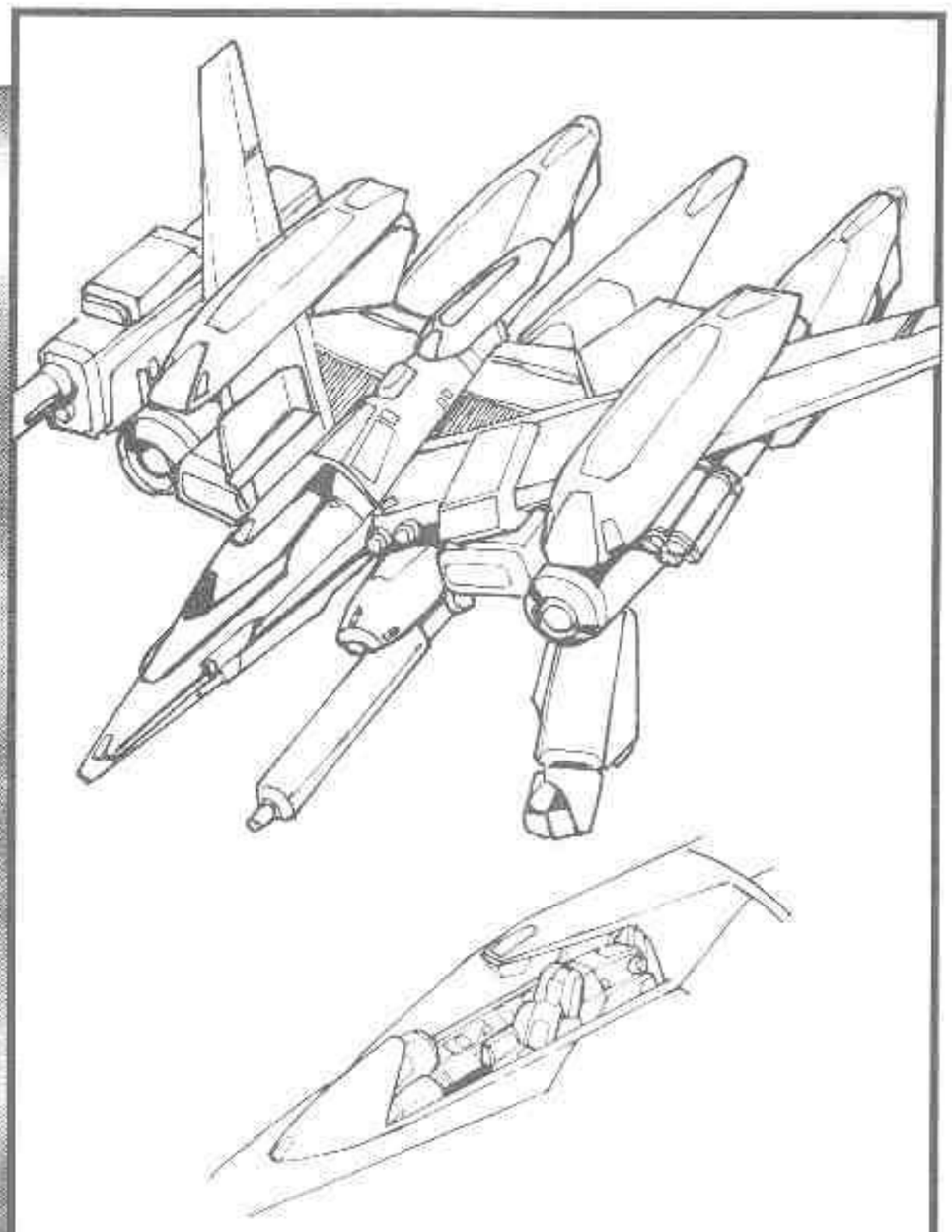
Main Systems

Powerplant XS: 5

Space Protection

Command Armor, Armor & Servos

Servomodule	CA-SP	CA-DC	CA-ABC	SP	DC	ABC	Kills	Add+
Torso	-	-	-	4	1	-	20	-
R. Pod	-	-	-	5	1	-	0	-
L. Arm	-	-	-	4	1	-	7	+1
R. Wing	-	-	-	3	1	-	9	-
L. Wing	-	-	-	3	1	-	9	-



Mecha Profile

Name	Weight	Cost
Terran Hybrid "Hermes"	52.25t	162.7

Subassemblies

Cockpit	# Crew	Type	Enc.	Options
Torso	1	Screen	Canopy	E-Seat

Subassemblies	Loc	K
Linkage (Rocket Pods)	T	-
500kg Storage	T	-
Antitheft Codelock	T	-
Micromanipulators	Arm	-
1000km Fuel (+4.75t)	T	-
		-

Movement Systems

Movement System	Loc	Kills
Main Thrusters (3 MA)	RW	0
Main Thrusters (3 MA)	LW	0
Sub-Thruster (3 MA)	Arm	0
Sub-Thruster (3 MA)	Pod	0

Sensors

Sensors	Main		
Loc	Torso		
Range	7km		
Comm	1000km		
Kills	2		
Notes			

Shielding

Shield	DA	SP	DC	ABC	Loc	Notes

Armament

Weapon	WA	Range	Damage	Shots	Kills	Loc	Notes
Right Hand	+0	Melee	1+1K	-	1	A	Quick, Handy
Heavy Beam Gun	+1	10-100	6K	∞	6	T	-
Pulse Cannon	+0	3-64	4K	∞	4	P	BV=6
Rocket Launcher	+0	7-49	4K	10	3	RW	Linked
Rocket Launcher	+0	7-49	4K	10	3	LW	Linked
Rocket Pod	-1	5-25	2K	20	3	T	-
Rocket Pod	-1	5-25	2K	20	3	T	-
Missile Pod	+1	13-169	6K	5	2	RW	-
Missile Pod	+1	13-169	6K	5	2	LW	-
Heavy Missile	+2	24-576	12K	1	1	T	-
Heavy Missile	+2	24-576	12K	1	1	T	-

Remote Information

Control Multiple	Control	Operation

Servos & Armor	Weapons

Other Systems

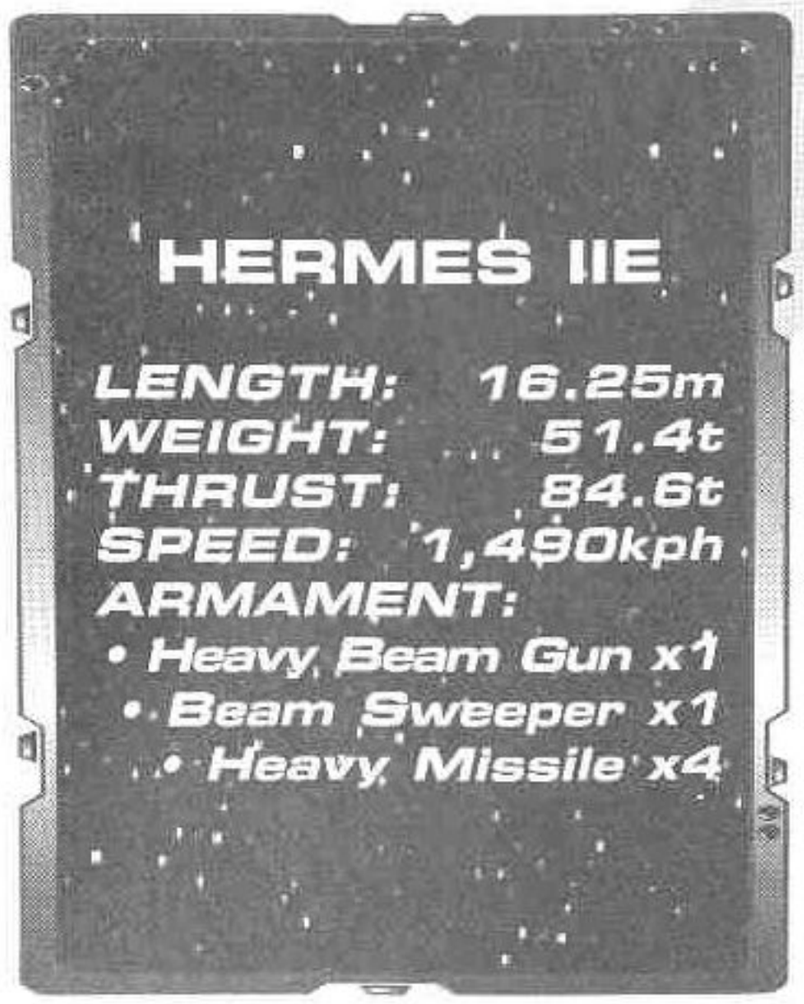
Weight	MV	MR	MA	Skill	MA	Accel	MP

HERMES: HERMES II

The heavy armaments of the Hermes proved to be less useful in detached service. Once beyond the easy ability to replace four separate types of missiles, the Hermes' firepower was reduced by attrition. In addition, the pilots were less than fond of the combination of a hot powerplant and thin armor. It was clear that modifications had to be made.

For the updated Hermes II, the powerplant was removed and replaced with a new cool-fusion powerplant, which powered the rockets in the aft fuselage. The range was doubled with more internal fuel, the sensor suite was vastly improved, and the missiles were removed. The booster rockets in the arm-and-pod servos were replaced with maneuvering thrusters.The wings were the next component to undergo modification; thrusters were removed from them and external hardpoints added. The launchers and pods were replaced with a pair of long-range missiles in each. New missiles, variants of those employed by the Rapier, were installed in the hardpoints.

Finally, the pod was modified. It was made into an interchangeable mount, per the original design. The basic armament of the pulse cannon was changed to a new LKL model that would fill a multitude of roles, from anti-missile to anti-personnel (remembering the difficulty that Gorgons had in attacking personnel). With these modifications, the Hermes II was put into service.



HERMES: HERMES IIE

The electronic warfare version of the Hermes II required nothing more than replacing the missile launchers with specialized electronic warfare pods. In this guise, the wild weasel would accompany other fighters on assault missions, using its enhanced sensors to detect enemy targets and protect its fighter group with its broadcast ECM. Fighters operating inside a half-kilometer radius also benefitted from ECCM, a necessity when fighting Medusas.

The Hermes IIE model was commonly designated the "Mercury Type," due to the fact that its ECM systems employed jamming systems with effects similar to those of a solar flare. Sometimes the IIE's ECM effects actually were mistaken for solar flares by Imperial space patrols—an advantage not lost on Terran strategists.

Alternately, the wild weasel could be used for reconnaissance duties, using its sensor array to scout out enemy formations and masking itself with ECM while it made its getaway.

HERMES: HERMES IIB

As another example of its versatility, the Hermes II can become an anti-capital ship torpedo-bomber. Even so, this specialized craft is capable of holding its own against Furie and Harpy fighters.

The IIB's so-called "Torpedos" are extended-range terminally-guided missiles, receiving target-designation data from the Hermes but using the sensors mounted in the Torpedo itself to seek and track its target. While the IIB was originally intended to carry the same cruise missiles as were used by the UNWO's largest cruisers, these weapons turned out to be too large. Each missile was a near-twenty-ton monstrosity; most ships could only carry a couple of them.

Scaled-down versions of ship-class cruise missiles proved ineffective (as the Imperials could easily jam or blow them up), so development of a smaller, less-expensive Torpedo was undertaken. Performing raids and clandestine missions to steal Imperial weaponry, the Terrans built the IIB's current Torpedos using enemy technology. These new, lighter-weight Torpedos resembled the Imperial "Javelin" missile in almost every respect, thereby proving that necessity, the mother of invention, also had an illegitimate child—reverse enginnering.

MEKTON VARIATION TERRAN HYBRID "HERMES II"

COST 233.5 **WEIGHT** 56.4 **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Hybrid Mecha	5		0	21 Hexes					

Notes: Add a QCM to the Pod. Replace rapid-fire beam gun with beam sweeper. Add weapon mounts to wings. Remove all missile weapons; put 14 spaces of thrusters in torso, 3.4 spaces of thrusters in each wing. Add 1000km fuel. Link weapon mounts. Add +1 verniers to arm. Add 2 heavy missiles to each wing. Mount missile pods in wing mounts. Make the powerplant Cool. Add AH sensors.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Beam Sweeper	-	+1	6-36	2K	∞	2	-	-	-	BV=4, All-purpose	P	19.5	4.3	11	23.8
Heavy Missiles	-	+0	576	12K	2	1	-	-	-	Long range, hypervel	Ws	4.8	-	4.8	4.8
Missile Pods	-	+1	8-64	5K	20	7	-	-	-	-	WMs	13	-	13	13
Verniers	+1	-	-	-	-	-	-	-	-	+1 MV	A	-	-	5	x0.1
Sensors	AH	-	30km	-	-	3	-	-	-	-	T	22	-	1	22
QCM & W-Mounts	-	-	-	-	-	-	-	-	-	QCM Pod, Wing mounts	P, Ws	5	-	2/2	5

MEKTON VARIATION TERRAN HYBRID "HERMES IIE" (WILD WEASEL)

COST 246.6 **WEIGHT** 51.4 tons **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Hybrid Mecha	-5		0	23 Hexes					

Notes: Hermes II variant. Remove missile pods and beam sweeper. Add spotting radar, target analyzer, radio/radar analyzer and ASP to Pod. Put ECM 3 (sensors, radar & missile jamming, with radius 10) on one wing mount. Put ECCM 3, radius 10 on other wing mount.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Spotting Radar	-	-	300km	-	-	4	-	-	-	Sensor range x10	P	10	-	5	10
Target Analyzer	-	-	30km	-	-	-	-	-	-	-	P	5	-	1	5
Radio/Radar Ana.	-	-	30km	-	-	-	-	-	-	-	P	5	-	1	5
ASP	-	-	30km	-	-	-	-	-	-	-	P	10	-	2	10
ECM Pod	3	-	-	-	-	-	-	-	-	M, S & R, Radius=10	WM	28	-	14	28
ECCM Pod	3	-	-	-	-	-	-	-	-	Radius 10	WM	14	-	14	14

MEKTON VARIATION TERRAN HYBRID "HERMES IIB" (BOMBER)

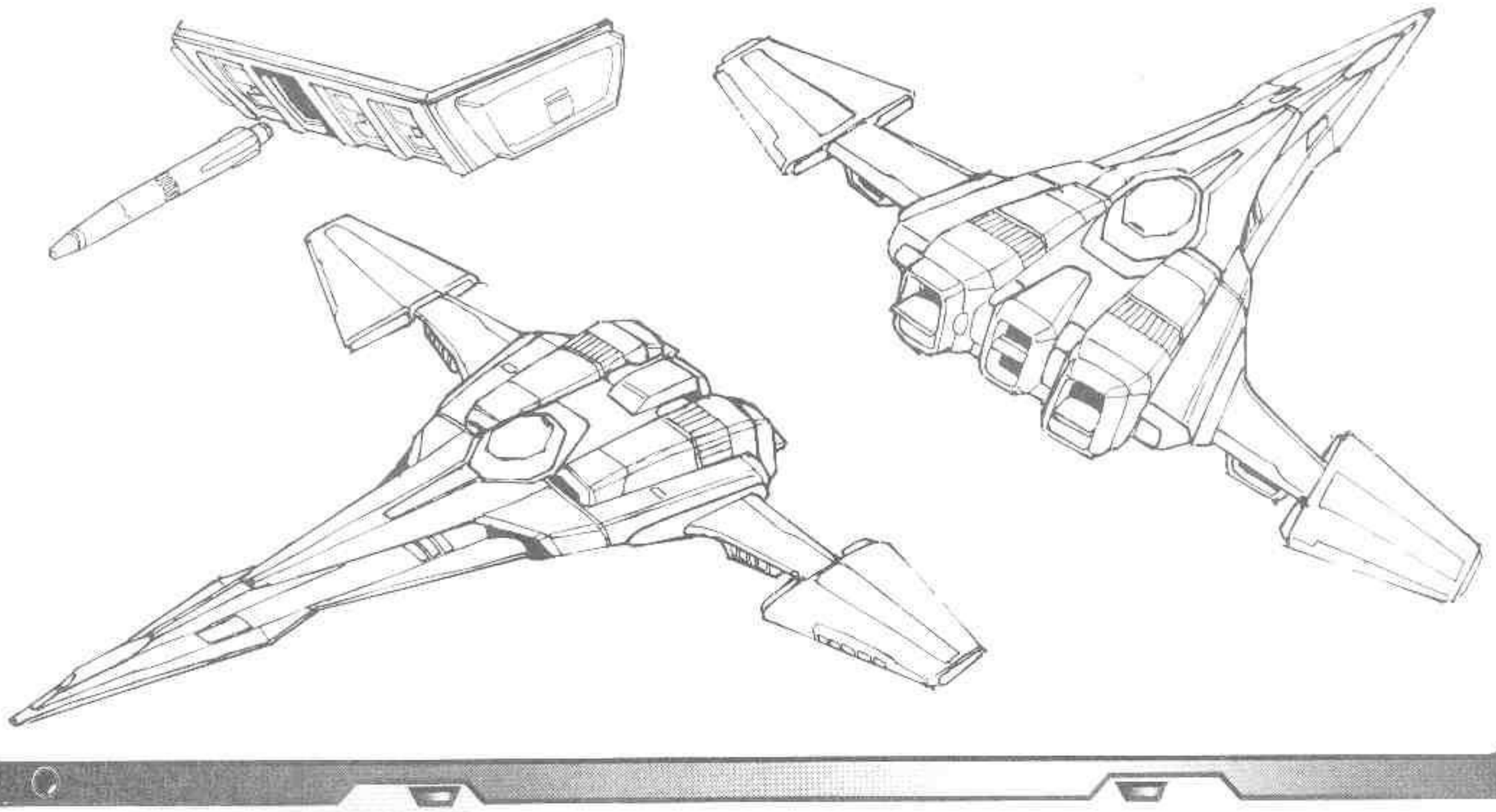
COST 234.3 **WEIGHT** 56.4 tons **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Hybrid Mecha	-5		-	21 Hexes					

Notes: Hermes II variant — replace the missile pods on the wing mounts with torpedos.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Torpedos	-	+0	110-1210	100K	2	7e	-	-	-	x10 Scale	Wms	25e	7e	11e	64

IMPERIAL "FURIE" SERIES
ていこくのフィユーリーのシリーズ



FURIE

LENGTH (METERS):
• 9

FULL EQUIPMENT WEIGHT (TONS):
• 24.75

THRUSTER GEAR RATING (TONS):
• 30.9

TOP SPEED (KPH):
• 1,642

ARMAMENT:
• Beam Cannon x1
• Missile Pod x1
• Beam Sweeper x2

As time went on, Terran command discerned a "triangular" logic behind the Imperial invasion force. The Gorgon was the mainstay unit of the Imperials' firepower and the Medusa was their surgical mecha, specialized for close-combat attacks. The nimble Furie mechafighter completes the Imperial combat triangle, fulfilling the strategic necessity of speed.

With an acceleration of three gees and a lateral acceleration of nearly two gees, the Furie certainly did qualify as a speed demon. Analysis suggested that it was primarily built to accompany the Medusa into hostile atmospheres, using its beam sweepers and missiles to suppress enemy fire long enough for the Medusas to reach their target. The Furie could also function equally well in the airless, gravity-free environment of space. It was widely used as an interceptor during the occupation of Terra.

The Furie was less-well armed than its heavier counterparts—the Gorgon and the Medusa—but it wasn't supposed to fill the assault and fire support roles; instead, it was designed to use its speed as airborne light cavalry, flanking the battlefield and diving in from behind to strafe the enemy's rear.

Its lack of heavy firepower did hurt the Furie somewhat when taking on tough nuts such as the over-armed Hermes or the maneuverable Rapier. Generally, Furies stay away from these formidable combatants, leaving them to heavier, more robust Imperial mecha. In the case of the Hermes, though, its high speed meant that Furies could not escape them, leaving pilots to hope that superior maneuverability could cancel out vastly superior firepower. Therefore, a common strategy was to lure the Hermes into traps laid by Gorgons or Medusas.

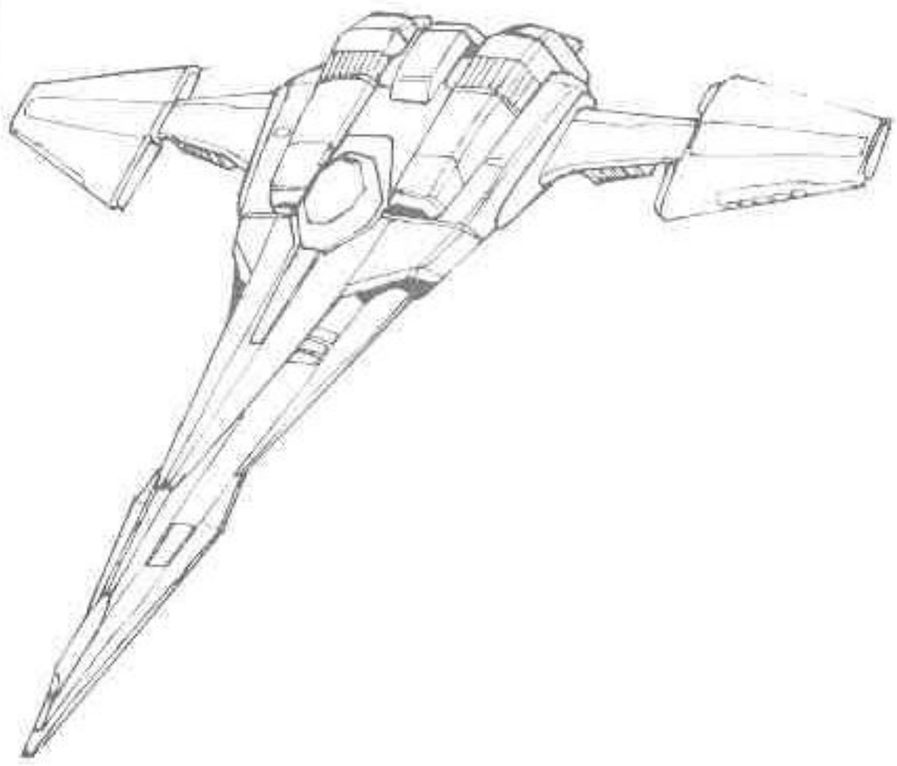
On the positive side, the Furie's relatively heavy armor did contribute towards the fighter's survivability. A Furie could take damage that would punch great holes in a Hermes or obliterate an Icarus space fighter.

The Furie fighters (and variants) were crewed by Imperial clones of both genders, just like their spaceships.

メクトン 多次元機動戦士道

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Mechafighter	-4		0	24 Hexes



MANEUVER POOL +0

MECHA COMBAT SKILLS

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

MAIN SYSTEMS

Powerplant XS:	1
Space Protection	
Re-Entry Protection	

COMMAND ARMOR, ARMOR & SERVOS

Servomodule	CA-SP	CA-DC	CA-ABC	SP	DC	ABC	Kills	Add+
Torso	-	-	-	6	1	-	14	-
Wing	-	-	-	6	1	-	3	-
Wing	-	-	-	6	1	-	3	-

MECHA PROFILE

Name	Weight	Cost
Imperial Fighter "Furie"	24.75 tons	113.9

SUBASSEMBLIES

Cockpit	# Crew	Type	Enc.	Options
Torso	1	Screen	Canopy	E-Pod

Subassemblies	Loc	K
Cross-Linkage (Beam Sweepers)	T	-
Antitheft Codelock	T	-
1000km Fuel (+2.25 tons)	T	-

MOVEMENT SYSTEMS

Movement System	Loc	Kills
Main Thruster (12 MA)	RW	0
Main Thruster (12 MA)	LW	0

SENSORS

Sensors	Main		
Loc	Torso		
Range	7km		
Comm	1000km		
Kills	2		
Notes			

SHIELDING

Shield	DA	SP	DC	ABC	Loc	Notes
-						

ARMAMENT

Weapon	WA	Range	Damage	Shots	Kills	Loc	Notes
Beam Cannon	+1	11	8K	∞	1	T	Fragile
Missile Pod	-1	10	2K	20	3	T	-
Beam Sweeper	-1	8	1K	∞	1	RW	BV=∞
Beam Sweeper	-1	8	1K	∞	1	LW	BV=∞

REMOTE INFORMATION

Control Multiple	Control	Operation

Servos & Armor	Weapons

Other Systems

Weight	MV	MR	MA	Skill	MA	Accel	MP

FURIE: EW FURIE SCOUT

Like the Hermes IIE Wild Weasel, the Furie Scout was made by attaching an electronic intelligence pod—in the case of the Furie, the elint pod was mounted above the fuselage. This scout variant was quite popular with the Imperials, judging by how many were sighted. While it didn't boast the ECM/ECCM capabilities of its Terran counterpart, it was capable of plunging straight into planetary atmospheres to do its scouting. This capability was used several times to good effect as an escape route for pursued Furie Scouts.

Furie Scouts often preceded Imperial mecha formations as pathfinders and early-warning systems. Furie Scouts were also used a few times as guidance platforms for remotely-directed cruise missiles (a very few of them were modified into remote-unit command platforms). For the most part, Furie Scouts were deployed as pickets for Imperial fleets.

FURIE: HARPY

The Harpy is basically a Furie, but modified with light-weight low-gravity construction. This allowed the mounting of a quartet of long-ranged space combat missiles in the fuselage, along with a pair of heavier beam guns to replace the single beam cannon and the sweepers (the latter of extremely limited use in space combat).

The Harpy was the space fighter of choice for the massive Imperial fleet carriers, and frequently made up nearly half of the complement of said ships. In space combat, the Harpy was superior to the Furie.

As the war turned against the Imperials, they found themselves running somewhat short of Furies and thought to replace them with Harpies. However, it was found that the Harpy's low-gravity design made it impossible to use in an atmosphere—the stresses put on the frame when supercruising would almost always tear the fighter apart within two minutes. This restriction was crucial to the Imperials' loss of ground in the occupation of Earth—without air superiority, they could not effectively protect their ground forces from marauding squadrons of airborne Terran mecha.

FURIE: COCKATRICE TYPE

The Bomber-type Harpy, the Cockatrice, is a minor modification of the Harpy—with extreme consequences. The missile launchers are removed from the fuselage, and four exterior hardpoints are mounted (two on the fuselage, and one on each wing). These hardpoints are tailored for huge anti-ship missiles, each nearly the size of the craft's fuselage itself. In fact, these missiles resemble their parent craft so much that they were at first mistaken for integral parts of the fighter—Terran observers initially misidentified the Cockatrice a high-speed variant with external boosters. This notion was soon dispelled when an attack flight of them destroyed the star-cruiser *Kobe* with one volley.

While a fearsome attack vehicle, smaller vessels could avoid the Cockatrice's huge missiles with relative ease. Therefore, this Harpy variant was largely deployed against capital ships, which would take extreme measures to prevent the bombers from getting into effective range.

MEKTON VARIATION — IMPERIAL FIGHTER "EW FURIE SCOUT"

COST 206.16 **WEIGHT** 29 **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Mechafighter	-4		0	21 Hexes					

Notes: Furie variant. Add pod with Spotting Radar, MgH Sensors, ASP and Target Analyzer.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Pod w/ Armor	MW	-	-	-	-	0	6	1	-	-	T	12	-	(12)	12
Spotting Radar	-	-	500km	-	-	4	-	-	-	-	P	10	-	5	10
Sensors	MgH	-	50km	-	-	4	-	-	-	-	P	32	-	1	32
ASP	-	-	50km	-	-	-	-	-	-	-	P	10	-	2	10
Target Analyzer	-	-	50km	-	-	-	-	-	-	-	P	5	-	1	5
Radio-Radar Ana.	-	-	50km	-	-	-	-	-	-	-	P	5	-	1	5
Resolution (20^2)	-	-	50km	-	-	-	-	-	-	Mag x1,048,576	P	10	-	1	10

MEKTON VARIATION — IMPERIAL FIGHTER "HARPY"

COST 79.3 **WEIGHT** 24.75 **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Mechafighter	-4		0	24 Hexes					

Notes: Furie variant. Convert to space-type hydraulics. Remove missiles and beam cannon; replace with 4 heavy missiles. Remove beam sweepers and replace with beam guns.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Space Hydraulics	-	-	-	-	-	-	-	-	-	Space only	-	-	-	+1e	-x0.1
Beam Guns	-	+1	8-64	4K each	∞	1e	-	-	-	Fragile, Crosslinked	Ws	6e	-	6e	12
Heavy Missiles	-	+2	12-144	12K	5	4	-	-	-	-	T	9.6	-	9.6	9.6

MEKTON VARIATION — IMPERIAL FIGHTER "COCKATRICE"

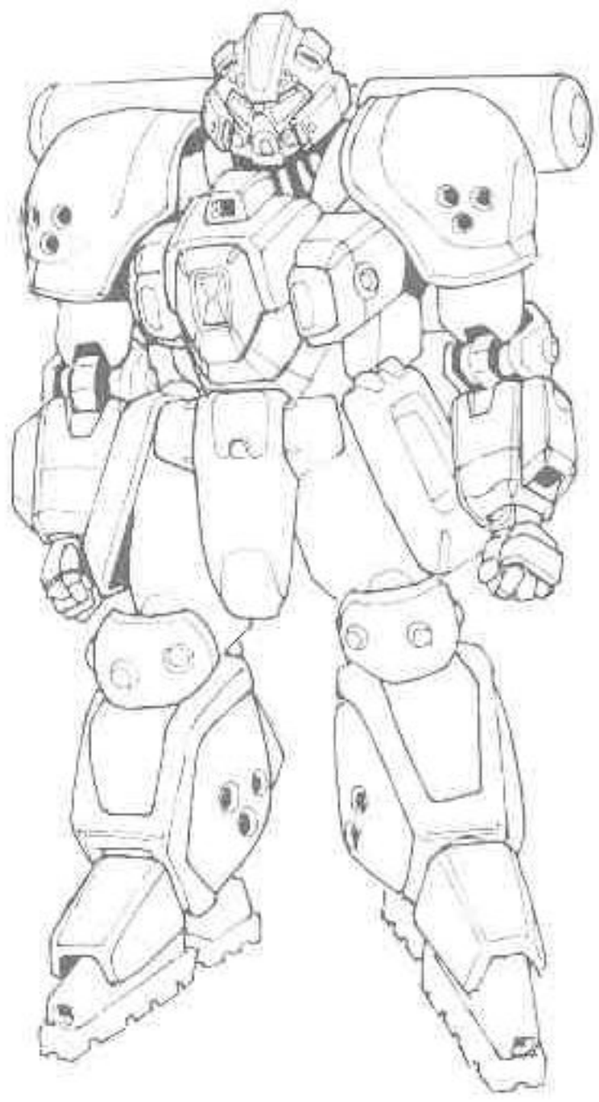
COST 195.2 **WEIGHT** 40 **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Mechafighter	-5		0	16 Hexes					

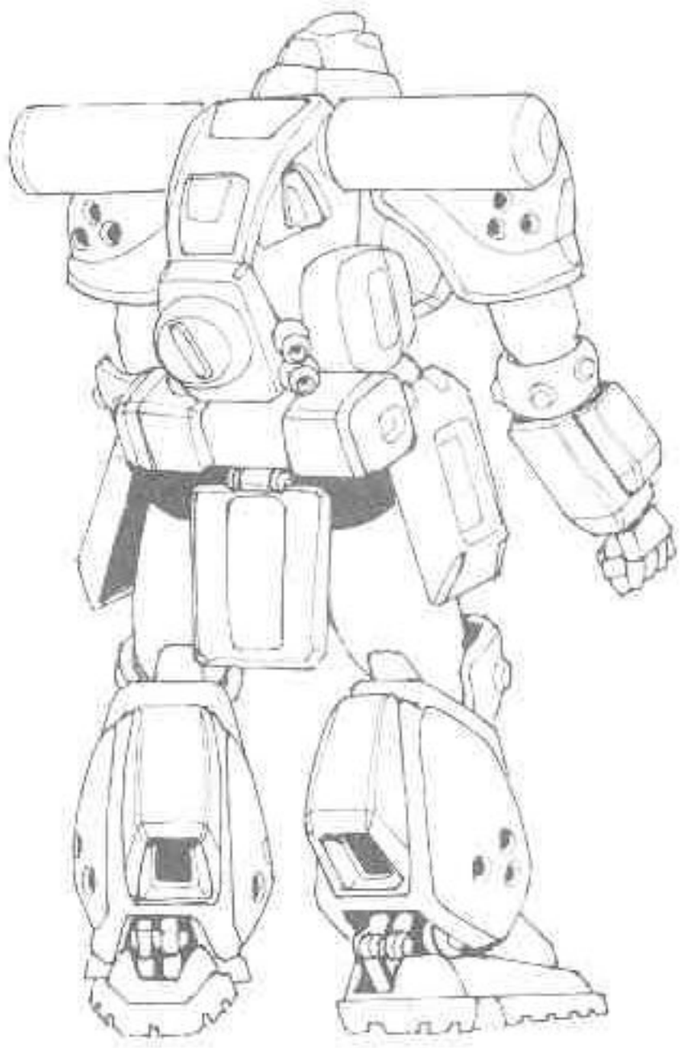
Notes: Harpy variant. Remove heavy missile launcher, add 2 weapon mounts to torso; add 2 weapon mounts (1 to each wing) and mount one anti-ship missile on each weapon mount.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Weapon Mounts	-	-	-	-	-	-	-	-	-	-	T, Ws	8	1/W	2, 0	10
Missiles	-	+0	137-1877	100K	1 x2	7e	-	-	-	10x Scale	WMs	28	4.1e	3e	36.2

TERRAN "GUARDIAN" SERIES
ちきゅうのガーディアンのシリーズ



Handheld Slug-Cannon



GUARDIAN

LENGTH (METERS):
• 12.5

FULL EQUIPMENT WEIGHT (TONS):
• 35.5

THRUSTER GEAR RATING (TONS):
• N/A

TOP SPEED (KPH):
• 90

ARMAMENT:
• Rocket Launcher x1
• Slug Cannon x1

As the 21st century rolled in, great efforts were made to reduce the weight carried by an individual soldier—attempts were also made to render all wargear invisible to radar and practically invisible to thermal detection. These efforts were largely successful (see the section on PDF troopers on page 20), but operational mass kept creeping back up. In the end, progress in the field of powered armor resulted in most support weapons being stripped from infantry units and allocated to powered armor suits (i.e., the Minuteman). These suits were farmed out to infantry units to serve as mobile heavy support, as well as complete powered-armor units. The ratio was generally one support suit per four infantry fire teams; while this meant that those fire teams had to work in closer order, the ability of the support suit to jog along at full speed and put out indirect auto-grenade, suppressive machinegun and anti-tank fire—all at the same time—greatly enhanced the mobility and combat ability of the section.

For the powered armor units themselves, the inclusion of one support suit per five-suit unit turned out to be insufficient firepower to handle the really big jobs; the Birmingham Blitzkrieg of '45 was a case in point. A terrorist group stole a number of tanks and invaded Birmingham, England. Protected by screens of infantry and the tight confines of the city, the terrorists defied attempts to force them out with airpower—the city streets were too confining an environment—and threw back troops and powered armor with their tanks. It took obsolete NorthAm bipedal recon walkers, hastily uparmed with recoilless cannons, to advance behind a powered armor screen and put paid to the MBTs.

The powered armor simply couldn't carry heavy enough weaponry and remain mobile. In addition, infantry could easily destroy said armor with rockets and grenades. Something bigger was needed, like a big powered armor for the powered armors... thus was born the Guardian, armed with a cannon that could damage most armor and blessed with urban maneuverability no tank could match.

機甲戦士道 メクトン

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Humanoid	-3		5 Hexes	0

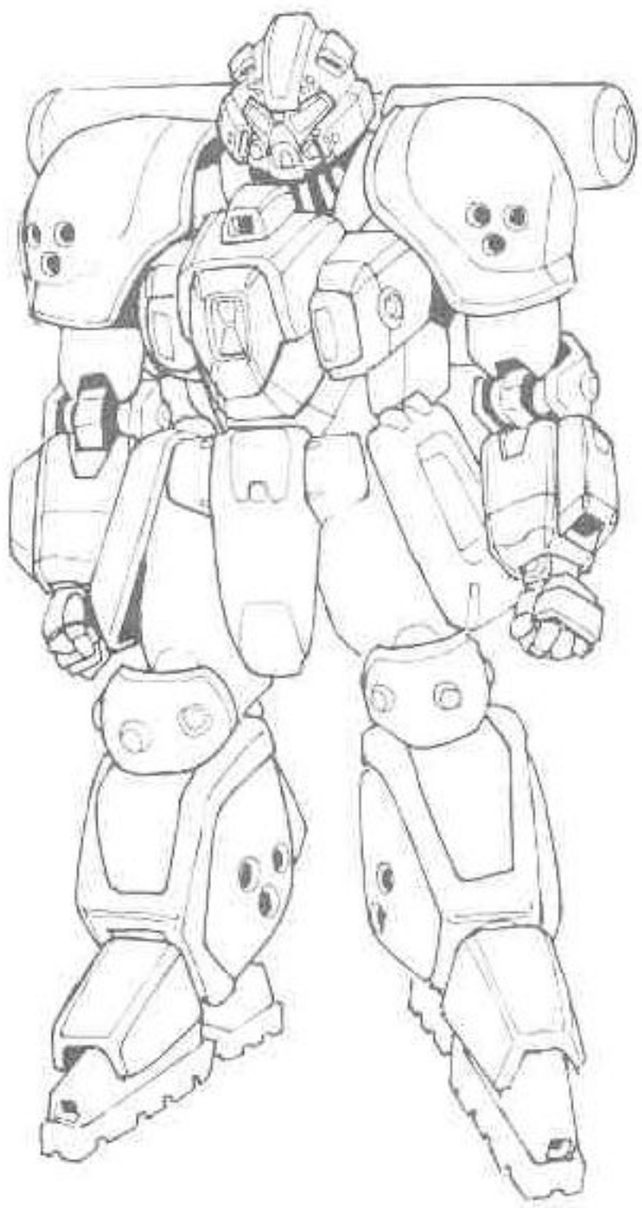
Maneuver Pool +0

Mecha Combat Skills

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

Main Systems

Powerplant XS:	5
Hot Powerplant	



Command Armor, Armor & Servos

Servomodule	CA-SP	CA-DC	CA-AbC	SP	DC	AbC	Kills	Add+
Torso	-	-	-	4	1	-	8	-
Head	-	-	-	4	1	-	4	-
R. Arm	-	-	-	4	1	-	4	+0
L. Arm	-	-	-	4	1	-	4	+0
R. Leg	-	-	-	4	1	-	4	+1
L. Leg	-	-	-	4	1	-	4	+1

Mecha Profile

Name	Weight	Cost
Terran Mekton "Guardian"	35.5 tons	65.34

Subassemblies

Cockpit	# Crew	Type	Enc.	Options
Torso	1	Screen	Armored	-

Subassemblies	Loc	K
2 Spotlights	T	-
Antitheft Codelock	T	-

Movement Systems

Movement System	Loc	Kills
-		

Sensors

Sensors	Main	Backup	
Loc	Head	Torso	
Range	7km	1km	
Comm	1000km	300km	
Kills	1	2	
Notes			

Shielding

Shield	DA	SP	DC	AbC	Loc	Notes
-						

Armament

Weapon	WA	Range	Damage	Shots	Kills	Loc	Notes
Rocket Launcher	+0	7	4K	10	3	T	-
Slug Cannon	+0	7	6K	(↓)	6	2-H	Handheld
Slug Ammo	-	-	-	10	-	(↑)	in Cannon
2 Spare Ammo Clips	-	-	-	10 x2	1	-	Stored on hips

Remote Information

Control Multiple	Control	Operation

Servos & Armor	Weapons

Other Systems

Weight	MV	MR	MA	Skill	MA	Accel	MP

GUARDIAN: GUN-GUARDIAN

During the planetary occupation period, the PDF defenders needed something that was more mobile than a Talos, but carried the same massive armament—particularly the 164mm smoothbore main gun. Also, the Guardian's significant shortcomings—comparatively light armor, sensor placement, the volatile rocket launcher—needed rectification.

