

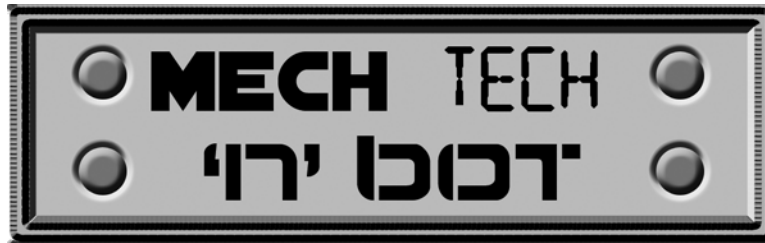
# ***MECH SQUADRONS***



**JON BRAZER  
ENTERPRISES**

**TRAVELLER**

Compatible Product



# MECH SQUADRONS

**JON BRAZER  
ENTERPRISES**

**TRAVELLER**

*Compatible Product*

Introduction .....	1	Appendix 2: Skills .....	28
Careers .....	2	Appendix 3: NPCs .....	29
Mechs .....	8	Designers Notes .....	30
Appendix 1: Weapons .....	27	License .....	32

## INTRODUCTION

When I came up with the idea of the Mech Tech 'n' bot line, I had one idea: I want to do mechs. I included one (the MegaHerc) in my first release. It was great and a lot of fun to do, but I was just learning. After writing up a number of other tech toys, I feel comfortable enough with myself as a designer to create a full supplement focused on mechs. I love mechs in all their representations from Saturday morning cartoons to imported anime and to movies. Now I am releasing this role playing game supplement to allow you to step into the greater world of mechs in a much larger way.

This supplement contains 3 new careers based on the needs mech crews and oriented for civilian, mercenary and military uses. For use with the new careers and the main focus of this book are 18 brand new mechs and a revision of the MegaHerc based on the current trends of Traveller design philosophy. After the stat block of individual mech is a full description of a squadron (or coordinated group) and their corresponding mass combat stat block. When you have giant machines, you need to have giant battles. To use the mass combat stats to their fullest, the Mercenary Core Book is required.

Rounding out this supplement are three appendixes. The first details new weapons that Mechs with arms can wield

as melee and ranged weaponry. This section details some of that appropriately oversized weaponry. The second section details the skills for the new careers that are not found in the Traveller Main Rulebook. Some skills are new here while others appear in the Mercenary or High Guard Core Books but reproduced here for quick reference. The third and final appendix details several mech drivers. Easily available for play as NPCs or as player characters when there is not enough time to stat them up yourself.

I have also included Designer's Notes. Several tough decisions went into the design of these mechs that are not outlined in the core rulebooks. All those decisions are laid out in this section as are the reasons behind them. I encourage you to read this section before integrating these mechs into your game.

Most of all, have fun with these mechs. Colossal machines like these, more than anything else, are designed with one purpose in mind: colossal fun. I hope you enjoy having them in your game as I had designing them.

Dale C. McCoy, Jr., President

Jon Brazer Enterprises.

# CAREERS

## MILITARY MECH CREW MEMBER

Military mech crews steer their mechanized walkers into harms way. They further the goals of the nation they serve and protect. With a greater pool of resources, military mech designers tend to seat more operators in a single mech, allowing for the walker to take more actions in a single round.

### Enlistment:

- **Driver:** Dex 8+
- **Communications or Weapons:** Int 8+

**Previous Service:** 1 term in any military career

If you are aged 28 or more: -4 DM

Per previous career: -1 DM

### SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)	Officer Skills (Commissioned Only)
1	+1 Dex	Comms	Discipline	Admin
2	+1 Int	Computers	Explosives	Advocate
3	+1 Edu	Driver (walker)	Weapons Engineering (energy or heavy)	Diplomat
4	Driver (walker)	Recon	Leadership	Languages
5	Gunner (turrets)	Remote Operations	Navigation	Leadership
6	Sensors	Sensors	Tactics (military)	Tactics (military)

Roll	Specialist: Communications	Specialist: Driver	Specialist: Weapons
1	Comms	Comms	Gunner (melee)
2	Driver (walker)	Driver (walker)	Gunner (turrets)
3	Sensors	Engineer (drive)	Leadership
4	Engineer (electronics)	Gunner (turrets)	Sensors
5	Recon	Sensors	Weapons Engineering (energy or heavy)
6	Sensors	Driver (walker)	Gunner (Turrets)

### RANKS AND BENEFITS

Rank	NCO	Skill or Benefit
0	Private	Gunner (Melee) or Gunner (Turrets) 1
1	PFC	Sensors 1
2	Corporal	
3	Sergeant	Tactics (Military) 1
4	Staff Sergeant	
5	Master Sergeant	Leadership 1
6	Sergeant Major	

### Assignments

- **Communications:** You specialize in jamming your enemy and, breaking through your enemy's jamming.
- **Driver:** You navigate your mech through war zones, dodge mines and step on enemy tanks.
- **Weapons:** You target enemies and show them the full power of your mech's weaponry.

Note: You cannot be drafted into this career.

### CAREER PROGRESS

	Survival	Advancement
<b>Communications</b>	Edu 5+	Int 7+
<b>Driver</b>	Dex 6+	Edu 5+
<b>Weapons</b>	Dex 6+	Edu 5+

**Commission:** Soc 8+

Officer	Skill or Benefit
Mech Officer	Tactics (Military) 1
Mech Lieutenant	
Captain	Leadership 1
Major	Admin 1
Colonel	
General	Social Standing 10 or +1 Social Standing, whichever is higher

## MISHAPS

1d6	Mishap
1	Severely injured. Roll twice on the Injury table and take the lower result.
2	Your reckless act got someone in your division injured and earned you an investigation by the court's marshal. Gain your injured comrade as an Enemy.
3	You stepped on the general's personal vehicle. Your quick tongue kept you out of the stockade. Instead, she had you transferred out of the mechanized forces. Increase Diplomat by one.
4	During combat your controls froze at a critical moment costing your side the battle. The hearing found you solely to blame for the outcome. Decrease your Soc by one.
5	You sell "spare parts" to the black market then cut the investigating officer in, allowing you to quit without knowledge of your activities reaching your superiors. Add the investigator as a Contact. You may roll on the Mustering-Out Benefits table for this term (cash only).
6	Injured. Roll on the Injury table.

## EVENTS

2d6	Events
2	Disaster! Roll on the mishap table, but you are not ejected from this career.
3	Your endless patrols are boring but give you ample time to practice jamming techniques. Gain +1 to your Comms.
4	After your mech is destroyed behind enemy lines, you evade capture. Gain +1 to your Stealth.
5	You saved the lives of two hundred civilians while almost losing your own life. The public calls you a hero. The public relations office makes you their new spokesperson, training you as a recruiter. Gain 1d3 Allies and +1 to your Persuade.
6	You are chosen for an operation requiring specialized training. Gain either Astrogation 1, Gun Combat (any) 1, Flyer (any) 1, Life Science (any) 1, or Seafarer (any) 1.
7	Life Event. Roll on the Life Events table.
8	Wartime Event. Roll on the Wartime Event table (see Mercenary Core Book)
9	Extended peace affords you a lot of time to work on a hobby. Gain +1 to either Art (any), Carouse, Computers, Gambler, or Mechanic.
10	Your commanding officer chooses you for a covert mission, just the two of you. During the mission, it becomes obvious that you are only there to rob the homes of wealthy civilians that fled the area. If you choose to tell your superiors and give back what was taken, gain a +1 DM to your next advancement and your former commanding officer as an Enemy. If you choose to keep the money and stay silent, gain an extra roll on the Benefits table (cash only).
11	You were captured by enemy forces and tortured, but shortly thereafter rescued. Roll on the Injury table and gain a +2 DM to your next Advancement check.
12	Your heroism saves many lives. Gain an automatic promotion or commission.

## MUSTERING OUT BENEFITS

Roll	Cash (Cr.)	Other Benefits
1	2,000	Contact
2	5,000	1 Ship Share
3	10,000	Ally
4	10,000	Gun
5	15,000	+1 Dexterity
6	25,000	Mech
7	35,000	+2 Social

### New Benefit

#### Mech

You receive 5 ship shares toward a mech or 2 ship shares toward any other vessel.



## MERCENARY MECH CREW MEMBER

Mercenaries drive walkers into combat situations, but first, they figure out who is paying them. Mech mercenary units bring along a corporate representative wherever they go, ensuring the combat units and vehicles themselves stay out of legal entanglements. Mercenary units also explore uncharted worlds, searching out exploitable resources and other ways the world maybe of value to their patron. Exotic weaponry, high tech toys, and heroics are yours if you are willing to pay.