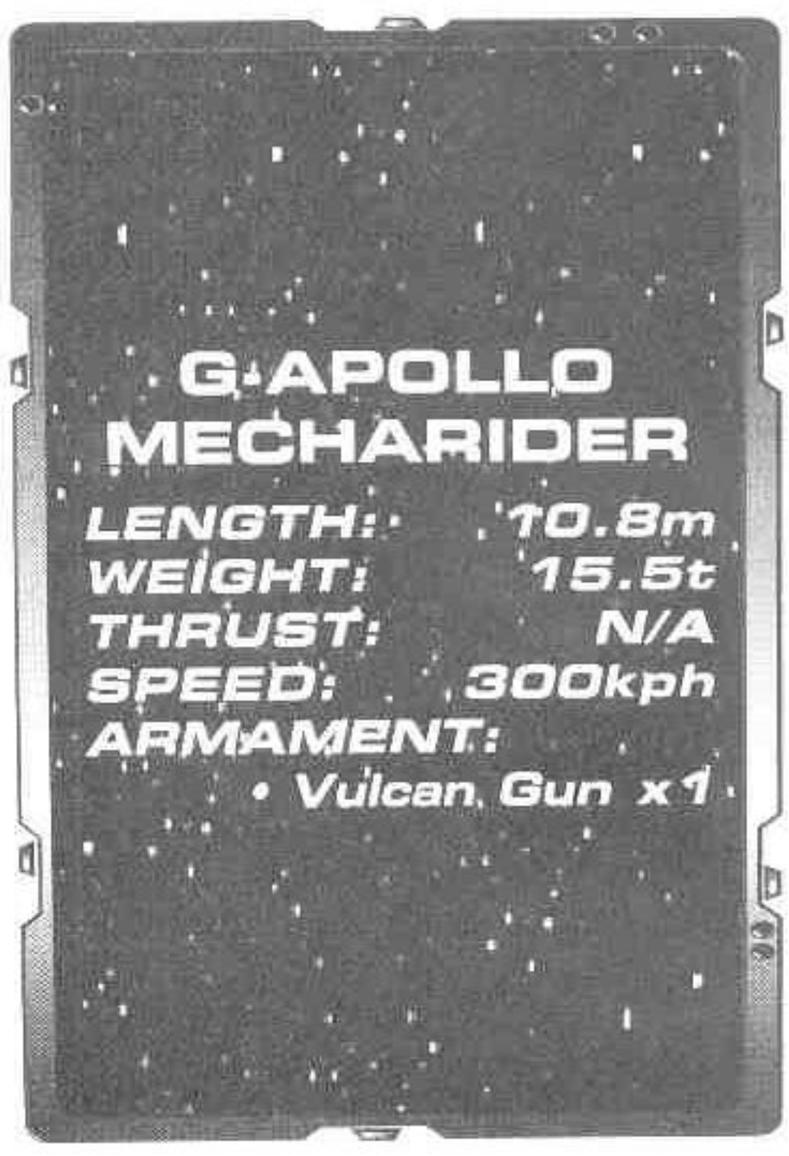
Dr. Logan had long wanted to make the Guardian a real combat unit, not a second banana to the Minuteman. She had already made out the design specifications, taking the best features from the Minuteman design and applying them to the Guardian.

Heavier armor plating replaced the standard armor. The modular rocket pack came out, being replaced by the backup sensor array and mounting points for the shoulder guns. Once supplied with a cut-down 164mm smoothbore, the Gun-Guardian stalked out to terrorize the Imperial invaders. The first one, piloted by Lt. Mark-Benjamin Michaels, racked up an enviable score of five Gorgon kills in one week—the Gun-Guardian's lighter mass and long-range smoothbore enabled it to engage in long-range desert gun duels, blowing away Gorgons as they attempted to return fire while closing from four kilometers.

GUARDIAN: ASTRO-GUARDIAN

The Astro-Guardian was Dr. Logan's bid for the PDF space mecha, modifying her Guardian design to fit the needs for a mobile space combat platform. It kept the heavy armor of her upgraded Gun-Guardian, but couldn't retain the weaponry—when the thruster pod and fuel were added, the mass climbed to such a degree that the armament had to be cut back to a single Livermore laser cannon. The dreaded torso rocket launcher also returned (numerous Gorgon explosions during the occupation made Terran pilots leery of so much ordnance stored close to the cockpit).

The Astro-Guardian lost the competition, the Rapier design winning for obvious reasons. Despite its greater maneuverability and armor, it was incapable of mounting the diverse and heavy firepower of its land-bound forebear, and came off second-best by a long shot when compared to the Rapier's cannon assortment. Most telling, though, was the lack of capability left in the chassis. All previous experience had shown that main battle platforms would be modified and changed during the course of any conflict lasting longer than a month or two, so the chassis of the PDF standard mecha would need to be able to be heavily modified. The Rapier was up to this, but the Guardian had reached its limits.



GUARDIAN MECHARIDER: G-APOLLO

The Apollo was the standard PDF all-purpose light vehicle for every mission that could be undertaken by hovercraft. A simple cab, engine and cargo-bed configuration, it was used for everything from troop transport to mobile HQ, evac, fire-fighting and recon. There were even tank-hunter and AFV versions of it. Small wonder that when it was decided that there was a need for a rapid transport module for the Guardian, the Apollo was chosen. The chassis was strengthened and special heavy-duty fans were installed to manage the weight.

It worked out better than planned. Instead of lying on the bed, as proposed, a Gun-Guardian could actually stand upright in foot braces. A crude fly-by-wire control system was jury-rigged between the mecha mounts and the hovercraft's controls, enabling the driver to mesh his own controls with the gyros in the Guardian. The resulting "G-Apollo" was a curious merging of mecha and hover-transport, with the hovercraft's driver co-managing the maneuvering with the mecha pilot, allowing the Guardian to maintain heavy and accurate fire at remarkable speeds (the reinforced fans being actually an over-compensation). The combination surprised its field-engineer mechanics and crews; it certainly surprised the Imperials, who weren't expecting a 85m/sec Guardian assault.

MEKTON VARIATION — TERRAN MEKTON "GUN-GUARDIAN"

COST 110.8 **WEIGHT** 45 tons **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid	-4		4 Hexes	0					

Notes: Guardian variant. Upgrade torso & head armor to SP6; upgrade limb armor to SP5. Move backup sensors to torso. Remove rocket launcher. Add 2 weapon mounts to torso. Add minigun to head, place heavy cannon in starboard weapons mount, missile launcher in port weapons mount.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Head & Torso SP	MW	-	-	-	-	-	+2e	1	-	Upgraded from SP4	T, H	4	-	-	4
Limb Servo SP	HS	-	-	-	-	-	+1e	1	-	Upgraded from SP4	A/Ls	4	-	-	4
Minigun	-	+0	30-300m	20 hits	20 b	0.8	-	-	-	1/10th Scale, BV8	H	4.3	0.7	3	5
Heavy Cannon	-	+0	9-81	9K	(↓)	9	-	-	-	Multi-Feed 2	RWM	10.8	2.5	5.8	16.6
(HE Ammo)	-	-	-	-	10	1	-	-	-	-	(↑)	1.1	-	1.1	1.1
(AP Ammo)	-	-	-	-	10	1	-	-	-	Armor-Piercing	(")	4.4	-	1.1	4.4
Missile Launcher	-	+1	13-169	14K	4	4	-	-	-	-	LWM	7.3	-	7.3	7.3

MEKTON VARIATION — TERRAN MEKTON "ASTRO-GUARDIAN"

COST 107.6 **WEIGHT** 49.5 tons **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid	-3		4 Hexes	8 Hexes					

Notes: Guardian variant. Upgrade torso & head armor to SP6; add MS pod with SP6 armor. Place thrusters in pod and legs. Add +1 MV verniers to arms, and replace handheld slug cannon with heavy beam gun.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Head & Torso SP	MW	-	-	-	-	-	+2e	1	-	Upgraded from SP4	T, H	4	-	-	4
Limb Servo SP	HS	-	-	-	-	-	+1e	1	-	Upgraded from SP4	A/Ls	4	-	-	4
MS Pod w/ MW SP	MS/W	-	-	-	-	0	6	1	-	-	T	10	-	(8)	10
Thrusters	-	-	-	-	-	0	-	-	-	MA8; 4/Leg, 6.8 Pod	P, Ls	14.8	-	*	14.8
Verniers	-	-	-	-	-	-	-	-	-	+1MV	As	-	-	2.5e	x0.1
Fuel	-	-	-	-	-	-	-	-	-	645km	Pod	0	-	0	0
Heavy Beam Gun	-	+1	10	6K	∞	6	-	-	-	Handheld	2-H	9	0.5	8	8.5

MEKTON VARIATION — TERRAN MECHARIDER "G-APOLLO"

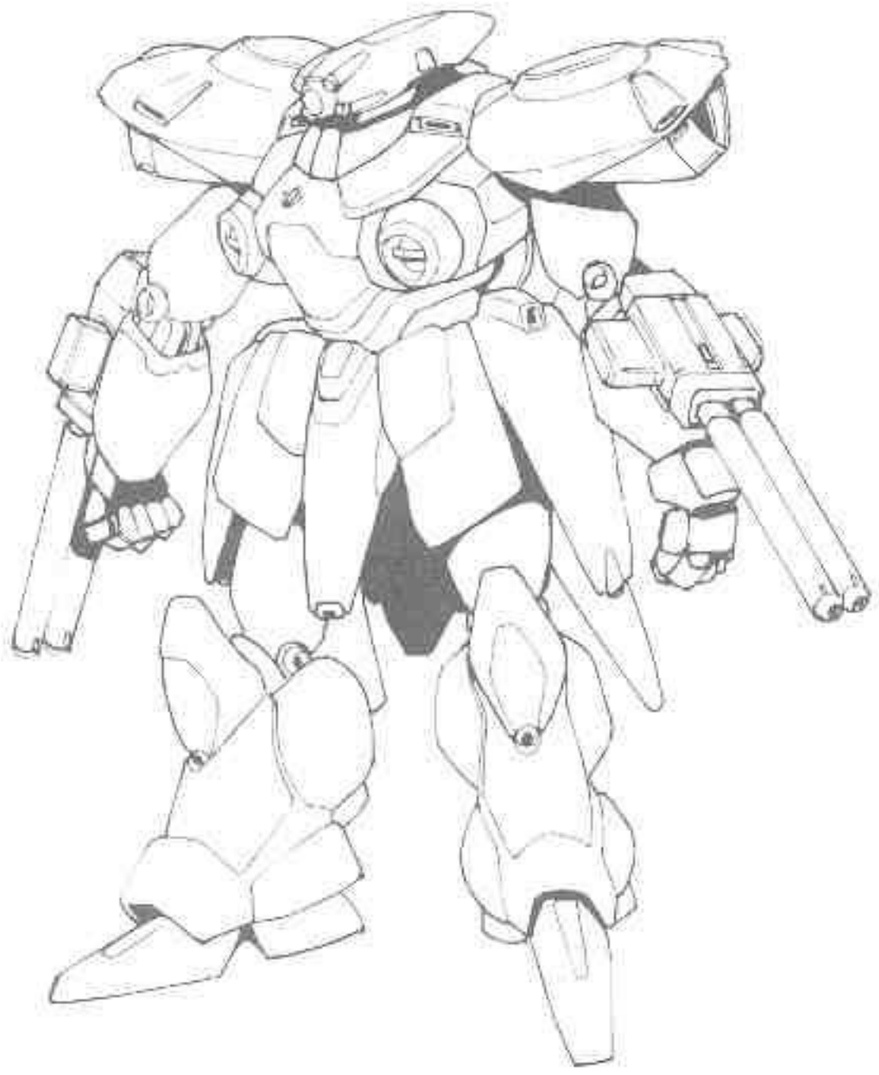
COST 51.7 **WEIGHT** 15.5 tons **MANEUVER POOL** +0 **APT**

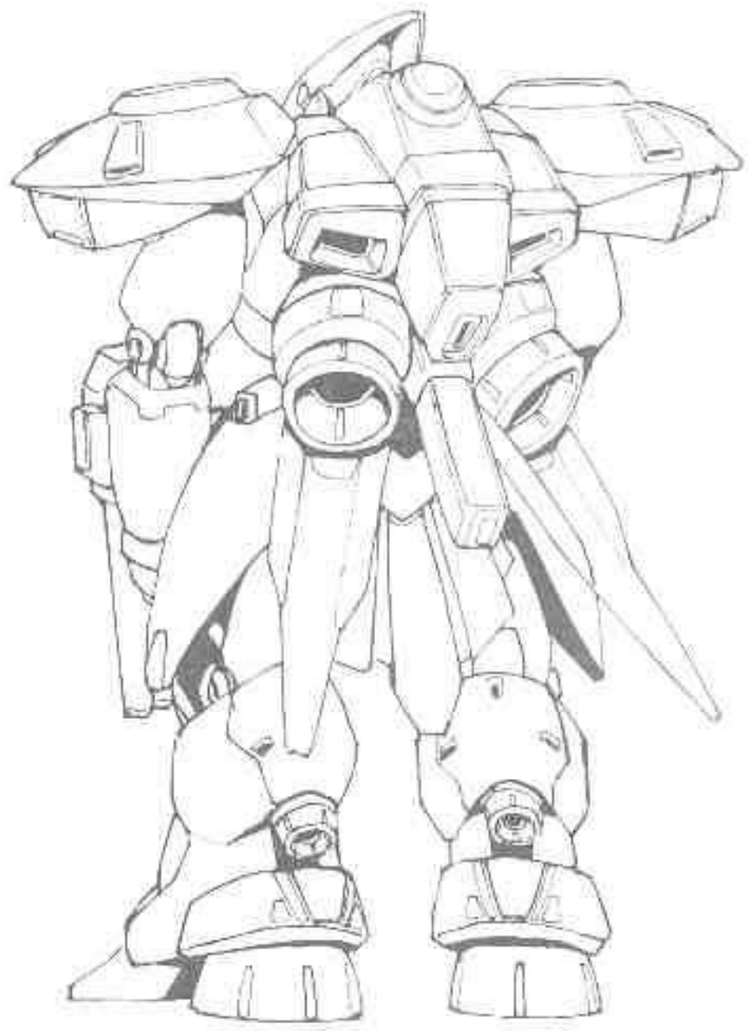
Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Mecharider	-3		12 Hexes	0					
			(GES)						

Notes: Based on a combat hovercraft, this converted mecharider can carry 77.5 tons and includes full crew and weapons.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Hull w/ MW Armor	MS	-	-	-	-	8	6	1	-	Armored Torso Servo	-	14	-	(8)	14
Turret	HS	-	-	-	-	3	6	1	-	Armored Head Servo	Hull	11	-	(9)	11
Cockpit	-	-	-	-	-	-	-	-	-	Pilot & Gunner	Hull	2	-	2	2
GES	-	-	-	-	-	-	-	-	-	MA12	Hull	4.7	-	4.7	4.7
Sensors	STR	-	-	-	-	1	-	-	-	4km - 800km	Hull	2	-	1	2
Vulcan Gun	-	+0	6-36	4K	(↓)	4	-	-	-	BV=5	Tur.	12	2.4	7.2	14.4
Ammo	-	-	-	-	25b	3	-	-	-	25 bursts	Tur.	3	0.6	1.8	3.6

IMPERIAL "MEDUSA" SERIES
ていこくのメドゥサのシリーズ





MEDUSA

HEIGHT (METERS):
• 20.6
FULL EQUIPMENT WEIGHT (TONS):
• 49.9
THRUSTER GEAR RATING (TONS):
• 62.4
TOP SPEED (KPH):
• 180
ARMAMENT:
• Beam Gun x2
• Beam Sword x2

The Medusa is an ancient Imperial design, almost as old as the time-honored Gorgon assault unit. It serves the functions of space-to-planet assault mecha and complement to the Gorgon.

In the first function, the Medusa is equipped to precede an attacking fleet, diving directly into a planetary atmosphere to attack the enemy and secure landing zones for the shuttles that bring the Gorgons down from orbit. Its heat-shields blazing, the Medusa descends on the enemy like a comet.

In the second role, Medusas charge towards the enemy to come to grips with them, while the Gorgons stand back and maintain covering fire. Once in battle, the paired beam swords in the Medusa's arms come into play, dicing the hapless foe with coordinated attacks.

In order to protect it in both roles, the Medusa's upper arms are swollen with sophisticated jammers, making it difficult for enemies to focus on the oncoming attacker, and confusing missile guidance systems so that they go astray, allowing the Medusa to survive long enough to get within range of its beam swords.

The beam guns mounted on the Medusa's arms are its secondary weapons; there is always the necessity for some ranged weaponry, if only to fire while closing.

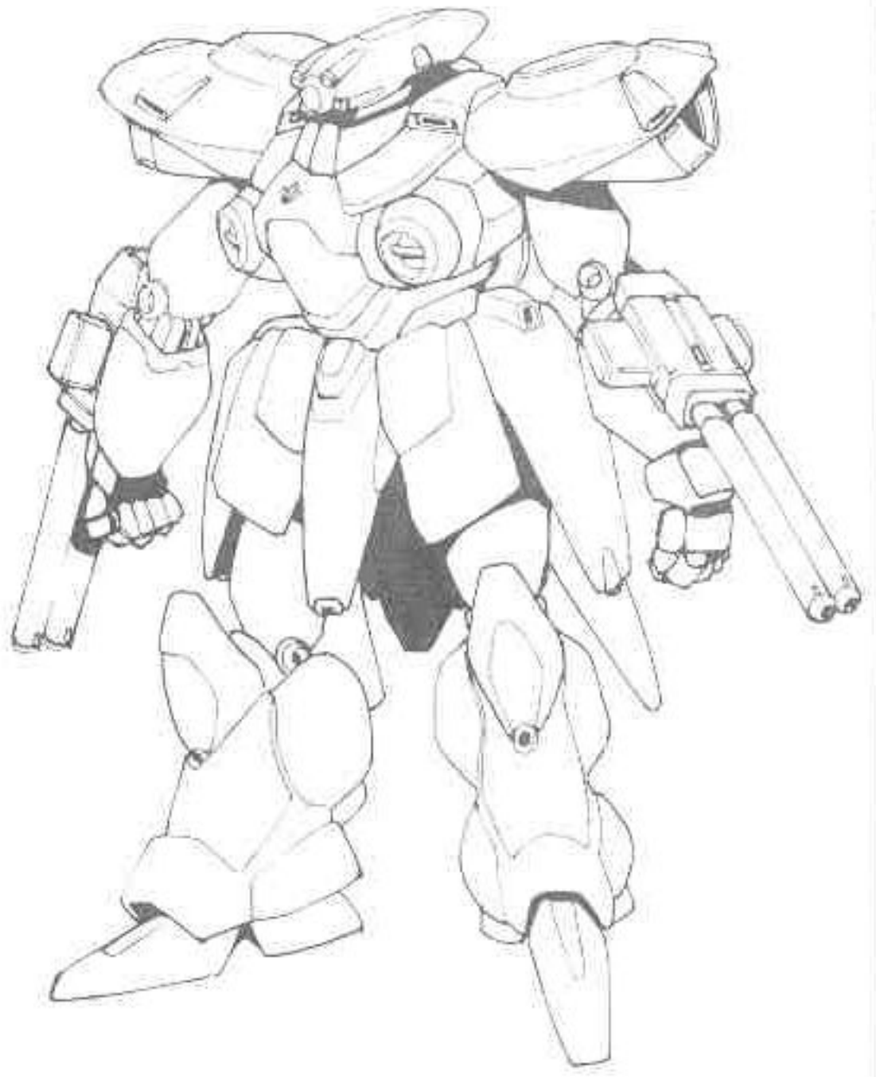
The Imperial custom of crewing Medusas with female pilots is unexplained, its roots buried deep in ancient Imperial history. The Imperial name for the mecha translates as "Large Female Warrior," and the single-gender pilot rule appears to be a tradition rather than a rational plan. Admittedly, the Medusa's cockpit layout favors a female humanoid pilot, as do the alignments of the beam swords (used in a swiping motion, like a martial arts chop, rather than a full-force punch), but these minor customizations do not seem significant enough to explain the tradition.

The fact that Medusas are piloted by women was enough to build a mystique around them as far as Terran pilots were concerned; the Medusa was seen as a tougher, and somewhat less honorable and predictable opponent than the Gorgon (although the Medusa's ability to destroy a Rapier with one coordinated swipe of its beam swords may have had something to do with this, too).

多次元機動甲冑戦士道 メクトン

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Hyorid Mecha	-3		0	10 Hexes



MANEUVER POOL +0

MECHA COMBAT SKILLS

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

MAIN SYSTEMS

Powerplant XS:	1
Space Protection	
+1 Verniers	
Re-Entry Protection	

MECHA PROFILE

Name	Weight	Cost
Imperial Mekton "Medusa"	49.9 tons	216.3

COMMAND ARMOR, ARMOR & SERVOS

Servomodule	CA-SP	CA-DC	CA-ABC	SP	DC	ABC	Kills	Add+
Head	-	-	-	7	1	-	5	-
Torso	-	-	-	7	1	-	14	-
R. Arm	-	-	-	7	1	-	6	+1
L. Arm	-	-	-	7	1	-	6	+1
R. Leg	-	-	-	7	1	-	6	+2
L. Leg	-	-	-	7	1	-	6	+2

SUBASSEMBLIES

Cockpit	# Crew	Type	Enc.	Options
Torso	1	Screen	Armored	E-Pod

Subassemblies	Loc	K
Weapons Mounts (1 per arm)	RA, LA	-
2 Searchlights	T	-
Liftwire	T	-
Antitheft Codelock	T	-
Crosslink (Beamguns)	-	-
Crosslink (Beam Swords)	-	-
ECM (Rank 5 Missiles & Sensors) - Split	R&LA	-
1000km Fuel (+4.5 tons)	T	-

MOVEMENT SYSTEMS

Movement System	Loc	Kills
Main Thrusters (3.5 MA)	T	0
Main Thrusters (3.5 MA)	L	0
Main Thrusters (3.5 MA)	L	0

SENSORS

Sensors	Main	Backups	
Loc	Head	Torso	
Range	7km	1km	
Comm	1000km	300km	
Kills	2	2	
Notes			

SHIELDING

Shield	DA	SP	DC	ABC	Loc	Notes
-						

ARMAMENT

Weapon	WA	Range	Damage	Shots	Kills	Loc	Notes
Right Hand	+0	Melee	1+1K	-	1	RA	Quick, Handy
Left Hand	+0	Melee	1+1K	-	1	LA	Quick, Handy
Beamgun	+2	8	4K	∞	4	WM	Crosslinked
Beamgun	+2	8	4K	∞	4	WM	Crosslinked
Beam Sword	+1	Melee	6K	∞	2	RA	Crosslinked
Beam Sword	+1	Melee	6K	∞	2	LA	Crosslinked

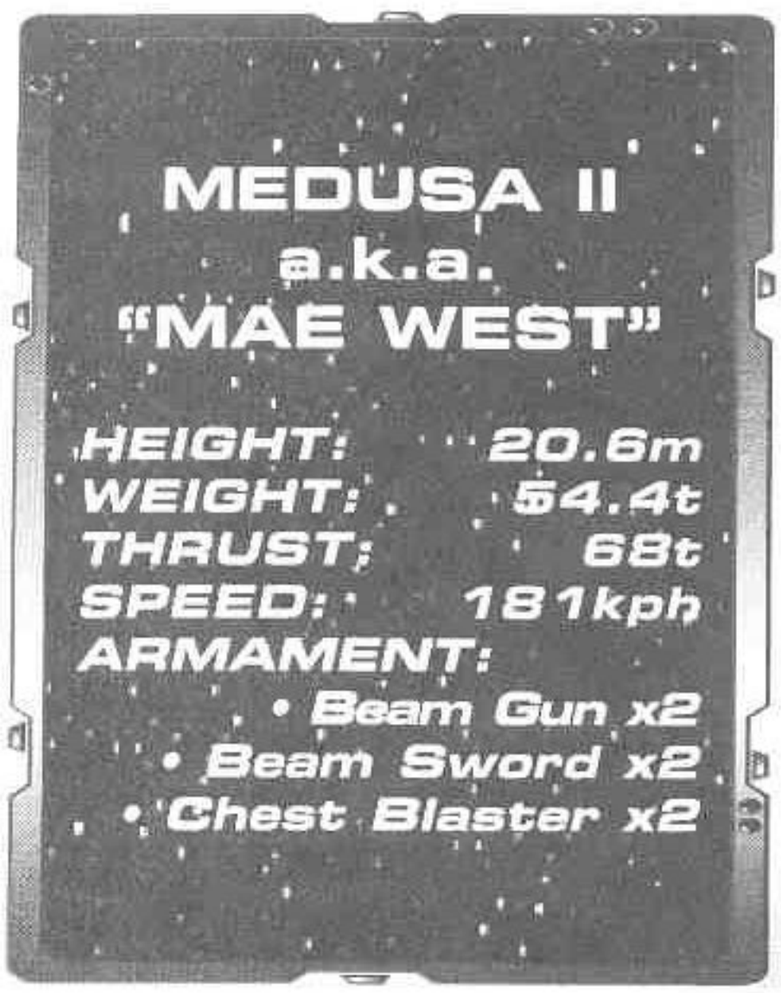
REMOTE INFORMATION

Control Multiple	Control	Operation

Servos & Armor	Weapons

Other Systems

Weight	MV	MR	MA	Skill	MA	Accel	MP

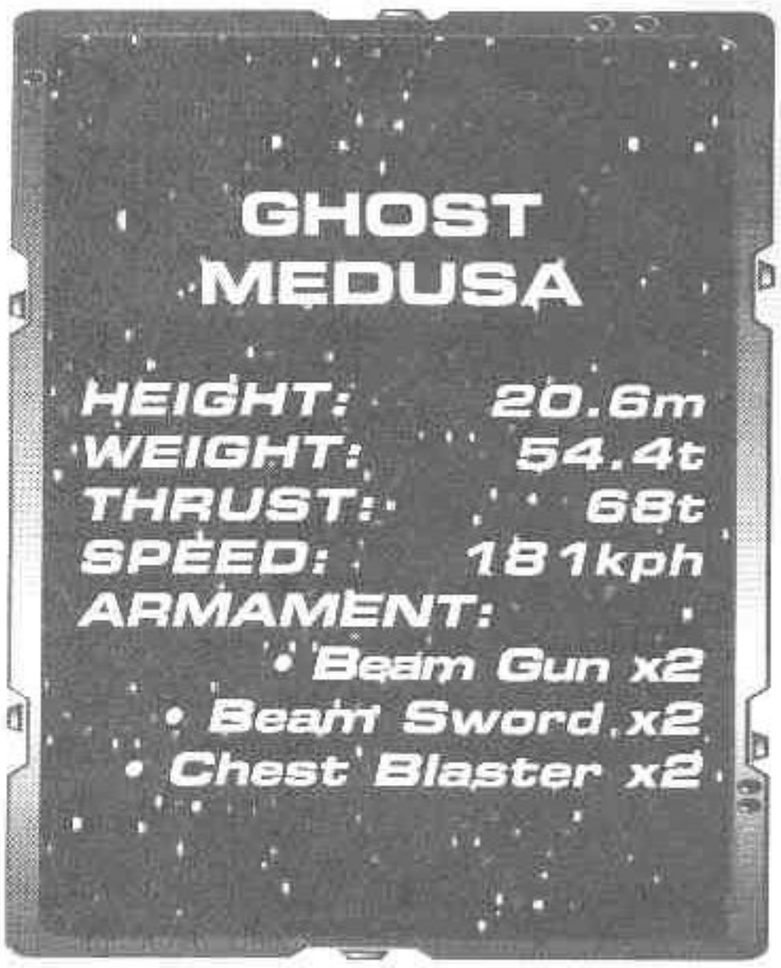


MEDUSA: MEDUSA II

The Medusa II was first encountered at a battle near Barnard's Star. In the beginning, the Rapier pilots merely thought they were normal Medusas, and used the common tactic of picking off the Medusas' arm guns with rapid fire—this entire plan consisted of staying out of the Medusas' reach and blasting their arm guns so that they could be picked off at range. When employing this tactic, the Terrans (much to their surprise) were badly injured by pairs of heavy energy guns mounted in the chest plastrons of the attacking mecha, and barely managed to rally away under fighter cover.

The Medusa IIs completely threw the Terrans; here was a Medusa that was deadly at close and intermediate ranges—and it still couldn't be accurately hit with missiles! No common battle tactic seemed to work against it either, save the old standby of trying to blow the dickens out of it before it got close enough to use chest blasters or beam swords. It became customary to concentrate fire on those Medusas which sported back-pods, since these would be the deadly "Mae West" models. The Imperials responded by fitting all their normal Medusas with fake back-pods and "falsie" chest-blaster mounts, confusing the issue.

The Medusa II modification served as the basis for several other modifications, including the infamous "Ghost" and Gates Shann's "Medea" model.

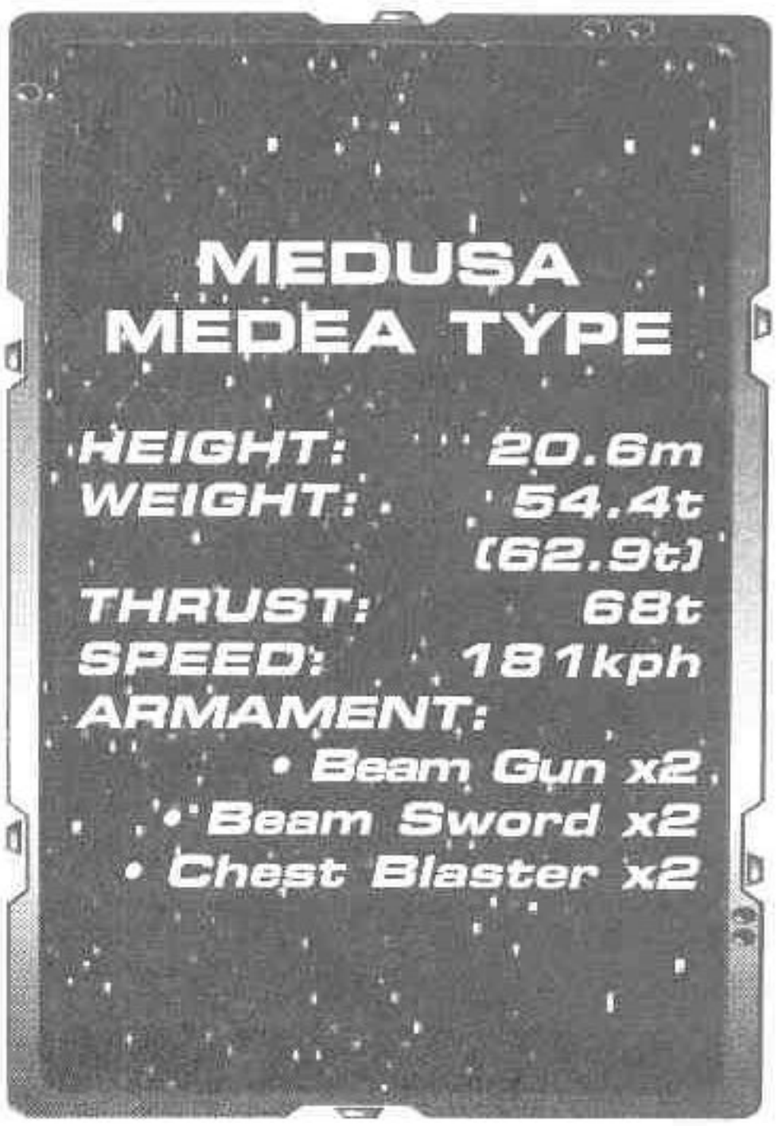


MEDUSA: GHOST MEDUSA

The first encounters with the "Ghost" Medusa occurred in 2106, deep within Imperial space. The first actual encounters can only be surmised, since there were no survivors, but the first recorded encounter occurred on July 9, 2106, near an un-named star (subsequently named Altoth).

The starcruiser *Glorious* was brought under attack by an undetected foe. Its Rapiers rallied in an attempt to thwart the unseen attackers, and a Rapier Duellist piloted by Lt. C. Foster managed to spot one of the attackers against the light of a distant star (Altoth). Lt. Foster drove in and bisected the machine with a single lucky stroke of her beam sword. The Ghost's systems failed, revealing the foe, and its pieces were recovered, allowing Terran technicians a good look at the cloaking device. No effective way was ever found of penetrating the masking effect. It is currently being duplicated in the Rapier Eight.

An uncommon, commando-type Mek, the Ghost Medusa is normally colored white and black, rather than red and orange.



MEDUSA: MEDEA TYPE

Gates Shann's special Medusa was little more than a normal Medusa II made beefier by armor capable of resisting the efforts of Rapier light autocannons, beam blasters, and the Hermes' beam sweepers. It was, of course, faster and more maneuverable, as befits an upper commander's personal unit. What came as a surprise to those Terran soldiers unfortunate enough to face her was that her beam swords were heavier models, easily the equivalent of the Rapier Duellist's.

Shann's normal mode of combat fit her mercurial personality. She would throw herself fully into a fight, coming in close to slash and mangle her targets, trusting to her extraordinary skills to keep her from harm. This approach usually worked, except when applied against exceptionally skilled opponents such as Donchoi Yuh, Mark-Benjamin Michaels... or Lars Kandrax himself.

MEKTON VARIATION — IMPERIAL MEKTON "MEDUSA II"

COST 266.75 **WEIGHT** 54.4 tons **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
humanoid	-3		4 Hexes	10 Hexes					

Notes: Add pod. Move thrusters and verniers from torso to pod. Add chest blasters.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Pod w/ Armor	MW	-	-	-	-	0	7	1	-	with LH Armor	T	13	-	(12)	13
Chest Blaster	-	+0	5-25	8K	∞	1	-	-	-	Fragile	T	8.1	1	6	9.1
Chest Blaster	-	+0	5-25	8K	∞	1	-	-	-	Fragile	T	8.1	1	6	9.1
Crosslink	-	-	-	-	-	-	-	-	-	for Chest Blasters	T	2	-	-	2
Thrusters	-	-	-	-	-	0	-	-	-	+1 MA	Pod	3.5	-	3.5	3.5
Verniers	-	-	-	-	-	-	-	-	-	+1 MV	Pod	-	-	5	x0.1

MEKTON VARIATION — IMPERIAL MEKTON "GHOST MEDUSA"

COST 442.8 **WEIGHT** 54.4 tons **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid	-3		4 Hexes	10 Hexes					

Notes: Medusa II variant; remove ECCM, add stealth and cloaking (active, combat, fire control).