**Qualifications:** Int 5+

**Previous Service:** Prior Army, Marine, or Military Mech service: +1 DM

If you are aged 28 or more: -4 DM

-1 DM per previous career.

### Assignments

- **Combat:** Combat is your calling. You respond when fighting is required or requested. You defend both people and property alike as long as you get paid.

- **Representative:** You represent the corporation to your fellow mercenaries and represent your unit to those that hire you. You provide leadership on the battlefield and legal counsel off the battlefield.
- **Scout:** You search out both unexplored territory and enemies. You find resources for exploitation and defensive structures. And you provide your combat brethren with accurate intelligence on battlefield troop movement and targeting.

### CAREER PROGRESS

	Survival	Advancement
<b>Combat</b>	Dex 7+	Int 6+
<b>Representative</b>	Int 5+	Edu 8+
<b>Scout</b>	Dex 6+	Int 7+

### SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Dex	Admin	Interrogation
2	+1 Int	Comms	Combat Engineering (any)
3	+1 Edu	Diplomat	Zero-G
4	Computers	Driver (walker)	Leadership
5	Gambler	Sensors	Navigation
6	Discipline	Gunner (turrets)	Tactics (military)

Roll	Specialist: Combat	Specialist: Representative	Specialist: Scout
1	Comms	Admin	Comms
2	Driver (walker)	Persuade	Sensors
3	Sensors	Advocate	Driver (walker)
4	Gunner (turrets)	Diplomat	Investigate
5	Explosives	Driver (walker)	Streetwise
6	Mechanic	Leadership	Recon

### RANKS AND BENEFITS

Rank	Combat	Representative	Scout
0	Mech Operator    Driver (walker) 1	Assistant	
1	Mech Specialist    Gunner (turrets) 1	Admin 1	Explorer    Space Sciences (planetology) 1
2	Mech Combatant	Manager	
3	Mech Tactician    Tactics (military) 1	Advocate 1	Combat Explorer    Driver (walker) 1
4	Unit Leader	Director	
5	Unit Commander    Leadership 1	Leadership 1	
6	Commander	Corporate Representative    +1 Social Standing	Expert Scout

## MISHAPS

1d6	Mishap
1	Injured. Roll on the Injury table.
2	To save the lives of your comrades in your unit, you ordered them to disobey their contract. This cost the corporation the contract and their reputation. Gain two Allies from the lives you saved.
3	You set off the explosives too early destroying a critical bridge before the army that hired your unit can cross. Only one soldier in that force survived. You gain him as an Enemy.
4	You lose your head during negotiations and punch the other side's corporate representative. The resulting lawsuit settlement costs you more than you would like. Lose one Benefits roll.
5	For laughs, you use your mech legs to kick some anti-war protestors that have your mech encircled. The resulting political backlash means you lose your job.
6	During a scouting mission, you fail to notice enemy commandos attaching a homing beacon to your mech. Once you return to base, they use the beacon to fire long range weaponry. Your former co-workers like to rub your nose in your mistake, every time they see you. Gain one Rival.

## EVENTS

2d6	Events
2	Disaster! Roll on the mishap table, but you are not ejected from this career.
3	Your contract holder needs assistance covering up a damaging incident. You and your company forge evidence blaming another corporation. Gain an extra Benefits roll and add the president of the blamed corporation as an Enemy.
4	You and a co-worker have a contest to see who can shoot targets better. You outshine him. Gain 1 to your Gunner (turret) and add the co-worker as a Rival.
5	You undergo special training paid for by your hiring corporation. Gain Deception 1, Gun Combat 1, Remote Operations 1, or Zero-G 1
6	You spend more time in spacecraft moving from battlefield to battlefield than you do in your mech. Gain Computers +1, Mechanic +1, Pilot (any) +1, or Vacc Suit +1.
7	Life Event. Roll on the Life Events table.
8	Wartime Event. Roll on the Wartime Event table (see Mercenary Core Book)
9	Your opposing force consists of a mercenary outfit your squadron knows well. You help work out a deal to choreograph the battle so no one gets hurt and both sides walk away with the most possible money. Gain a +1 DM to your next Benefits roll.
10	The hiring corporation notices your skill and offers you additional work on the side. Accept and gain a +1 DM to your next Benefits roll (cash only). Turn it down and gain a +1 DM to your next advancement roll for displaying loyalty to your unit.
11	Your assignment changes quickly as the situation evolves. Roll Int 8+. If you succeed, gain Jack of all Trades +1. If you fail, gain 1d3 Rivals among your co-workers.
12	Your leadership saves many lives. Gain an automatic promotion.

## MUSTERING OUT BENEFITS

Roll	Cash	Other Benefits
1	10,000	+1 Social
2	20,000	Ally
3	30,000	+1 Dexterity
4	30,000	Mech
5	50,000	Weapon, Armor
6	70,000	Contact, 2 Ship Shares
7	90,000	+2 Social

## CIVILIAN MECH CREW

Civilians work with mechs everyday. Mechs represent versatile machines that can fill multiple roles. They are utilized most when heavy objects require moving, large objects need assembling or vast areas require clearing especially on offworld colonies and new construction and mining operations. Mechs can do the job of many specialized machines and still pick up a sizable weapon and defend the construction or colony from pirates and other hostile agents.

**Qualifications:** Int 4+

If you are aged 28 or more: -4 DM  
-1 DM per previous career.

### Assignments

- **Colony Operations:** You travel with colonists to transform an area worthy of habitation from rustic lands to planets ideal for new settlement and construction. You level the ground, clear brush and unwanted plant life, and alter the landscape to make irrigation easier, all without damaging the planet's ecosystem ... much.

- **Construction:** You erect and maintain buildings several stories off the ground from inside your machine. You can place defensive structures and build dams, bridges and other mega-structures.
- **Miner:** You move enormous quantities of dirt to get at the minerals underneath. You use a combination of tiny machines and sensors that can probe the depths to determine the best route and large mechs to handle the heavy lifting of both dirt and ore. For those stubborn, you are skilled in the use of just the right amount of explosives.

### CAREER PROGRESS

	Survival	Advancement
<b>Colony Operations</b>	Int 5+	Edu 7+
<b>Construction</b>	Dex 4+	Int 8+
<b>Miner</b>	Int 4+	Int 8+

### SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 10)
1	+1 Int	Admin	Computers
2	+1 Edu	Comms	Art (any)
3	Gambler	Remote Operations	Language (any)
4	Computers	Driver (walker)	Medic
5	Athletics (any)	Sensors	Gunner (turret)
6	Jack of all Trades	Mechanic	Zero-G

Roll	Specialist: Colony Operations	Specialist: Construction	Specialist: Miner
1	Comms	Combat Engineer (any)	Sensors
2	Driver (walker)	Zero-G	Explosives
3	Sensors	Driver (walker)	Space Sciences (planetology)
4	Space Sciences (planetology)	Trade (space construction)	Remote Operations
5	Trade (civil engineering)	Sensors	Driver (walker)
6	Jack of all Trades	Engineer (any)	Mechanic

### RANKS AND BENEFITS

Rank	Colony Operations	Construction	Miner
0			
1	Space Sciences (planetology) 1		Mechanic 1
2	Frontier Specialist	Specialist	
3	Colony Coordinator Broker 1	Mechanic 1	Manager
4	Admin 1	Group Leader Admin 1	Engineer 1
5			Admin
6	Colony Supervisor Diplomat 1	Foreman Streetwise 1	Director Space Sciences (planetology) 1

## MISHAPS

1d6	Mishap
1	Injured. Roll on the Injury table.
2	You made a mistake in your work causing the deaths of a dozen crew members. You are fired and sued. Take a -1 DM on all Benefits rolls from this career.
3	You mention to a journalist how your company has caused significant environmental problems. Gain the journalist as a Contact.
4	A bad economy forces your company to layoff workers. Gain a Benefits roll (cash only) but only keep half of it.
5	You tell your boss's boss how you could do your job much more efficiently without your boss's assistance. You are an automatic Advancement while your old boss sabotages your new career.
6	Your company merged with another company and redundancies are being eliminated. You anticipate your position is next. Gain Deception 1 and a Benefits roll for this term (Other Benefits only).

## EVENTS

2d6	Events
2	Disaster! Roll on the mishap table, but you are not ejected from this career.
3	You smuggle some valuable minerals into your mech's cargo hold while no one was looking. Gain a +1 DM to your Benefits roll for this term.
4	A boring day job allows you to pursue hobbies. Gain either Art (any) 1, Athletics (any) 1, Carouse 1, Gambler 1, or Language 1.
5	An assignment requires specialized skills and the company pays for the training. Gain either Medic 1, Pilot (any) 1, Physical Sciences (any) 1, Seafarer (any) 1, or Steward 1.
6	Your job requires work in harsh climates. Roll End 7+ to see if you can take the weather conditions. If you fail, roll on the Injury table. Gain Medic 1 or Survival 1 regardless of the outcome.
7	Life Event. Roll on the Life Events table.
8	Your duties require that you transport items to and from your work site. Gain Driver (wheeled) 1.
9	You discover your company is breaking a number of local laws. If you turn them in, your company must pay a number of fines. Gain an Ally in the law enforcement office and a -1 DM to your Benefits roll for this term. If you tell the company you will keep silent, your company puts you on a fast track to a higher position. Gain a +2 DM to your next Advancement check.
10	A recently fired co-worker comes to your location and begins firing weapons. You are in your mech when this happens and attempt to stop the assault. Roll Driver (walker) 8+ to see if you step on her with your mech's foot. If you succeed, gain Soc +1. If you fail, gain a +1 DM to your next Advancement roll for attempting to stop the attack and roll on the Injury Table.
11	Your hard work saved your company considerable time and money. Gain a +1 DM to your next Advancement roll.
12	You perform your job well and work with your superiors to increase productivity. Gain an automatic Advancement.

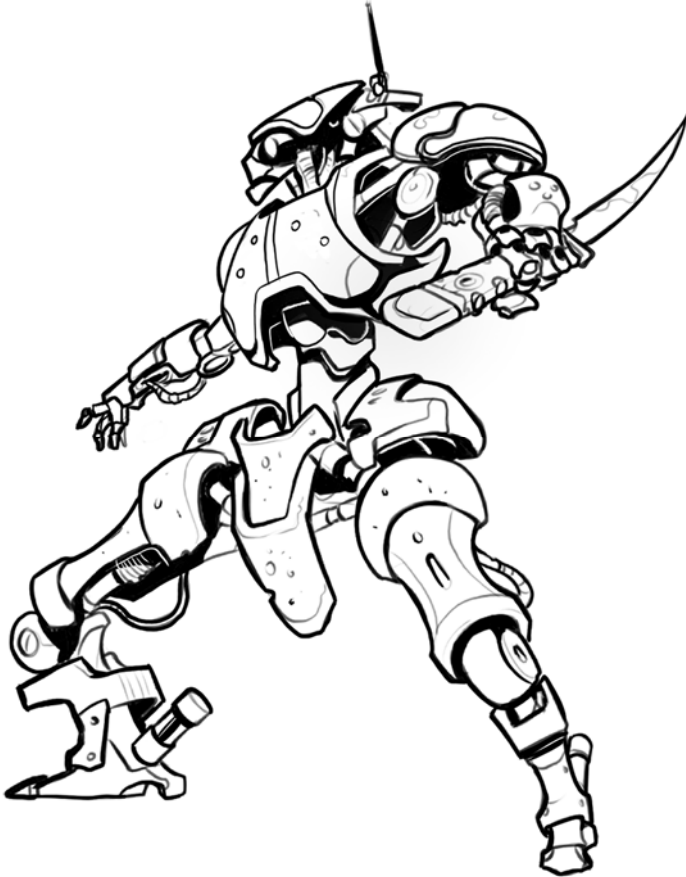
## MUSTERING OUT BENEFITS

Roll	Cash	Other Benefits
1	-	+1 Intellence
2	-	+1 Education
3	5,000	+1 Social
4	10,000	Contact
5	10,000	Ally
6	12,000	1 Ship Share
7	15,000	Mech



# MECHS

## Moarjadeen MM3B Skirmisher



<b>TL</b>	14	
<b>Size (dTons)</b>	17	
<b>Skill</b>	Drive (Walker)	Min Skill 2
<b>Agility</b>	+2 DM	
<b>Speed (kph)</b>	<b>Cruise</b>	23
	<b>Top</b>	30
	<b>Offroad</b>	15
<b>Crew</b>	2	
<b>Open/Closed</b>	Closed (Sealed)	
<b>Armor (Ship-scale)</b>	120	12
<b>Hull/Str (Ship-scale)</b>	170/180	0/1
<b>Fuel Capacity &amp; Type</b>	3 weeks	Fusion
<b>Weapon #1</b>	<b>Type</b>	2 Arms
	<b>Damage</b>	4d6
<b>Sensor Mod &amp; Range</b>	+5 DM	90 km
<b>Comm Type &amp; Range</b>	Meson	100 km
<b>Computer</b>	Model/6	Rating 30
<b>Software</b>	Maneuver/0	
	Library/0	
	Evasion/3	Rating 25
	Weapons Control/6	Rating 30
<b>Cargo (dTons)</b>	2.0	
<b>Price</b>	Cr 48,541,000	

## 175th Mechanized Urban Division

Using one of the most agile mechs ever designed, the 175th takes full advantage of their nimbleness. They train with mech-scale melee weapons to fight near buildings. Their main goal is to defeat the enemy in an urban setting while damaging as little of the surrounding infrastructure as possible. Precision remains as important as damage dealt.

Equipped with high-powered short range sensors, 175th's famed assault on the city-planet of Karcasaun allowed the imperial forces to retake the world with a minimum of civilian casualties and infrastructure damage. The division was recently reassigned to Karcasaun to deal with the insurgency issue there.

Leading the 175th is Captain James "Tank" West. A calm-under-fire and calculating officer, West has the men and women under his command master the Jadeen style of

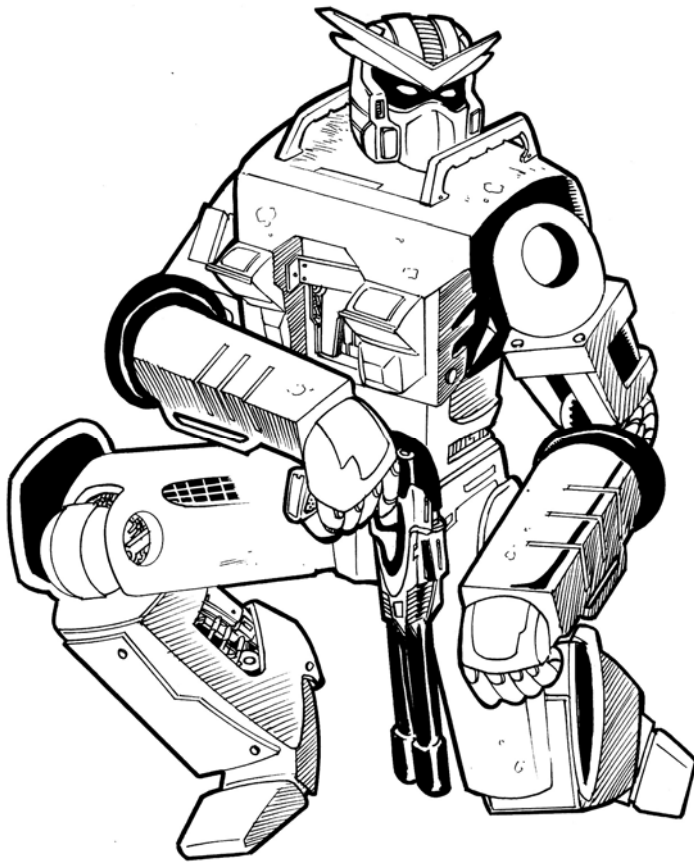
marital arts. West believes the best way to fight in melee inside a mech is to perform those same maneuvers with their own bodies. Even though some soldiers in the squadron disagree, they also know better than to argue with West about such matters.

**Symbol:** Grasshopper head with sharp teeth.

**Motto:** Down they go!

<b>Unit Type</b>	Vehicle
<b>Unit Strength</b>	4
<b>Unit Rating</b>	5
<b>Morale</b>	12
<b>Tech Level</b>	14
<b>Unit Leadership</b>	3

# Argona AG-893 Malta



<b>TL</b>	9	
<b>Size (dTons)</b>	13	
<b>Skill</b>	Drive (Walker)	Min Skill 0
<b>Agility</b>	+1 DM	
<b>Speed (kph)</b>	<b>Cruise</b>	34
	<b>Top</b>	45
	<b>Offroad</b>	23
<b>Crew</b>	1	
<b>Open/Closed</b>	Closed (Sealed)	
<b>Armor (Ship-scale)</b>	40	4
<b>Hull/Str (Ship-scale)</b>	54/58	0/2
<b>Fuel Capacity &amp; Type</b>	2 weeks	Fission
<b>Weapon #1</b>	<b>Type</b>	2 Arms
	<b>Damage</b>	2d6
<b>Sensor Mod &amp; Range</b>	+1 DM	3 km
<b>Comm Type &amp; Range</b>	Laser	5 km
<b>Computer</b>	Model 1	Rating 5
<b>Software</b>	Maneuver/0	
	Library/0	
	Expert Engineer/1	Rating 1
	Weapons Control/1	Rating 5
<b>Cargo (dTons)</b>	2.5	
<b>Price</b>	Cr 23,071,200	

## 3rd Mechanized Engineering Division

Hostile war zones require all units to defend themselves. The 3rd Mechanized Engineering Division in the Imperial Army is crucial to wartime problem solving and peacetime reconstruction. With its engineering software, the 3rd solves the problems fighting units cannot. Coupled with its weapons control software and fully functional hands, the mech drivers can defend themselves, requiring no guards and patrols to escort them between missions.