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Active Cloaking	-	-	-	-	-	-	-	-	-	-	-	-	-	-	x0.3
Combat Cloak	-	-	-	-	-	-	-	-	-	-	-	-	-	-	x0.2
Fire Control	-	-	-	-	-	-	-	-	-	-	-	-	-	-	x0.3

MEKTON VARIATION — IMPERIAL MEKTON "MEDUSA: MEDEA-TYPE"

COST 460.5 **WEIGHT** 54.4 / 62.9 t **MANEUVER POOL** +0 **APT**

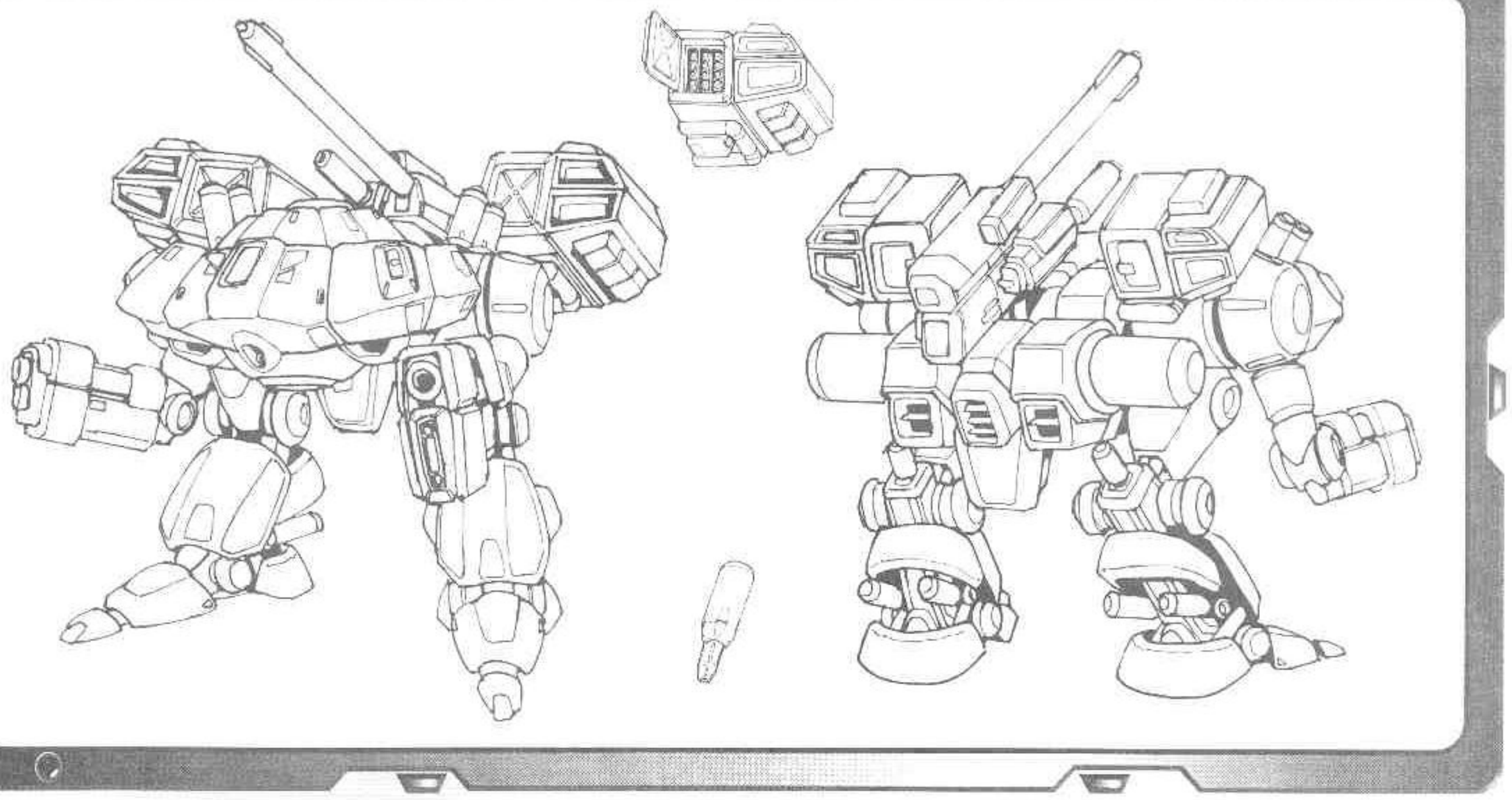
Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid	-3		4 Hexes	10 Hexes					
Armored Humanoid	-2		4 Hexes	14 Hexes					

Notes: Medusa II variant: upgrade all armor to Beta and upgrade beam swords to 10K. Add arm and torso Beta command armor, and add thrusters and verniers.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Beam Sword	-	+1	Melee	10K	∞	2	-	-	-	Crosslinked	RA	10	2	6	12
Beam Sword	-	+1	Melee	10K	∞	2	-	-	-	Crosslinked	LA	10	2	6	12
Torso CA	LH	-	-	-	-	-	7	4	-	w/ balance verniers	T	24.5	-	(7)	24.5
R. Arm CA	LH	-	-	-	-	-	5	4	-	w/ balance verniers	RA	17.5	-	(5)	17.5
L. Arm CA	LH	-	-	-	-	-	5	4	-	w/ balance verniers	LA	17.5	-	(5)	17.5
+2 Verniers	-	-	-	-	-	-	-	-	-	-	ACA	-	-	5e	x0.2
Thrusters	-	-	-	-	-	-	-	-	-	+4 MA	TCA	7.5	0.25	7	7.5

TERRAN "GUNTHER" SERIES

ちきゅうのガンサーのシリーズ



GUNTHER

HEIGHT (METERS):
- 12.5 (shoulder)
- 19 (overall)

FULL EQUIPMENT WEIGHT (TONS):
- 87.0

THRUSTER GEAR RATING (TONS):
- N/A

TOP SPEED (KPH):
- 36

ARMAMENT:
- Heavy Beam Cannon x1
- Heavy Beam Gun x2
- Quad Missile Pod x2

Terrestrial battles with the Imperial Gorgon assault mecha and assaults on Imperial fortifications pointed out the need for heavy firepower on the battlefield. On Terra, this was achieved through the use of Talos MBTs and support artillery, both from guns and ground-effect missile carriers. The prospect of trying to take any of these platforms into space daunted Terran tacticians; they couldn't really use standard weapons and support platforms, but they desperately needed the firepower. Plans for support models of the Rapier were already on the drawing board, but it didn't look as if it'd be able to walk right up to enemy forts and blast them.

However, that's what the generals wanted: a unit that could stomp right up to the enemy in the face of massive hostile fire, and blow away the target. Faced with that definition, design teams from Lansing Robotics tinkered with their already-existing SCR (Superheavy Construction Robot) to meet the requirements. The SCR was already fitted for heavy work—stripped of its torso-mounted crane and shovel arms, the designers added weapons and armor, and came up with the Gunther.

Named from a hybridization of "Gunnery" and "Panther" (after the Panzer tanks fielded in WWII Germany), the Gunther was clearly not conceived as a wartime project, unlike the solid design of the Rapier. As a new unit, it was festooned with the heaviest examples of the new energy weaponry available: a torso-mounted LKL particle cannon and GeWang mega-lasers in its arms. The dependable Hughes missile pods were added almost as an afterthought.

Doubts were raised about the unit from the onset—it was far too large and ungainly, it was unbelievably slow, its armaments were new and untried. There was, however, no time to test these problems, as the first Gunthers rolled (or perhaps one should say lumbered) off the line just in time to take their places aboard the *Argus*-class carriers. The Gunther, it was decided, would just have to take its chances in the field—the Gunther pilots were the envy of no-one.

多次元機甲戦士道

メクトン

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Mekton	-8		2 Hexes	-

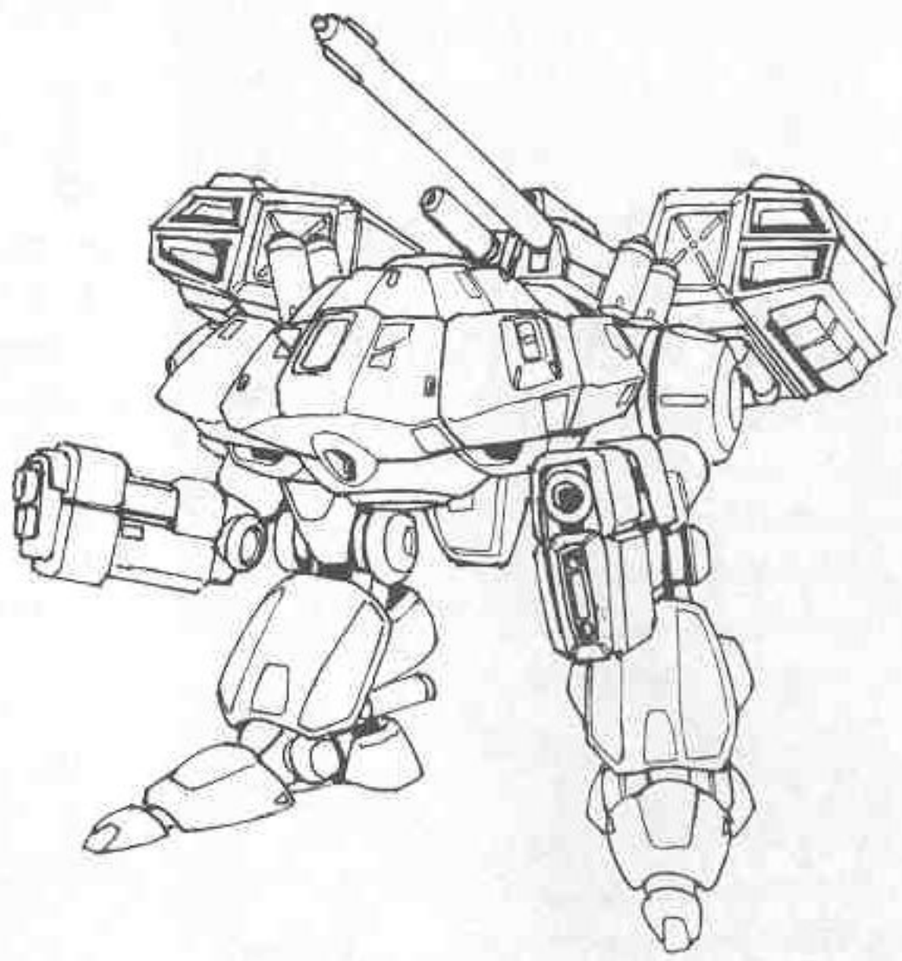
Maneuver Pool +0

Mecha Combat Skills

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

Main Systems

Powerplant XS:	1



Command Armor, Armor & Servos

Servomodule	CA-SP	CA-DC	CA-ABC	SP	DC	ABC	Kills	Add+
R. Arm	-	-	-	10	1	-	10	+2K
L. Arm	-	-	-	10	1	-	10	+2K
R. Leg	-	-	-	10	1	-	12	+5K
L. Leg	-	-	-	10	1	-	12	+5K
Torso	-	-	-	10	1	-	20	-
R. Pod	-	-	-	10	1	-	0	-
L. Pod	-	-	-	10	1	-	0	-

Mecha Profile

Name	Weight	Cost
Terran Mekton "Gunther"	87.0 tons	238.9

Subassemblies

Cockpit	# Crew	Type	Enc.	Options
Torso	1	Screen	Armory	E-Pod

Subassemblies	Loc	K
500kg Storage	RL	-
500kg Storage	LL	-
Liftwire	T	-
2 Spotlights	T	-
Antitheft Codelock	T	-
2 Micromanipulators	Arms	-

Movement Systems

Movement System	Loc	Kills
-		

Sensors

Sensors	Main	Backups	
Loc	Torso	Torso	
Range	7km	1km	
Comm	1000km	300km	
Kills	2	2	
Notes			

Shielding

Shield	DA	SP	DC	ABC	Loc	Notes
-						

Armament

Weapon	WA	Range	Damage	Shots	Kills	Loc	Notes
Heavy Beam Cannon	+2	8	8K	∞	8	T	-
Heavy Beam Gun	+1	10	6K	∞	6	RA	-
Heavy Beam Gun	+1	10	6K	∞	6	LA	-
Missile Pod	+1	13	6K	12 x2	4 x2	RP	4 salvos of 5
Missile Pod	+1	13	6K	12 x2	4 x2	LP	4 salvos of 5

Remote Information

Control Multiple	Control	Operation

Servos & Armor	Weapons

Other Systems

Weight	MV	MR	MA	Skill	MA	Accel	MP

GUNTHER: GUNTHER MARK-II

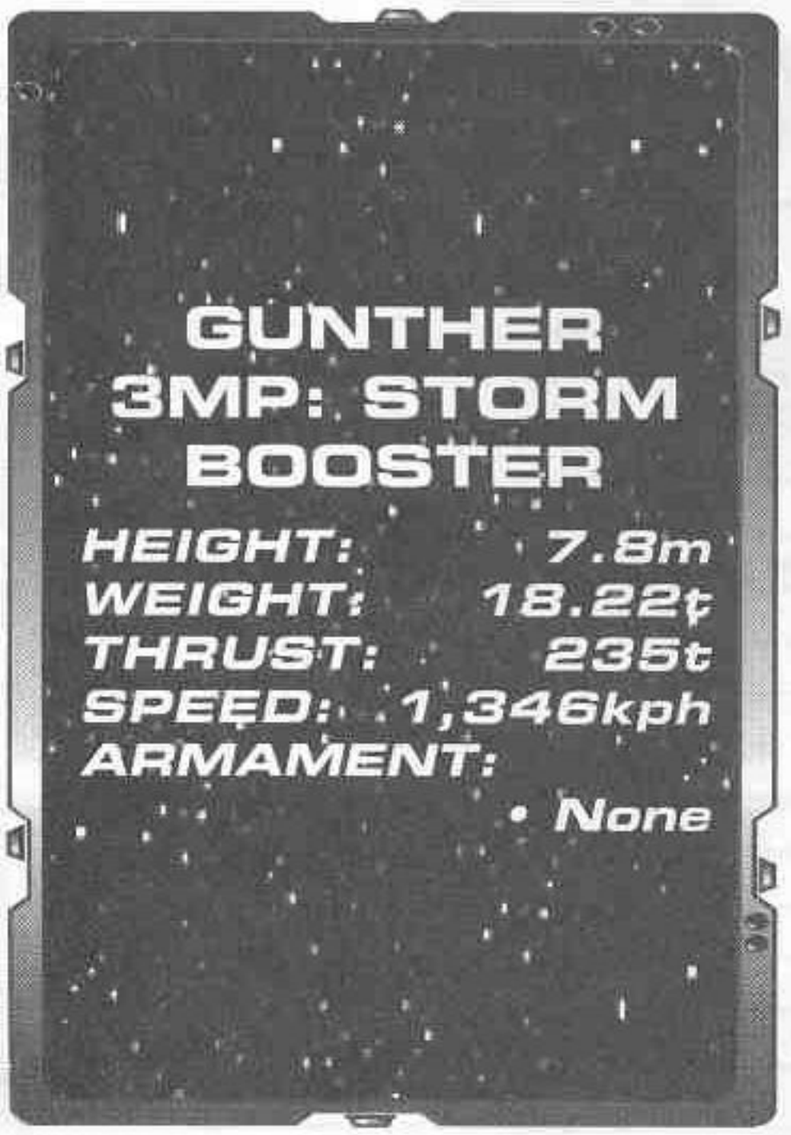
The Gunther's baptism of fire came swiftly, as beleaguered commanders tried to use it in combat. Battlefield use of the Gunther revealed several crippling flaws. Among these was the frailty of the LKL particle cannon in the field; its delicate workings did not respond well to the rigors of combat and there was a shortage of standard repair parts. The lack of targeting systems was also noted, as even Gorgons easily avoided the clumsy weapons fire. The final straw was the utter lack of mobility; the Gunther could scarcely move faster than foot infantry, and was easily out-maneuvered by its enemies and left behind by its more mobile allies. On defense, the Gunther proved itself adequate; on offense, it failed almost completely.

Before the Gunther would be useful to the Terran space offense, these factors had to be dealt with. A new design team was brought in to make the necessary changes, with the stipulation that their changes be small enough to enact without massive retooling.

The particle cannon was replaced with a Generic Electrics rail cannon, placed in an external mount. The space thus freed in the torso was turned into an ammo storage area and increased cockpit space for an extra crewmember—a crew chief, acting as on-board mechanic, occasional gunner, and replacement pilot (should the need arise). Indeed, there was enough space left over to turn the Gunther into a sort of mobile base, complete with cramped living facilities for four!

Grasping waldos were added to the arms, in order to enhance the unit's non-combat utility. An enhanced computer tracking system was added, facilitating the acquisition and engagement of fast-moving targets. To enhance the Gunther's multi-role capabilities, its port and starboard missile pods were modified for interchangeability. Finally, in an attempt to increase the Gunther's mobility, a reaction-motor ground-effect system was installed in the legs. The beauty of these modifications was that they could be fitted to existing Gunthers in the field; all that was required were the directions and the new parts. Across the front of the Terran-Imperial War, Gunther crews unsealed ceramic crates filled with upgrade gear; soon Gunther Mark-IIs took the battlefield.

Once outfitted with the modifications, the Gunther turned into the fearsome combat unit its designers had envisioned. It could cruise along with its fellow mecha and concentrate its fire on pesky targets, eliminating them while virtually ignoring return fire. Its missile pods could be changed to fit the occasion, even firing salvos of the massive anti-ship torpedoes normally carried by fighter craft.



GUNTHER 3MP: STORM BOOSTER

Even with its Mark-II refit, the Gunther found itself left behind by its faster brethren. When the 3MPs were introduced to the Rapier and Minuteman, the Gunther was left practically standing still. A solution had to be found, or the now-vital fire-support provided by the Gunther would once again be relegated to defensive roles.

The answer was found in the orbital boosters used by cargo shuttles and abandoned once the Imperials established air superiority. One booster would provide all the thrust and range that a Gunther could ever use. It was tried, and proved successful—almost too successful! With the addition of a "Storm Booster," the Gunther could outrun its escorts, practically outfly them, and certainly outshoot them. The performance of its targeting computer was enhanced by the added maneuverability and ease of target tracking to the point that aiming the Gunther's weapons became as easy as shooting a pistol. A BIG pistol.

The only drawback of the unit was the Gunther's restricted movement—while "wearing" the unit, a Gunther's legs are housed in the coupling, rendering the Gunther incapable of donning and shedding the unit without major help from other mecha—or a full hangar bay.

MEKTON VARIATION TERRAN MEKTON "GUNTHER MARK-II"

COST 481 **WEIGHT** 89 tons **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Mekton	-8		2 Hexes	9 Hexes					
				(GES)					

Notes: Add QCMs to pods. Crosslink arm guns. Add TM-5 targeting computer (x0.25). Torso gains a gunner seat, passenger space for four, a 6-space cabin and 1 ton of storage. Add manipulators (non-quick hands) to arms. Add GES to legs, with 1000km of fuel. Remove the heavy beam cannon and add a weapons mount with a railcannon and store cannon ammo in torso. Add space protection (x0.05)

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
QCMs/Crosslink	-	-	-	-	-	-	-	-	-	Pods / Arm Guns	A/A	5	-	-	5
Weapon Mount	-	-	-	-	-	-	-	-	-	For Railcannon	T	2	-	-	2
Crew & cabin	-	-	-	-	-	-	-	-	-	Passenger Space	T	10	-	-	10
Manipulators	-	+0	Melee	1+2K	-	1e	-	-	-	Two; handy	A/A	1.5	-	-	1.5
GES w/ Fuel	-	-	1000km	-	-	-	-	-	-	4.5MA per Leg	L/L	20	-	10	20
Railcannon	-	+1	8-64	8KAP	(below)	8	-	-	-	Hypervel	WM	15	-	15	15
Ammo	-	-	-	-	30	4	-	-	-	AP, Tracer	T	54	-	4.5	54

MEKTON VARIATION TERRAN MEKTON "GUNTHER MARK-II" POD MISSILE LOAD OPTIONS

COST (see below) **WEIGHT** (see below) **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA

Notes: These are assorted missile load options for the Gunther Mark-II. Costs are added to the MkII's totalled cost.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Cruise Missiles	-	-2	100	9K	4	2	-	-	-	Smart-1, Long Range	-	-	-	-	-1.1
Anti-Ship Missiles	-	+0	110-1210	100K	2	13	-	-	-	10x Scale	-	-	-	-	+4.5
Mekton-Busters	-	+2	16-256	20K	6	8	-	-	-	-	-	-	-	-	-1

MEKTON VARIATION TERRAN MEKTON "GUNTHER MARK-II" STORM BOOSTER

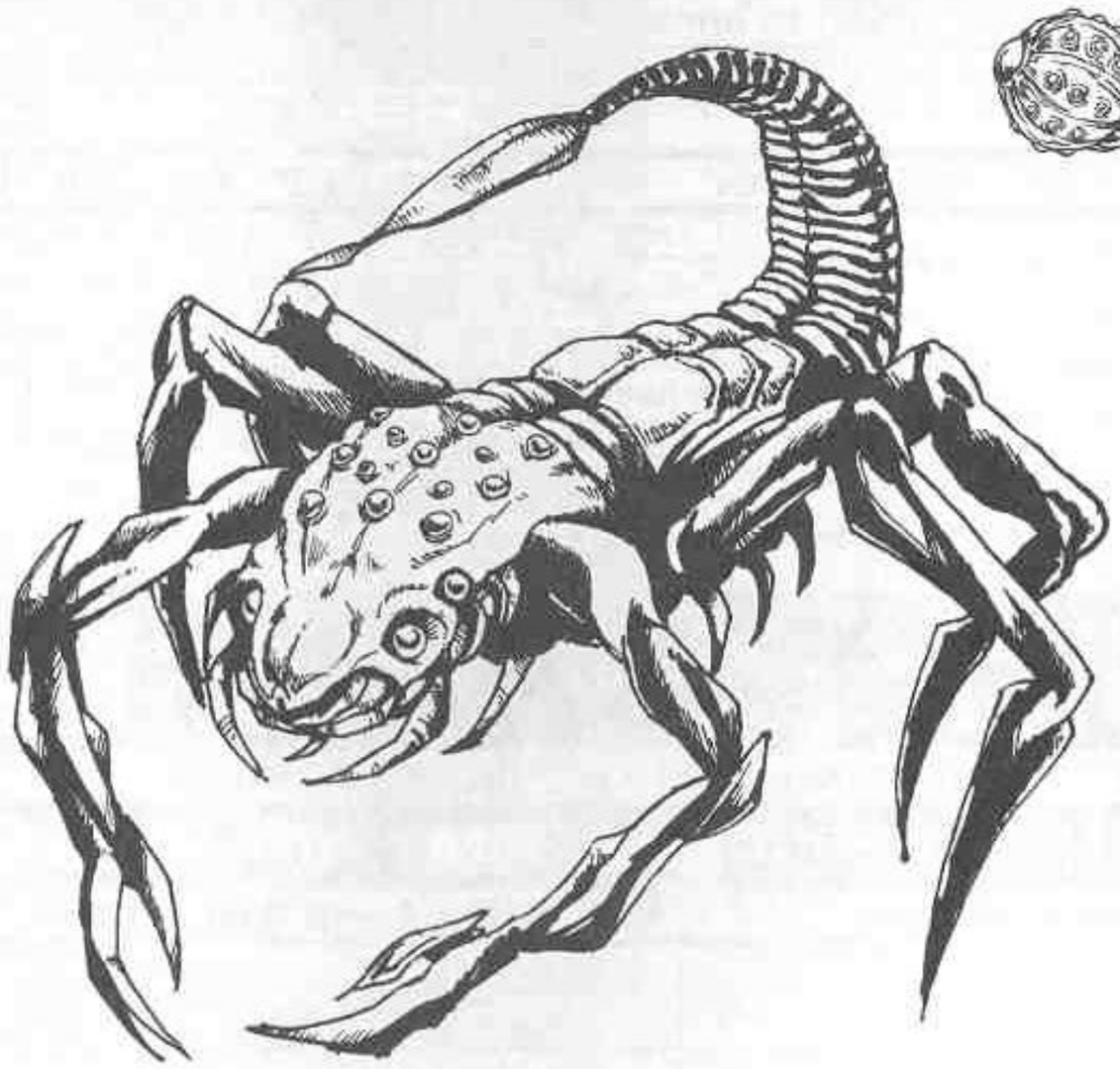
COST 57.5 **WEIGHT** 18.22 tons **MANEUVER POOL** +0 **APT**

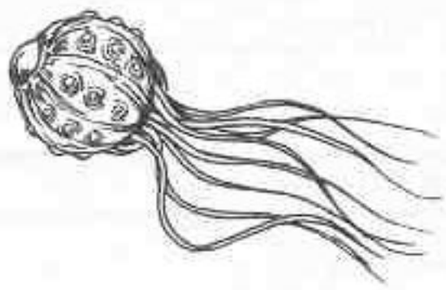
Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Mecharider	-3		0	26 Hexes					

Notes: This mecharider is sledlike—when the Gunther rides it, it squats down and cannot use its legs. This craft has 3500km of fuel—high-speed whoopie! It can carry up to 91 tons of mecha.

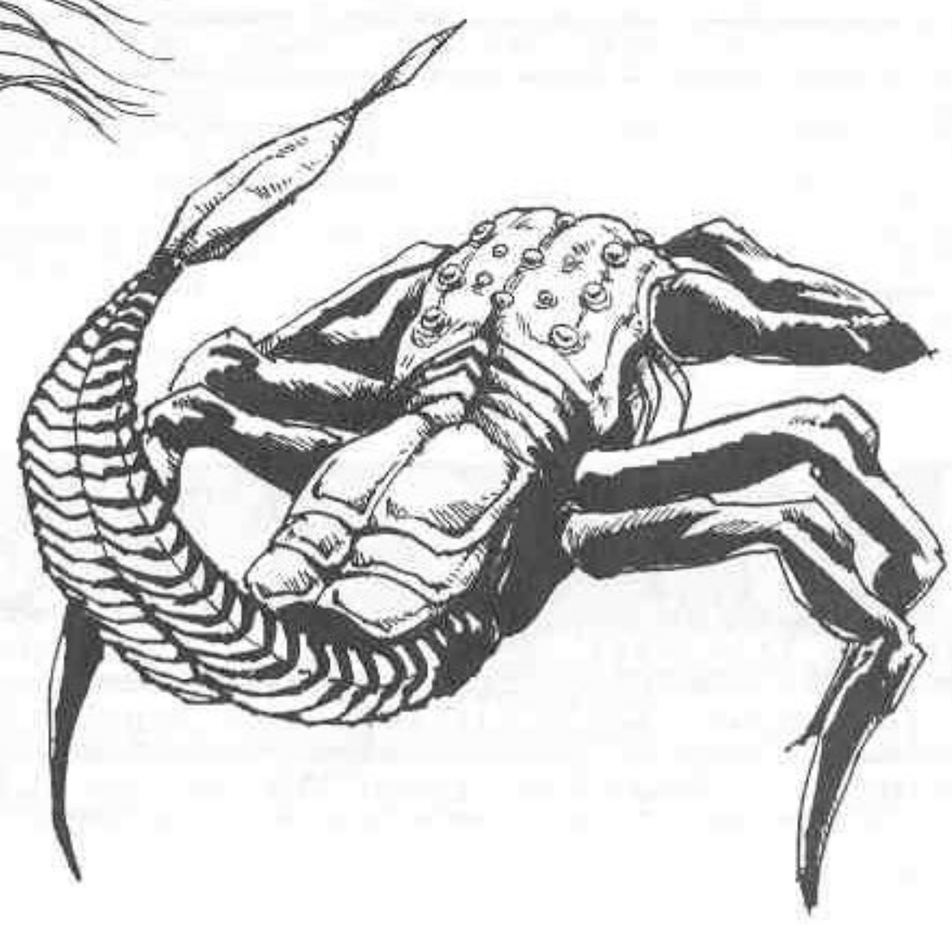
System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Torso w/ Armor	AH	-	-	-	-	18	9	1	-	-	-	27	-	(18)	27
Thrusters	-	-	-	-	-	-	-	-	-	MA 26	T	17.8	5	7.8	22.8
Space Protection	-	-	-	-	-	-	-	-	-	-	-	-	-	-	x0.05
3500km Fuel	-	-	-	-	-	-	-	-	-	-	T	5	-	10	5

SKORPON XENODRONES
スコーポーノスのセノドローン





Organic Spore-Missile



The native inhabitants of the planet Skorponos are classified as chitinous, exoskeletal arthropods of unknown intelligence. They have no single physical somatype or form, running the gamut from legless slithering torsos to multi-legged torso/abdomen combinations. They range in size from microscopic to 20+ meters in length.

A certain amount of the lifeforms do display signs of intelligence, including cooperative behavior, problem-solving ability, and behavioral adaptability. These lifeforms live in a series of communal, insect-like hives. Inter-hive cooperation appears to be non-existent; the hives war on each other for territory and materials (often the dead slain in these wars).

One amazing faculty of these lifeforms is the ability to breed entirely new lifeforms to perform new functions for the hive... sometimes it takes a hive as little as 200 hours to fashion and deploy a new form!

When the Imperials landed on Skorponos to mine its mineral-rich sands, they were attacked by small (2-meter) native lifeforms. These were mowed down by mecha, of course. The attacks continued in declining amounts for nearly 300 hours, then almost stopped. 500 hours after their landing, the Imperials were attacked by huge new native lifeforms nearly five meters tall and over 15 meters long, equipped with a nightmare array of bio-powered guns, spore missiles, and razor claws. The attack was repulsed, but at a cost of four Imperial mecha.

That was the beginning of the war for Skorponos, a conflict pitting beleaguered Imperials against ever-changing, ever-improving new bio-monsters rising from the sand to attempt to scour their world of the invaders.

The Alphadrone is fairly representative of the somatype that has come to dominate Skorpon xenos: A thorax with a pincer-festooned head, a long, whip-like tail, four legs, and an arm-like appendage beneath the thorax. The Alphadrone's main gun is a natural mass-driver run by immense static current, firing metallic-chitin shells. The missiles are actually spores launched by muscle contraction.

SKORPON ALPHADRONE

HEIGHT (METERS):
• 5.2

LENGTH (METERS):
• 26.3

FULL EQUIPMENT WEIGHT (TONS):
• 45.5

THRUSTER GEAR RATING (TONS):
• NONE

TOP SPEED (KPH):
• 108

ARMAMENT:
• Missile Bay x4
• Back Gun x1
• Pincers x1
• Tail x1
• Arm Claw x1

多次元機甲戦士道 メクトン

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Mechabeast	-2	4	6 Hexes	0

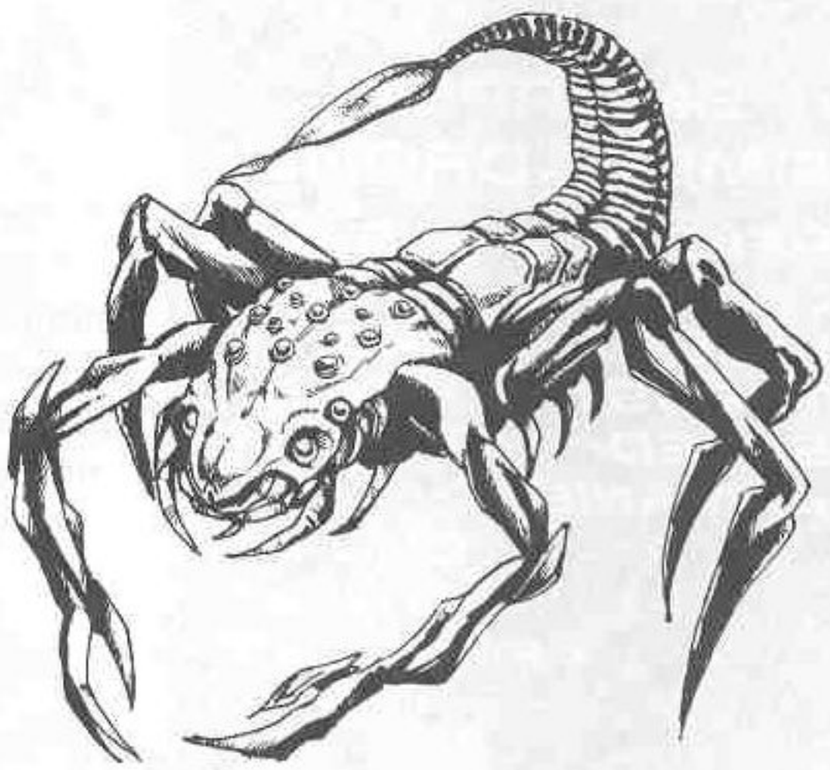
MANEUVER POOL 2

MECHA COMBAT SKILLS

Mecha Piloting	+ MR=	10
Mecha Fighting	+ MR=	10
Mecha Melee	+ MR=	10
Mecha Gunnery	+ MR=	-
Mecha Missiles	+ MR=	10

MAIN SYSTEMS

Powerplant XS:	1
Internal Automation (IA6, x4)	
Environment: Desert	
Thought Control	
Techno-Organic	
Tunneling	



MECHA PROFILE

Name	Weight	Cost
Skorpon Xenomecha "Alphadrone"	45.5 tons	352

COMMAND ARMOR, ARMOR & SERVOS

Servomodule	CA-SP	CA-DC	CA-AbC	SP	DC	AbC	Kills	Add+
Torso	-	-	-	6	1	-	10	-
Head	-	-	-	4	1	-	5	-
RF Leg	-	-	-	4	1	-	3	+1
LF Leg	-	-	-	4	1	-	3	+1
RR Leg	-	-	-	4	1	-	3	+1
LR Leg	-	-	-	4	1	-	3	+1
Arm	-	-	-	4	1	-	4	+0
Tail	-	-	-	3	1	-	4	-

SUBASSEMBLIES

Cockpit	# Crew	Type	Enc.	Options
Head	Brain!	Std	Armored	-

Subassemblies	Loc	K
Linkage for Missile Bays	-	-

MOVEMENT SYSTEMS

Movement System	Loc	Kills
-		

SENSORS

Sensors	Main		
Loc	Head		
Range	7km		
Comm	1000km		
Kills	2		
Notes	Sonic sensors included.		

SHIELDING

Shield	DA	SP	DC	AbC	Loc	Notes
-						

ARMAMENT

Weapon	WA	Range	Damage	Shots	Kills	Loc	Notes
Back Gun	+1*	7-49	5K-AP	20	5	T	A-P Gun
Missile Bay	+1*	5-25	2K	16	2	L	Right-Front
Missile Bay	+1*	5-25	2K	16	2	L	Left-Front
Missile Bay	+1*	5-25	2K	16	2	L	Right-Rear
Missile Bay	+1*	5-25	2K	16	2	L	Left-Rear
Tail	+0*	melee	8+2K	-	8	Tail	Entangling
Claw	+1*	Melee	2+2KAP	-	2	A	Quick, AP
Pincers	+2*	Melee	4+2K	-	4	H	-

*These WAs already include the +1WA bonus from Thought Control.

REMOTE INFORMATION

Control Multiple	Control	Operation

Servos & Armor	Weapons

Other Systems

Weight	MV	MR	MA	Skill	MA	Accel	MP

SKORPON OMEGADRONE

HEIGHT: 5.4m
LENGTH: 26m
WEIGHT: 49.5t
THRUST: None
SPEED: 108kph
ARMAMENT:
• Claw x4
• Tail x1
• Pincers x1

SKORPON: OMEGADRONE

A Terran pilot once described this beast as "Ugh," a fitting description for a monster whose normal combat tactics revolve around tunnelling up beneath an unsuspecting target, erupting from the sand, and literally shredding its victim with powerful ripping claws and spines attached to the ends of its arms and forelegs.

This "variant" of the more common Alphadrone eschews ranged weaponry altogether in order to concentrate on a quartet of mangling appendages. These claw-feet act in unison, clutching and clawing in a frenzied fit of destruction. Based on combat readouts, the Omegadrone is capable of destroying any mecha, Imperial or Terran, in a few seconds, once it has its claws on its target. Even the massive armor of the Gunther is no protection.

SKORPON SIGMADRONE

HEIGHT: 5m
LENGTH: 26.4m
WEIGHT: 59.5t
THRUST: None
SPEED: 108kph
ARMAMENT:
• Missile Bay x5
• Tail x1
• Pincers x1

SKORPON: SIGMADRONE

The Sigmadrone is a disturbing example of the breadth of Skorpon genetic engineering. The entire beast is nothing more than a gunless Alphadrone with every available surface covered with sporelike "missiles." It is not known whether these spores actually grow on the Sigmadrone or are separate bio-organisms grown elsewhere.

The implications of the Sigmadrone are frightening. Its spore missiles are capable of enough damage to threaten a starship; in addition, different missiles with different functions (burst effect, smoke, incendiary, even beam refraction gas!) have been encountered being fired by the Sigmadrone. Copy-cat missile types will appear within a week of a new warhead being used against the Skorpon Xenodrones.

SKORPON DELTADRONE

HEIGHT: 7m
LENGTH: 24.5m
WEIGHT: 49.5t
THRUST: None
SPEED: 108kph
ARMAMENT:
• Claw x2
• Tail x1
• Pincers x1

SKORPON: DELTADRONE

The Deltadrone is a specialized variant designed for swift above-ground movement. Its legs are incredibly muscled, allowing it to make 350 meter bounds with unerring accuracy, even in the hurricane winds of Skorponos. It shares arms with the Omegadrone, and can do half the hideous damage of that monster. With its rapid bounding movement, the Deltadrone can jump over intervening terrain and close swiftly with a target to be shredded.

What makes it even worse is that a Deltadrone can remain hidden beneath the metallic sands of Skorponos, waiting to leap on a victim from its ambush position. This tactic is nearly impossible to stop; the "bounding overwatch" tactic of having half the squad hang back and wait for activity while the other half moves forward seems to be the only way to defend against it.

MEKTON VARIATION — SKORPON XENOMECHA "OMEGADRONE"

COST 385 **WEIGHT** 49.5 tons **MANEUVER POOL** 5 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Mechabeast	-2	6	6 Hexes	0					

Notes: Alphadrone variant. Replace Alphadrone's arm with 2 MS arms, SP4. Delete all Alphadrone guns & missiles. Add claws. Cross-link all claws. Increase internal automation to IA-8 x2 (Piloting & Melee 14).

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Arm Claw	-	+1*	Melee	5+3KAP	-	5	-	-	-	AP, Cross-Linked	RA	5	-	5	5
Arm Claw	-	+1*	Melee	5+3KAP	-	5	-	-	-	AP, Cross-Linked	LA	5	-	5	5
Leg Claw	-	+1*	Melee	5+3KAP	-	5	-	-	-	AP, Cross-Linked	RFL	5	-	5	5
Leg Claw	-	+1*	Melee	5+3KAP	-	5	-	-	-	AP, Cross-Linked	LFL	5	-	5	5
Arm w/ Armor	MS	-	-	+1	-	5	4	1	-	-	T	9	-	(5)	9
Arm w/ Armor	MS	-	-	+1	-	5	4	1	-	-	T	9	-	(5)	9

MEKTON VARIATION — SKORPON XENOMECHA "SIGMADRONE"

COST 405.3 **WEIGHT** 59.5 tons **MANEUVER POOL** 3 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Mechabeast	-3	3	6 Hexes	0					

Notes: Alphadrone variant. Replace the Alphadrone's ranged weapons with 5 new, cross-linked missile bays.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Missile Bay	-	+1*	11-121	9K	10	6	-	-	-	Cross-Linked	T	9	-	9	9
Missile Bay	-	+1*	11-121	9K	10	6	-	-	-	Cross-Linked	RFL	9	-	9	9
Missile Bay	-	+1*	11-121	9K	10	6	-	-	-	Cross-Linked	LFL	9	-	9	9
Missile Bay	-	+1*	11-121	9K	10	6	-	-	-	Cross-Linked	RRL	9	-	9	9
Missile Bay	-	+1*	11-121	9K	10	6	-	-	-	Cross-Linked	LRL	9	-	9	9

MEKTON VARIATION — SKORPON XENOMECHA "DELTADRONE"

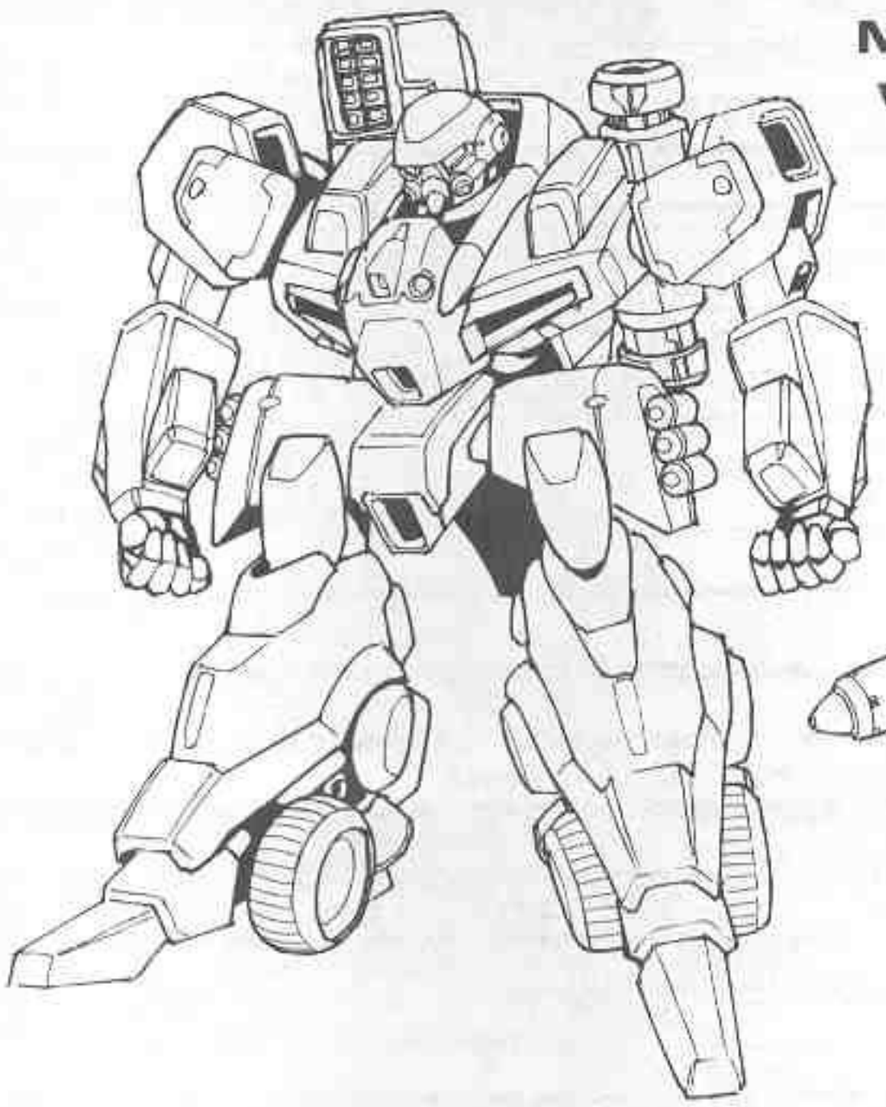
COST 328 **WEIGHT** 49.5 tons **MANEUVER POOL** 6 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Mechabeast	-2	6	6 Hexes	7-Hex Jumps					

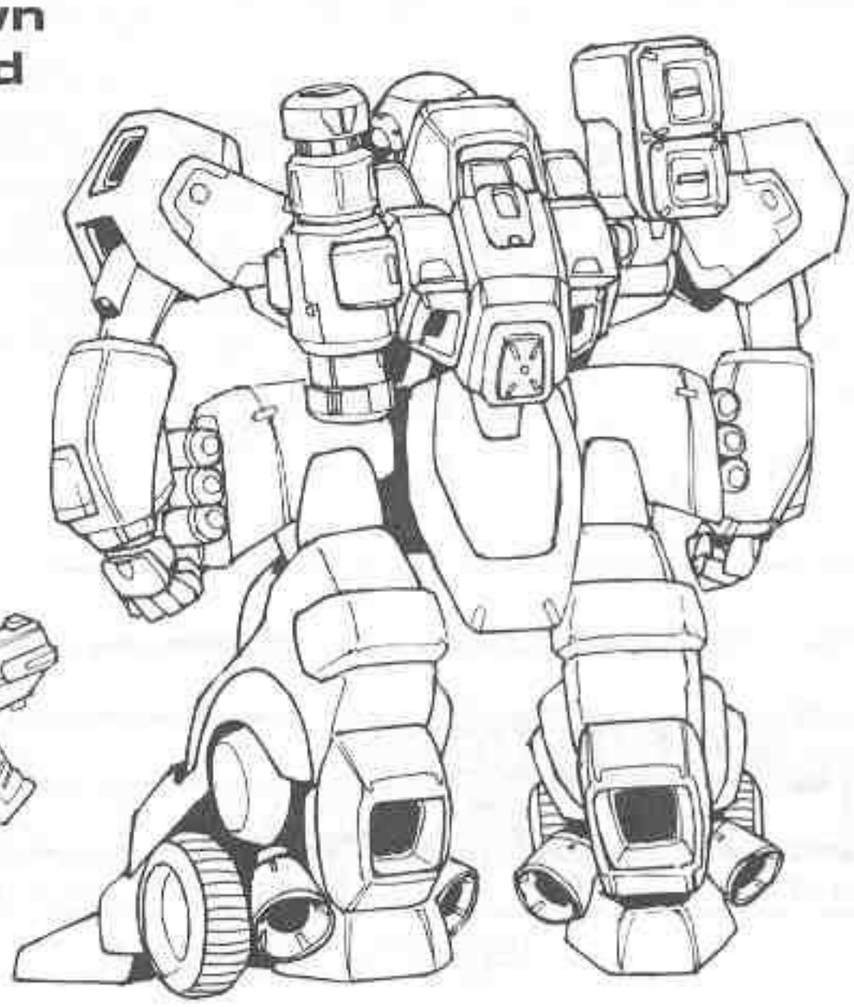
Notes: Omegadrone variant. Replace ranged weapons with jump "muscles" in legs and replace torso gun.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Torso Gun	-	+1*	7-49	5K-AP	20	5	-	-	-	Armor-Piercing	T	9	0	9	9
Jumpjets	-	-	-	-	-	-	-	-	-	7-Hex Jumps	Legs	-	0	5.5/L	x0.275

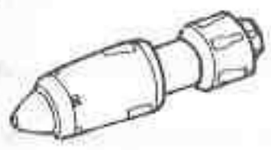
TERRAN "MINUTEMAN" SERIES
ちきゅうのミンネットマンのシリーズ

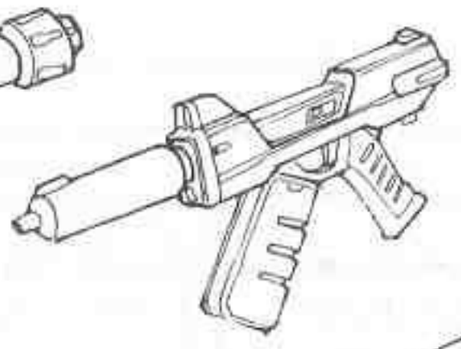


Minuteman shown with Rocket Pod and Anti-Tank Missile



A-T Missile





Autorifle

MINUTEMAN

HEIGHT (METERS):
• 3.7

FULL EQUIPMENT WEIGHT (TONS):
• 4.48 (average)

THRUSTER GEAR RATING (TONS):
• N/A

TOP SPEED (KPH):
• 111

ARMAMENT:
• Autorifle x1
• Others x3:
-Machinegun
-Autocannon
-Rocket Pod
-Grenade Launcher
-Missile Pack
-Antitank Missile

The Minuteman was the child of early 21st century exoskeleton designs. These exoskeletons were widely used for urban combat as well as in other close terrain. When the PDF was authorized to form units for urban support combat, the Minuteman was the natural choice to provide fire support for the commandos.

The basic mission of the Minuteman was reflected in its interchangeable weaponry and weapon mounts—each of the Minuteman's weapons was essentially a scaled-up footsoldier version of crew-served infantry weapons. The grenade launcher, for instance, could be easily removed from the Minuteman's weapon mount, slapped onto a tripod, and used by foot soldiers or vehicle troopers (from a pintel mount). Some of the weapons (specifically the Anti-Armor missile pack) retained their bipods and sights, ready for instant dismount and use. Minuteman weapon mounts used quick-release clamps, with electronic linkages and actual "trigger-finger" actuator servos to fire the weapons. For use in the massive hand servos, clamp-on "pistol-grip" arrays were provided that would slot onto the appropriate weapon. The advantages were obvious: not only could a Minuteman surrender its weapons to more-maneuverable commandos as needed, but a Minuteman could easily scavenge weapons from the battlefield at will.

Before the war, Minutemen were deployed in small, five-man units at dispersed locations so that they could move swiftly to react to guerrilla or terrorist activity. When the invasion came, this deployment scheme seemed tailor-made to resist the Imperials. For their part, the invaders soon discovered that the agile little machines and their commando counterparts were just as effective and distressing as full-sized battle tanks and Guardian mecha. Minutemen would pull hit-and-run raids, escaping into urban streets and slipping into buildings and storm sewers to avoid Gorgon retribution. With their deadly missiles, only the Medusas stood much of a chance of bringing the Minutemen to task—and there was still the danger of following the pests into a carefully-arranged commando traps.

So effective was the Minuteman that the Imperials even adopted a similar design—a cut-down Gorgon known as the Hercules.

多次元機甲戦士道 メクトン

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Humanoid (walking)	-4		40m	0
Humanoid (rolling)	-4		6 Hexes	0

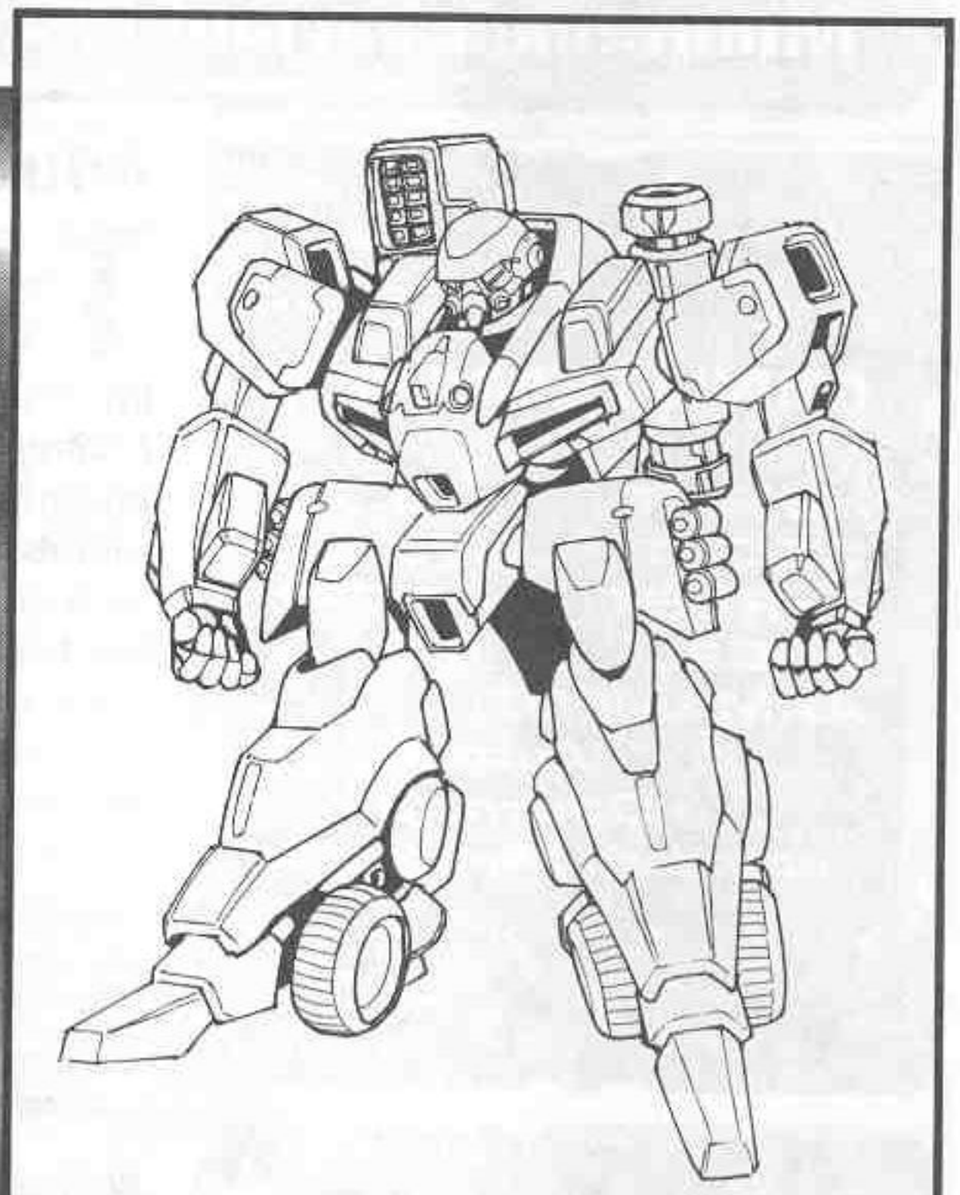
Maneuver Pool +0

MECHA COMBAT SKILLS

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

MAIN SYSTEMS

Powerplant XS:	5
Hot Powerplant	
Source: Power Cell (12 hours)	



MECHA PROFILE

Name	Weight	Cost
Terran Minimecha "Minuteman"	4.48t (avg)	25.5 (avg)

COMMAND ARMOR, ARMOR & SERVOS

Servomodule	CA-SP	CA-DC	CA-ABC	SP	DC	ABC	Kills	Add+
Head	-	-	-	1.0	0.2	-	0.8	-
Torso	-	-	-	1.0	0.2	-	1.6	-
R. Arm	-	-	-	1.0	0.2	-	1.0	+0.2
L. Arm	-	-	-	1.0	0.2	-	1.0	+0.2
R. Leg	-	-	-	1.0	0.2	-	1.0	+0.2
L. Leg	-	-	-	1.0	0.2	-	1.0	+0.2

SUBASSEMBLIES

Cockpit	# Crew	Type	Enc.	Options
Torso	1	Screen	Armored	E-Seat

Subassemblies	Loc	K
Twin Weapons Mounts	Torso	-

MOVEMENT SYSTEMS

Movement System	Loc	Kills
rocket-assisted Wheels	RL	0.4
rocket-assisted Wheels	LL	0.4

SENSORS

Sensors	Main	Backups	
Loc	Head	Torso	
Range	4km	1km	
Comm	800km	300km	
Kills	0.2	0.4	
Notes			

SHIELDING

Shield	DA	SP	DC	ABC	Loc	Notes
-						

ARMAMENT

Weapon	WA	Range	Damage	Shots	Kills	Loc	Notes
Right Hand	+0	Melee	0.2+0.2K	-	0.2	RA	Quick, Handy
Left Hand	+0	Melee	0.2+0.2K	-	0.2	LA	Quick, Handy
Autorifle	-1	40-400m	0.8K	10	0.8	RA	BV=5, 1/10th
							Scale
Machinegun	-1	7-49	1.0K	30	1.0	1-H	BV=5
Autocannon	+0	7-49	1.2K	10 x3	1.2	2-H	BV=3
Rocket Pod	+0	8-64	1.0K	10	0.67	WM	Blast=1
Grenade Launcher	-1	7-49	1.0K	10	1.0	WM	BV=3
Missile Pack	+0	10-100	8K	2	1.0	WM	1x Scale
Antitank Missile	+0	13-169	14K	1	1.0	WM	1x Scale

REMOTE INFORMATION

Control Multiple	Control	Operation

Servos & Armor	Weapons

Other Systems

Weight	MV	MR	MA	Skill	MA	Accel	MP

MINUTEMAN II

HEIGHT: 3.7m
WEIGHT: 4.7t (av)
THRUST: 4.74t
ACCEL: 9.9m/s
ARMAMENT:
• Autorifle x1
• Others x3 per standard Minuteman

MINUTEMAN: MINUTEMAN II

The basic Minuteman minimecha proved to be so effective that the Planetary Defense Force and the UNWO Command decided that their Minuteman forces should go to space and take the war back to the Imperials. The Model II upgrade of the Minuteman prepared it for this task, adding the equipment necessary for such a hostile environment. New Imperial-style hydrogen-powered thrusters were housed in the legs, and the Minuteman was refitted with an Imperial-style cold fusion engine. This came as a great relief to Minuteman combat troopers, who had never been terribly happy about the idea of wearing a small nuclear bomb (er, "battery pack") on their backs.

The Minuteman II's lack of high-speed propulsion, combined with its modest physical size, prevented it from serving well in any kind of defensive role; faster mecha (like the Furie) could dash past or around a tiny Minuteman II, and larger mecha (Gorgons and Medusas) were capable of plowing right through a Minuteman II squad. The Minuteman's chief advantage was its use of cover—the lack of such in space demonstrated a need for a faster, more maneuverable minimecha...

MINUTEMAN II MECHA MOVEMENT & MANEUVER PACK "3MP-JUNIOR"

LENGTH: 1.5m
WEIGHT: 1.2t
THRUST: 23.4t
ACCEL: 31.9m/s
ARMAMENT:
• None

MECHARIDER: 3MP-JUNIOR

The solution to the Minuteman II's shortcomings was borrowed from the new Rapier, which was suffering from similar problems; when the decision was made to augment the Rapier with a Mecha Movement and Maneuver Pack, it was logical to make one for the Minuteman as well. The Minuteman II's 3MP-Junior was developed and designed quickly and efficiently, but what *really* surprised everyone was that it was so beefy—this was a BIG pack, half the height of a normal Minuteman II, and easily capable of hurtling the minimecha along at nearly 7 gees! That is, if the acceleration governors holding it to 3.25 gees were overridden.

Everyone wondered why the thing was so huge and overmuscled. Some Minuteman II pilots decided not to look a gift three tons in the mouth, and took to carrying excess weapons and ammunition strapped to the thing. However, the reasons for the 3MP-Junior's speedy development (and considerable bulk) was soon answered when the "Muscleman" began appearing in the field—all questions about the 3MP-Jr.'s capabilities ceased around that time...

MINUTEMAN II

HEIGHT: 3.7m
WEIGHT: 6.2t (av)
THRUST: N/A
SPEED: 108kph
ARMAMENTS:
• Machinegun x1
• Others x3 per standard Minuteman, but Recoilless Rifle instead of Machinegun

MINUTEMAN III: MUSCLEMAN

The Minuteman III had been on the drawing board for some years before the Imperial invasion. Indeed, several autofactories had been tooled up to manufacture it in limited quantities, and a few models had rolled off the assembly line before the factories experienced an unplanned work stoppage. During the resistance period, those few Model IIIs were doled out to PDF guerrilla units in the NorthAm Western District, where they carved a vicious swath through the Gorgons and Medusas they met. The new heavy recoilless rifle didn't depend on missile guidance systems, so the Medusa couldn't jam it, and it was accurate enough to pick out the chinks in heavy Imperial armor.

The "Muscleman" is most commonly seen with the recoilless rifle; the other popular configuration sports a (slightly) cut-down grenade launcher and a self-loading 20mm cannon used as handguns and a set of missiles on the shoulder mounts.

MEKTON VARIATION TERRAN MINIMECHA "MINUTEMAN II"

COST 39.3 (average) **WEIGHT** 4.7 tons **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid (walking)	-4		40 meters	8 Hexes					
Humanoid (rolling)	-4		6 Hexes	-					

Notes: Minuteman variant. Add space protection. Replace hot power cell with cool fusion-type powerplant. Place 8MA thrusters in legs.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Space Protection	-	-	-	-	-	-	-	-	-	-	-	-	-	-	x0.05
Cool Powerplant	-	-	-	-	-	-	-	-	-	XS=1	T	-	-	-	+x0.25
Thrusters	-	-	-	-	-	-	-	-	-	4MA per Leg	L/L	14.1	2	5/5	16.1
Fuel	-	-	-	-	-	-	-	-	-	500km	T	-	-	-	0

MEKTON VARIATION TERRAN MECHARIDER "3MP-JUNIOR"

COST 11.9 **WEIGHT** 1.2 tons **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Mecharider	-3		0	26 Hexes					

Notes: Big thruster pack for Minuteman—hauls up to 6 tons!

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Torso with Armor	MW	-	-	-	-	2.4	0.8	-	-	-	-	-	-	-	16
Thrusters	-	-	-	-	-	0	-	-	-	26 MA	-	11.7	2.9	6	14.6
Fuel	-	-	-	-	-	-	-	-	-	5000km	-	5	2	6	7
Space Protection	-	-	-	-	-	-	-	-	-	-	-	-	-	-	x0.05
Space Hydraulics	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-x0.1

MEKTON VARIATION TERRAN MINIMECHA "MUSCLEMAN" (MINUTEMAN III)

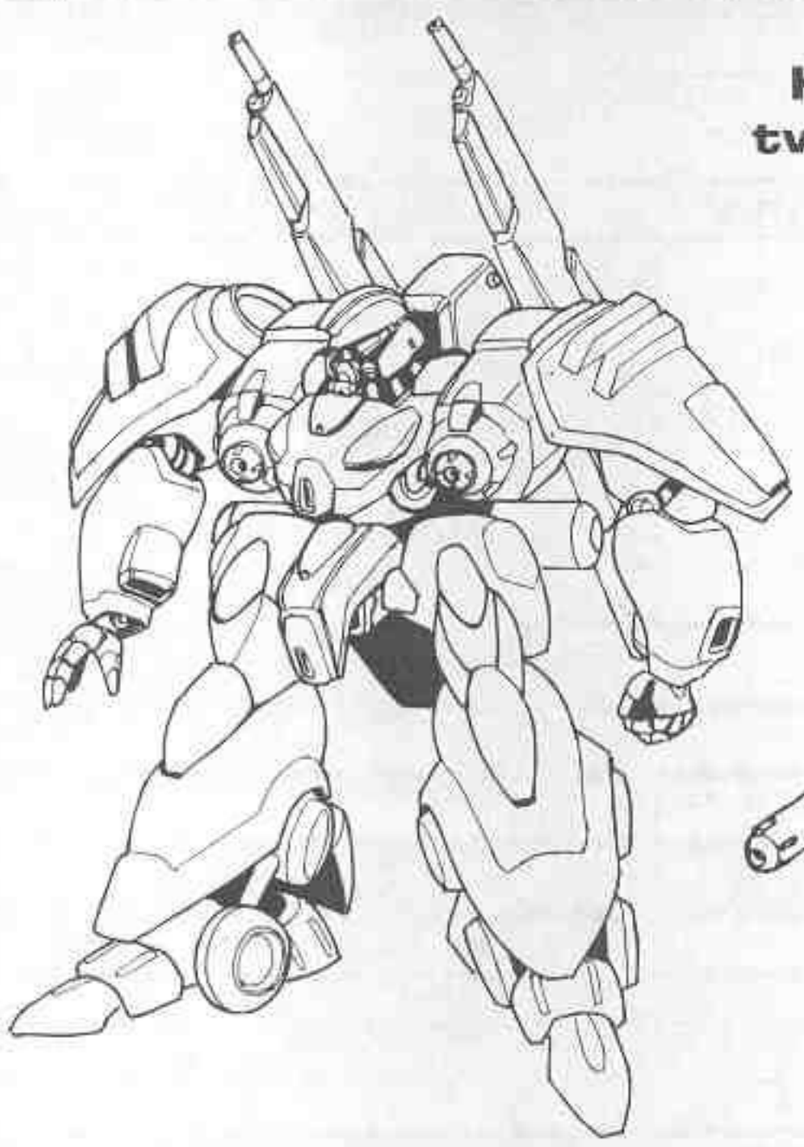
COST 87.4 **WEIGHT** 6.2t (avg) **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid (walking)	-4		50 meters	8 Hexes					
Humanoid (rolling)	-4		7 Hexes	-					

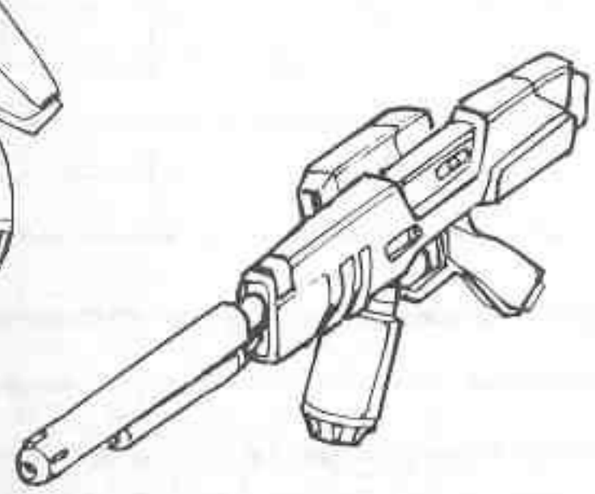
Notes: Superheavy Minuteman II variant; all servos MW, all armor LH. Replace autorifle with machinegun. Boost powerplant to Overcharged (+x0.2). Add optional recoilless rifle as option weapon. All other equipment as normal Minuteman II.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Torso & Armor	MW	-	-	-	-	2.4	1.4	0.2	-	LH Armor	T	19	-	(12)	19
Head & Armor	MW	-	-	-	-	1.2	1.4	0.2	-	LH Armor	H	13	-	(6)	13
Limbs & Armor	MW	-	-	-	-	1.4e	1.4	0.2	-	LH Armor	A/Ls	56	-	(7e)	56
Thrusters	-	-	-	-	-	-	-	-	-	Boost for new mass	L/L	19.6	4.8	5/5	24.4
Recoilless Rifle	-	+0	13-169	4K-AP	10	4.0	-	-	-	Armor-Piercing	2-H	28	4	14	32

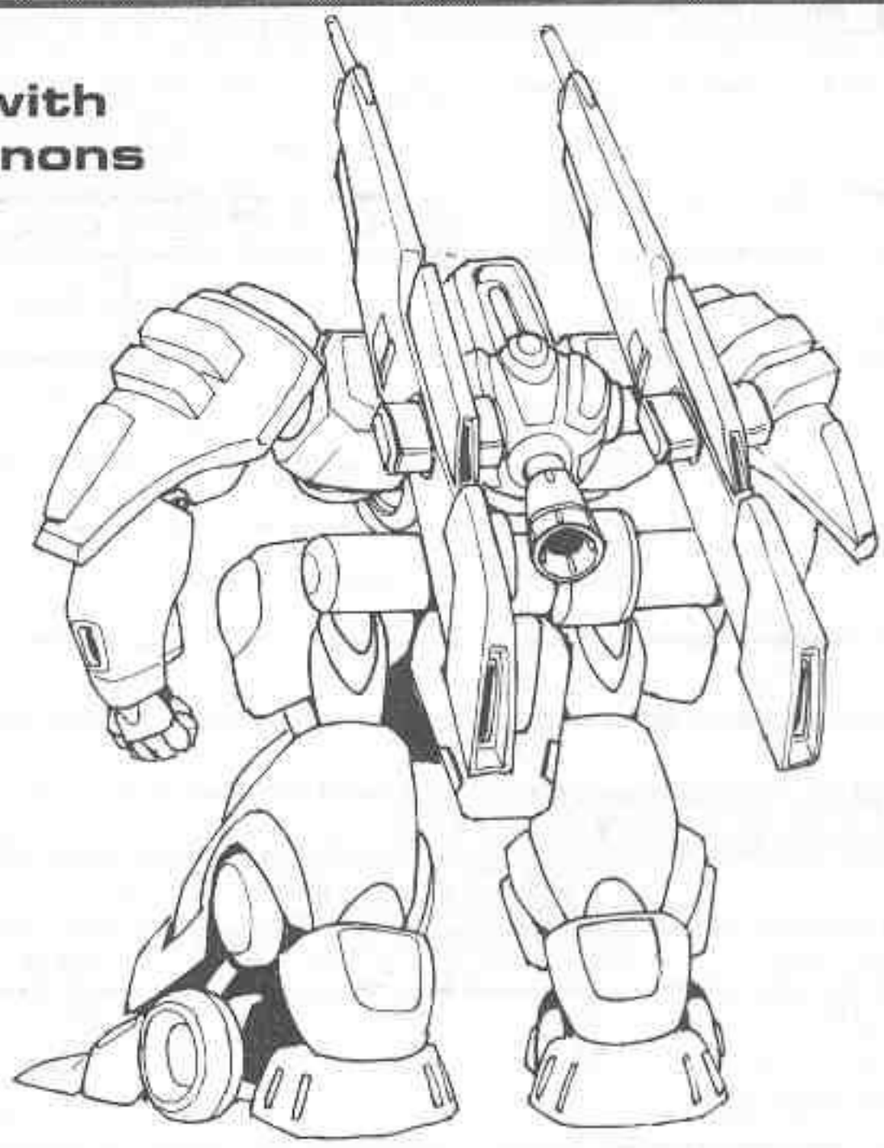
IMPERIAL "HERCULES" SERIES
ていこくのヘラケレスのシリーズ



Hercules shown with twin Shoulder Cannons



Handheld Carbine



HERCULES

HEIGHT (METERS):
• 3.7

FULL EQUIPMENT WEIGHT (TONS):
• 5.62

THRUSTER GEAR RATING (TONS):
• 5.66

TOP SPEED (KPH):
• 144

ARMAMENT:
• Carbine x1
• Shoulder Cannon x2
-or-
• Shoulder Cannon x1
• Missile Rack x1
-or-
• Missile Rack x2

The Hercules came as a roaring great surprise to the PDF. The first Terran encounter with them occurred during the Terran assault on Station 235, when a squad of Minutemen encountered a similarly-sized group of Hercules armors. At first glance, the Imperial armors were mistaken for some sort of Gorgon variant. It was soon discovered that the Hercules was a great deal more nimble than its grown-up look-alike, and packed quite a wallop. With weapons that were powerful out of proportion to their size, manned by superb Imperial pilots for once unhindered by clumsy armor, they annihilated the Minuteman squad and drove the invading Terrans off the station.

The Hercules, it seemed, was not a new development at all, but had been in the Imperial armory for millennia. Whether it was a precursor to the Gorgon or a smaller variant made after the Gorgon is not clear (the Imperials themselves may have forgotten, it was so long ago). Like the Minuteman, it filled a niche in the combat order of the Imperial military. Why the Imperials failed to use these mecha on Terra during the attack and occupation is a mystery. It is suspected that the Imperials, with their emphasis on big mecha, disdained the Hercules because it would mean fewer Gorgons in the fleet. As a practical consideration, a powered armor the size of the Hercules requires a total running crew of 3-4—one or two pilots and two maintenance personnel. A mecha like the Gorgon only requires one more maintenance technician, so using Hercules instead of Gorgons would require quarters and supply for 15-20 personnel instead of five. The Terran Minutemen platoons aboard the *Argus* Troopers solved this problem by making every pilot an assistant technician as well, so they didn't have to carry as many crewmembers.

Maintenance was a great problem with the Imperials. Their pilots were so used to being combat jockeys that they had little success in coping with battle damage. Although mechanically robust, the cold fusion power plants common to mecha (both Terran and Imperial) frequently shut down when their magnetic fields were disturbed by nearby damage. The mechanisms were largely self-aligning, and could be restarted with a bit of fine-tuning. The problem was that the pilots didn't spend the time to learn this process (this problem was not limited to the Imperials, of course—many Terran mechajocks didn't consider learning this process important, either, at least not until their first combat power plant failure).

The Hercules design is really quite clever. Its main weapons, the shoulder cannon and the missile rack, are only modifications of the Gorgon autocannon and missile launcher. Since they use the same ammunition, they avoid the problem of supplying two different ammo types.

多次元機甲戦士道

メクトン

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Humanoid	-3		40 meters	8 Hexes
			per turn	

Maneuver Pool +0

Mecha Combat Skills

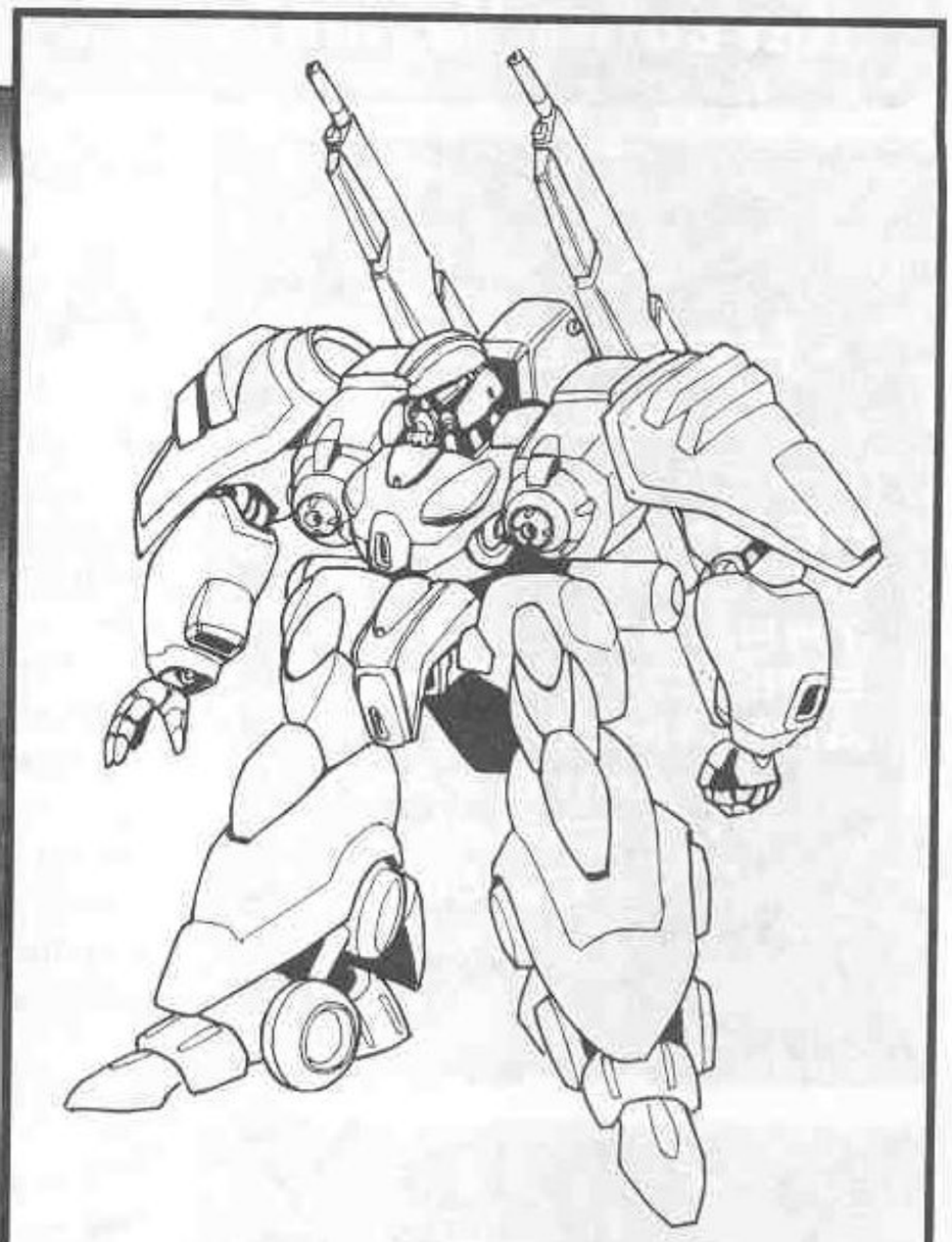
Mecha Piloting	+ MR=	
Mecha Fighting	+ MR=	
Mecha Melee	+ MR=	
Mecha Gunnery	+ MR=	
Mecha Missiles	+ MR=	

Main Systems

Powerplant XS:	1
Space Environment Protection	

Command Armor, Armor & Servos

Servomodule	CA-SP	CA-DC	CA-ABC	SP	DC	ABC	Kills	Add+
Torso	-	-	-	1.4	0.2	-	2.4	-
Head	-	-	-	1.2	0.2	-	1.0	-
R. Arm	-	-	-	1.2	0.2	-	1.4	+0.2
L. Arm	-	-	-	1.2	0.2	-	1.4	+0.2
R. Leg	-	-	-	1.2	0.2	-	1.8	+0.4
L. Leg	-	-	-	1.2	0.2	-	1.8	+0.4



Mecha Profile

Name	Weight	Cost
Imperial Powered Armor "Hercules"	5.62 tons	65.4

Subassemblies

Cockpit	# Crew	Type	Enc.	Options
Torso	1	Screen	Armored	E-Pod

Subassemblies	Loc	K
2X Weapon Mounts	T	-
Spotlight	T	-
Antitheft Codelock	T	-
Fuel: 1000km	T	-

Movement Systems

Movement System	Loc	Kills
-		

Sensors

Sensors	Main	Backups	
Loc	Torso	Torso	
Range	7km	1km	
Comm	1000km	300km	
Kills	0.2	0.4	
Notes			

Shielding

Shield	DA	SP	DC	ABC	Loc	Notes
R. Shield	-0	1.2	25h	-	RA	-
L. Shield	-0	1.2	25h	-	LA	-

Armament

Weapon	WA	Range	Damage	Shots	Kills	Loc	Notes
Right Hand	+0	Melee	0.2+0.2K	-	0.2	RA	Quick, handy
Left Hand	+0	Melee	0.2+0.2K	-	0.2	LA	Quick, handy
Carbine	-1	4	1.2K	10	1.2	1H	Handheld
2 extra clips for Carbine	-	-	-	10, 10	0.2e	-	On hips
Shoulder Cannon	+0	9	2.0K; AP	10	2.0	Wmt	AP Ammo
(or)							
Missile Rack	+0	8	4.0K	6	1.6	Wmt	-

Remote Information

Control Multiple	Control	Operation

Servos & Armor	Weapons

Other Systems

Weight	MV	MR	MA	Skill	MA	Accel	MP

HERCULES BETA

HEIGHT: 3.7m
WEIGHT: 5.6t
THRUST: 5.66t
SPEED: 144kph
ARMAMENT:
• Arm Blades x2
• Chakram x2
• Carbine x1

HERCULES: HERCULES BETA

Acting in small, independent units, Betas excel in the tight confines of Imperial stations and installations. They move through special passages unknown to the Terran invaders and come out behind or among Terran forces, closing immediately to slash and rend their opponents. After the lightning attack, the Betas withdraw into a previously hidden escape route, leaving their prey in disarray.

The "chakram" thrown/returning blade weapon is a weird example of Imperial magnetic/gravitic technology. A magnetic launcher fires the curved blade at velocity. The tumbling scythe slashes the target, then is attracted back to the launcher by following a specific gravomagnetic frequency broadcast by the shield-mounted unit.