The 3rd Mechanized Engineering is known for their creative methods in tight pinches. Their most famous was a mine clearing mission where they rolled trees across a field, setting off the mines. Their antics off the battlefield abound. The squadron has done things like tuning up vehicles to run more efficiently while adjusting the computer's voice sound like a drunk teenager.

Major Fernando Rodriguez commands the 3rd Mechanized Engineering. Despite being a strict leader, he is less

critical of the group's hi-jinks during combat operations. At times he encourages them as they produce some of the division's most effective results. Playing his loud, hard pounding music over the mech's external speakers remains one of the squadron's favorite solutions.

**Symbol:** Shovel and pistol in a T shape

**Motto:** Get it done.

<b>Unit Type</b>	Vehicle
<b>Unit Strength</b>	4
<b>Unit Rating</b>	1
<b>Morale</b>	6
<b>Tech Level</b>	9
<b>Unit Leadership</b>	1

# Krown Bikora IV



\* Weapon damage is personal-scale and does not multiply by 50 when attacking personal-scale targets.

<b>TL</b>	11	
<b>Size (dTons)</b>	41	
<b>Skill</b>	Drive (Walker)	Min Skill 1
<b>Agility</b>	+1	
<b>Speed (kph)</b>	<b>Cruise</b>	68
	<b>Top</b>	90
	<b>Offroad</b>	45
<b>Crew</b>	2	
<b>Open/Closed</b>	Closed (Sealed)	
<b>Armor (Ship-scale)</b>	60	6
<b>Hull/Str (Ship-scale)</b>	200/210	1/1
<b>Fuel Capacity &amp; Type</b>	1 Month	Fusion
<b>Weapon #1</b>	<b>Type</b>	2 x Particle Beam
	<b>Damage</b>	3d6 + crew
<b>Weapon #2</b>	<b>Type</b>	4 x Anti-Personnel Laser
	<b>Damage</b>	7d6 *
<b>Sensor Mod &amp; Range</b>	+4 DM	100 km
<b>Comm Type &amp; Range</b>	Laser	300 km
<b>Computer</b>	Model 3	Rating 15
<b>Software</b>	Maneuver/0	
	Library/0	
	Evasion/1	Rating 10
	Weapons Control/3	Rating 15
<b>Cargo (dTons)</b>	3.8	
<b>Price</b>	Cr 70,558,000	

## Titan Striders

As one of the highest priced mercenary companies, the Titan Striders earn their place as a deadly ground combat squadron. The company maintains high entry standards and rigorous performance specifications for both mech and driver alike. Riding the Krown Industries Bikora IV into battle, they specialize in missions that require speed and hard hitting weaponry.

Offensive operations for conquering militaries and surprise missions are what the Titan Striders do best. Their speed and firepower helps to end the battle before the opposing side can mount an appropriate defense. Sound a defense already be in place upon their arrival, their heavy weaponry cuts through entrenched fortifications and heavy armor.

Newly promoted Lieutenant Jennifer Stalls is the new face of the Titan Striders. Her looks and charming personality

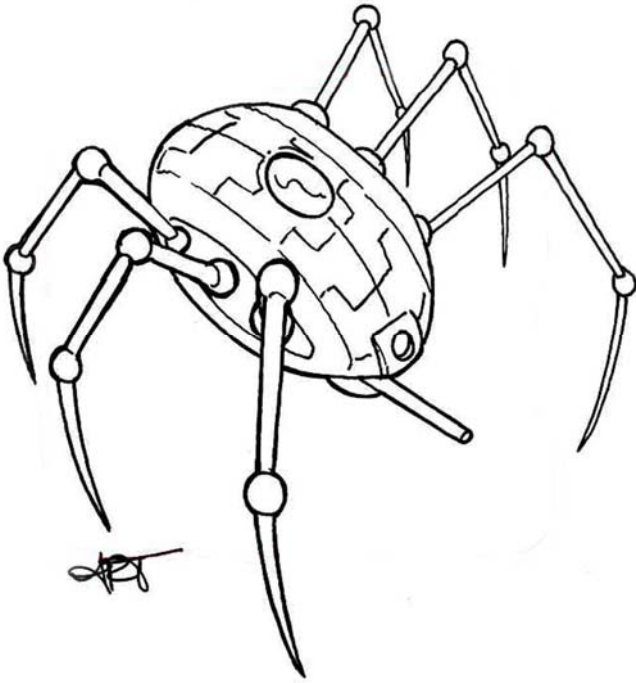
make her a natural in dealing with public relations and potential clients. Beyond charisma, she is a crack shot behind the weapons console ensuring her place among the Striders.

**Symbol:** Pawprint

**Motto:** To the wall!

<b>Unit Type</b>	Vehicle
<b>Unit Strength</b>	5
<b>Unit Rating</b>	5
<b>Morale</b>	13
<b>Tech Level</b>	11
<b>Unit Leadership</b>	3

# Regar BC1711N Battle Crab



\* Weapons receives a +1 DM to all repair attempts.

<b>TL</b>	10	
<b>Size (dTons)</b>	38	
<b>Skill</b>	Drive (Walker)	Min Skill 0
<b>Agility</b>	+0	
<b>Speed (kph)</b>	<b>Cruise</b>	38
	<b>Top</b>	50
	<b>Offroad</b>	35
<b>Crew</b>	3	
<b>Open/Closed</b>	Closed (Sealed)	
<b>Armor (Ship-scale)</b>	90	9
<b>Hull/Str (Ship-scale)</b>	190/200	0/1
<b>Fuel Capacity &amp; Type</b>	1 Weeks	Fission
<b>Weapon #1</b>	<b>Type</b>	Particle Barbette *
	<b>Damage</b>	4d6 + crew
<b>Sensor Mod &amp; Range</b>	+3 DM	250 km
<b>Comm Type &amp; Range</b>	Laser	500 km
<b>Computer</b>	Model 2	Rating 10
<b>Software</b>	Maneuver/0	
	Library/0	
	Evasion/1	Rating 10
	Weapons Control/2	Rating 10
<b>Troop Transport</b>	5 Troops	Armory
<b>Price</b>	Cr 41,660,000	

## 82nd Mechanized Mountain Division

The 82nd Mechanized Mountain Division deliberately selected the BC1711N Battle Crab for maximum versatility. Its long range weaponry and sensor capability fulfills their primary role as artillery support. Should the situation change, the mechs' fast offroad speed and ability to carry foot soldiers makes them a first-into-battle of an attack vehicle and troop transport. The six legged mechs allow the squadron move over rough terrain with little difficulty. Operating in mountainous and canyon areas, the division outflanks most opposition forces while delivering fire-power of monstrous proportions.

Because their weapons are so destructive, the 82nd is said to rain death upon their foes. While the outfit is by no means a bloodthirsty outfit, they are good at accomplishing their missions and possess a wide range of metals and commendations.