The hand-to-hand fighting style and general tactics used by the Hercules Beta seemed more like those practiced by the Medusa mecha units. Small wonder that when a Beta's pilot was actually recovered it was discovered to be a female clone who had been transferred from Medusa training. One of the other uses for Medusa pilots, it seemed, was extensive training in the Hercules Beta, complete with intensive teamwork drills and a sort of powered armor kata skills specifically designed to enhance the performance of the Beta in close combat. In game terms, Hercules Beta pilots receive an extra action in melee combat only.

HERCULES INFERNO TYPE

HEIGHT: 3.7m
WEIGHT: 5.72t
THRUST: 5.66t
SPEED: 138kph
ARMAMENT:
• Carbine x1
• Flamer x1
• Shoulder Cannon x1

HERCULES: INFERNO TYPE

The Inferno is another special modification of the Hercules, designed for anti-personnel applications. The only addition is a flame-thrower mounted in the arms where the normal Hercules mounted its maneuvering thrusters. This made the Inferno clumsier than the regular Hercules, but thanks to the nature of its weapons, it scarcely needed dexterity.

The Inferno is a flame-throwing terror weapon, nothing more. It is as suited to combat in restricted terrain as its soul-mate, the Hercules Beta. The Inferno uses a binary chemical to produce its trademark flame bursts. These chemicals make a heat source that can burn even in vacuum, under water, or in fire-fighting foam. The shells of the shoulder cannon are loaded with the same chemicals, allowing the Inferno to project its flames over considerable distance. Although these same shells could be used in the Gorgon's autocannon, it's thought that they weren't used because of the volatility of the ammunition.

The Inferno was used almost exclusively for anti-infantry work. One well-positioned Inferno could bring an entire commando attack to a halt, working from behind a blind and denying a crucial corridor or other access point to the commandos.

HERCULES DAEDALUS TYPE

HEIGHT: 3.7m
WEIGHT: 5.91t
THRUST: 10.33t
SPEED: 455kph
ARMAMENTS:
• Rocket Cannon x1

HERCULES: DAEDALUS TYPE

These interceptor mecha were deployed from Imperial bases and vectored to block incoming enemy mecha and fighters, swooping in and around them like nasty fleas. Their speed and maneuverability made them hard targets to hit, too—more than one Rapier was caught off guard by the swarms of Daedalus suits rising to meet them, filling the air with missiles. The solution, it seemed, was almost comical if it hadn't been so necessary. In an age of giants, Minuteman suits had to be employed as a sort of escort fighter cover for their larger cousins. Equipped with maneuvering packs, they could outrun and outfight their Daedalus counterparts, keeping them off the heavier Rapiers and Hermes as they flew in towards the target.

The Daedalus' rocket cannon is essentially an anti-aircraft missile launcher with a large magazine—it's not really suited to ground-level work. Furthermore, it's not capable of launching more than one shot at a time; the guidance systems can only handle vectoring in one missile every few seconds. (Game notes: The rocket cannon has an ROF of 1, more like a projectile gun than a missile. It also suffers -1 to its WA when shooting at targets that are not in flight.)

MEKTON VARIATION IMPERIAL MINIMECHA "HERCULES BETA"

COST 76.3 **WEIGHT** 5.6 tons **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid	-4		50 m/turn	8 Hexes					

Notes: Remove weapon mounts and 5 spaces worth of verniers. Move +1 verniers to torso. Modify shields to binders. Add blades to arms. Cross-link blades, Cross-link chakrams, Cross-link blades to chakrams. Retain carbine.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Blades	-	+0	Melee	2+0.2K	-	2	-	-	-	Armor-Piercing	RA	3.3	1	0.8	4.3
Blades	-	+0	Melee	2+0.2K	-	2	-	-	-	Armor-Piercing	LA	3.3	1	0.8	4.3
Binder	-	-0	-	-	-	-	0.6	0.2	-	1.2 Space Binder	RA	3.9	-	0.2	3.9
Binder	-	-0	-	-	-	-	0.6	0.2	-	1.2 Space Binder	LA	3.9	-	0.2	3.9
Chakram	-	+1	40m	0.8+0.2K	-	0.8	-	-	-	Thrown, Returning	Bndr	1.2	-	1.2	1.2
Chakram	-	+1	40m	0.8+0.2K	-	0.8	-	-	-	Thrown, Returning	Bndr	1.2	-	1.2	1.2
Crosslinks	-	-	-	-	-	-	-	-	-	All Blades	-	4	-	-	4

MEKTON VARIATION IMPERIAL MINIMECHA "HERCULES INFERNO"

COST 74.5 **WEIGHT** 5.72 tons **MANEUVER POOL** +0 **APT**

Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid	-5		40m/turn	8 Hexes					

Notes: Remove verniers. Put inferno ammo in shoulder cannon. Install flamer, split between arms (nozzle in right arm). Retain hand-held carbine.

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Inferno Ammo	-	-0	7	2k	10	0.2	-	-	-	Incendiary, Blast=2	Gun	+3.3	-	-	9.3
Flamethrower	-	-1	2	1.2k	20	1.2	-	-	-	Incendiary, Blast=1	A, A	7.3	2	0.6	9.3

MEKTON VARIATION IMPERIAL MINIMECHA "HERCULES DAEDALUS"

COST 53.5 **WEIGHT** 5.91 tons **MANEUVER POOL** +0 **APT**

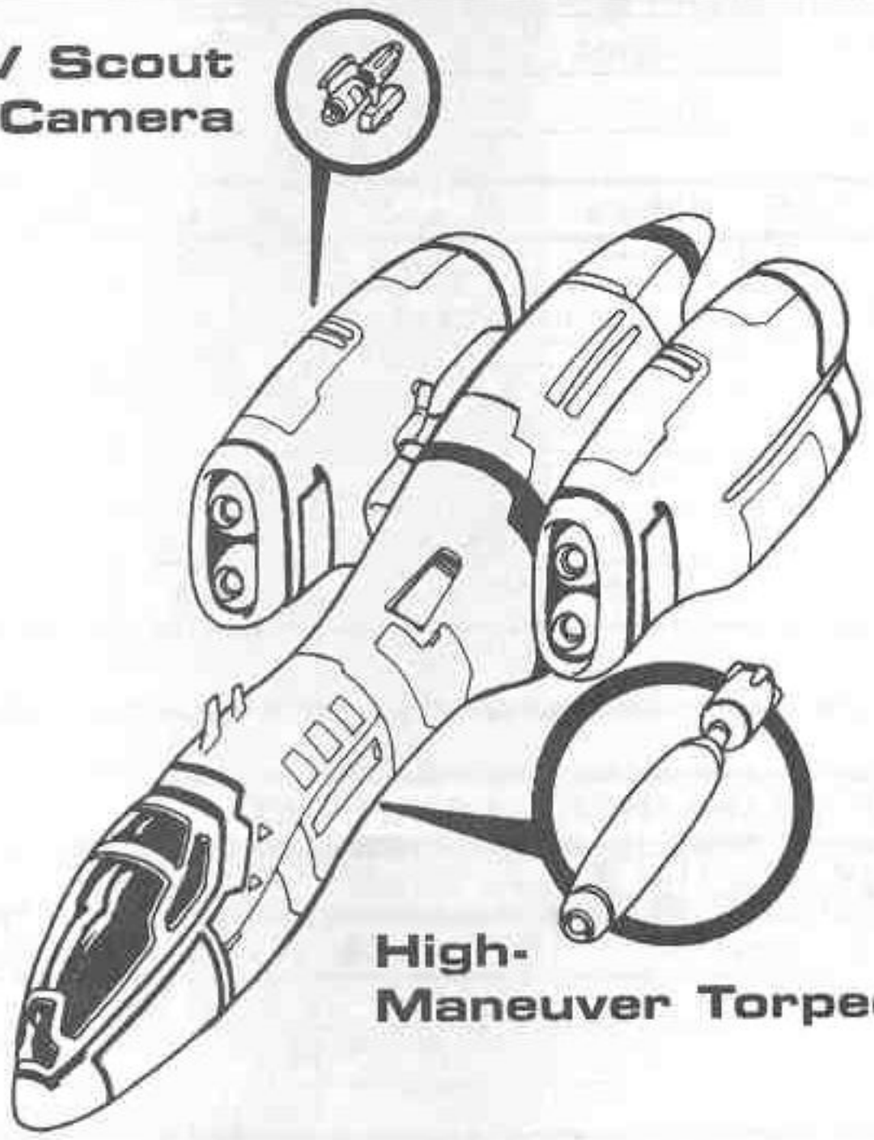
Configuration	MV	MR	Land MA	Other MA	Configuration	MV	MR	Land MA	Other MA
Humanoid	-3		40m/turn	14 Hexes					

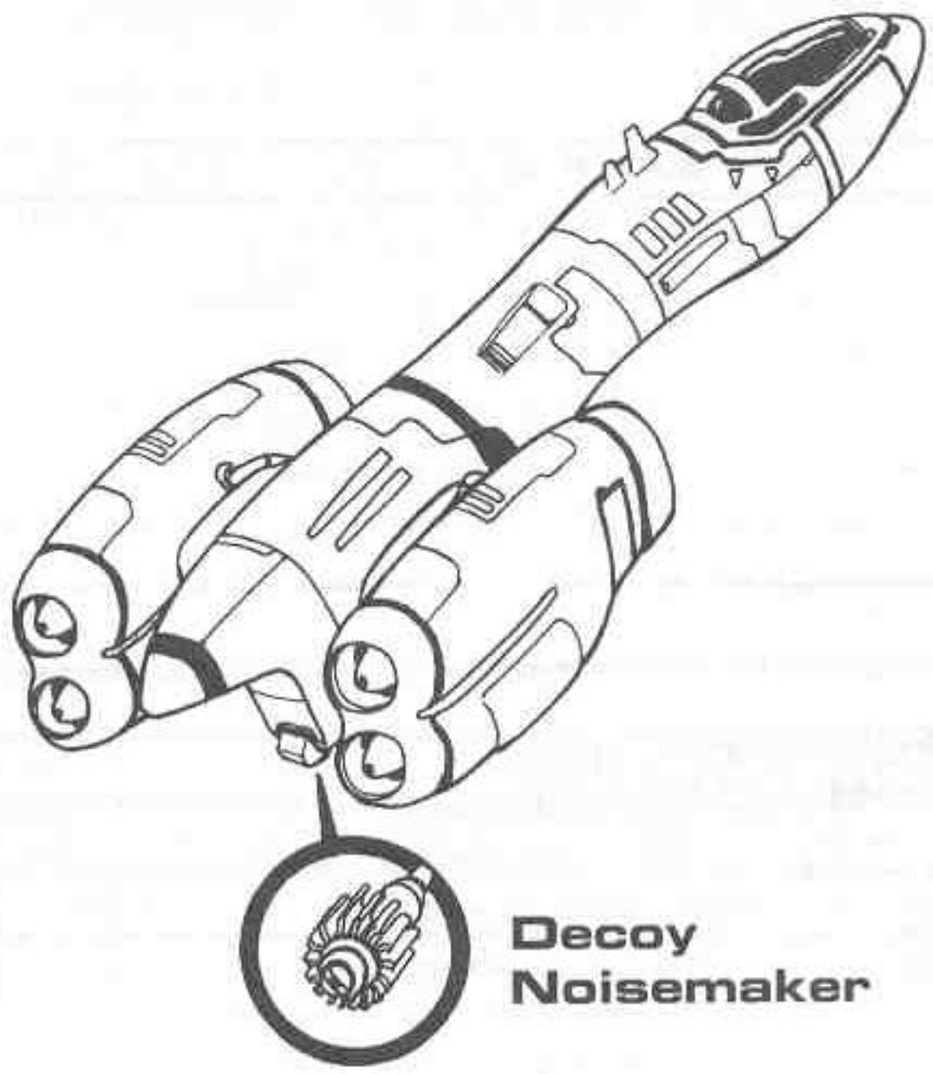
Notes: Remove weapons mounts and carbine. Modify shields to binders. Add binder thrusters and rocket cannon. Add +1000km fuel (2000km total)

System	Lvl	WA	Range	Dmg	#Sh	K	SP	DC	AbC	Notes	Loc	CP	Eff	Spc	Cost
Binder	-	-0	-	-	-	-	0.6	0.2	-	1.2-Space Binder	RA	3.9	-	0.2	3.9
Binder	-	-0	-	-	-	-	0.6	0.2	-	1.2-Space Binder	LA	3.9	-	0.2	3.9
Thrusters	-	-	-	-	-	-	-	-	-	2.4 per Binder	B, B	2.4e	-	2.4e	4.8
Rocket Gun	-	+2	14	3.0K	10	2	-	-	-	Missile Weapon	2H	8	1.7	2.8	9.7

TERRAN "SUBSTRIKER" MINIMECHA

ちきゅうのサブストライカー





SUBSTRIKER

LENGTH (METERS):
• 6.5
FULL EQUIPMENT WEIGHT (TONS):
• 2.95
THRUSTER GEAR RATING (TONS):
• N/A
TOP SPEED (KNOTS):
• 97
ARMAMENT:
• Torpedo x8

The invasion of Terra threw the Imperial forces head-first into a new and forbidding battlefield. Beneath the waves, Imperial mecha troops found themselves facing small, nimble vehicles propelled by hydrojets, protected from high pressure and armed with advanced high-maneuverability torpedoes (not to mention other lethal subsurface weapons). These aggressive, swarming minisubs were feared for the same reasons as their land-based Minuteman counterparts. These specialized aquamecha eschewed legs in favor of flange-mounted hydrojets and packed tube-launched torpedoes instead of the hand-held projectile weapons so often fielded on dry land.

The Substriker serves as the close-in defense craft for the *"Megamouth"* class Subcarrier. It is capable of operating at a distance from its mothership, is fast enough to keep up with a submarine at flank speed, is fierce enough to drive off other aquatic mecha, and can injure larger prey.

The first encounter with Substrikers came as quite a shock to the first Imperial anti-submarine assault mission. Six Medusas (hastily retrofitted for submarine use) had located a *Megamouth* and surrounded it, and were preparing to assault, when they were intercepted by an equal number of Substrikers dispatched to deal with the attackers. Precision torpedo work holed and destroyed three Medusas with the first pass, then the Substrikers closed for the kill. One Medusa was crippled, its power couplings cut. The remaining two Medusas attempted to flee; one was caught on the way and torpedoed into scrap.

For the remainder of the war, the Imperials struggled unsuccessfully against the Substriker. There are indications that they were planning to develop an aquatic version of the Furie, and were also planning an entirely new minimecha built specifically to fight the Substriker.

In their other role—reconnaissance—Substrikers perform equally well. A remote-controlled, miniature scout camera can gather intelligence from a distance, while noisemaker decoys ensure escape from behind enemy lines.

多次元機甲戦士道

メクトン

MEKTON STATS

Configuration	MV	MR	Land MA	Flight MA
Mechabeast	-4		0	10 Hexes
				(Underwater)

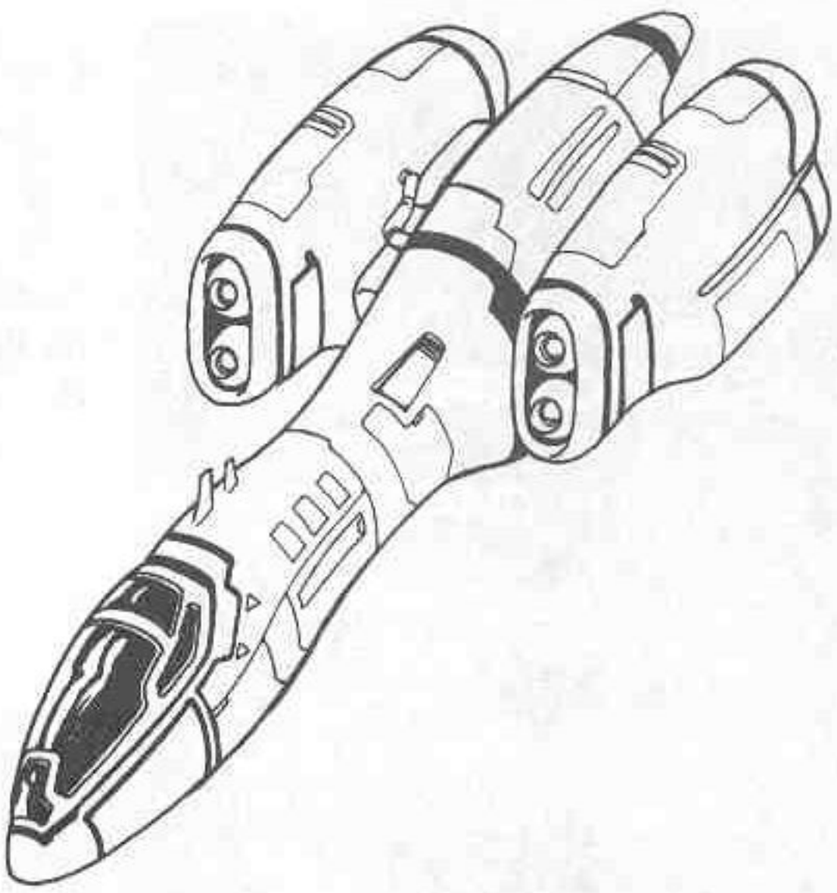
Maneuver Pool +0

MECHA COMBAT SKILLS

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

MAIN SYSTEMS

Powerplant XS:	1
Environment: Underwater	
Environment: High-Pressure	
Cool Power Cell	



MECHA PROFILE

Name	Weight	Cost
Terran Minimecha "Substriker"	2.95 tons	26.7

COMMAND ARMOR, ARMOR & SERVOS

Servomodule	CA-SP	CA-DC	CA-AbC	SP	DC	AbC	Kills	Add+
Torso	-	-	-	1.4	1	-	3.2	-
Right Wing	-	-	-	1.4	1	-	1.2	-
Left Wing	-	-	-	1.4	1	-	1.2	-

SUBASSEMBLIES

Cockpit	# Crew	Type	Enc.	Options
Torso	One	Screen	Canopy	E-Seat

Subassemblies	Loc	K
Linkage (Torpedos)	T	-
2 Searchlights	T	-
Micromanipulators	T	-
Remote Control for RPV Scout Camera	RP	-

MOVEMENT SYSTEMS

Movement System	Loc	Kills
Hydrojets (4MA)	RW	-
Hydrojets (4MA)	LW	-

SENSORS

Sensors	Main		
Loc	Torso		
Range	7km		
Comm	1000km		
Kills	0.2		
Notes			
Fitted with Marine Suite			

SHIELDING

Shield	DA	SP	DC	AbC	Loc	Notes
-						

ARMAMENT

Weapon	WA	Range	Damage	Shots	Kills	Loc	Notes
Torpedo Tube	+1	8-64	4.0K	4	0.8	T	Linked.
Torpedo Tube	+1	8-64	4.0K	4	0.8	T	Linked.
Countermissiles	+3	(na)	0.2K	10	0.2	LP	-

REMOTE INFORMATION

Control Multiple	Control	Operation
1	5	15

Servos & Armor	Weapons
STR Torso: 15h, Space=6/0	
STR Armor: SP=8h	None
Cool Power Cell	
1/10th-Scale Cost: 4.5 CP	

Other Systems

Underwater Protection, Hi-Pressure Protection, MA3 Hydrojets, STR Sensors: 2km/400km (3h), Advanced Sensor Package, Marine Suite

Weight	MV	MR	Skill	L-MA	S-MA	MP
5kg	-1			0	3	+0

TERRAN "MEGAMOUTH" SUBCARRIER
ちきゅうのメガマウス

MEGAMOUTH SUBCARRIER

LENGTH (METERS):
• 500
FULL EQUIPMENT WEIGHT (TONS):
• 50,000
THRUSTER GEAR RATING (KILOTONS):
• N/A
TOP SPEED (KNOTS):
• 58
ARMAMENT:
• 20-Shot Hydro-Missiles x2
CRAFT CAPACITY:
• VTOL Craft x26
• Substriker x20
CREW COMPLEMENT:
• 23 officers, 137 crew
MISSION PARAMETERS:
• Submersible aircraft carrier and attack craft
SHIPS IN CLASS:
• 19 (Megamouth, Hammerhead, Cromwell, Trojan, Mahta, Sidebiter, Nemo, Stingray, Neptune, Starfish, Nautilus, Steelgrave, Moray, Subsonic, Nicaragua, Lurkish, Atlantis, Ravenger, Leviathan)

HISTORY OF SERVICE

The *Megamouth* submersible carrier was one of the nastiest developments of the Second Economic War of 2013-2030. At that time in history, the Eurocoalition and its Middle Eastern allies had been vying for domination of South America, opposed by the United States of America and its Pacific Rim allies. The war was anything but a hot war, with good reason—the Euro-controlled massdrivers on Luna could destroy entire cities with dropped rocks. In retaliation, the U.S. Navy deployed scores of silent, virtually undetectable submarines, each armed with massive rows of fusion-tipped, computer-directed missiles. A cold war of cat-and-mouse developed with the Europeans and their allies attempting to invent new ways of finding these hidden killers, while the Pacific Coalition (the U.S.A., Australia, Japan, and China) concentrated on ways to baffle detection and hide more effectively from the Europeans. Finally, the situation evolved into an entirely submersible navy for the Pacific Coalition.

The *Megamouth* replaced huge surface carriers. It couldn't haul as many aircraft—26 aircraft barely making two strike wings—but it was fast, could operate alone for months at a time, and could surface anywhere to launch its aircraft and water/surface/air hydro-missiles to attack distant targets.

Fortunately, there were few chances for the *Megamouth* to demonstrate its capabilities. Except for the Bermuda Incident of 2027 and the Bremerhaven Fly-By of 2029, the *Megamouths* were largely restricted to patrol and exercise duties.

PDF members often objected to North America maintaining the *Megamouths* for decades after the war, citing them as a waste of resources, and a not-too-subtle bit of saber-rattling by the powerful NorthAm government. NorthAm spokespeople replied that it would be more expensive to scrap the *Megamouths* than to maintain them; besides, who could tell when they would come in useful?

That lame excuse turned real in 2105. The Imperials, it seemed, had no information about the NorthAm undersea fleet. The first time they had a base destroyed by a *Megamouth* attack, they changed their minds and deployed an aquatic Gorgon, dispatching these new mecha to hunt down and destroy the subcarriers.

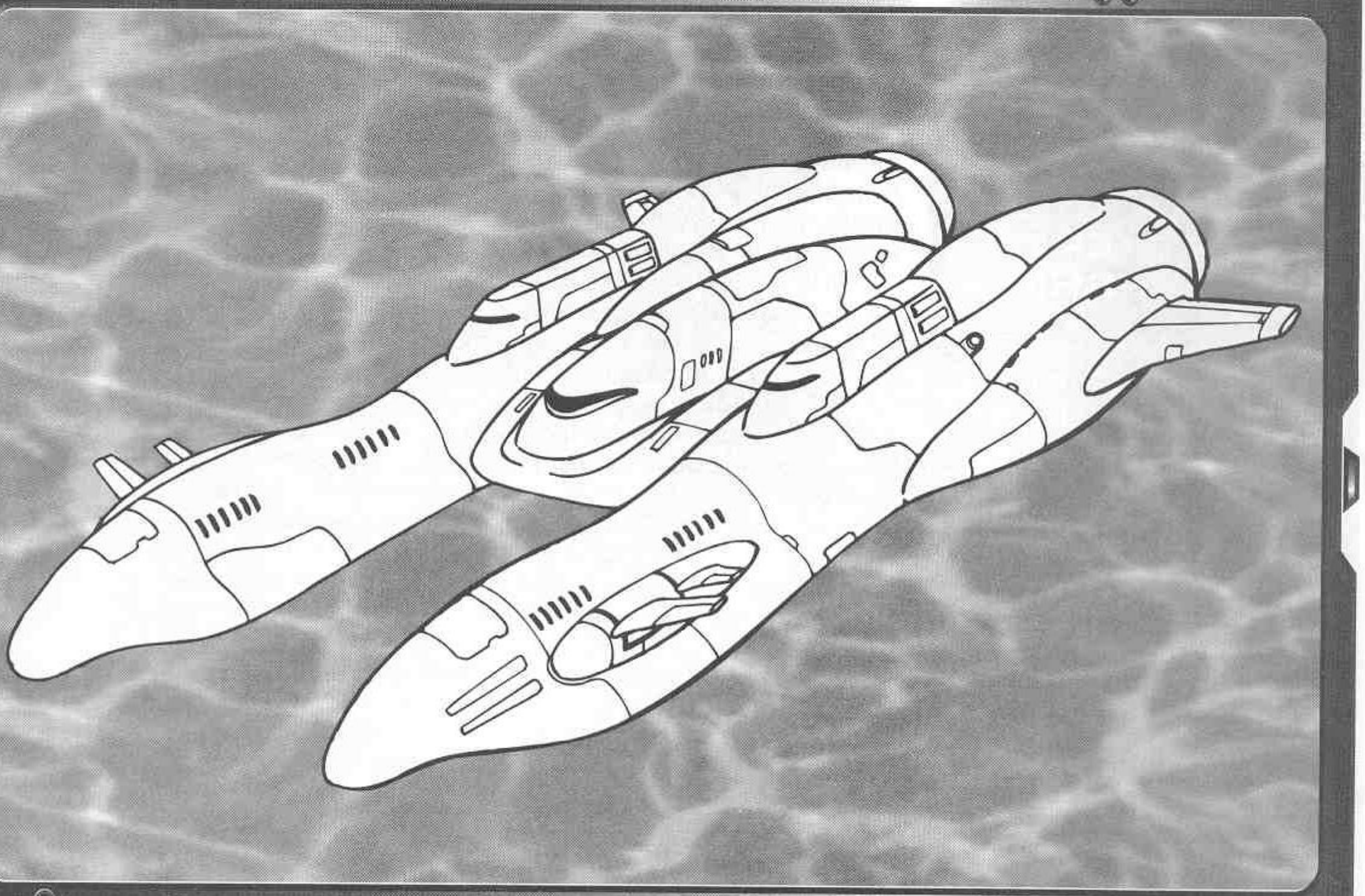
ARMAMENT BRIEF

The *Megamouth* serves the role of a submersible aircraft carrier as much as it serves that of an ocean-prowling attack craft. Therefore, it is armed with neither a variety of long-range weaponry nor a thick screen of defensives and countermeasures. Instead, the *Megamouth* relies upon its complement of VTOL aircraft and Substrikers for attack and defense.

The only on-board armament consists of two hydro-missile launchers. Each launcher consists of a battery of four five-shot cylinders, each of which is self-loading and capable of fully automatic salvo-fire. The hydro-missiles have a respectable range (just over 23 nautical miles) and their shaped-charge warheads pack a bigger punch than any other modern amphibious device short of a nuclear weapon.

VEHICLE COMPLEMENT

Normally, one *Megamouth* carries 18 to 26 VTOL aircraft and 20 Substrikers. The number and types of aircraft vary, but there are always exactly 20 Substrikers maintained in a state of combat-readiness. This mini-fleet is necessary to protect the ponderous (500m) *Megamouth* from those who wisely consider the threat it poses to be nontrivial.



SHIP PROFILE

NAME	Terran Subcarrier "Megamouth"	WEIGHT	COST
		50,000t	17,843.7

SUPERSTRUCTURES 9,000

CLASS	CPs	SPACE	KILLS	SP	CPs
MS Hull	4000	8/0.8	800	100	5000

SUBASSEMBLIES 2500

PASSENGERS	SPACE	COST
160	1	500
CARGO (T)	**SPACE**	**COST**
-	-	-
# OF MECHA	**SPACE**	**COST**
1:1 x26, 1/5 x20	2	2000
SCREEN SP	**SPACE**	**COST**
-	-	-

SYSTEMS x1.45

CREW	SKILL	MULT
B-Grade	14+1D10	x0.6
MA	**DAY MOVE**	**SPACE**	**MULT**
6	1400 nm	1	-x0.15
HYPERLIGHT DRIVE		**MULT**
-		-

TURN RADIUS +4

ARMAMENT 806

WEAPON	WA	RANGE	DAMAGE	SHOTS	KILLS	ARC	COST	SPACE	NOTES
Hydro-Missiles	+1	27-729	100K	20	133	F	403	1.6	10x Scale
Hydro-Missiles	+1	27-729	100K	20	133	F	403	1.6	10x Scale

TERRAN "SEEKER" PROBESHIP

ちきゅうのシーカー

HISTORY OF SERVICE

The *Seeker*-class probe ship was a marvel of high technology when it was launched in the mid-21st century. Equipped with a network of second-generation artificial-intellect computers, full cryo-suspension facilities, fusion-powered ion engines augmented by highly-economical fusion maneuvering thrusters, and fitted with a multitude of independent probes and slower-than-light message torpedoes, it was Terra's answer to interstellar exploration and (hopefully) exploitation.

Each ship was to be sent off towards a different sector of space, accelerating slowly to near-light speeds, and setting off on a slow tour of their sectors. While the crew remained in cryo-suspension, the computers would manage the ship and monitor space around (and particularly ahead) for data. Upon approaching a likely system, the crew would be awakened and all available data analyzed to see if the system contained, or had a likelihood of containing, habitable, easily-exploited, or just plain curious worlds. If one of these conditions were present, the ship would decelerate to a mere 0.5C (from its 0.97+C), and deploy probes to more completely survey the target system. A frenzy of data-gathering would occur, looking for anything noteworthy. After the pass through the system, the ship would shoot a message torpedo back home (preceded by a lengthy laser-message containing a briefing on said data) and then accelerate back towards lightspeed.

When stargate technology was developed, the *modus operandi* changed somewhat. Each probeship would carry the necessary equipment and assembly gear to put together a small stargate. Upon reaching a system of interest, the crew assembled the stargate and staged directly back to the Sol, summoning a crew to stage back to the new system and start assembling a large cargo stargate. In this fashion, a new system could be exploited within a matter of months, not the years normally required for information transfer and slower-than-light colony ships to reach the new system.

Thanks to the service of these ships and crews, Terra was able to extend its reach into a half-dozen far-flung star systems, providing room for expansion and new materials. The *Seeker* class continued to contribute to Terran expansion even after stargates had changed the role of the colony ships.

When the *Bellerophon* met up with the Imperials, it changed Terran history and technology forever. Although the ship was captured within a few minutes of being boarded by the Imperials, it told the invaders of the existence of Terra, and pointed the invasion towards the Sol system. Because of this, the benefits of superior Imperial technology were brought to Terra and placed within easy reach of Terran adaptability (viewed in retrospect, the invasion can only be seen as a benefit to Terra).

VEHICLE COMPLEMENT

As was mentioned above, a *Seeker* carries probes for use in planetary surveys. The number of probes varies from mission to mission, but is usually in the neighborhood of 60. This number may seem high, but since each probe masses no more than 3 kilograms, it is usually not necessary to recover the probes. However, considering the ever-present possibility of unexpected situations in any space-exploration mission, probe recovery and reuse is usually standard operational procedure anyway.

Each *Seeker* also carries 20 EVA pods, usually of four different models. These one-man work modules provide space propulsion and a set of tool-arms for performing maintenance, scientific analysis or other duties (depending upon the model of EVA pod).

多次元機甲戦士道

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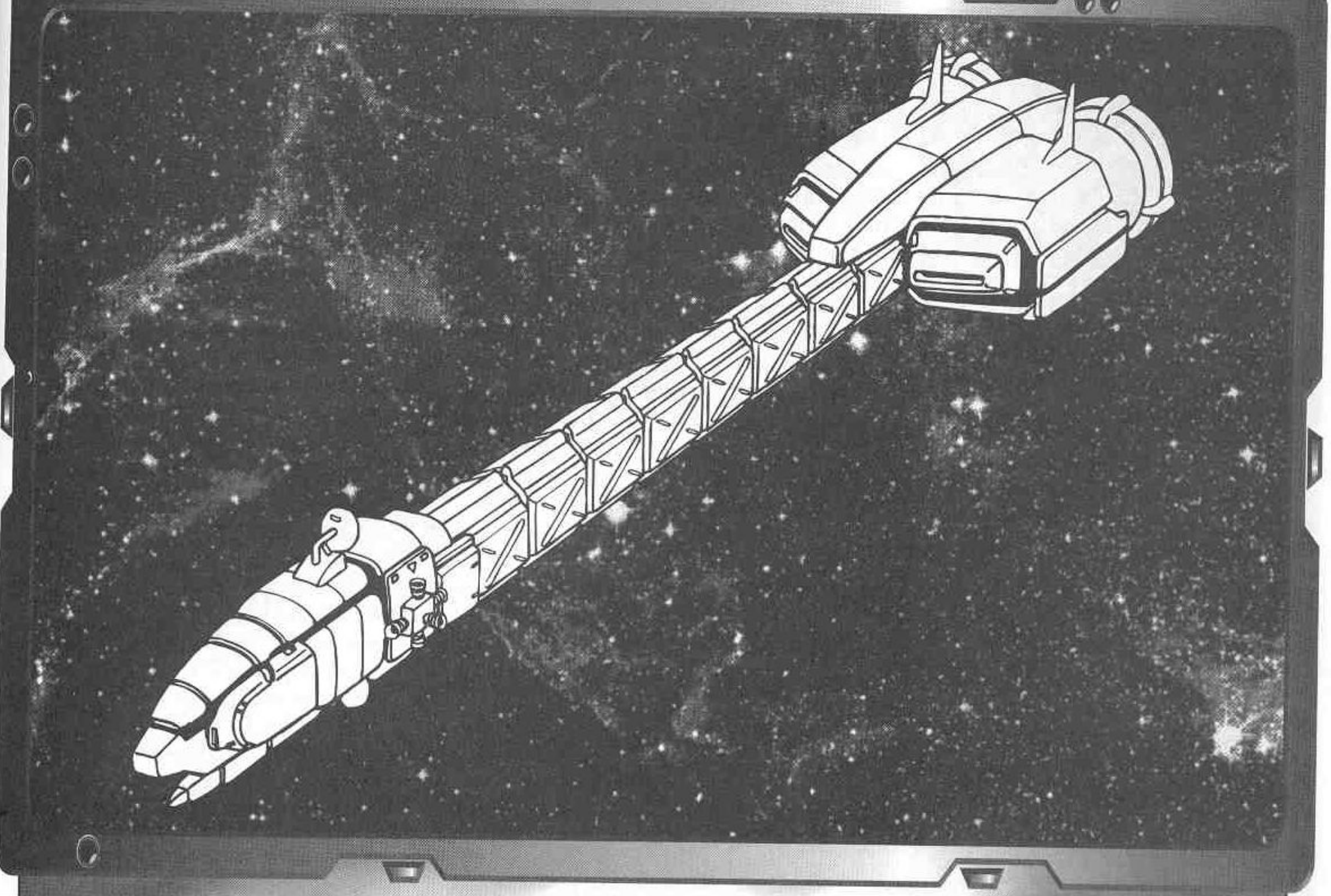

SHIP PROFILE

NAME	WEIGHT	COST
Terran Probeship "Seeker"	2,500t	18,850

SUPERSTRUCTURES 4500

CLASS	CPs	SPACE	KILLS	SP	CPs
LW Hull	2000	4	400	50	2500

SUBASSEMBLIES 2000

PASSENGERS	SPACE	COST
40	1	500
CARGO (T)	**SPACE**	**COST**
250 tons	1	500
# OF MECHA	**SPACE**	**COST**
1/5 x20	1	1000
SCREEN SP	**SPACE**	**COST**
-	-	-

SYSTEMS x2.9

CREW	SKILL	MULT
A-Grade	16+1D10	x1.0

MA	DAY MOVE	SPACE	MULT
8	3,456km	1	-x0.1

HYPERLIGHT DRIVE	MULT
TL-6 (1AU/day)	x1.0

TURN RADIUS +2

ARMAMENT

WEAPON	WA	RANGE	DAMAGE	SHOTS	KILLS	ARC	COST	SPACE	NOTES
-									

TERRAN "ARGUS" CARRIER

ちきゅうのアーガスのシリーズ

HISTORY OF SERVICE

The *Argus*-class light cruiser was, without a doubt, the most versatile starcruiser fielded by the Terran forces. Originally, it had been intended to act as the backbone of the UNWO Space Force's fleet, escorting larger ships and adding their firepower to the fleet's barrage capabilities. The situation existing immediately after the Battle for Terra and the departure of the Imperial fleet called for a different strategy and a different role. At the time, the vaunted Space Force's fleet had gotten no farther than the planning stage, and there was no need for escorts for a non-existent fleet. Instead, what was needed were small, well-armed and inexpensive ships **that could operate independently, far from supply lines—in short, Terra needed commerce raiders.**

With minor modification, the *Argus* could be used for this task. Instead of mounting an additional rail-gun battery, it was changed to include a cargo hold and a mecha bay, the former to enable the ship to remain in deep space for long periods, and the latter to provide the ship with escorts, scouts, and assault capabilities independent of the vessel itself.

The "commerce raider" design proved to be well fitted indeed to its new strategic role. With its moderate firepower and moderate Mekton group, *Argus* captains learned very swiftly that they couldn't compete directly with the huge battleships which made up the majority of the Imperial fleet. A face-to-face encounter with even a heavy cruiser could be fatal to an *Argus* starcruiser; even a wounded Imperial cruiser was too formidable an opponent. The only viable tactic was to avoid the bruisers, and restrict offensive actions to smaller, less well-armed vessels and installations. Fortunately, as the Terran planners had speculated, the Imperials had a large number of available targets. After all, their empire spanned a sizable distance across a stellar arm; even with their tremendous production capabilities, the Imperials couldn't afford to use battleships to haul troops and cargo.

The *Argus* attacks served many purposes—they bit directly into Imperial capability to wage war, they forced the Imperials to divert troops to protect their resources, and they enabled the Terrans to gather intelligence on their enemy and on the star systems the Imperials had already discovered.

Many of the raids were made with single *Argus* starcruisers and their fighters. As the war progressed, starcruisers grew more populous, and easy targets declined. Starcruisers began to band together in small battlegroups, making small massed assaults on tougher targets of opportunity. Even these small fleets weren't big enough to directly assault planetary forts and large garrisons, but a few ships' worth of fighters and troopers were sufficient to make damaging raids on such positions.

Once the Terran fleet was actually assembled, the *Argus* took back its original role as the workhorse of the fleet. It was discovered that the raider configuration worked well in fleet roles, too—the extra fighters and mecha facilities were very useful in the largely carrier-based Terran fleet, and the meager rail batteries and missile tubes could, in quantity, put out an astonishing volume of fire. Only the maneuvering capabilities of the *Argus* were not up to snuff. The *Argus*' inability to keep up with the high speeds of the *Arasai* supercarriers was dealt with by relegating the *Arasai* to slower speeds except when being pursued; in case of pursuit, the *Argus* starcruisers were supposed to hang back and intercept the pursuit, delaying it so that the carrier could escape.

Throughout the war, the *Argus* class soldiered on, persevering through a combination of hit-and-run attack tactics and running away from whatever it couldn't outgun.

多次元機甲戦士道

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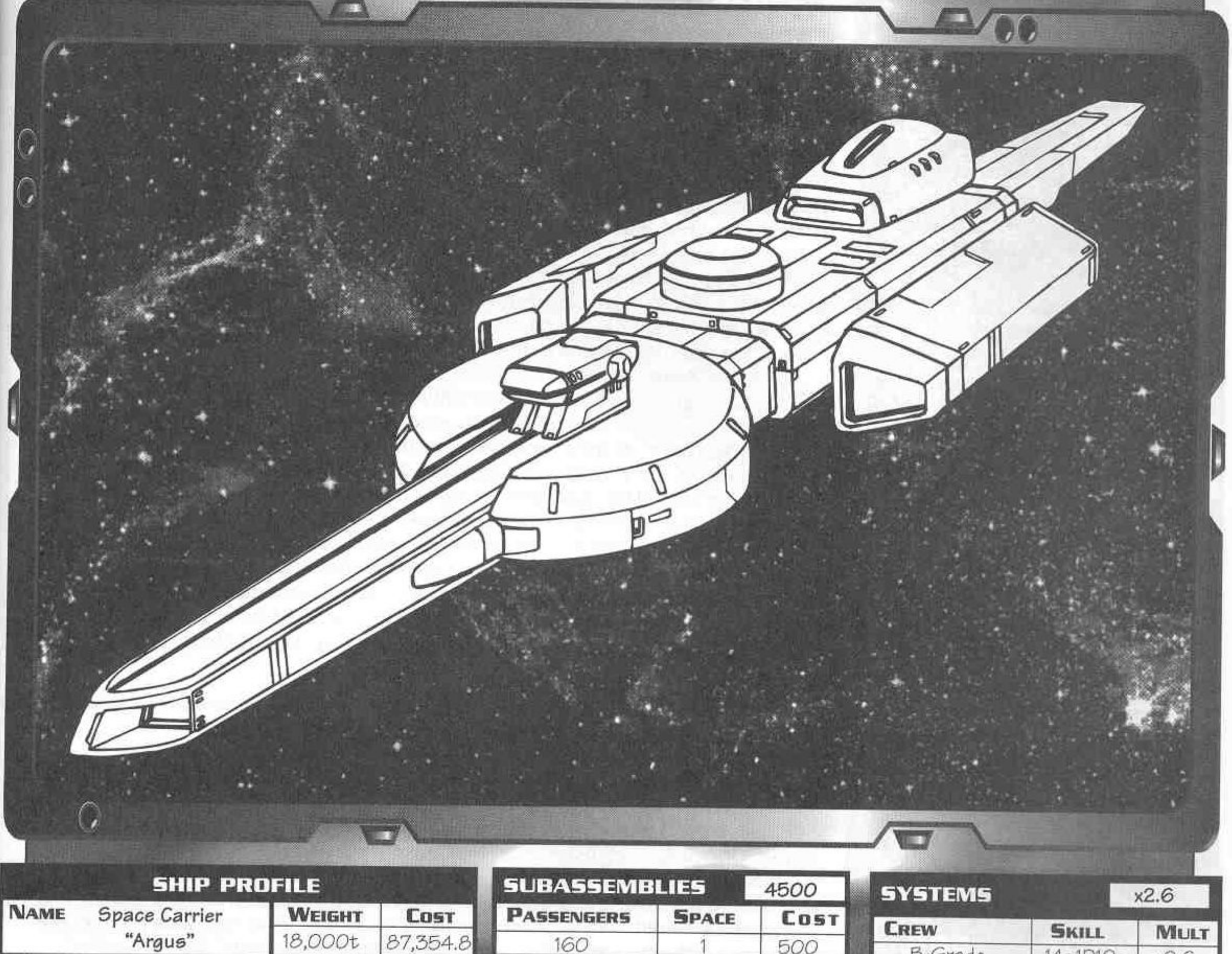


SHIP PROFILE

Name	Weight	Cost
Space Carrier "Argus"	18,000t	87,354.8

SUPERSTRUCTURES 27,500

Class	CPs	Space	Kills	SP	CPs
STR Hull	3000	6	600	300	10500
LW Wing	1000	2	200	300	8500
LW Wing	1000	2	200	300	8500

SUBASSEMBLIES 4500

Passengers	Space	Cost
160	1	500
Cargo (t)	**Space**	**Cost**
500 tons	1	500
# of Mecha	**Space**	**Cost**
1:1 x15, 10:1 x2	3.5	3500
Screen SP	**Space**	**Cost**
-	-	-

SYSTEMS x2.6

Crew	Skill	Mult
B-Grade	14+1D10	x0.6
MA	**Day Move**	**Space**	**Mult**
10	4320km	1	x0.0
Hyperlight Drive		**Mult**
TL9 (1LY/Day)		x1.0

TURN RADIUS +3

ARMAMENT 1598

Weapon	WA	Range	Damage	Shots	Kills	Arc	Cost	Space	Notes
CIDS	+0	9	5K	∞	n/a	A	86	0.5	BV=∞
Medium Railgun Battery	+0	80	100K	∞	100	F	1012	2	-
Light Missile Launcher	+0	110	100K	10	67	F	250	1	10x Scale
Light Missile Launcher	+0	110	100K	10	67	F	250	1	10x Scale

ARGUS TROOPER

LENGTH: 526m
WEIGHT: 18,000t
THRUST: 22.5kt
ACCEL: 12.25m/s²
ARMAMENT:
• Standard
CRAFT CAPACITY:
• Minuteman x40
• Hermes x2
• 100t Shuttle x2
CREW COMPLEMENT:
• 20 offs, 60 crew, 10 pilots, 40 troopers w/ 3 months' consumables.
MISSION PARAMETERS:
• Independent raiding, intelligence gathering and fleet support.
SHIPS IN CLASS:
• 27

ARGUS: TROOPER

The *Argus* Trooper variant dispensed with the Rapiers of the *Argus* raider, replacing them instead with two platoons of troops—a reinforced platoon of Minuteman powered armor and a platoon of normal ground troops. These troops were capable of being deployed from the shuttles into the target environment, where they would perform their mission, regroup at the shuttles, and head back into orbit to rendezvous with the mother ship. Five weeks into the war, disposable re-entry kits were issued to all *Argus* Troopers so that their Minuteman suits could be ejected out of the launch tubes aboard the starcruiser and plummet into planetary environments unassisted, in order to directly assault the enemy. This tactic proved to be quite useful and effective—the direct assault had Minutemen plummeting through the atmosphere into the defenders almost as soon as the ship entered orbit. Aided by chaff pods and disposable ECM generators shot in among the troops, the powered suits would land and be among the defenders before they could mobilize.

The first *Argus* Trooper to use this tactic was the TSS *Roger Young*, specially equipped with an "armor launcher"—a modification of the the *Argus*' standard mecha launch tube, so that the suits could be boosted out like rounds from a machinegun—and plenty of disposable re-entry packages. Parachuting in for a landing, the Minutemen of the 2nd Platoon, 3rd Company, 1st Battalion, 2nd Regiment, Fullbore Division took the Imperial defenders of the installation at Domus by surprise and not only defeated the garrison but completely destroyed the installation.

Argus Troopers proved useful as fleet escorts as well as planetary raiders. Armed with anti-mecha missiles and anti-missile batteries, the 40 Minutemen that each ship could field provided protection for a small squadron. Alternatively, they could be equipped with limpet mines and thruster packs and used as a small-scale assault force, getting in under the batteries of enemy ships and disabling them through boarding actions.

ARGUS DESTROYER

LENGTH: 526m
WEIGHT: 20,000t
THRUST: 35kt
ACCEL: 17.15m/s²
ARMAMENT:
• Titan Mass-Driver Cannon x1
CRAFT CAPACITY:
• None
CREW COMPLEMENT:
• 20 offs, 70 crew w/ 6 weeks' consumables.
MISSION PARAMETERS:
• Fleet support and bombardment.
SHIPS IN CLASS:
• 15

ARGUS: DESTROYER

The *Argus* Destroyer was made with two plans in mind. The first was a plan to provide Terran fleets with a great deal of cheap firepower, the second was to make an escort vessel that could keep up with the proposed *Arasai* carrier. Originally, they planned to make a separate vessel for each requirement, but this idea was quashed when the first estimates came in for cost and production time—even diverting production facilities from other projects, building a new line of ships would take at least 9 months to initiate. And that didn't even take into account the time for actual production and deployment!

The solution was simple: rather than making up new vessels, adapt an already-existing hull to the purpose. The *Astra* hull was considered, but it was too small to hold the enhanced drives and main battery that were to be the central features of the new ship class. But the *Argus*, on the other hand... Plans were drawn up and rushed through testing and approval stages to make a new conversion of the *Argus*-class starcruiser.

The *Argus* Trooper had been a comparatively minor modification of the *Argus*' basic design. The *Argus* Destroyer, it turned out, required a more radical overhaul to achieve the desired results. The entire mecha bay and launch tube assembly were removed, along with the ship's normal main battery. These were replaced with the Titan-class mass-driver, the gun machinery taking up the entire front half of the ship. The process did reduce the new line's field sustainability, for the cargo hold was likewise removed to make room for the recoil buffers and ammunition storage, thus necessitating the *Argus* Destroyer to follow fleets, depending on fleet supply lines.

On the whole, the *Argus* Destroyer turned out to be a fairly useful and practical variant. Its firepower was a welcome addition to Terran fleets, its speed adequate to keep up with the carriers, and its appearance and signature almost identical to the normal *Argus* ships—the best way to tell the difference was to closely examine the ship's prow, because the normal *Argus* had twin tubes for launching, while the *Argus* Destroyer had only a single massive tube for the Titan cannon.

多次元機甲戦士道

メカトン

SHIP PROFILE

Name	Weight	Cost
Argus Troop Carrier	18,000t	87,354.8

SUPERSTRUCTURES 27,500

Class	CPs	Space	Kills	SP	CPs
STR Hull	3000	6	600	300	10500
LW Wing	1000	2	200	300	8500
LW Wing	1000	2	200	300	8500

SUBASSEMBLIES 4500

Passengers	Space	Cost
250	2	1000
Cargo (t)	**Space**	**Cost**
500t	1	500
# of Mecha	**Space**	**Cost**
1:1x2, 1:10x2, 1/5x40	30	3000
Screen SP	**Space**	**Cost**
-	-	-

SYSTEMS x2.6

Crew	Skill	Mult
B-Grade	14+1D10	x0.6
MA	**Day Move**	**Space**	**Mult**
10	4320km	1	x0.0
Hyperlight Drive		**Mult**
TL9 (1LY/Day)		x1.0

TURN RADIUS +3

ARMAMENT 1598

Weapon	WA	Range	Damage	Shots	Kills	Arc	Cost	Space	Notes
CIDS	+0	9	5K	∞	n/a	A	86	0.5	BV=∞
Medium Railgun Battery	+0	80	100K	∞	100	F	1012	2	-
Light Missile Launcher	+0	110	100K	10	67	F	250	1	10x Scale
Light Missile Launcher	+0	110	100K	10	67	F	250	1	10x Scale

多次元機甲戦士道

メカトン

SHIP PROFILE

Name	Weight	Cost
Argus Destroyer	20,000t	98,422.8

SUPERSTRUCTURES 27,500

Class	CPs	Space	Kills	SP	CPs
STR Hull	3000	6	600	300	10500
LW Wing	1000	2	200	300	8500
LW Wing	1000	2	200	300	8500

SUBASSEMBLIES 500

Passengers	Space	Cost
160	1	500
Cargo (t)	**Space**	**Cost**
-	-	-
# of Mecha	**Space**	**Cost**
-	-	-
Screen SP	**Space**	**Cost**
-	-	-

SYSTEMS x2.8

Crew	Skill	Mult
B-Grade	14+1D10	x0.6
MA	**Day Move**	**Space**	**Mult**
14	10,866km	1	x0.2
Hyperlight Drive		**Mult**
TL9 (1LY/Day)		x1.0

TURN RADIUS +3

ARMAMENT 7951

Weapon	WA	Range	Damage	Shots	Kills	Arc	Cost	Space	Notes
CIDS	+0	9K	5K	∞	n/a	A	86	0.5	BV=∞
Superheavy Battery	+0	250	500K	∞	500	F	6565	5	-
Light Missile Launcher	+0	110	100K	10	67	F	250	1	10x Scale
Light Missile Launcher	+0	110	100K	10	67	F	250	1	10x Scale

TERRAN "ADAMANT" BATTLESHIP

ちきゅうのアダマントのシリーズ

ADAMANT BATTLESHIP

LENGTH (METERS):
- *1,000*

FULL EQUIPMENT WEIGHT (TONS):
- *300,000*

THRUSTER GEAR RATING (KILOTONS):
- *376.5*

ACCELERATION:
- *12.3m/sec²*

ARMAMENT:
- *Light Missile Launcher x2*
- *Light Railgun Battery x2*
- *Superheavy Mass-Driver Battery x1*
- *Defensive Battery x22*

CRAFT CAPACITY:
- *Rapier x16*
- *Hermes x16*
- *Gunther x1*
- *100t Shuttle x3*

CREW COMPLEMENT:
- *65 officers, 225 crew, 70 pilots with 6 months of consumables.*

MISSION PARAMETERS:
- *Gunline and bombardment.*

SHIPS IN CLASS:
- *12 (Adamant, Tirpitz, Royal Sovereign, Queen of the Nile, Yamamoto, Missouri, Heavenly Dragon, Saladin, Queen of the Amazon, Jean Bart, Arizona, Warspite).*

HISTORY OF SERVICE

When the Imperial fleet first appeared in the skies over Terra, the massive size of their battleships properly awed the people below—when a ship in orbit was big enough to allow an observer on the ground to see the shape with the assistance of a good pair of binoculars, it was awesome.

Certain elements in UNWO Space Command began clamoring for a ship to match the impressiveness of the Imperial monsters. Big ships, it was argued, were the backbone of any fleet, and were necessary to carry the heavy firepower that would be needed to destroy a fleet such as the Imperial one in orbit above. For instance, the proposed SHARP-5 supergun would require a vessel length of at least a kilometer to mount, and none of the tentative spacecraft in the anticipated new space force were even pushing that dimension.

The proposed super-carrier, the *Arasai* class, had a hull large enough to be modified into a battleship, and a feasibility study was undertaken. The results of this study determined that the boxy hull of the *Arasai*, while admirable for small craft storage and deployment, was unfit for use as a dreadnought—it lacked the internal bracing necessary to mount the heavy weaponry that the battleship would need.

Finally, it was decided to take the basic *Argus* hull and upgrade it to the size that would fit the role. The larger main hull was big enough to mount the SHARP-5, or an amount of variable weaponry.

In order to simplify and speed up production, the *Adamant* hull was augmented by the same engine pods used on the *Argus*, containing the same nuclear engines and multi-missile launchers. Extra thrusters were mounted in the aft-end of the main hull, providing the additional thrust needed. Although detractors of the *Adamant* complained that the *Argus*-type engine pods were inferior, the use of such predesigned elements did cut off a month of construction time per ship. This time savings resulted in the *Adamant* coming into service in record time—the prototype cruised out of its dock in only six months, seventeen days.

At that period of the war, the Imperial commander Jevex Giraan was leading his flotilla towards Alpha Centauri. He had brushed aside *Astra*-class picket frigates and decimated several system defense patrol groups on the way; this had proved to be his biggest mistake, because news of his progress was taken back to Terra via stargate messengers. Knowing of his advent, UNWO Space Command worked feverishly to scrape up some sort of fleet that could repulse Giraan's forces from the Alpha Centauri system. Terra and the Sol system were relatively immune to attack—a great deal of defenses had been built immediately following the Imperial retreat, with the idea firmly in mind that if the Imperials were foolish enough to return, they would face annihilation. But the Centauri system hadn't been so heavily fortified. Even though it was vital to the Terran war effort as the second-largest population base and ten percent of Terran industrial capability, it was thought that the Imperials would be incapable of venturing far enough from their own territory to strike that deeply into the heart of Terran space, and so the task of fortifying Centauri was ignored.

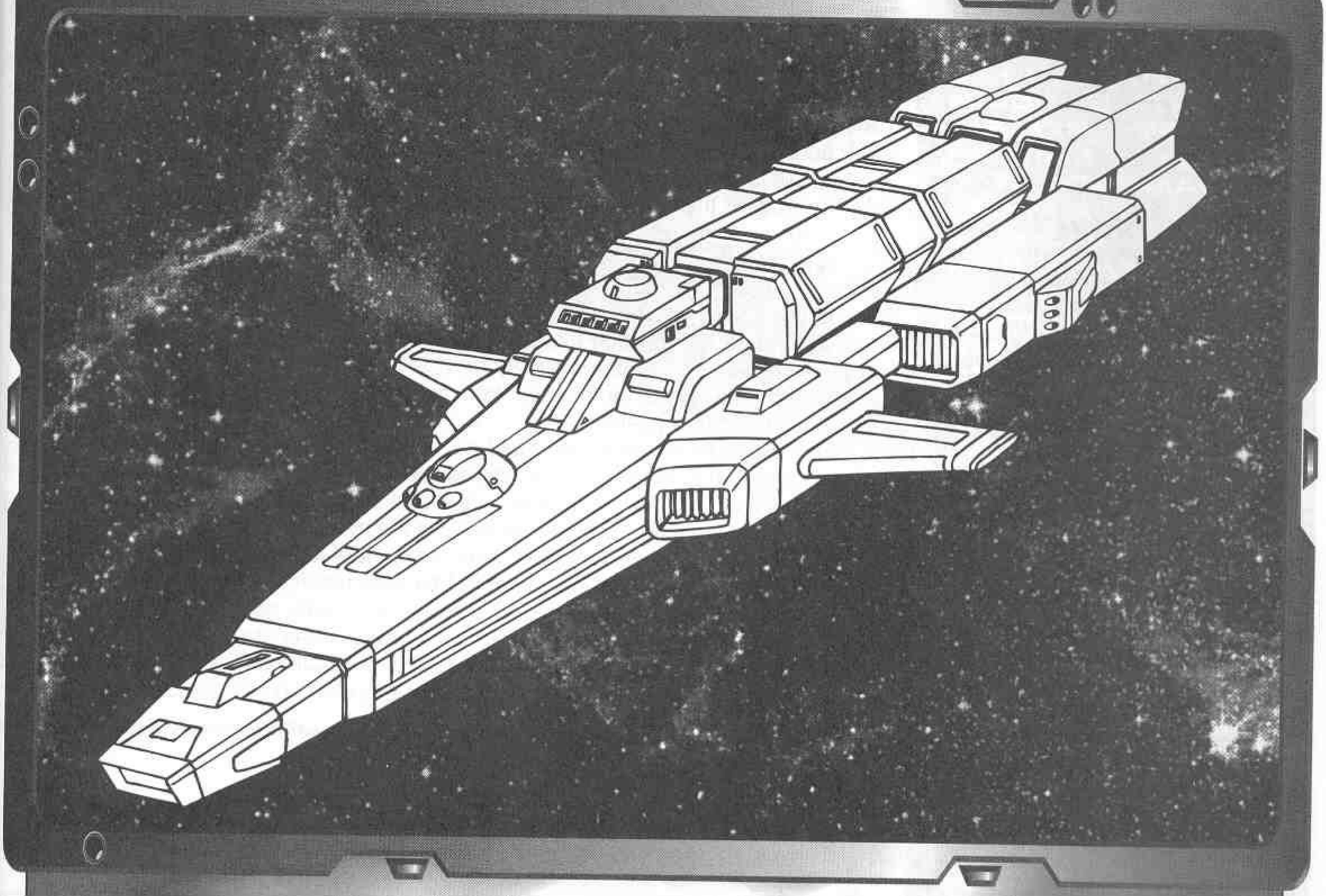
Giraan had to be stopped. A fleet was hastily assembled, consisting of a half-dozen corvettes, a trio of *Astra* frigates with Hermes fighters, a repaired *Argus* Trooper, and the brand-new *Adamant*. The ad-hoc fleet rendezvoused between the Centauri stargate and Centauri itself, waiting for Giraan's group to arrive, and hoping that he wouldn't arrive too soon, because the *Adamant* and the *Argus* Trooper *Sergeant Zim* were, respectively, still testing newly-installed systems and undergoing repairs.

Naturally, Giraan didn't wait. As soon as he detected the defenders, he powered in to attack, concentrating his firepower on the *Adamant*. The battleship sustained heavy damage almost immediately, losing its main battery after firing only one shot. Thereafter it listed in the midst of the battle, firing whatever it could whenever it could.

Because the Imperials concentrated their attention on the *Adamant*, the rest of the Terran ships were free to attack the Imperials. The *Sergeant Zim's* Minutemen overran and boarded one cruiser after the *Adamant's* fighters had cleared the way. The corvettes destroyed another cruiser in exchange for four of their number, and the third cruiser was damaged so badly that Giraan had to withdraw. Crippled but alive, the *Adamant* was towed back to Terra for repairs.

多次元機甲戦士道

メクトン



SHIP PROFILE

NAME	WEIGHT	COST
Space Battleship "Adamant"	300,000	146,242.2

SUPERSTRUCTURES 45,500

CLASS	CPS	SPACE	KILLS	SP	CPS
MW Hull	6000	12	1200	500	12500
LW Wing	1000	2	200	500	12500
LW Wing	1000	2	200	500	12500

SUBASSEMBLIES 3000

PASSENGERS	SPACE	COST
360	1	500
CARGO (T)	**SPACE**	**COST**
1800 tons	1	500
# OF MECHA	**SPACE**	**COST**
(70x 1:1)	2	2000
SCREEN SP	**SPACE**	**COST**
-	-	-

SYSTEMS x2.6

CREW	SKILL	MULT
B-Grade	14+1D10	x0.6
MA	**DAY MOVE**	**SPACE**	**MULT**
10	4320km	1	x0.0
HYPERLIGHT DRIVE		**MULT**
TL9 (1LY/Day)		x1.0

TURN RADIUS +6

ARMAMENT 7747

WEAPON	WA	RANGE	DAMAGE	SHOTS	KILLS	ARC	COST	SPACE	NOTES
Deluxe CIDS	+0	13	10K	∞	na	A	172	0.5	BV = ∞
Light Missile Launcher	+0	110	100K	10	67	F	250	1	10x Scale
Light Missile Launcher	+0	110	100K	10	67	F	250	1	10x Scale
Light Battery	+0	50	50K	∞	50	F	255	1	-
Light Battery	+0	50	50K	∞	50	R	255	1	-
Superheavy Battery	+0	180	500K	∞	500	F	6565	5	-

ADAMANT GUNSHIP
LENGTH: 1,000m
WEIGHT: 311,000t
THRUST: 376.5kt
ACCEL: 11.8m/sec²
ARMAMENT:
• Light Missile Launcher x2
• SHARP-5 Core Cannon x1
• Defensive Battery x22
CRAFT CAPACITY:
• None
CREW COMPLEMENT:
• 65 offs, 295 crew w/ 6 months' consumables.
MISSION PARAMETERS:
• Gunline and bombardment.
SHIPS IN CLASS:
• 3 (Courageous, Furious, Glorious)

ADAMANT: GUNSHIP

Named for the big gun ships of the distant naval past, the *Adamant* Gunship finally realized the dream of the big-gun boys in UNWO Space Command: they had their SHARP-shooter at last.

The central feature of the ship was the massive cannon array running the length of the hull. The SHARP-5, a short, small-bore variant of the surface-to-orbit guns mounted on Terra and being built on three other worlds, fired a relatively small (3 meter diameter) projectile at high velocity.

The guts of the gun took up the lion's share of space inside the battleship hull. Working on the simple principle of compressed gas, a series of cylinders squeezed hydrogen gas to fantastic pressures, then released it in stages—the first set released the compressed gas behind the projectile, boosting it up the smoothbore tube to the point where next set of pressure cylinders would release, and so on, through five separate series of release chambers, until the projectile achieved a muzzle velocity of 12,000 feet per second. A gas-capture system at the muzzle of the gun would recover 98% of the used gas, to be recycled into the system again.

The huge cylinders, their feed and power systems, and recoil buffers took up a great deal of cubic space—the gas storage and feed systems alone filled the area normally allocated to the mecha bay. In the end, most of the main hull was devoted to the gun. Detractors cited the volatility of the hydrogen, the mechanical clumsiness of the system itself, and the intense amount of labor and care that the gun required to operate. In addition, its rate of fire was restricted to one shot per 30-45 seconds, due to the need to recycle and recharge the gas.

Proponents countered that the SHARP process wouldn't take much more space than an alternate mass-driver system, that its recoil was far less, and its rate of fire was nearly equal. All in all, three gunships ended up with the SHARP-5.

ADAMANT MISSILE SHIP
LENGTH: 1,000m
WEIGHT: 292,000t
THRUST: 376.5kt
ACCEL: 12.6m/sec²
ARMAMENT:
• Light Missile Launcher x2
• Heavy Battery x1
• Multi-Missile Rack x2
• Defensive Battery x22
CRAFT CAPACITY:
• Mektons x33
• Shuttle x3
CREW COMPLEMENT:
• 65 offs, 255 crew, 70 pilots w/ 6 months' consumables.
MISSION PARAMETERS:
• Gunline and bombardment.
SHIPS IN CLASS:
• 2 (Katyusha, Perth)

ADAMANT: MISSILE SHIP

The missile-packing variant of the *Adamant* was initially designed as a stop-gap measure. Opening clashes with Imperial ships brought out the fact that Terran designs, while robust and functional in many roles, just didn't pack enough rapid-delivery firepower to destroy their Imperial counterparts with satisfactory speed. Instead, battles tended to rapidly bog down into slug-fests between ships standing relatively toe-to-toe, blasting away at each other until one was destroyed... and by that time, the survivor usually wasn't combat-effective any more.

This problem plagued all Terran ships, from the *Astra* to the *Adamant*. In order to try to deal with this problem, the *Argus* Destroyer was brought into service, but it just wasn't tough or fast enough. Thus, it was decided that a pair of *Adamant* hulls would be modified into missile bombardment vessels, mounting missiles capable of tearing apart a Imperial battleship with one volley. A smaller railgun battery was also installed to augment the missiles.

Battle results were less than impressive. It turned out that the Imperials were more than used to bombardment missile tactics—after all, they used said tactics themselves—and were perfectly well-equipped to destroy almost any incoming missile barrages. In battle, the two *Adamant* Missile Ships were almost universally forced to fall back upon their guns after more or less wasting their missile loads.

The *Katyusha* and the *Perth* provided journeyman service during various planetary assaults, using their missiles for bombardment and even reconnaissance (loading their missile tubes with reconnaissance drones), but the Missile Ship's lack of battlefield effectiveness quickly relegated them to the status of curiosities.

多次元機甲戦士道

メクトン

SHIP PROFILE

Name	"Adamant" Gunship Version	Weight	Cost
		311,000	154,172.2

SUPERSTRUCTURES 45,500

Class	CPs	Space	Kills	SP	CPs
MW Hull	6000	12	1200	500	12500
LW Wing	1000	2	200	500	12500
LW Wing	1000	2	200	500	12500

SUBASSEMBLIES 1000

Passengers	Space	Cost
360	1	500
Cargo (t)	**Space**	**Cost**
1800 tons	1	500
# of Mecha	**Space**	**Cost**
0	0	0
Screen SP	**Space**	**Cost**
-	-	-

SYSTEMS x2.6

Crew	Skill	Mult
B-Grade	14+1D10	x0.6
MA	**Day Move**	**Space**	**Mult**
10	4320km	1	x0.0
Hyperlight Drive		**Mult**
TL9 (1LY/Day)		x1.0

TURN RADIUS +6

ARMAMENT 12797

Weapon	WA	Range	Damage	Shots	Kills	Arc	Cost	Space	Notes
Deluxe CIDS	+0	13	10K	∞	na	A	172	0.5	BV = ∞
Light Missile Launcher	+0	110	100K	10	67	F	250	1	10x Scale
Light Missile Launcher	+0	110	100K	10	67	F	250	1	10x Scale
SHARP-5 Core Cannon	+0	250	1,000K	(1/3)	1000	FF	12125	10	Warm-up time = 3

多次元機甲戦士道

メクトン

SHIP PROFILE

Name	"Adamant" Missile Ship Version	Weight	Cost
		292,000	141,172.2

SUPERSTRUCTURES 45,500

Class	CPs	Space	Kills	SP	CPs
MW Hull	6000	12	1200	500	12500
LW Wing	1000	2	200	500	12500
LW Wing	1000	2	200	500	12500

SUBASSEMBLIES 3000

Passengers	Space	Cost
360	1	500
Cargo (t)	**Space**	**Cost**
1800 tons	1	500
# of Mecha	**Space**	**Cost**
(70x 1:1)	2	2000
Screen SP	**Space**	**Cost**
-	-	-

SYSTEMS x2.6

Crew	Skill	Mult
B-Grade	14+1D10	x0.6
MA	**Day Move**	**Space**	**Mult**
10	4320km	1	x0.0
Hyperlight Drive		**Mult**
TL9 (1LY/Day)		x1.0

TURN RADIUS +6

ARMAMENT 5797

Weapon	WA	Range	Damage	Shots	Kills	Arc	Cost	Space	Notes
Deluxe CIDS	+0	13	10K	∞	na	A	172	0.5	BV = ∞
Light Missile Launcher	+0	110	100K	10	67	F	250	1	10x Scale
Light Missile Launcher	+0	110	100K	10	67	F	250	1	10x Scale
Multi-Missile Rack	+2	85	150K	10	100	F	1300	2	-
Multi-Missile Rack	+2	85	150K	10	100	F	1300	2	-
Heavy Battery	+0	111	200K	∞	200	R	2525	3	-

TERRAN "GALANT" STARCRUISER

ちきゅうのガラント

GALANT STARCRUISER

LENGTH (METERS):
• 275
FULL EQUIPMENT WEIGHT (TONS):
• 13,681
THRUSTER GEAR RATING (KILOTONS):
• 17.1
ACCELERATION:
• 12.25m/sec²
ARMAMENT:
• Medium Railgun Battery x1
• Light Missile Launcher x2
• Defensive Gun Batteries x36
CRAFT CAPACITY:
• Rapier x10
• Hermes x4
• Gunther x1
• 100t Shuttle x2
CREW COMPLEMENT:
• 10 officers
• 40 crew
• 20 pilots
• 20 technicians
• 3 months of consumables.
MISSION PARAMETERS:
• Scouting and light assault.
SHIPS IN CLASS:
• 1 (Galant)
COMMAND OFFICER:
• Henry Antares
ENGINEERING CHIEFS:
• Maria Logan
• Marcel Graves
FLIGHT LEADER:
• North Frozen
DECORATED PILOTS:
• Donchoi Yuh
• Mariko Lim
• Mark-Benjamin Michaels.

HISTORY OF SERVICE

The *Galant* was a variant of the starcruiser design, in the same size class and general use category as the *Argus*. An alternate design, submitted by General Stardock Industries of O'Neill Hab, the *Galant* class was designed to be capable of atmospheric re-entry. While theoretically possible, the technical problems of actually bringing such a fragile machine into a gravity well, with wind resistance and an almost total lack of maneuverability (there were disparaging remarks made about taking an entire time zone to turn in), this concept was discarded.

Although the re-entry concept was dropped, the wedge-shape of the *Galant* was retained. It did offer certain advantages over the *Argus* hull—for one thing, the huge wedge contained a larger and more comfortable centrifuge for living quarters than the *Argus* class. The bridge was not as exposed, and the silhouette was more compact, making a smaller radar signature than the *Argus*. On the down side, weapon mounting was more difficult, and battery maintenance practically impossible—the truncated weapons bays were sandwiched into the hull, nearly intertwined into the thrusters in such a fashion that only very small and slender technicians could get in to deal with them. And there was no way to make a launch tube for mecha deployment; a door at the butt-end of the hull, between the engine exhausts, provided the only entrance and egress to the mecha and shuttle bay.

The final decision on the *Galant* was that, although it was a serviceable design, it was far too difficult to construct—taking twice the time need to construct the larger but simpler *Argus*—and was, by terms of the *Argus*, underarmed. The *Galant* itself was the only one built.

The single *Galant* actually built turned out to be the single most distinguished ship of the war. Its roominess and large living section made it a perfect ship for experimental facilities. With that in mind, an elite crew and a complement of technicians were assigned to the ship, along with a hand-picked group of scientists and test subjects... er, pilots. The concept was that new developments in mecha design would be stimulated by actual battlefield use. More conservative elements decried this as a senseless risk; after all, why put Terra's two foremost mecha designers out on the front lines as clay pigeons, when they should be safely kept back on Terra to develop more mecha? The pro argument, offered by Drs. Graves and Logan themselves, was that they wouldn't have the information lag (estimated at six-plus months) that would occur between front lines and home front, and they would be more able to rapidly adjust to new developments sighted on Imperial units. Communications, they said, would be provided through frequent rendezvous with other ships, to disseminate information rapidly back to *Astra*-class tenders, thereby solving the "Refit Dilemma."

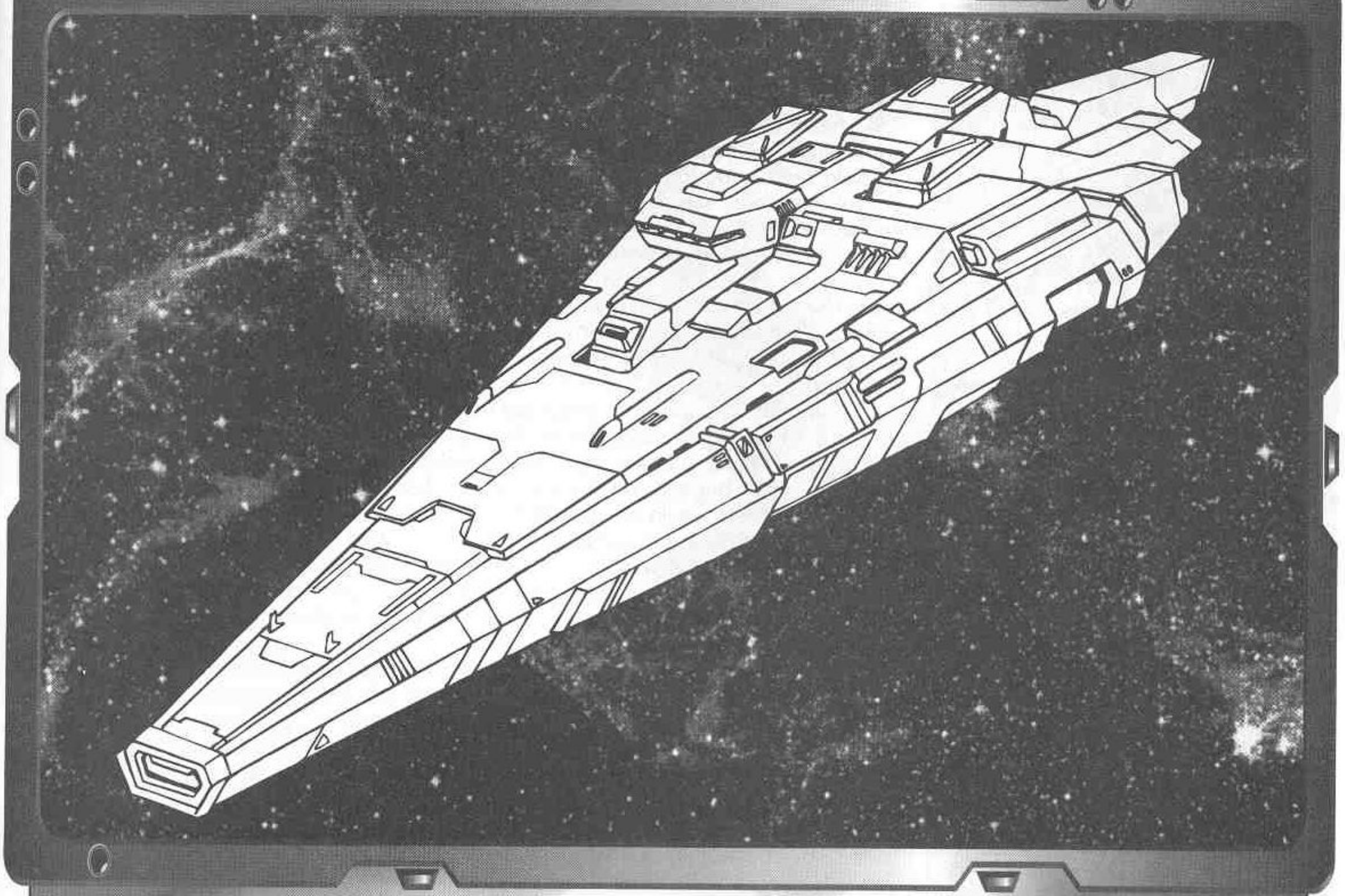
The Refit Dilemma was a problem that had been plaguing Terran war planners. Centuries of warfare had proved over and over that in any war lasting more than a week, hardware and resupply changes would occur at a frightening pace. As it stood, Terran colony worlds were being outfitted with industrial complexes to act as forward supply and distribution bases, but they were still four months of hyperspace time away from the proposed front line. Supply ships could be sent out, with escorts to rendezvous with starcruisers, but new developments would have to be discovered on the battle front, sent back to be designed on Terra, sent back to the colonies, then sent out to the distant squadrons and fleets.

Drs. Graves and Logans' solution called for the *Astra*-class cruiser to be modified into a Tender—a ship outfitted with limited factory capabilities, able to start manufacturing new developments as soon as they were reported.

The Galant's mission was to probe the Empire for as much information on their technology as could be gathered, so that the two geniuses could counter, and hopefully anticipate, new Imperial developments.