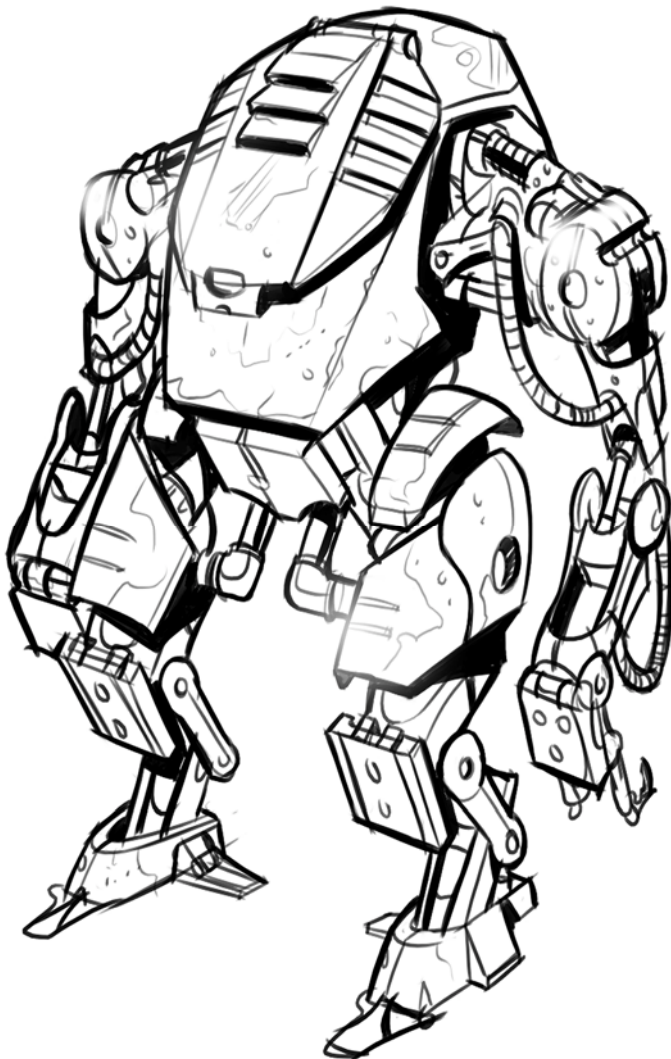
The longest serving member of the 82nd is Staff Sergeant Petra McAlister. Despite being an NCO, the less experienced officers listen to her suggestions to help to maintaining combat readiness, high morale among the soldiers and on occasion plan operations. McAlister's main concern is completing the operation and bringing the squadron back safely than gaining glory.

**Symbol:** Spider eating a man

**Motto:** When it rains, it pours.

<b>Unit Type</b>	Vehicle
<b>Unit Strength</b>	6
<b>Unit Rating</b>	5
<b>Morale</b>	13
<b>Tech Level</b>	10
<b>Unit Leadership</b>	2

# Palax N722 Tactical Walker



<b>TL</b>	9	
<b>Size (dTons)</b>	36	
<b>Skill</b>	Drive (Walker)	Min Skill 1
<b>Agility</b>	+1	
<b>Speed (kph)</b>	<b>Cruise</b>	45
	<b>Top</b>	60
	<b>Offroad</b>	30
<b>Crew</b>	3	
<b>Open/Closed</b>	Closed (Sealed)	
<b>Armor (Ship-scale)</b>	70	7
<b>Hull/Str (Ship-scale)</b>	180/165	3/3
<b>Fuel Capacity &amp; Type</b>	1 Week	Fusion
<b>Weapon #1</b>	<b>Type</b>	2 Arms
	<b>Damage</b>	1d6+1
<b>Sensor Mod &amp; Range</b>	+3 DM	500 km
<b>Comm Type &amp; Range</b>	Laser	1000 km
<b>Computer</b>	Model 2	Rating 10
<b>Software</b>	Maneuver/0	
	Library/0	
	Expert Tactics/1	Rating 1
	Evasion/1	Rating 10
	Weapons Control/2	Rating 10
<b>Price</b>	Cr 30,246,000	

## 32nd Leadership Division

Referring to a comic book evil genius, "Lex" is the nickname for the 32nd Leadership Division. Many fear the 32nd on both side of the battlefield. Orders from Lex have equally won the battle sent many a mech driver to their death. Members of Lex are chosen on their ability to make such decisions.

Despite good armor and the rugged hull of the N722 Tactical Walker, the 32nd stays in the support zones. From this range, the leadership remains relatively safe from active combat. Feeding the front line and reserve units valuable, real-time information, Lex enables their forces to hit the enemy hardest.

Leading Lex is Col. Lokard Antarries. "Iron" Antarries remains one of the toughest commanders in the mecha-

nized forces. His laser focus in accomplishing the mission no matter the cost in lives and machines makes him hated almost as much by the men and women under his command as by his enemies.

**Symbol:** Falcon with its wings spread

**Motto:** Send 'em in.

<b>Unit Type</b>	Command
<b>Unit Strength</b>	2
<b>Unit Rating</b>	4
<b>Morale</b>	10
<b>Tech Level</b>	9
<b>Unit Leadership</b>	4

# Sovereign 771AM Palistar



\* Weapons receives a +1 DM to all repair attempts.

\*\* Weapons ignores the first hit.

<b>TL</b>	17	
<b>Size (dTons)</b>	29	
<b>Skill</b>	Drive (Walker)	Min Skill 0
<b>Agility</b>	+2	
<b>Speed (kph)</b>	<b>Cruise</b>	53
	<b>Top</b>	70
	<b>Offroad</b>	35
<b>Crew</b>	1	
<b>Open/Closed</b>	Closed (Sealed)	
<b>Armor (Ship-scale)</b>	150	15
<b>Hull/Str (Ship-scale)</b>	290/310	1/4
<b>Fuel Capacity &amp; Type</b>	1 Month	Anti-Matter
<b>Weapon #1</b>	<b>Type</b>	Missile Launcher *
	<b>Damage</b>	See Missile
	<b>Ammunition</b>	16
<b>Weapon #2</b>	<b>Type</b>	Shoulder Cannon
	<b>Damage</b>	See 100mm
	<b>Ammunition</b>	40
	<b>Auto</b>	4
<b>Weapon #3</b>	<b>Type</b>	Arm Pulse Laser **
	<b>Damage</b>	1d6
<b>Sensor Mod &amp; Range</b>	+7 DM	500 km
<b>Comm Type &amp; Range</b>	Meson	1000 km
<b>Computer</b>	Model 8	
<b>Software</b>	Maneuver/0	
	Library/0	
	Voice Command/1	Rating 10
	Auto Repair/2	Rating 20
	Evasion/4	Rating 35
	Weapons Control/8	Rating 40
<b>Passengers</b>	2	
<b>Cargo (dTons)</b>	3.0	
<b>Price</b>	Cr 105,961,500	

## Parthana Walker 1

Famed wealthy playboy and owner of Parthana Stellar, Parthana Communications, and Parthana Audio, Marcus Rana is known for his eccentricities. After completing a multi-system tour in his personal solar sailing yacht, he purchased a 771AM Palistar built especially for him by Sovereign Robotics. He then joined a combat squadron, and began broadcasting the experience on the hollownet. His battlefield exploits became an instant success with viewers, propelling his fame to new heights.

There is talk of Rana buying several more Palistars and launching a hollownet series. The premise of the series revolves around Rana and several executives continuing their battlefield thrill seeking while conducting corporate

business. Interest in the series appears high and hollownet entertainment execs are hopeful.

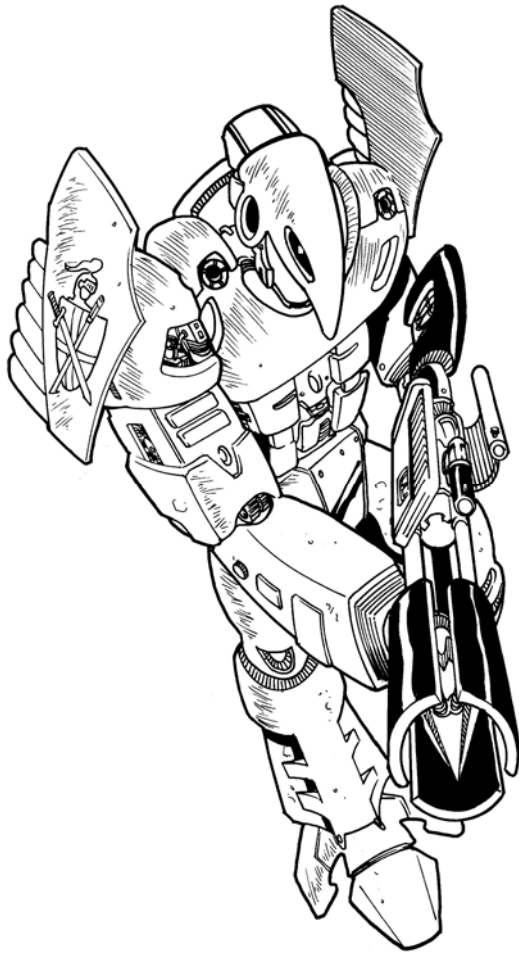
**Symbol:** A red V inside a white circle

**Motto:** Live and Let Die

<b>Unit Type</b>	Vehicle
<b>Unit Strength</b>	1
<b>Unit Rating</b>	3
<b>Morale</b>	5
<b>Tech Level</b>	17
<b>Unit Leadership</b>	1



# Guardian Industries W-1192



<b>TL</b>	10	
<b>Size (dTons)</b>	22	
<b>Skill</b>	Drive (Walker)	Min Skill 1
<b>Agility</b>	+1 DM	
<b>Speed (kph)</b>	<b>Cruise</b>	38
	<b>Top</b>	50
	<b>Offroad</b>	25
<b>Crew</b>	1	
<b>Open/Closed</b>	Closed (Sealed)	
<b>Armor (Ship-scale)</b>	60	6
<b>Hull/Str (Ship-scale)</b>	110/130	0/1
<b>Fuel Capacity &amp; Type</b>	1 Week	Fission
<b>Weapon #1</b>	<b>Type</b>	2 Arms
	<b>Damage</b>	2d6-1
<b>Sensor Mod &amp; Range</b>	+3 DM	50 km
<b>Comm Type &amp; Range</b>	Laser	100 km
<b>Computer</b>	Model/2	Rating 10
<b>Software</b>	Maneuver/0	
	Library/0	
	Evasion/1	Rating 10
	Weapons Control/2	Rating 10
<b>Cargo (dTons)</b>	1.3	
<b>Price</b>	Cr 29,768,000	

## 121st Forward Walker Division

Utilizing Guardian Industries' fast moving W-1192, the 121st Forward Walker Division has become a corporate outfit. After the planet Reginnia made budget cuts and downsized its military, Mastin Phillips, president of a major corporation on Reginnia, made the government an offer for the squadrons mechs and hired the downsized drivers. While Phillips operates the 121st as mercenary muscle much of the time, he rigorously employs them in negotiating better deals or literally making hostile takeovers.

Guardian's E-875 Electrostun Rifle is the squadron's signature weapon. In service to their boss, the 121st routinely faces vehicles and artillery units that depend heavily on computers and electrical equipment. By

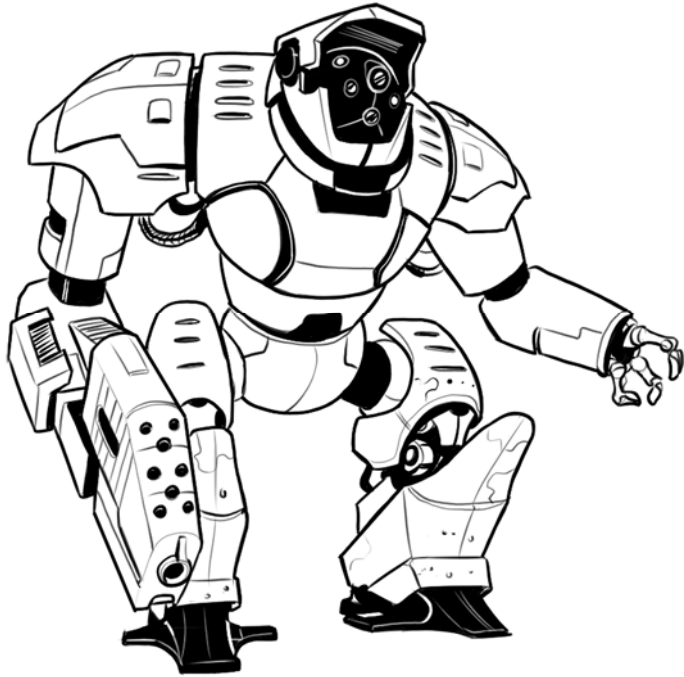
removing these forces from opposition without casualties, Phillips can claim good intentions during negotiations and stands to inherit the undamaged goods once the takeover is complete.

**Symbol:** Crossed swords and a shield

**Motto:** First into battle

<b>Unit Type</b>	Vehicle
<b>Unit Strength</b>	2
<b>Unit Rating</b>	2
<b>Morale</b>	5
<b>Tech Level</b>	10
<b>Unit Leadership</b>	1

# Tavan N81 Nakan Assault Mech



<b>TL</b>	11	
<b>Size (dTons)</b>	13	
<b>Skill</b>	Drive (Walker)	Min Skill 0
<b>Agility</b>	+1	
<b>Speed (kph)</b>	<b>Cruise</b>	58
	<b>Top</b>	77
	<b>Offroad</b>	39
<b>Crew</b>	2	
<b>Open/Closed</b>	Closed (Sealed)	
<b>Armor (Ship-scale)</b>	100	10
<b>Hull/Str (Ship-scale)</b>	70/71	0/1
<b>Fuel Capacity &amp; Type</b>	1 Week	Fusion
<b>Weapon #1</b>	<b>Type</b>	Gun Arm
	<b>Damage</b>	See 50mm
	<b>Ammunition</b>	200 Rounds
	<b>Auto</b>	6
<b>Weapon #2</b>	<b>Type</b>	1 Arms
	<b>Damage</b>	1d6
<b>Sensor Mod &amp; Range</b>	+4 DM	30 km
<b>Comm Type &amp; Range</b>	Laser	50 km
<b>Computer</b>	Model 3	Rating 15
<b>Software</b>	Maneuver/0	
	Library/0	
	Evasion/2	Rating 15
	Weapons Control/1	Rating 15
<b>Cargo (dTons)</b>	0.7	
<b>Price</b>	Cr 20,297,500	

## Wild Cards

After their world, Dionysia, was conquered, a squadron of young recruits took their mechs and escaped offworld. Instead of going their separate ways or blending into the general populous, they chose to stay together. Forming their own mercenary endeavor, they intend to build an army to liberate their world. This squadron take any job that pays well or furthers the goal of ridding the world of oppressors. Committed to the fight, this squadron is known as the Wild Cards. What they lack in skill, they make up in enthusiasm and imagination.

The current leader of the Wild Cards is known only as "Big G". Rumors about Big G are conflicting. Some describe her as a tall, blonde hair woman; others describe a man with a chiseled face and glowing blue eyes. One report tells of a small insect looking alien that has taken over command. The secrecy and misdirection are well

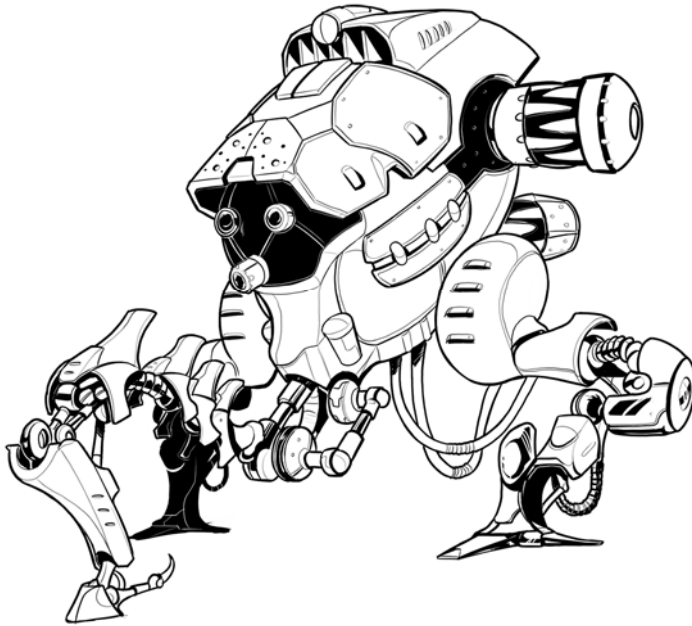
warranted since the last two leaders were assassinated. Conclusive proof linking the assassinations to Dionysia's usurpers remains elusive.

**Symbol:** Playing card with four different suits on it.

**Motto:** For Dionysia and never forget!

<b>Unit Type</b>	Heavy Infantry
<b>Unit Strength</b>	4
<b>Unit Rating</b>	2
<b>Morale</b>	7
<b>Tech Level</b>	11
<b>Unit Leadership</b>	1

# PeopleDrones HM65 Ho-Masubi



\* Weapon damage is personal-scale and does not multiply by 50 when attacking personal-scale targets.

<b>TL</b>	10	
<b>Size (dTons)</b>	11	
<b>Skill</b>	Drive (Walker)	Min Skill 0
<b>Agility</b>	+1	
<b>Speed (kph)</b>	<b>Cruise</b>	45
	<b>Top</b>	60
	<b>Offroad</b>	30
<b>Crew</b>	1	
<b>Open/Closed</b>	Closed (Sealed)	
<b>Armor (Ship Scale)</b>	70	7
<b>Hull/Str (Ship Scale)</b>	55/56	0/1
<b>Fuel Capacity &amp; Type</b>	1 month	Fission
<b>Weapon #1</b>	<b>Type</b>	Laser Flame Thrower *
	<b>Damage</b>	3d6+2
	<b>Special</b>	Deals 5 damage every round until extinguished
	<b>Range</b>	See Rifle
<b>Weapon #2</b>	<b>Type</b>	Tree Chipper *
	<b>Damage</b>	5d6
	<b>Range</b>	Bludgeon
	<b>Skill</b>	Gunner (Melee)
<b>Sensor Mod &amp; Range</b>	+2 DM	9 km
<b>Comm Type &amp; Range</b>	Laser	20 km
<b>Computer</b>	Model 2	
<b>Software</b>	Maneuver/0	
	Library/0	
	Evasion/1	Rating 10
	Weapons Control/2	Rating 10
<b>Cargo (dTons)</b>	1.7	
<b>Price</b>	Cr 15,743,500	

## Colonial Development Solutions

The hard working men and women of Colonial Development Solutions provide colonists a place to call home. Two Ho-Masubi mechs can clear forest and brush quickly and effectively while doing minimal damage to the planet's ecosystem. This minimalistic approach garners Colonial Development Solutions high rates on colony formation and sustainability.