多次元機甲戦士道

メクトニック



SHIP PROFILE

Name	Star Cruiser "Galant"	Weight	Cost
		13,681t	51,588

SUPERSTRUCTURES 10,500

Class	CPs	Space	Kills	SP	CPs
STR Hull	3000	8	500	300	10500

SUBASSEMBLIES 4500

Passengers	Space	Cost
90	1	500
Cargo (t)	**Space**	**Cost**
500 tons	1	500
# of Mecha	**Space**	**Cost**
1:1 x15, 10:1 x2	3.5	3500
Screen SP	**Space**	**Cost**
-	-	-

SYSTEMS x3.0

Crew	Skill	Mult
B-Grade	16+1D10	x1.0
MA	**Day Move**	**Space**	**Mult**
10	4320km	1	x0.0
Hyperlight Drive			**Mult**
TL9 (1LY/Day)			x1.0

TURN RADIUS +3

ARMAMENT 2196

Weapon	WA	Range	Damage	Shots	Kills	Arc	Cost	Space	Notes
Deluxe CIDS	+0	13	10K	∞	n/a	A	172	1	BV=∞
Medium Railgun Battery	+0	80	100K	∞	100	F	1012	2	-
Medium Railgun Battery	+0	80	100K	∞	100	R	1012	2	-

TERRAN "ARASAI" SUPERCARRIER

ちきゅうのアラサイ

HISTORY OF SERVICE

The excellent combat capabilities of Imperial mecha were amply demonstrated from the UNWO's very first encounters with the Imperials. Terran ships suffered greatly at the hands of attacking Imperial mecha—they had the same capabilities as fighters but worked even better. No fighter could swoop in on a capital ship, land, and proceed to tear apart the gun emplacements, throw bombs into propulsion tubes, smash sensor arrays, and directly and precisely destroy bridges and other command centers. In addition, Imperial attack mecha were more agile than fighters, and apparently capable of non-combat operations as well.

Naturally, UNWO Space Command planners included mecha in the outlines for their new space fleet. Nearly every combat line vessel in the new fleet was to have a mecha bay, in order to carry its own fighter support. This wasn't a stretch from the old Space Force, where every cruiser carried at least two fighters for escort and picket duties.

Even modest calculations projected that the fleets would need more fighters and mecha than the ships could provide from their integral bays. Individual mecha complements would be sufficient for independent actions, but for massed combat more mecha would be needed—on an order of up to five times more mecha. In order to provide this, the fleets would need carriers.

This was hardly a new concept. Since the mid-20th century, the carrier had dominated naval operations; by the 21st century, this domination had extended so far that the only surface combat vessels left were patrol boats, coast guard cutters, and the like. All combat vessels—even carriers—had become submersible in order to avoid aerial detection (see the Megamouth, page 68).

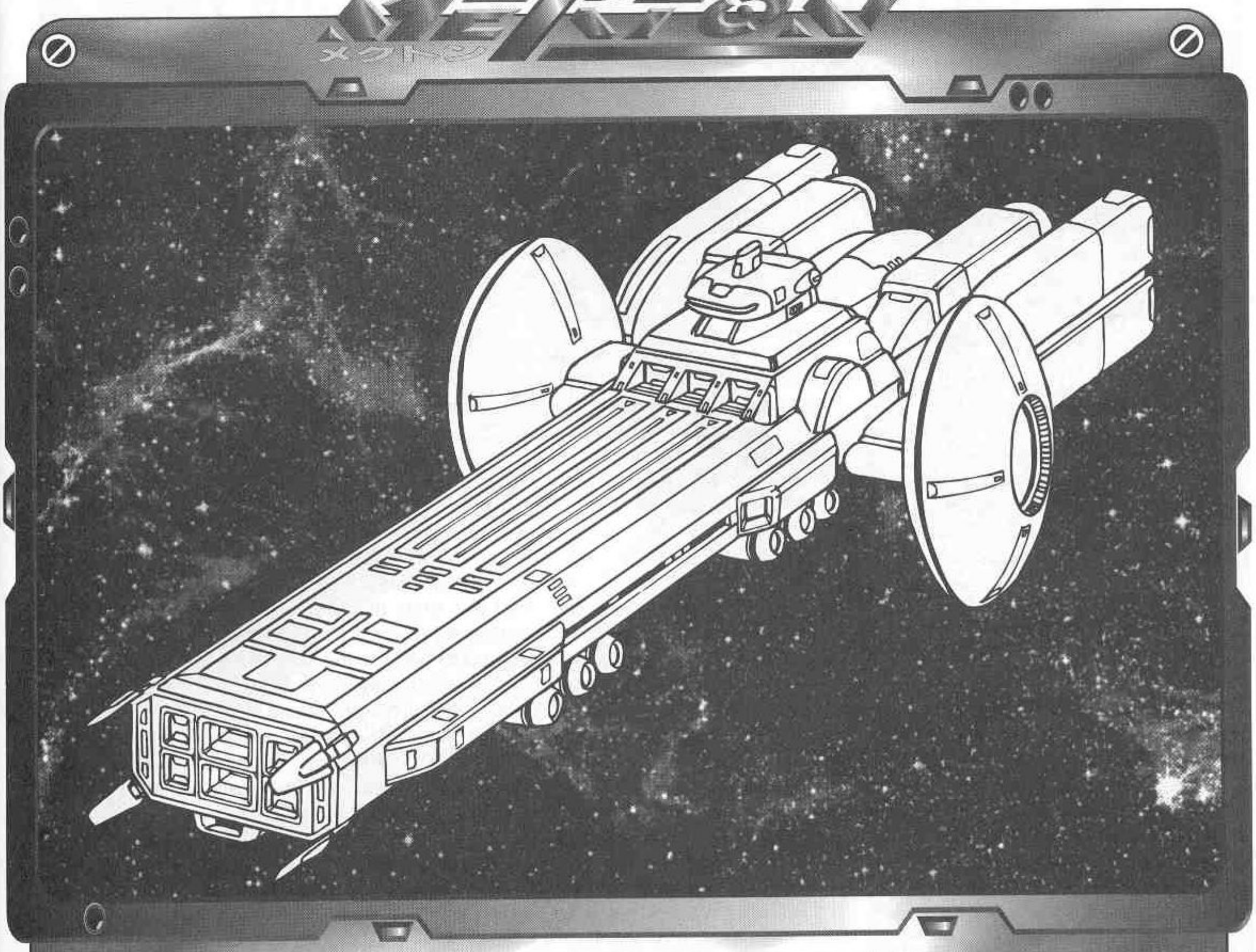
With this firmly in mind, Terran fleets were arranged around the new carriers, even though those carriers hadn't even been made yet (this hardly mattered, since the rest of the fleet that was supposed to accompany them hadn't been made yet, either). The tactical deployment was to have the carrier and one to three *Adamant*-class battleships as the core, escorted by two to four *Argus*-class starcruisers per capital ship, and a screen of ten to twenty (depending on the size of the fleet) *Astra*-class tenders and frigates. It was hoped that such a sizable fleet would provide the firepower and resilience necessary to combat the Imperials on equal, if not better, terms.

The *Arasai's* design was dead simple. The basic shape was that of a long box, housing mecha squadrons in the central section, a large launch bay running the remaining length of the ship and the thrusters in the rear. Crew quarters were in rotating habitat domes tacked onto the outside of the box hull, a plan that was criticized because of the vulnerability that it presented—one good hit could clean the lifesection off a carrier! However, since the carriers weren't supposed to see direct combat, the argument was made that if an *Arasai* was hit well enough to destroy a crew section, then the rest of the ship was in dire peril, too. The exposed crew carousel remained. The sensor disks (mounted on the exterior of the crew roundels) were equally exposed, but their position was retained rather than rearrange the mecha bay inside. The end of the hull was left devoted to the mecha recovery bays, located between the engines. Standing amidships in the central mecha bay, one could observe both the launch exits forward and the recovery bays aft.

This arrangement allowed very swift dispersal and recovery of mecha and fighters—an *Arasai* could be launching one squadron while simultaneously recovering another. Of course, most of the other Terran ships were also built with the same general arrangement, but they could launch at most two mecha at a time, while the *Arasai* could launch six, and at a higher cyclic rate, thanks to its improved launch systems.

The pairing of *Arasai* supercarriers with *Argus* destroyers turned out to be a very nasty combination, with the destroyers providing more than enough firepower to turn away the smaller, faster Imperial ships that were dispatched to sink them, while combat patrols detailed to protect the carrier battlegroup took care of oncoming Imperial mecha and fighters.

The *Arasai* class turned out to be superior to its Imperial counterparts, carrying more craft at higher speed, at a lower economic cost. And, like its naval counterparts, it worked wonderfully as the center of fleet striking power.



SHIP PROFILE

NAME Terran Supercarrier "Arasai"	WEIGHT	COST
	362,000t	67,681.6

SUPERSTRUCTURES 17,000

CLASS	CPs	SPACE	KILLS	SP	CPs
LH Hull	7000	14	1400	400	10000

SUBASSEMBLIES 7000

PASSENGERS	SPACE	COST
490	1	500
CARGO (T)	**SPACE**	**COST**
2450 tons	1	500
# OF MECHA	**SPACE**	**COST**
294	6	6000
SCREEN SP	**SPACE**	**COST**
-	-	-

SYSTEMS x2.8

CREW	SKILL	MULT
B-Grade	14+1D10	x0.6

MA	DAY MOVE	SPACE	MULT
14	10,886km	1	x0.2

HYPERLIGHT DRIVE	MULT
TL9 (1LY/Day)	x1.0

TURN RADIUS +7

ARMAMENT 172

WEAPON	WA	RANGE	DAMAGE	SHOTS	KILLS	ARC	COST	SPACE	NOTES
Deluxe CIDS	+0	13	10K	∞	n/a	A	172	1	BV = ∞

IMPERIAL "SCYLLA" DREADNOUGHT

ていこくのシラのシリーズ

HISTORY OF SERVICE

The Imperial "*Scylla*"-class dreadnought forms the core of all Imperial fleets. Although these fleets are normally made up of numerous smaller ships and support vessels, the *Scylla* dominates the observer's impression. At over a mile long, glittering metallic blue-green, with hundreds of windows winking yellow, it's no wonder these ships stand out. Only the "*Hydra*"-class flagship is bigger, and even then the difference is hard to see if there are many *Scyllas* about.

The typical Imperial fleet is composed of at least three *Scyllas,* escorted by two to three times their number of smaller cruisers (ships sized between the *Adamant* and the *Argus*), and about twice that number in smaller destroyers the same size as the *Argus* class. Fleet doctrine was particularly predictable, following a standard set of engagement guidelines: On the attack, the *Scyllas* would move forward as a group, flanked by the cruisers, with some of the destroyers arrayed out front as a mecha screen and the rest dispersed around the formation to cover flanks and rear. The fleet's mecha would be out front with the mecha screen, moving ahead of the destroyers to engage the enemy first. Once they made contact, the mecha would try to destroy most of the enemy's mecha, then work to cripple one or more of the enemy's larger vessels, hoping to slow up the opponent. Then the ships of the fleet would arrive, the picket destroyers collapsing their formation inward towards the *Scyllas* and cruisers, falling in behind the larger ships as they came up to barrage the foe.

On the defensive, the tactics were similar, only in this case the destroyers would be set in a loose globe around the fleet to guard from mecha attacks and shoot down incoming heavy missiles. The cruisers would form a smaller, similar globe around the dreadnoughts, augmenting *Scylla* firepower with their own. The destroyer globe would collapse in, fighting all the way, trying to deal damage to enemy capital ships and destroy as many mecha as they could. The cruisers would concentrate on damaged vessels, and then the dreadnoughts would let loose with their missiles and batteries, concentrating on the crippled enemy first, hoping to demoralize their opponents.

With the Imperial emphasis on missiles, a prime target for mecha attacks were the anti-missile systems of the larger ships. Of course, this meant that the attacking Imperial mecha would suffer from the attentions of those same defense systems, but with their heavy armor, the attacking Gorgons and Medusas could usually survive it.

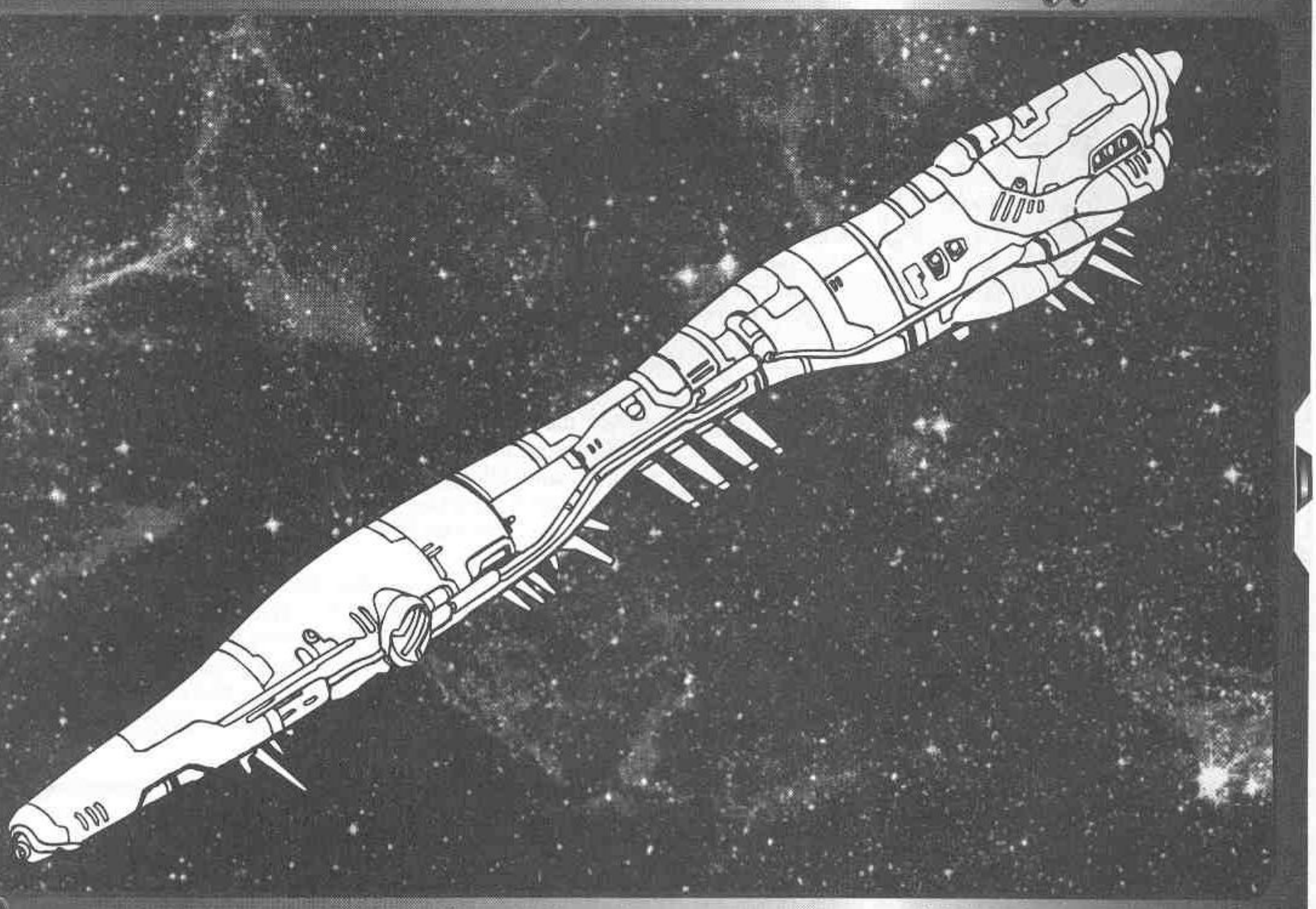
These tactics had apparently been refined into the Imperial playbook untold years ago, and the Imperials followed them rigidly. This didn't work too well against the Terrans, who rapidly adopted a "dispersed formation" tactic. This gambit used Terran ships working in two-to-four ship battlegroups, augmented by mecha from the carriers. Each group would come in from a separate tangent, probing for a weak spot. Once a weak point developed in the Imperial formation, the battlegroup would attempt to widen the penetration, and a reserve group of assault ships would move forward to exploit the break.

Imperial response to this tactic was varied. At first, the Imperials attempted to deal with it by charging forward and attempting to come to grips with the Terrans before they could deploy into their formation. This didn't work too well, as the Terrans took to deploying into their attack formation as soon as they detected the Imperial fleet. The next reaction plan was to send an assault group of mecha out to intercept one or more of the Terran groups before they could start their attack run on the Imperial fleet. This only succeeded in providing an opening for the rest of the Terran attackers to exploit, as the tactic sheared the Imperial fleet of their needed mecha! Finally, the Imperials had to adopt a "fighting withdrawal" plan, actually backing up and firing, hoping to cripple one or two of the Terran thrusts before the slower Terrans could reach them.

Despite the relative inability to deal with the Terran tactic (the correct answer was simply to defeat the Terrans in detail, using the superior speed of Imperial vessels—1.5 gees as opposed to an average of 1.25 gees), the *Scylla* class was a tough nut to crack, requiring a concerted effort from several ships and mecha squadrons to destroy.

多次元機甲戦士道

メカニック



SHIP PROFILE

Name	Weight	Cost
Imperial Warship "Scylla"	478,000t	85,581.9

SUPERSTRUCTURES 24,500

Class	CPs	Space	Kills	SP	CPs
LH Hull	7000	14	1400	700	17500

SUBASSEMBLIES 3000

Passengers	Space	Cost
490	1	500
Cargo (t)	**Space**	**Cost**
2450 tons	1	500
# of Mecha	**Space**	**Cost**
98	2	2000
Screen SP	**Space**	**Cost**
-	-	-

SYSTEMS x2.7

Crew	Skill	Mult
B-Grade	14+1D10	x0.6
MA	**Day Move**	**Space**	**Mult**
12	7258km	1	x0.1
Hyperlight Drive		**Mult**
TL9 (1LY/Day)		x1.0

TURN RADIUS +7

ARMAMENT 4197

Weapon	WA	Range	Damage	Shots	Kills	Arc	Cost	Space	Notes
Deluxe CIDS	+0	13	10K	∞	n/a	A	172	1	-
Light Missile Launcher	+2	110-1210	100K	10	67	F	250	1	10x Scale
Light Missile Launcher	+2	110-1210	100K	10	67	F	250	1	10x Scale
Light Missile Launcher	+2	110-1210	100K	10	67	F	250	1	10x Scale
Light Missile Launcher	+2	110-1210	100K	10	67	F	250	1	10x Scale
Light Missile Launcher	+2	110-1210	100K	10	67	R	250	1	10x Scale
Light Missile Launcher	+2	110-1210	100K	10	67	R	250	1	10x Scale
Heavy Battery	+0	111-12321	200K	∞	200	F	2525	3	-

SCYLLA CARRIER
LENGTH: 1700m
WEIGHT: 474,000t
THRUST: 717kt
ACCEL: 14.8m/s²
ARMAMENT:
- Light Battery x1
- Light Missiles x2
- Turrets x198

CRAFT CAPACITY:
- Myrmidon x10
- Mektons x180
- Shuttle x4

CREW COMPLEMENT:
- 100 officers, 300 crew, 196 pilots, 384 warriors, 12mo consumables

MISSION DUTY:
- Carrier support

SHIPS IN CLASS:
- At least 20

SCYLLA: CARRIER

This was the most common variant of the classic Imperial dreadnought. The modifications were simple, comprising the removal of most of the offensive weaponry and substituting mecha bays and launch rails for the missing guns and missiles. Given the long, narrow design of the basic dreadnought, fitting in the copious mecha storage bays required some clever engineering. The missile bays did free up some space, but they were located close to the skin of the ship in separate areas, which was not the most economical way to store and supply mecha. Furthermore, the best location for the launch rails, the area formerly employed as the location for the particle accelerator battery, was up in the forward quarter of the ship. At that point, it would be difficult to run the rails from the central and aft missile bays, where the other mecha bays would have to be located. The final solution was to mount the major mecha bay up front in the old particle accelerator bay, and mount the other four bays around the ship (one dorsal amidships, one starboard, one ventral amidships, and one to the port side).

This wasn't all that bad a modification. In combat, telling the difference between a normal *Scylla* and a carrier version was practically impossible. It lacked the tell-tale mass launch tube assemblies that normally served to identify carriers, and had usually launched its mecha long before the enemy could get close enough to visually identify it. The Imperial commander Gates Shann came up with the cunning trick of holding back most of her squadron aboard her carrier, waiting until the Terrans had achieved their breakthrough into her fleet, then releasing the squadron from what looked like a normal *Scylla*, surprising the attackers.

At least twenty ships of this class have been positively identified by UNWO intelligence. The lack of overt carrier characteristics makes these ships difficult to identify from a distance. It is probable that the Imperials are converting more of their standard dreadnoughts to this model (since it is a conversion rather than a design modification). Since it is easier and faster to build mecha and fighters, and breed and educate new pilots, than it is to construct a 474,000-ton dreadnought, this is a highly economical and tactically-sound plan.

SCYLLA GUNSHIP
LENGTH: 1700m
WEIGHT: 476,000t
THRUST: 717kt
ACCEL: 14.8m/s²
ARMAMENT:
- Light Battery x1
- Multi-Missiles x2
- Strike Missile x2
- Turrets x198

CRAFT CAPACITY:
- Mektons x48
- Shuttle x1

CREW COMPLEMENT:
- 100 officers, 300 crew, 49 pilots, 41 warriors, 12mo consumables

MISSION DUTY:
- Gunline

SHIPS IN CLASS:
- At least 15.

SCYLLA: GUNSHIP

The gunship version is a less common modification of the *Scylla* dreadnought. Like the carrier, it features minimal modifications to the starship's structure, while achieving significant changes to the ship's mission and capabilities.

Here, the major changes involved combining the missile bays into larger multi-missile bays, and making a massive combined launch bay for the strike missiles. This did result in some external differences, most notably the "beer-belly" bulge of the strike missile launcher. This meant that *Scylla* Gunships would often be targeted for destruction before any other ships, in order to negate the destructive effectiveness of its anti-ship missiles.

The Imperial ship-killer Strike Missile was a massive thing, weighing in at over 23 metric tons. A veritable mechafighter in its own right, capable of extreme speeds over a range of 1,000 miles (1,700 km), the missile was designed for multiple uses, ranging from anti-ship purposes to planetary bombardment. Some of them were even fitted with MIRV (Multiple Independent Re-entry Vehicle) warheads, for use against mecha clusters—the same warhead would hold up to 70 independently-targeted 10-Kill missiles! Typical examples of strike missile warheads are ship-killer (700K, range 10,125km, WA +1, Long Range), fleet-buster (200K, Blast Radius 2, range 750, WA +2), delay mine (800K, range 1,000, WA +2, fuse), planet-buster (100K, Blast Radius 5, range 600, WA +2, nuclear), and seeker (200K, range 500, WA +0, Smart-2, Skill 15+, Hyper-velocity).

The effectiveness of a *Scylla* Gunship could not be understated. The wide range of its missile capabilities made it extremely deadly. Typical Imperial gunship tactics were to target a ship that had had its anti-missile systems reduced to the point of ineffectiveness; their barrage of multi-missiles would be fired at it to destroy it utterly. In planetary actions, the strike missiles could be loaded with whatever warhead was necessary for the job—only the swift onslaught of the Terran fleet, and the Imperials' reluctance to devastate their future homeworld, prevented the two *Scylla* Gunships orbiting Terra from annihilating large parts of the planet.

多次元機甲戦士道

メクトニック

SHIP PROFILE

Name	Weight	Cost
Imperial "Scylla" Carrier	474,000t	84,852.9

SUPERSTRUCTURES 24,500

Class	CPs	Space	Kills	SP	CPs
LH Hull	7000	14	1400	700	17500

SUBASSEMBLIES 6500

Passengers	Space	Cost
490	2	1000
Cargo (t)	**Space**	**Cost**
4900 tons	2	1000
# of Mecha	**Space**	**Cost**
196	4	4000
Screen SP	**Space**	**Cost**
-	-	-

SYSTEMS ×2.7

Crew	Skill	Mult
B-Grade	14+1D10	x0.6
MA	**Day Move**	**Space**	**Mult**
12	7258km	1	x0.1
Hyperlight Drive		**Mult**
TL9 (1LY/Day)		x1.0

TURN RADIUS +7

ARMAMENT 927

Weapon	WA	Range	Damage	Shots	Kills	Arc	Cost	Space	Notes
Deluxe CIDS	+0	13	10K	∞	n/a	A	172	1	-
Light Missile Launcher	+2	110-1210	100K	10	67	F	250	1	10x Scale
Light Missile Launcher	+2	110-1210	100K	10	67	R	250	1	10x Scale
Light Battery	+0	50-2500	100K	∞	100	F	255	1	-

多次元機甲戦士道

メクトニック

SHIP PROFILE

Name	Weight	Cost
Imperial "Scylla" Gunship	476,000t	86,572.8

SUPERSTRUCTURES 24,500

Class	CPs	Space	Kills	SP	CPs
LH Hull	7000	14	1400	700	17500

SUBASSEMBLIES 2000

Passengers	Space	Cost
490	1	500
Cargo (t)	**Space**	**Cost**
2450 tons	1	500
# of Mecha	**Space**	**Cost**
49	1	1000
Screen SP	**Space**	**Cost**
-	-	-

SYSTEMS ×2.7

Crew	Skill	Mult
B-Grade	14+1D10	x0.6
MA	**Day Move**	**Space**	**Mult**
12	7258km	1	x0.1
Hyperlight Drive		**Mult**
TL9 (1LY/Day)		x1.0

TURN RADIUS +7

ARMAMENT 5564

Weapon	WA	Range	Damage	Shots	Kills	Arc	Cost	Space	Notes
Deluxe CIDS	+0	13	10K	∞	n/a	A	172	1	-
Light Battery	+0	50-2500	100K	∞	100	F	1012	1	-
Multi-Missile Launcher	+2	85-7225	150K	10	100	F	1300	2	-
Multi-Missile Launcher	+2	85-7225	150K	10	100	F	1300	2	-
Strike Missiles	+2	185-34K	700K	2	90	F	1780	3	-

Note: The Imperial Strike Missiles are exceptionally well-armored, and absorb 47 Kills of damage before being destroyed. Likewise, the Multi-missiles absorb 10 Kills of damage. No "one-kill" missiles here!

IMPERIAL "HYDRA" FLAGSHIP
ていこくのハイドラ

HYDRA FLAGSHIP

LENGTH (METERS):
• 2,500
FULL EQUIPMENT WEIGHT (TONS):
• 2,000,000
THRUSTER GEAR RATING (KILOTONS):
• 3,000
ACCELERATION:
• 14.7m/sec²
ARMAMENT:
• Focused Energy Shield Generator x1
• Defensive Laser Battery x360
• Light Laser Battery x1
• Medium Particle Battery x1
• Superheavy Particle Battery x1
CRAFT CAPACITY:
• Shuttle x6
• Myrmidon x12
• Gorgon x60
• Medusa x60
• Harpy x60
• Corvette x10
CREW COMPLEMENT:
• 200 officers, 300 crew, 500 pilots & warriors with 12 months of consumables.
MISSION PARAMETERS:
• Fleet command.
SHIPS IN CLASS:
• at least 4

HISTORY OF SERVICE

The *Hydra* flagship that orbited Terra during the occupation was, without a doubt, the largest mobile structure ever seen by any Terran. Although it was actually smaller than the space habitats at the LaGrange points, it appeared to be larger to viewers on Terra, due to the fact that it was hovering at a mere 400km altitude. At that distance, some gross detail could be made out with the naked eye!

Two and a half kilometers in length and 400 meters tall, the *Hydra* served as the mobile command center of the invasion fleet, carrying command staff and facilities as well as its own complement of assault mecha and weaponry. From it, all the functions of a sector headquarters could be carried out—its voluminous mecha bay included plenty of docking space for a squadron of hyperdrive-equipped corvette-class ships to be used for scouting missions, courier duty, fleet reconnaissance, and general officer transport. This feature, it turned out, was unique to the *Hydra*.

Another feature unique to this class was the utter lack of missile weaponry. The *Hydra* didn't mount a single missile launcher, although its cargo bays carried plenty of missiles for its mecha. Instead, the ship depended completely on its powerful energy-weapon batteries, which could be clearly seen once in visual range—the titanic Zeus-class particle gun provided the ship with its "eye," the emission hole in the prow. A smaller, backup particle gun rode in the secondary hull below.

This use of directed energy weapons provided Terran technologists and strategists with a mystery. Why break so much with Imperial tradition—a very strong force within their society—and fail to mount any missiles at all, particularly when a pair of 50-meter wide turrets rode atop the main hull? These turrets, apparently used for directed sensors, furnished one possible clue: since no other Imperial ship used missile turrets, preferring to launch their missiles from side vents, it was thought that the *Hydra*'s design might be a hold-over from a previous mode of ship configuration. The forward gun mount might have once held a fairly large mass-driver, or housed a larger mecha bay for small craft. The secondary hull nestled in beneath the main hull neatly, but still appeared to be an add-on—perhaps once upon a time it wasn't really part of the ship, but actually another ship, capable of independent action. After all, the secondary hull was very near the size and configuration of the standard *Scylla* dreadnought. On that basis, it was theorized that the *Hydra* might be a modification of the Generation ship transports which originally brought the Imperials from the Kaldar Nebula to the Milky Way.

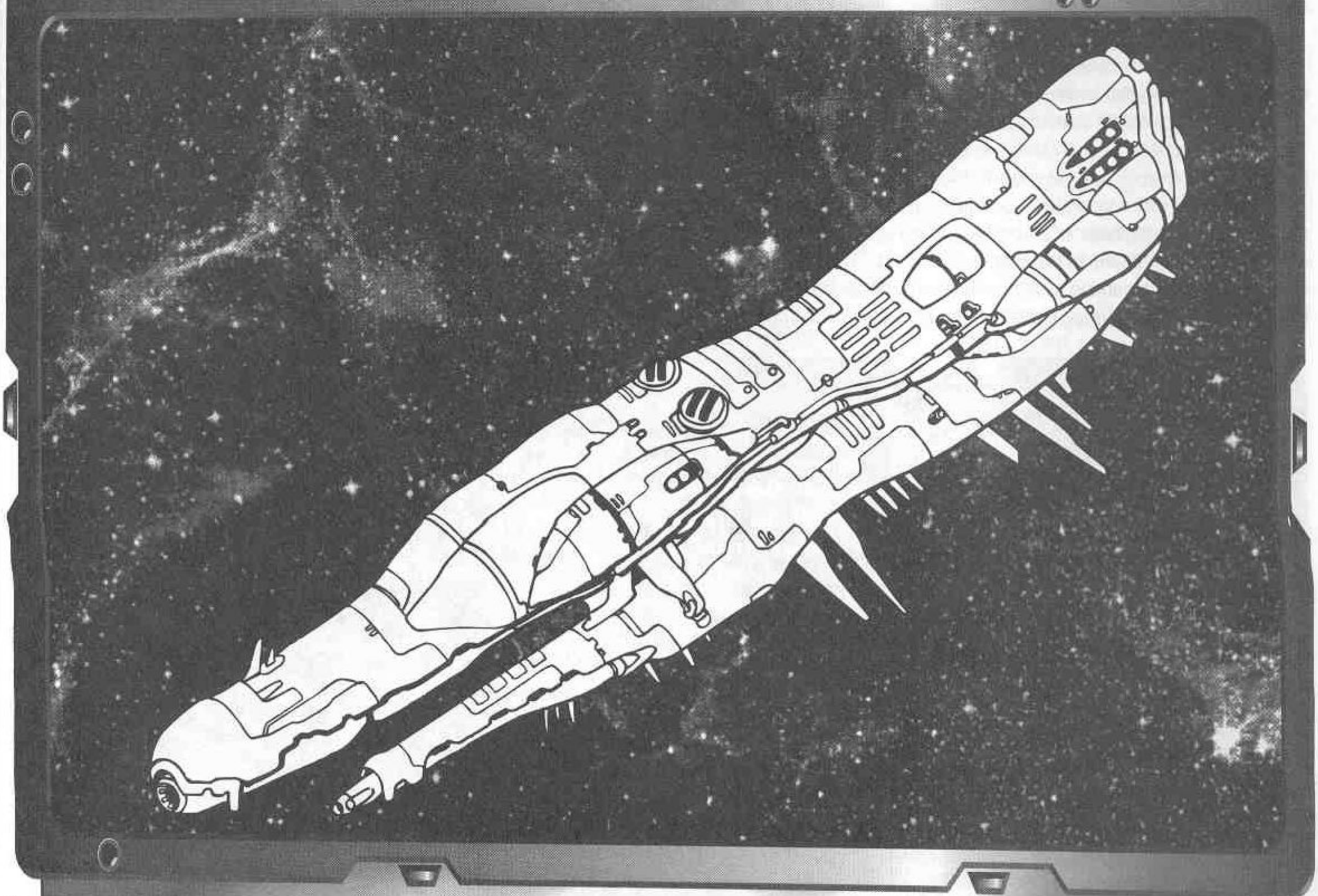
The peculiar armament package had its advantages, though. Long after the other Imperial ships had run out of missiles, the *Hydra* could continue to put out a withering volume of fire, capable of destroying an *Astra*-class frigate with two volleys, or of crippling an *Argus* starcruiser with one. Its powerful engines provided all the ammunition necessary, charging the energy capacitors with ease. The cavernous cargo bays aboard could be used, it was theorized, for spare mecha missiles and actual ship repair components as well as for consumables.

This was all theory, for no Terran was ever given free rein to wander about inside this mobile starscraper. Only Donchoi Yuh and Mariko Lim ever entered one and returned to tell of it, and they were prisoners at the time, seeing very little of the ship's interior. The only information that they could give was that there seemed to be a single section housing all the command officers and facilities. This tidbit could not be verified, nor could the location of the section in question be found, a fact that disappointed commanders who relished the idea of crippling an entire Imperial fleet's command and control coordination with one shot.

Not that the UNWO Space Navy had much of a chance to test such a theory. The *Hydra* is extremely rare in the Imperial forces, and only four have been spotted. They are dispersed among major fleets only, and seem to be used as sector command bases.

多次元機甲戦士道

メカトピア



SHIP PROFILE

Name	Weight	Cost
Imperial Flagship "Hydra"	2 million T	167,412.4

SUPERSTRUCTURES 35,000

Class	CPs	Space	Kills	SP	CPs
SH Hull	10,000	20	2000	1000	25,000

SUBASSEMBLIES 11,000

Passengers	Space	Cost
1,000	1	500
Cargo (T)	**Space**	**Cost**
10,000 tons	2	1,000
# of Mecha	**Space**	**Cost**
300 (see notes)	3	3,000
Screen SP	**Space**	**Cost**
1,000SP	4	6500

SYSTEMS x3.1

Crew	Skill	Mult
A-Grade	16+1D10	x1.0
MA	**Day Move**	**Space**	**Mult**
12	7258km	1	x0.1
Hyperlight Drive			**Mult**
TL9 (1LY/Day)			x1.0

TURN RADIUS +10

ARMAMENT 8004

Weapon	WA	Range	Damage	Shots	Kills	Arc	Cost	Space	Notes
Deluxe CIDS	+0	13	10K	∞	-	A	172	1	-
Light Battery	+0	50-2.5K	50K	∞	50	R	255	1	-
Medium Battery	+0	80-6.4K	100K	∞	100	F	1012	2	-
Superheavy Battery	+0	180-32K	500K	∞	500	F	6565	5	-

FINAL RUN

けっしょうせん

This is it—the conclusion of the Terran-Imperial War, the final battle scenario of "Invasion Terra!" The scenario's format is the same as those found in *Mekton Wars 1: Invasion Terra*, except that Final Run has three stages: a mass-combat fleet battle, a Mekton combat, and a person-to-person struggle. This scenario includes almost all the major characters, mecha and ships found in this book, culminating the entire *Invasion Terra* universe.

The basic principle behind Final Run is for two (or more) players to engage in a player-to-player battle, using a hexmap and miniatures. The forces available to each side are outlined, details are given about the map (and how to set it up), and victory conditions are explained. Furthermore, strategy tips are provided for each side.

Final Run's three-stage structure deserves some explanation: the final part ("Bombs Away!") uses standard Mekton Zeta combat rules, and part II ("The Hangar Bays") can be fought using either standard MZ rules or Mekton Z: The Movie (the cinematic combat system from the *Mekton Z Tactical Display*). However, the first part ("The Space Battle") is designed to be fought using Mekton Fleet Battles, which is MZ's mass-combat tactical wargaming system (which can be found in *Mekton Wars I: Invasion Terra*). If you don't have *Mekton Wars 1*, you can convert the elements of "The Space battle" to The Movie's tactical system with a little work. Now go kick some mechanized butt!

Tartarus: an asteroid twenty kilometers long and ten thick. The first settlement of the invaders from the Kaldar Nebula, central command to their entire Empire in the Milky Way. The Terrans had managed to find it at last, and the action was clear: destroy it and end the war.

The assault on Tartarus was envisioned as a simple approach and destruction mission. The *Adamant* Gunship *Glorious* would maneuver to bear on the structure, then bombard it into bits from a range the Imperials couldn't match. This plan assumed that the Imperial defenders would be drawn off by the main fleet, allowing the *Glorious* the leeway to accomplish this task.

. . .

"Don't come with us, Mariko. Mark and I and the others are just grunts. But you're special. Terra can't afford to lose you. Besides, I can't afford to lose you eith..."

"Hush up, Don," Mariko silenced Lt. Yuh's protests with a soft kiss. *"I've gone through far too much with you to let you out of my sight now."*

Don smiled. Hand in hand, the two young heroes stepped onto the flight deck. As they tugged on their helmets and nodded to each other, their faithful Mektons gleamed under the harsh lights. Dr. Graves gave them a thumbs-up.

They boarded their Meks.

. . .

As usual, the battle plan didn't survive contact with the enemy. The Imperials had left a fair amount of their fleet around Tartarus, ready for just such an assault. Massed firepower drove back the Terran attack, leaving Tartarus with a smoking crater where one of the *Glorious*' shells had struck it.

As the Terrans regrouped, Captain Antares called Admiral Khazaks with a new plan: If a sufficient diversion was made, a small group of mecha could close with Tartarus and infiltrate it. Carrying backpack bombs, the pilots could plant them and leave, dooming the entire asteroid. Admiral Khazaks reluctantly agreed.

. . .

"Well, once more into the breach—and all that kind of garbage," Commander Frozen grunted. Captain Antares nodded and added, *"Even if we die, I expect our descendants will be able to read about us in the history books after this one."*

The two friends saluted each other solemnly. North Frozen hurried out of the bridge.

Dr. Logan was waiting for him on the flight deck as he stepped out of the elevator. Saying nothing, North strode forward, swept Maria into his arms and kissed her hard. Without breaking stride, he let her go and leapt into his Mekton, leaving a slightly disheveled and very apprehensive Dr. Logan to wave as he closed the hatch.

. . .