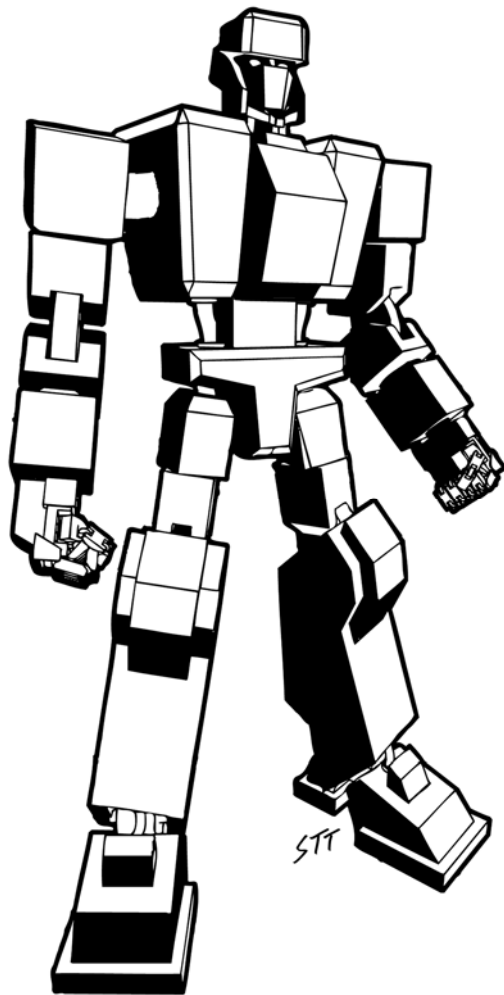
Arsha Carver is one of CDS's skilled Colony Land Developers. The squadron supports her enthusiasm for the quick and slash burn operations she leads. What few people know is that she enjoys staying one step ahead of her past by moving from star system to star system more than playing with flame throwers.

**Symbol:** Planet with a house on it.

**Motto:** Helping You Build Your Future.

<b>Unit Type</b>	Close Quarters
<b>Unit Strength</b>	2
<b>Unit Rating</b>	2
<b>Morale</b>	5
<b>Tech Level</b>	10
<b>Unit Leadership</b>	1

# MechBot MBMH10 MegaHerc



<b>TL</b>	12	
<b>Size (dTons)</b>	5	
<b>Skill</b>	Drive (Walker)	Min Skill 0
<b>Agility</b>	+1	
<b>Speed (kph)</b>	<b>Cruise</b>	45
	<b>Top</b>	60
	<b>Offroad</b>	30
<b>Crew</b>	1	
<b>Open/Closed</b>	Closed (Sealed)	
<b>Armor (Ship-scale)</b>	60	6
<b>Hull/Str (Ship-scale)</b>	33/34	0/1
<b>Fuel Capacity &amp; Type</b>	6 hours	Chemical
<b>Weapon #1</b>	<b>Type</b>	2 Arms
	<b>Damage</b>	1d6+2
<b>Sensor Mod &amp; Range</b>	+0 DM	.25 km
<b>Comm Type &amp; Range</b>	Radio	10 km
<b>Computer</b>	Model/1	Rating 5
<b>Software</b>	Maneuver/0	
	Library/0	
	Expert (Engineer)/2	Rating 2
<b>Cargo (dTons)</b>	0.0	
<b>Price</b>	Cr 4,020,350	

## Vulcan Engineering and Construction

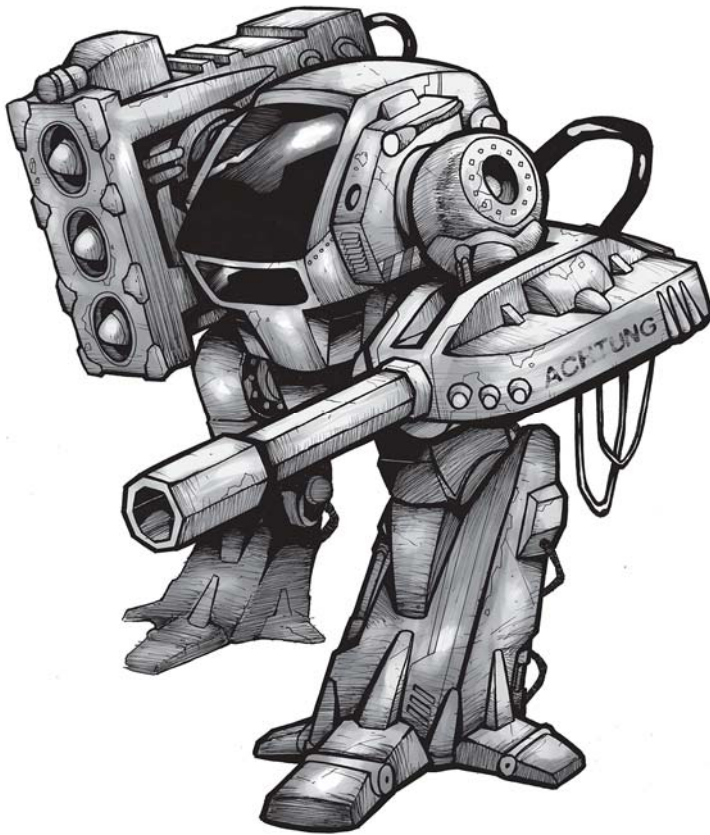
Whether in the danger of a war zone or in an underground network of tunnels for a geothermal power station, Vulcan Engineering and Construction builds and maintains infrastructure throughout known space. Utilizing the MegaHerc mech for versatility provides the customer with cost effective service. Trained in short range combat use, this squadron requires a little security presence to keep their operations safe. Vulcan can take the heat!

**Symbol:** An exploding volcano with a pitch fork coming out.

**Motto:** To hell and back.

<b>Unit Type</b>	Close Quarters
<b>Unit Strength</b>	4
<b>Unit Rating</b>	1
<b>Morale</b>	6
<b>Tech Level</b>	12
<b>Unit Leadership</b>	1

# Sigma 135P Personal Defense Mech



\* Weapon damage is personal-scale and does not multiply by 50 when attacking personal-scale targets.

<b>TL</b>	8	
<b>Size (dTons)</b>	7	
<b>Skill</b>	Drive (Walker)	Min Skill 0
<b>Agility</b>	+2	
<b>Speed (kph)</b>	<b>Cruise</b>	15
	<b>Top</b>	20
	<b>Offroad</b>	10
<b>Crew</b>	1	
<b>Open/Closed</b>	Closed (Sealed)	
<b>Armor (Ship-scale)</b>	30	3
<b>Hull/Str (Ship-scale)</b>	29/30	0/1
<b>Fuel Capacity &amp; Type</b>	1 Weeks	Fission
<b>Weapon #1</b>	<b>Type</b>	Missile Launcher
	<b>Damage</b>	See Missile
	<b>Ammunition</b>	6
	<b>Mounting</b>	Fixed Forward
<b>Weapon #2</b>	<b>Type</b>	Anti-Personnel *
	<b>Damage</b>	7d6
	<b>Mounting</b>	Fixed Forward
<b>Sensor Mod &amp; Range</b>	+2 DM	9 km
<b>Comm Type &amp; Range</b>	Radio	100 km
<b>Computer</b>	Model 1	Rating 5
<b>Software</b>	Maneuver/0	
	Library/0	
	Weapons Control/1	Rating 5
<b>Price</b>	Cr 13,868,250	

## People's Front of Londonia

On the war torn world of Londonia, a radical movement of freedom fighters known as the People's Front struggle for freedom from imperialist oppressors. They stand for solidarity among their fellow Londonians, equal rights of all genders and justice for all. There is a rumor about one member volunteering to undergo an experiment to allow male reproduction, but that is largely considered folklore.

The People's Front of Londonia remains successful in attracting a large numbers of supporters. The squadron, however, tends to engage in suicidal missions that keep their numbers low. They also tend to be more concerned with fighting other resistance groups with dissimilar ideas than making substantial efforts towards removing the imperialists.