The Terran fleet advanced again, seeking to englobe Tartarus, and spread out to minimize enemy ability to concentrate firepower. The Imperials could concentrate on one section at a time, but not before the Terrans had infiltrated the asteroid. All weapons primed and mecha launched, the Terrans closed with the Imperials, who sallied out to meet them.

. . .

"Are you sure you're up to this?" Asked Jalia as she pulled on her flight-suit's gloves.

"Me? Hey, I'm not the one who's about to face my ex-comrades in mortal combat, Jalia!" Mark zipped up his own flightsuit, trying not to sound too worried. But he was.

"Don't worry about me, darling. Just stay focused, and we'll both kick some, uh... tail, yes?" Jalia patted him on the shoulder and kissed his cheek.

"Right on," said Mark as they entered the flight deck. Everyone else was powering up their Meks already. Mark and Jalia climbed into their own Rapiers. Moments later, the launch doors opened.

Outside, they could see hundreds of mecha, dozens of starships and, in the far distance, the looming mass of Tartarus. And outnumbering them all, our heroes could see countless sparkling stars...

. . .

FINAL RUN is a multi-part scenario: the first part is the space battle, the second part is the battle through the cavernous halls of Tartarus, and the last part covers the Terran pilots making a run for Tartarus' central core, pursued by their Imperial counterparts.

I: The Space Battle Δ
うちゅうのせんとう

The first part of the battle focuses on two different goals. The Terran goal is to sneak the *Galant's* mechanized squadron into the Tartarus base and destroy it. The Imperials, on the other hand, are trying to destroy or at least cripple the *Glorious* before it can bombard the Tartarus base into rubble.

Note that in this, the first stage of the Final Run scenario, players are expected to use "Mekton Fleet Battles," the tactical mass-combat system which can be found on pages 46-48 of *Mekton Wars 1: Invasion Terra*.

TERRAN FORCES

The Terrans have a fairly nasty fleet to use against Tartarus: the *Adamant* battleship *Missouri,* the *Adamant* Gunship *Glorious,* the *Galant,* the *Argus* carriers *Centaurus City, Shanghai, Beirut, Capetown,* and *Calcutta,* and the *Argus* Destroyers *Sword of Destruction, Sword of Light, Lightsword, Sunsword,* and *Sword of the Gods*. Mecha squadrons consist of seven squadrons of Rapiers and three squadrons of Hermes fighters. Ship crew skills are noted in the ship descriptions, with one exception: Khazaks' flagship, the *Missouri,* has an A-class crew. All of the mecha and fighter squadrons have B-Class skills (that is, skill and reflexes totaling 14, minus maneuver ratings), except the *Galant's* Rapier squadron. That squadron is, of course, led by Donchoi Yuh, and is packed with heroes (including Mariko Lim, Mark-Benjamin Michaels, etc.). They may use Donchoi's relevant skills for rolls, if desired. In addition, one squadron of Hermes fighters is led by North Frozen, and uses his skill totals.

The *Missouri*
MA 1, DC 24, SP 10
Weapons: Superheavy and Light Battery F, Light Battery R, 2 Light Missile Launchers F, CIDS
Skill: 16+1D10.

The *Glorious*
MA 1, DC 24, SP 10
Weapons: Core Cannon forward, 2 Light Missile Launchers F, CIDS
Skill: 14+1D10.

The *Galant*
MA 1, DC 12, SP 6
Weapons: Medium Battery F, 2 Light Missile Launchers F, CIDS
Skill: 16+1D10.

Argus Carriers
MA 1, DC 12, SP 6
Weapons: Medium Battery F, 2 Light Missile Launchers F, CIDS
Skill: 14+1D10.

Argus Destroyers
MA 1, DC 12, SP 6
Weapons: Superheavy Battery F, 2 Light Missile Launchers F, CIDS
Skill: 14+1D10.

Rapier Squadron
MA 1, DC 3, SP 1
Autocannon: Rng 0, Dmg 1
Missiles: Rng 0, Dmg 4, Ammo 2.
Skill: 11+1D10.

Hermes Squadron
MA 7, DC 4, SP 1
Beam Guns: Rng 0, Dmg 1
Heavy Missiles: Rng 1, Dmg 3, Ammo 2
Missiles: Rng 0, Dmg 5, Ammo 6.
Skill: 9+1D10.

Galant's Squadron
MA 2, DC 4, SP 2
Autocannon: Rng 0, Dmg 1
Missiles: Rng 0, Dmg 4, Ammo 2
Special Weapons: Rng 0, Dmg 3.
Skills: Pilot 17+1D10, Gunnery and Missiles 15+1D10.

IMPERIAL FORCES

The Imperials aren't exactly hurting for firepower. They have Chron's *Hydra* flagship, the *Laldrandan,* a *Scylla* class dreadnought, six light cruisers, and 24 squadrons of mecha—12 squadrons of Gorgon Alphas, 4 squadrons of Medusa Alphas, and 8 squadrons of Harpy space fighters. Of these, one of the Gorgon squadrons is personally led by Lars Kandrax, and one of the Medusa squadrons is led by Gates Shann.

The *Laldrandan*
MA 2, DC 40, SP 20 + 20 ablative*
*These ablative shields lose 1 SP per Dmg done to them, and are affected before armor
Weapons: Superheavy and Medium Batteries F, Light Battery R, CIDS
Skill: 16+1D10.

Scylla Dreadnought
MA 2, DC 28, SP 14
Weapons: Heavy Battery and 6 Light Missile Batteries F, CIDS
Skill: 14+1D10.

Light Cruisers
MA 2, DC 16, SP 8
Weapons: Light Battery and 2 Light Missile Launchers F, CIDS
Skill: 14+1D10.

Gorgon Squadrons
MA 1, DC 3, SP 1
Bazooka: Rng 1, Dmg 2
Missiles: Rng 0, Dmg 8, Ammo 2
Skill: 10+1D10.

Medusa Squadrons
MA 1, DC 3, SP 1
Beam Guns: Rng 0, Dmg 1
Beam Swords: Rng n/a, Dmg 2
Skill: 12+1D10.

Harpie Squadrons
MA 11, DC 3, SP 1
Beam Guns: Rng 0, Dmg 1
Missiles: Rng 0, Dmg 1, Ammo 2
Skill: 11+1D10.

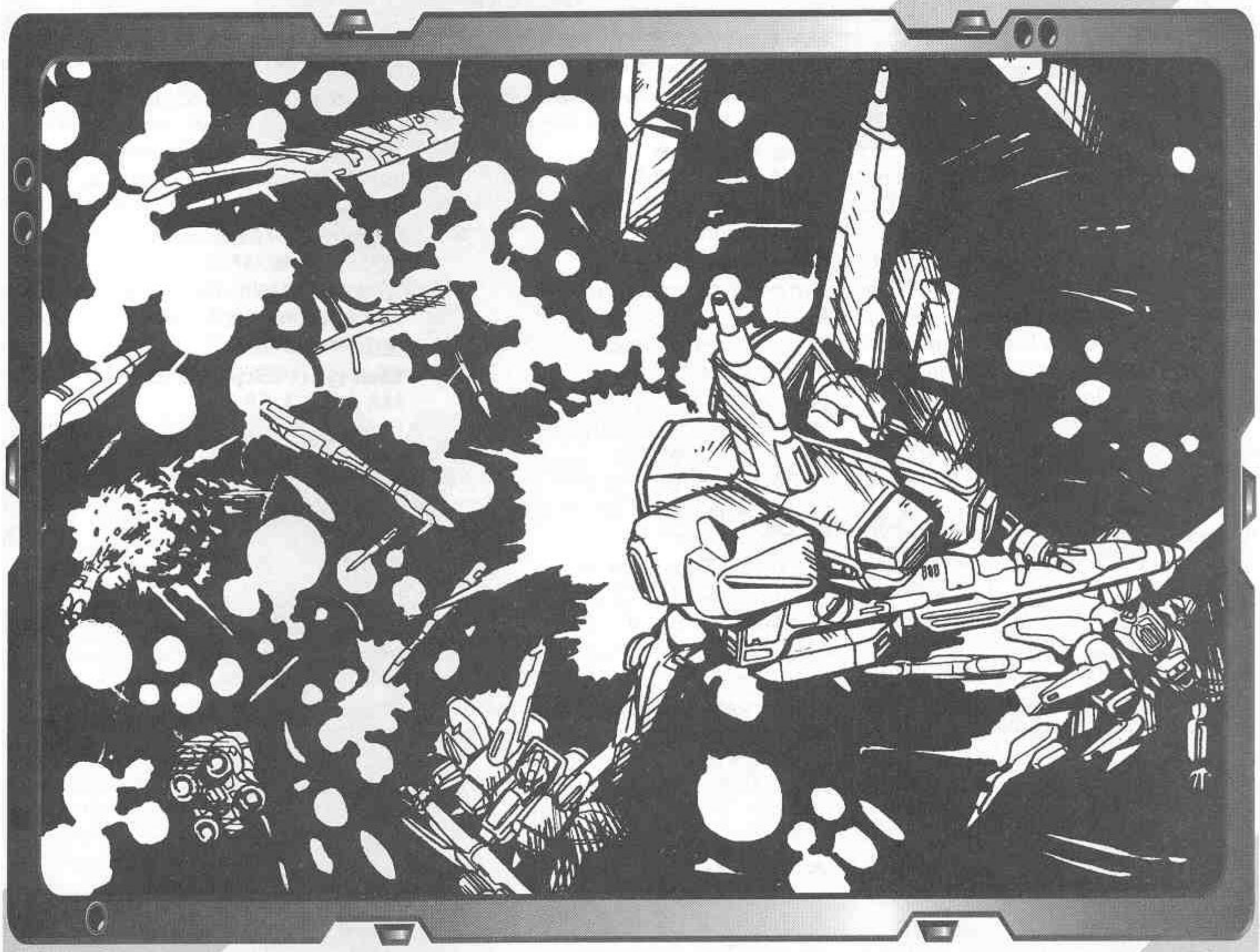
Shann's Squadron
MA 1, DC 3, SP 1
Beam Guns: Rng 0, Dmg 1
Beam Swords: Rng n/a, Dmg 2
Skill: 16+1D10.

Kandrax's Squadron
MA 1, DC 3, SP 1
Bazookas: Rng 1, Dmg 2
Missiles: Rng 0, Dmg 8, Ammo 2
Skills: 16+1D10.

Tartarus
DC 100
No weapons to speak of; the only thing that can damage the asteroid is the *Glorious'* Core Cannon, so don't waste other ammo on this rock.

SHIP WEAPONS TABLE

Weapon	Rng	Dmg	Ammo
Lt Missiles	2-4	10	2
Lt Battery	1-2	1	-
Med Battery	1-3	2	-
Hvy Battery	2/4	4	-
S.Hvy Battery	3/9	10	-
Core Cannon	5/25	20	*(ROF1/3)*
CIDS	0	1	-



SET-UP

The Terrans start with all ships and mecha on the outside edges of the map. The Terran ships must set up in at least two groups, each group centered around one of the *Adamant*-class ships, a group being defined as at least two ships within one hex of each other. The Terrans may, if they desire, set up in individual array with everything else, so long as they have two groups of at least two ships within one hex of each other. Mecha squadrons may set up any way they like on the map edges.

All Imperial units start within three hexes of Tartarus.

VICTORY CONDITIONS

The Terrans win if they manage to slip the *Galant's* Rapier squadron into contact with Tartarus (at least, that's the end of Part One of the scenario). Once the *Galant's* squadron touches Tartarus, Part One is over and it's on to Part Two.

The Imperial player shouldn't sit on his mecha while the Terrans approach to do what heroes do. Nor should all the Imperial mecha back-pedal and form an impenetrable ring of iron (or whatever mecha are made out of) around Tartarus. No, the Imperials have their own problem. First, they know nothing of the less-than-sane Terran plan to board Tartarus, particularly in light of the defenders inside (more on them later). Second, the *Glorious* is still out there, and its SHARP-5 Core Cannon is in fine shape. If the Imperials don't wipe it out, it'll total Tartarus for certain. With that in mind, the Imperials have a victory condition of their own for Part One: Prevent the *Glorious* from destroying Tartarus.

There's another hitch: the *Glorious* and the *Missouri* look identical until an Imperial unit approaches to within 5 hexes of either one; then the sensor responses will identify the target unit, and the Imperials will know which one is the *Glorious*. Of course, should the Terrans fire either the *Glorious'* Core Cannon, or the *Missouri's* batteries, the masquerade will be over (the *Glorious* doesn't have any small batteries, and the Big Mo doesn't have a Core Cannon! If it did, the scenario would be over real quick).

TACTICAL TIPS

Terrans

The burden of sneakiness lies with you. You've got to sneak Donchoi and company in through a lot of Imperial ugliness, hopefully without revealing their identity. At the same time, there's the

urge to blow the enemy out of Tartarus with the *Glorious,* right? And then there's the optional tactic of having the *Glorious* and the *Missouri* lie low, tempting the Imperials to come out and play battleship tag—put the battleships on opposite sides of the map, hiding behind screens of smaller ships, and dare the Imperials to take a gamble. Which one's the *Glorious?* If they guess wrong, they probably won't have enough ships or mecha to wreck the *Glorious.*

In addition, devious Terran players can send multiple Rapier squads converging on Tartarus, and limit the *Galant* squadron's skill and firepower to that of a normal Rapier squadron, just to confuse matters. The only way to find out which squadron is the *Galant's* is to close to 0 hexes, or observe the *Galant* squadron using its superior firepower and/or skill.

Imperials

You have superior numbers of mecha and eight fast Harpy squadrons. Send these fighters out first to go scouting, to discover the identities of the battleships. When you find the *Glorious,* concentrate your firepower on it. Leave some of the slower Gorgons around Tartarus to intercept intruding Rapiers; you might even leave a Harpy squadron or two around to check 'em out. When it comes to taking out Terran ships, please note the new rule below, and figure how it affects the Medusa squadrons.

Important Rules Note

In the Mekton Fleet Battles, a mecha squadron in the same hex with a 10x or 100x scale ship may inflict an automatic critical hit if at least 5 of the squadron's mecha survive the CIDS attack (if there is one). This attack consumes all of the squadron's movement and attack actions for the turn, and the ship's CIDS gets to fire before the squadron does the attack.

THE MAP

The map is an empty space map with Tartarus at the center. Tartarus takes up the entire hex at the center of the map, at Altitude 0. In the name of fairness, any larger and the Imperials won't be able to reach the *Glorious* before it destroys Tartarus; any smaller and the Terrans reach Tartarus in about six Turns.

II: The Hangar Bays △
ハンガーのベイ

Tartarus is almost completely hollow, once you get past the hundred-meter-thick walls (now you see why the only gun that can hurt it is the *Glorious*). Inside are mecha factories, hangar bays, shipyard facilities—even factories capable of building the huge Imperial ships—and a cloning facility. Beyond the outer ring of massive rooms is the lifesection and core of Tartarus, but that's not important to the Terran attackers, save that they want to fight their way through to the core!

Note that in this, the second stage of the Final Run scenario, players have the option of using either standard Mekton Z combat rules or "Mekton Z: The Movie," the cinematic combat system which can be found on page 2 of the Mekton Z Tactical Display.

TERRAN FORCES

The Terrans have the *Galant's* squadron, with all its heroes (less battle damage suffered while getting there—each point of DC that the *Galant* squadron loses on the way translates to 1.5 Rapiers, rounded down; for example, if the *Galant* squadron loses 3 points of DC during Part One, then only 7 Rapiers are available for this scenario. The last four points are, in order: Jalia Zell, Mark B. Michaels, Mariko Lim, and Donchoi Yuh—if the *Galant* squadron has DC 3 remaining, Jalia is gone. If DC 2, it's Donchoi and Mariko; if DC 1, it's just Donchoi.

Donchoi has his Cosmo Defender Rapier, Mariko has a modified Rapier Five (remove missiles, add Rank 5, Portfolio 3, Draw x1/2 Esper Lens to Torso), and Mark-Benjamin Michaels has a Support Rapier with a special cannon (takes up both mounts, same stats as normal Support Rapier mass driver, but BV 4, multi-feed 2). The rest of the squadron's pilots are Awareness 14+, all other skills 13+ (adjusted for MV), MP 2, six flying stock Rapier Ones, and Jalia pilots a Duellist Rapier.

IMPERIAL FORCES

The Imperial defenders are waiting for people to board—small units of Hercules 'strikers lurk around inside Tartarus, ready to repel boarders. There are three such mecha in the bay when the Terrans enter. At the beginning of each turn after the Terrans enter the map, roll 1D10. On a roll of 1-4, no Imperial reinforcements enter. On a roll of 5-9, a trio of Hercules mecha enter at one of the noted entry points (Imperial player decides). On a roll of 10, two such trios enter! All Hercules are normal Hercules or Hercules Alphas, piloted by normal Imperial pilots, and are armed according to the Imperial player's discretion (within the strictures of the listed design—that is, big cannon or missile rack).

Reinforcements might arrive from outside, too. Keep the Part One map and counters around, noting the positions of Imperial mecha squadrons. Every six turns of combat inside Tartarus equals one turn outside; Imperial squadrons may move toward Tartarus, but Terran squadrons may still try to cut them off, of course. Once reaching Tartarus, the Imperial mecha in question enter the Hanger Bay map one turn later, at the same point that the Terrans entered. For example, if a Gorgon squadron is 4 hexes away from Tartarus when the Hangar Bay fight starts, on the sixth turn of the interior battle it can move to Tartarus, and enter the Hangar Bay map on the seventh turn of the interior battle.

Each DC of damage represents one mecha in a Imperial squadron. Kandrax's squadron includes Annar Quint in a psi-Gorgon (the next-to-last DC), and Lars Kandrax in his Gorgon Xanithes-type (the last DC of the squadron). Shann is in her Medusa Medea-type, and is the last DC of her squadron.

VICTORY CONDITIONS

The Terrans win this part of the scenario if they manage to get at least one person to the Officers' Bay, with or without mecha! Go on to Part Three. The Imperials win if they manage to prevent this.

Love and War

There are more interpersonal entanglements in this scenario than an average soap opera episode. On the Terran side, there is the Donchoi-Mariko pairing, and the Mark-Benjamin Michaels-Jalia Zell pairing (Jalia is in the Duellist Rapier). If one member of a pair is in danger (outnumbered, mecha is down or heavily damaged, etc.), then the other member of the pair will go to the aid of the other. If one of a pair has to eject, they will allow their partner to pick them up (no contest on the Grab attack; it's automatically successful) and put them in the cockpit in the same action.

On the Imperial side, if Lars Kandrax and Gates Shann are in the battle, Gates will seek to protect Lars, just like the Terran pairings above (maybe she really is in love with him!), and will go absolutely berserk if Lars is killed, throwing every action into destroying the person/mecha that killed him. For his part, Kandrax is out to face Donchoi in single combat, and will ignore less-capable targets to do it. In addition, Annar Quint only has eyes for capturing Mariko, and will key on her, attempting to cripple her mecha and grab her. Should she eject, he'll go after her, trying to pick her up (remember the -6 to hit modifier for scale difference when he makes the Grab attack).

THE MAP

The Hangar Bay is huge, an impression which is magnified by the fact that they are currently empty (almost all mecha and ships are out fighting right now). There are three hangar bay chambers; each one is 325 square meters, with little in the way of cover. At the back end of the third chamber is an access tunnel which leads to the Officers' Bay. That is the objective of our heroes.

The Hercules entry points are too small for the Rapiers to enter (there's a slight height difference). The hangar bays themselves are too small to allow any flight for any unit (too dangerous; a flying unit would end up crashing very swiftly). Remember that 1/5 scale units don't move terribly quickly in here; these are 50m hexes, and Hercules' don't have wheels like Minutemen do.

III: Bombs Away! △ ばくげきする

If they get at least one person to the Officers' Bay, then the Terrans must disembark from their mecha and head into the center of Tartarus, carrying backpack bombs to the main power plant and there set them.

Note that players are expected to use the standard Mekton Z combat rules for mecha and personal combat.

TERRAN FORCES

The Terrans get the remnants of the *Galant's* squadron from Part Two; the pilots must exit their mecha, grab their guns and bombs, and go in. Since by this point they are in the Offcer's Bay, the Terrans can (and really should) rig the controls there—any pilot has the technical know-how to lock the Hangar Bay's doors. Doing this will prevent any more Imperials from entering and destroying the empty Mektons while the Terrans are hotfooting it to the powerplant. The normal pilots have REF 9, BOD 6, Autoweapon 1, Awareness 4, Dodge & Escape 3, Handgun 2, Rifle 1. The Terrans have space armor (SP 25), Combat or Energy Pistols, and Machinepistols. In addition, Jalia has a sword, and Mark-Benjamin has an assault rifle. One Terran may carry a Machinegun. The backpack bombs weigh 10kg—don't forget Encumbrance! (Page 24 of MZ.)

IMPERIAL FORCES

Each guardroom has 1D6 soldiers (armored to SP 10, with energy rifles) in it. The reactor control room has 1D3+1 technicians in it (REF 6, Body 6, Awareness 4+, Dodge/Escape 3, Handgun 2, energy pistols). The command room has 2 soldiers, 2 technicians, and 1D3 officers (SP 6 armor, stats as soldiers plus Leadership 4, energy pistols). Only the Imperial player knows how many people are generated for each room; the amount is only revealed when Terrans enter the room in question.

Still in all, the cavalry might come to the rescue. If any members of Kandrax's or Shann's squadrons survived part II, then they can join this fray—they have access to secret personnel transport tubes which lead to the core interior; Roll 1D6 for the number of turns it takes each Imperial to travel the tubes, then flip a coin to determine which transport tube entry point each character starts at. Kandrax and his men (including Quint) have SP 20 armor and heavy energy pistols. Shann and her women have SP 15 armor, energy pistols, and swords.

Hidden Movement

Make an extra copy of the map for the Imperial player. Allow him to move his people on that map, placing them on the main map only when the Terrans catch sight of them—the Imperials can follow the Terrans' movements through cameras.

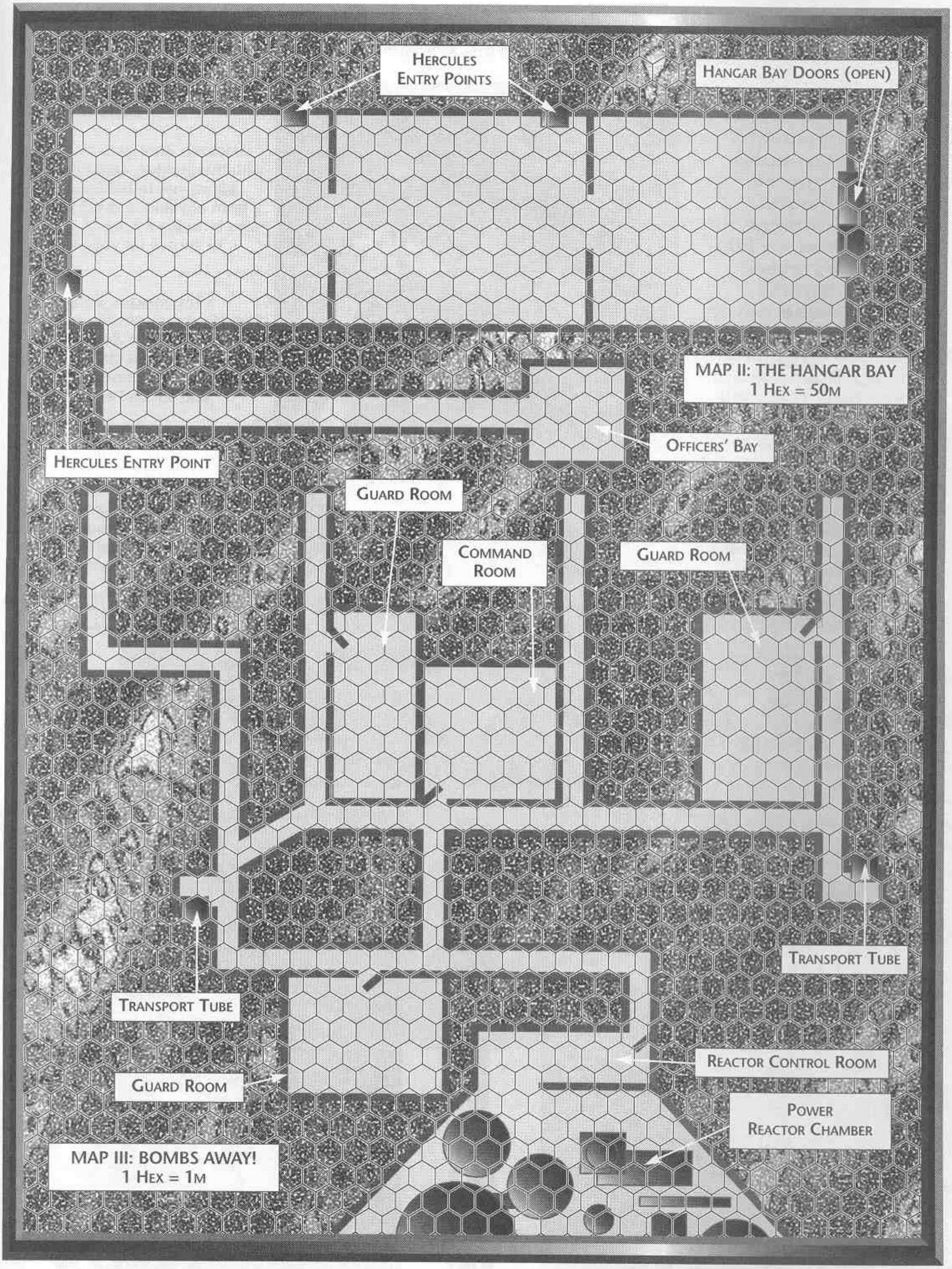
THE MAP

The Terrans enter the map from any of the four corridors; if there is more than one Terran character, they may enter from more than one corridor. All of the corridors lead to/from the Officer's Bay on the previous map. All doors on this map are SP 10; equipment consoles are SP 12. Hexes are standard 1-meter size.

VICTORY CONDITIONS

The Terrans must get at least one person, with their bomb, into the Power Room. Once there, the character must spend one turn setting and arming the bomb. Then, the character(s) must destroy the controls in the Reactor Control Room (one good burst from an autoweapon will do the trick). To escape, they'll have to fight their way back out in pretty much the same conditions that they fought their way in through.

The Imperials win if they prevent the Terrans from planting their bombs. If they fail, however, the Imperials have one more trump card—a captive Skorpon Xenodrone! Only if the Terrans have planted their bombs successfully, Imperial Command activates their "If we die, so do you" policy: In the Hangar Bay, an angry, confused Skorpon is released, dropping from a storage pod in the ceiling! Our heroes must fight off the Skorpon (perhaps with help from Lars and/or Gates) and leave the Hangar Bay. If they get out, they're assumed to regroup with friendly forces and escape Tartarus' explosion.


HERCULES ENTRY POINTS
HANGAR BAY DOORS (OPEN)
MAP II: THE HANGAR BAY
1 HEX = 50M
HERCULES ENTRY POINT
OFFICERS' BAY
GUARD ROOM
COMMAND ROOM
GUARD ROOM
TRANSPORT TUBE
TRANSPORT TUBE
GUARD ROOM
REACTOR CONTROL ROOM
POWER REACTOR CHAMBER
MAP III: BOMBS AWAY!
1 HEX = 1M

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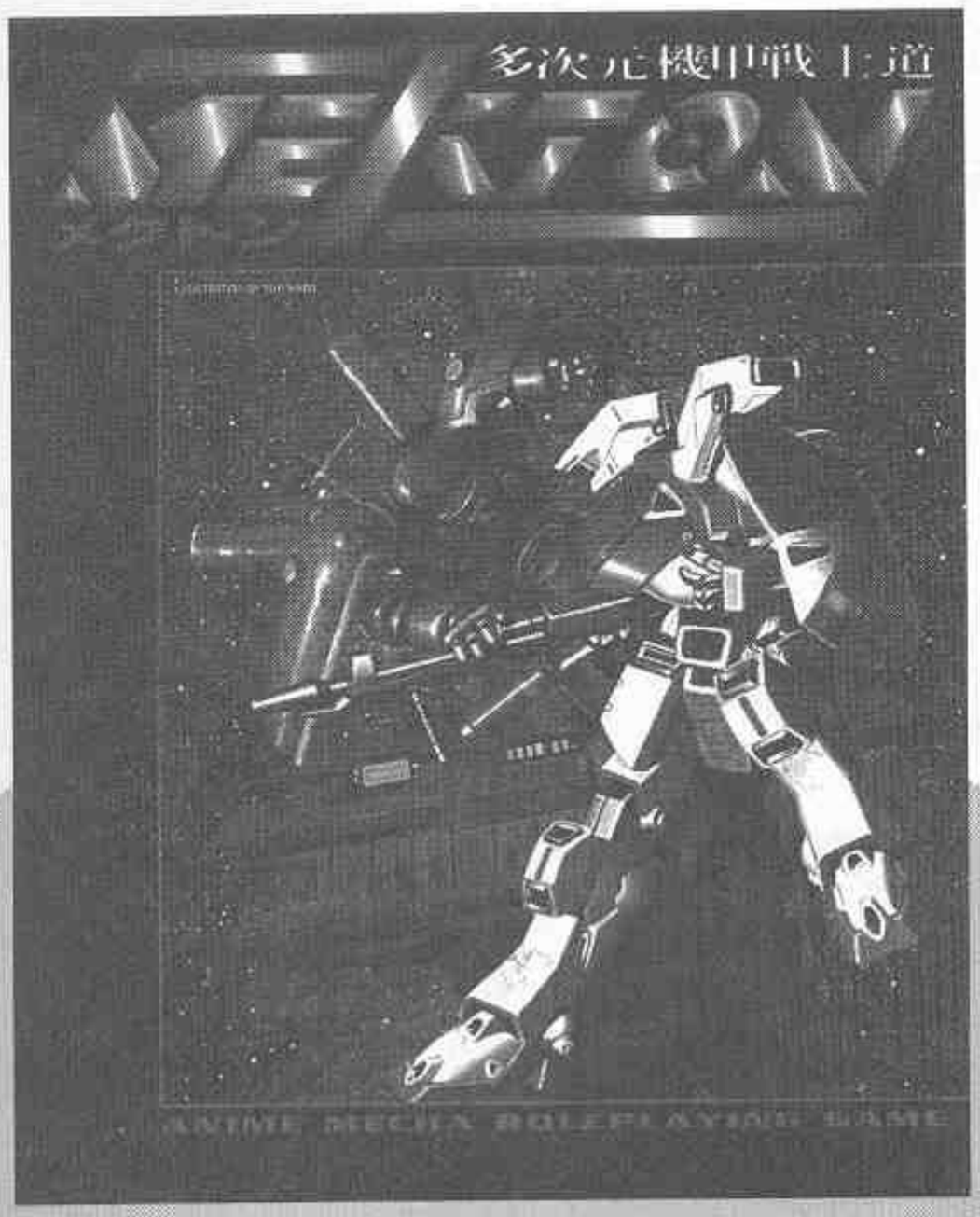

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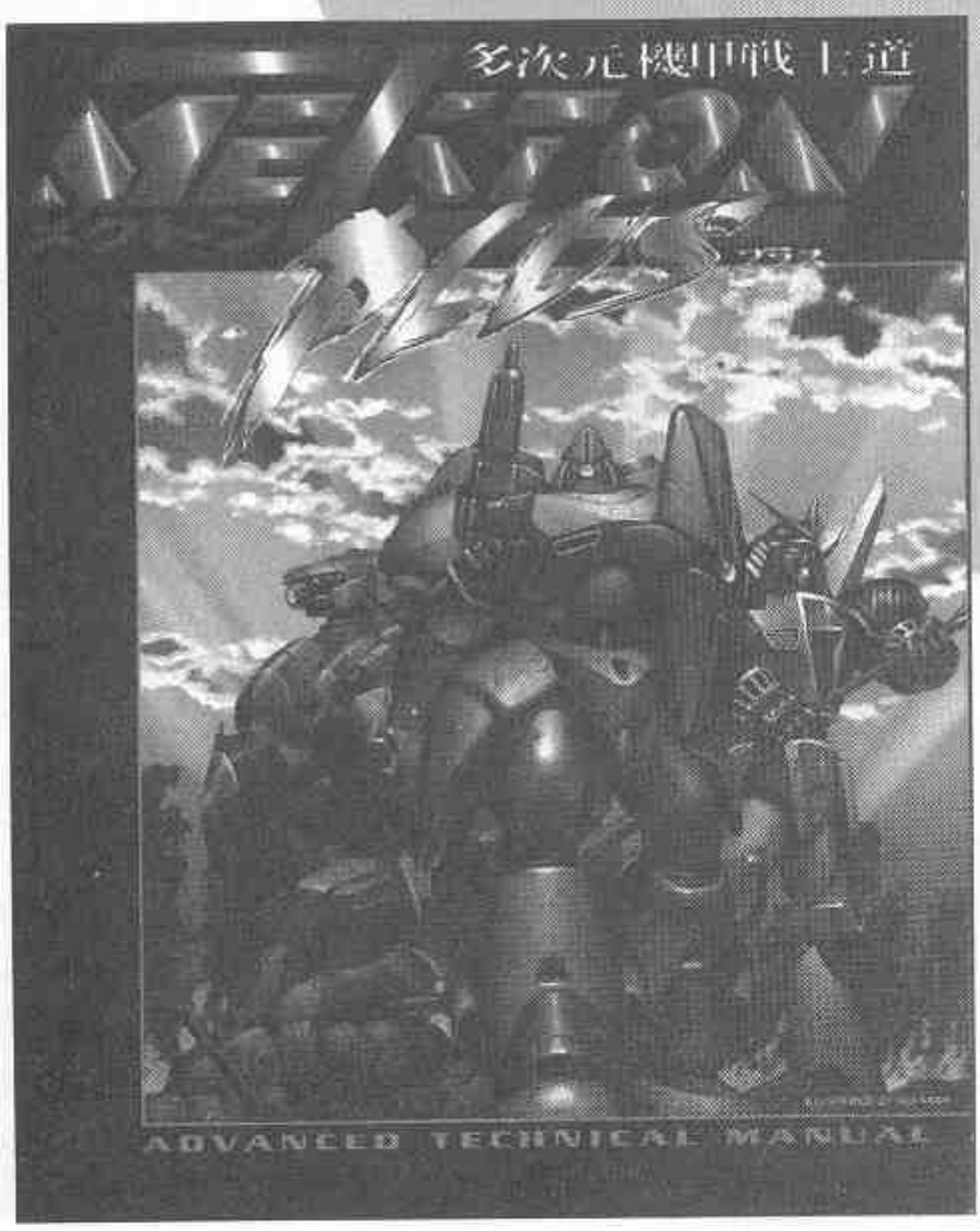

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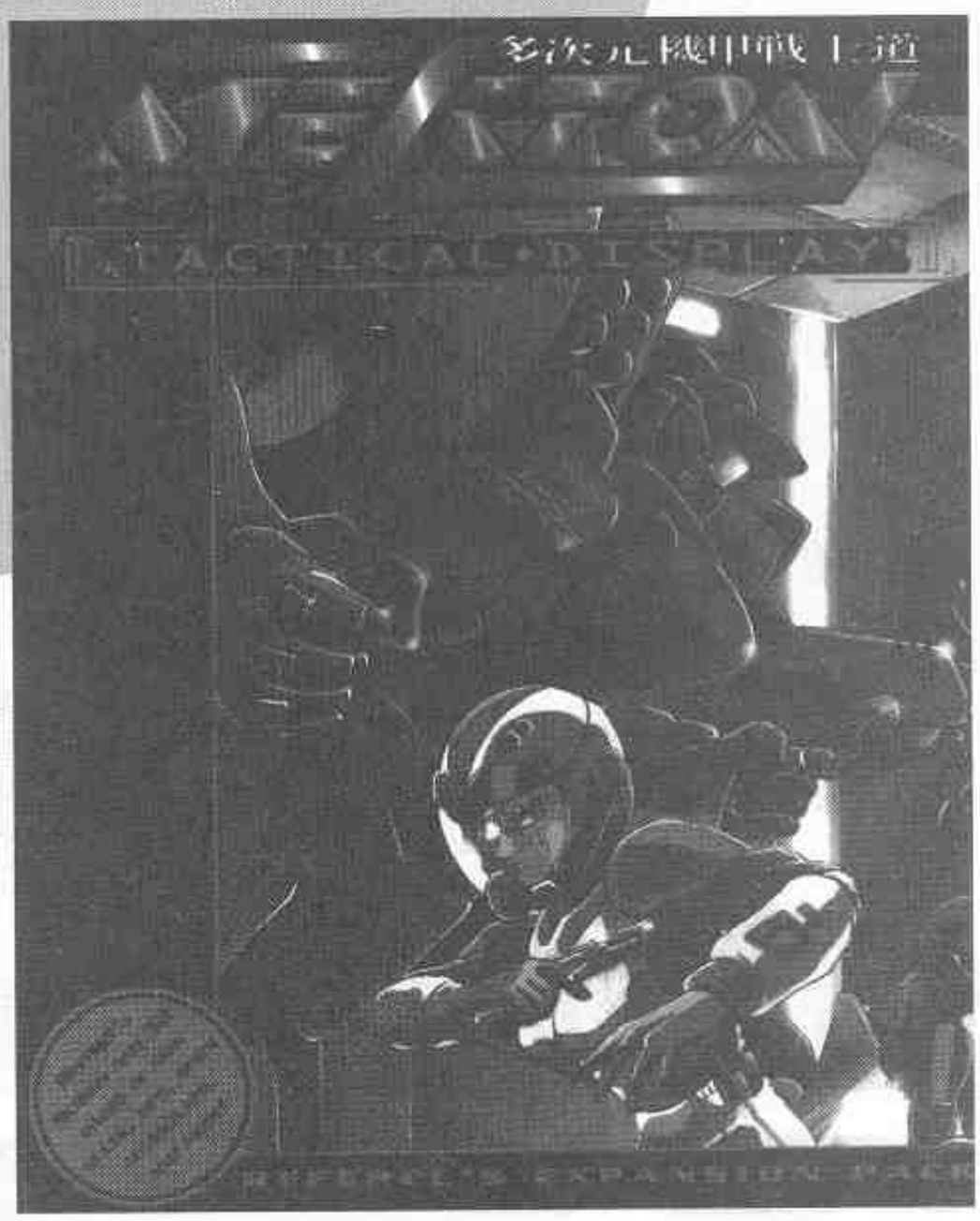

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