The People's Front of Londonia hold a very egalitarian

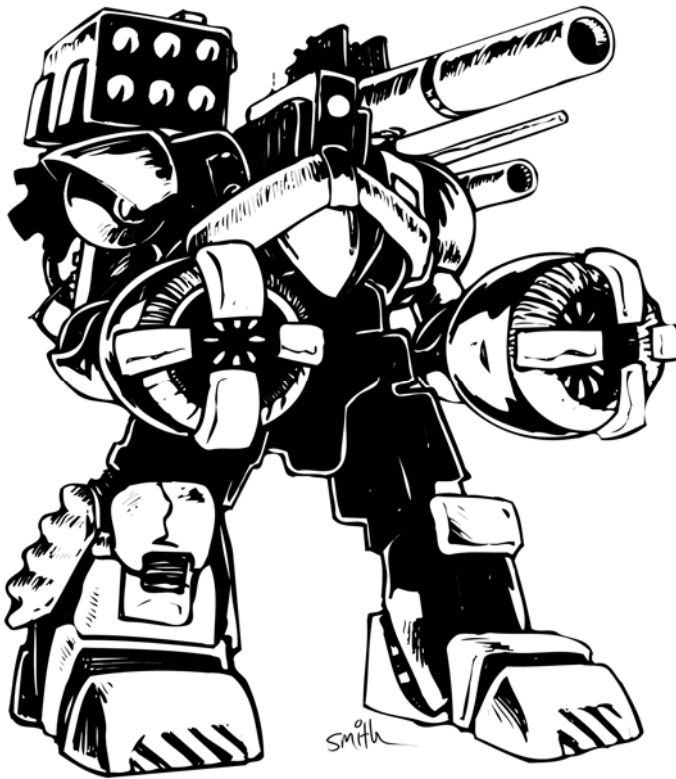
outlook on organization, however, their most famous member is as sort of holy teacher/mech driver. His speech about everyone being individuals and no long needing to follow the imperialists any longer is played continuously over the external speakers of the squadron and his popularity continues to grow.

**Symbol:** A shoe and a gourd

**Motto:** We are all individuals!

<b>Unit Type</b>	Heavy Infantry
<b>Unit Strength</b>	2
<b>Unit Rating</b>	1
<b>Morale</b>	4
<b>Tech Level</b>	8
<b>Unit Leadership</b>	1

# Guardian 995T Assault Artillery



\* Weapon damage rolled treats all 1's and 2's rolled for damage as 3's.

\*\* Weapon damage is personal-scale and does not multiply by 50 when attacking personal-scale targets.

TL	14	
Size (dTons)	68	
Skill	Drive (Walker)	Min Skill 1
Agility	+1	
Speed (kph)	Cruise	26
	Top	35
	Offroad	18
Crew	4	
Open/Closed	Closed (Sealed)	
Armor (Ship-scale)	200	20
Hull/Str (Ship-scale)	390/400	3/3
Fuel Capacity & Type	4 weeks	Fusion
Weapon #1	Type	Missile Launcher
	Damage	See Missile
	Ammunition	12
Weapon #2	Type	Particle Barbette
	Damage	4d6 *
Weapon #3	Type	Particle Barbette
	Damage	4d6 *
Weapon #4	Type	2x Anti-Personnel
	Damage	16d6 **
Sensor Mod & Range	+8 DM	1000 km
Comm Type & Range	Laser	1000 km
Computer	Model 6	Rating 30
Software	Maneuver/0	
	Library/0	
	Verbal Command/1	Rating 10
	Auto-Repair/2	Rating 20
	Evasion/3	Rating 25
	Weapons Control/6	Rating 30
Cargo (dTons)	5.0	
Price	Cr 102,170,600	

## Titan Twins

Two retired army buddies, Slate Hans and Michael Higgans, retained their mechs, hired a crew and went into business for themselves. Over time they traded in their older models mechs for Guardian's premiere assault artillery. The Titan Twins are true mercenaries out their services to the highest bidder. Three of their last five contractors were for repressive governments attempting to keep their population in line. These two rain destructive fire upon their opponents, regardless if they are military combatants or civilians.

Reports are currently unclear about who gave the order to level the city of Molech, but the Titan Twins may have acted before receiving clearance to fire. An investigation is currently underway to collect any surviving data that

might lay the incident to rest. Few civilians doubt the mercenary squadron is not to blame and justice will be exacted from the well respected duo.

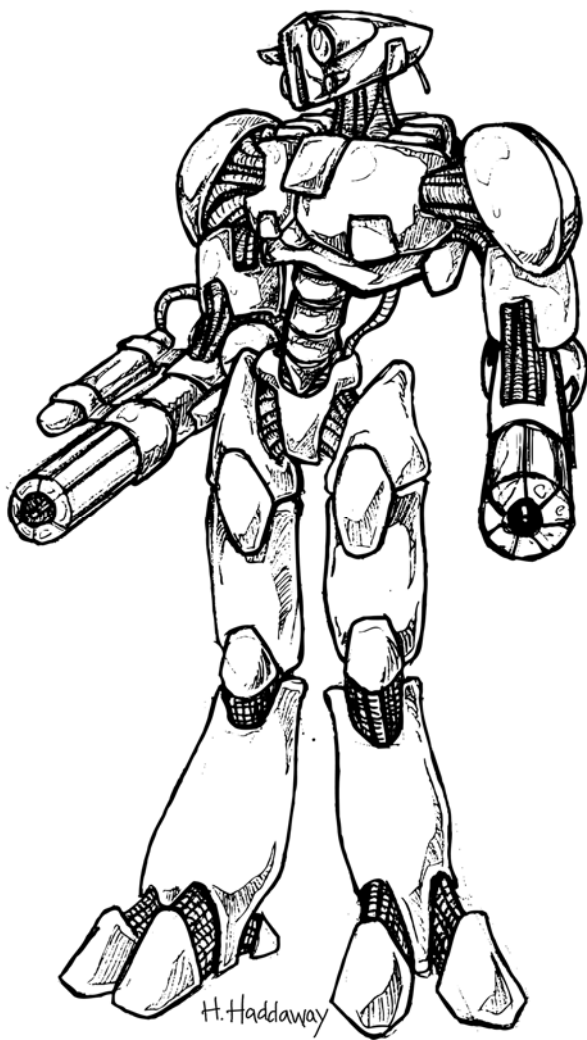
**Symbol:** Two lightning bolts

**Motto:** Bang!

Unit Type	Artillery
Unit Strength	2
Unit Rating	5
Morale	8
Tech Level	14
Unit Leadership	1



# MechBot MBMT1170 MegaTitan



<b>TL</b>	12	
<b>Size (dTons)</b>	19	
<b>Skill</b>	Drive (Walker)	Min Skill 0
<b>Agility</b>	+1	
<b>Speed (kph)</b>	<b>Cruise</b>	30
	<b>Top</b>	40
	<b>Offroad</b>	20
<b>Crew</b>	3	
<b>Open/Closed</b>	Closed (Sealed)	
<b>Armor (Ship-scale)</b>	80	8
<b>Hull/Str (Ship-scale)</b>	96/97	0/1
<b>Fuel Capacity &amp; Type</b>	1 week	Chemical
<b>Weapon #1</b>	<b>Type</b>	Gatling Gun Arm
	<b>Damage</b>	See 50mm
	<b>Ammunition</b>	100 rounds
	<b>Auto</b>	8
<b>Weapon #2</b>	<b>Type</b>	Gatling Gun Arm
	<b>Damage</b>	See 50mm
	<b>Ammunition</b>	100 rounds
	<b>Auto</b>	8
<b>Sensor Mod &amp; Range</b>	+4 DM	10000 km
<b>Comm Type &amp; Range</b>	Laser	1000 km
<b>Computer</b>	Model 4	Rating 20
<b>Software</b>	Maneuver/0	
	Library/0	
	Evasion/2	Rating 15
	Weapons Control/4	Rating 20
<b>Cargo (dTons)</b>	1.2	
<b>Price</b>	Cr 22,836,000	

## Mobile Defense Command (MobDefCom)

The proud fighters of Mobile Defense Command, or MobDefCom, keep starports safe from raiders and invaders. One of the more iconic sites seen when landing in a major starport near disputed territory is the MegaTitans bearing the MobDefCom emblem. Their equally iconic weaponry, a pair of 50mm gatling gun arms, launches hellfire on their targets.

Despite being an interstellar company, MobDefCom keeps the majority of its personnel and training facilities close to the worlds where they are needed. The corporation recognizes the inefficiency of redundant training facilities, but they prefer to train their personnel at the location they will be serving. They also believe that their personnel will fight harder defending their personal homeworld instead of far away alien assignments.

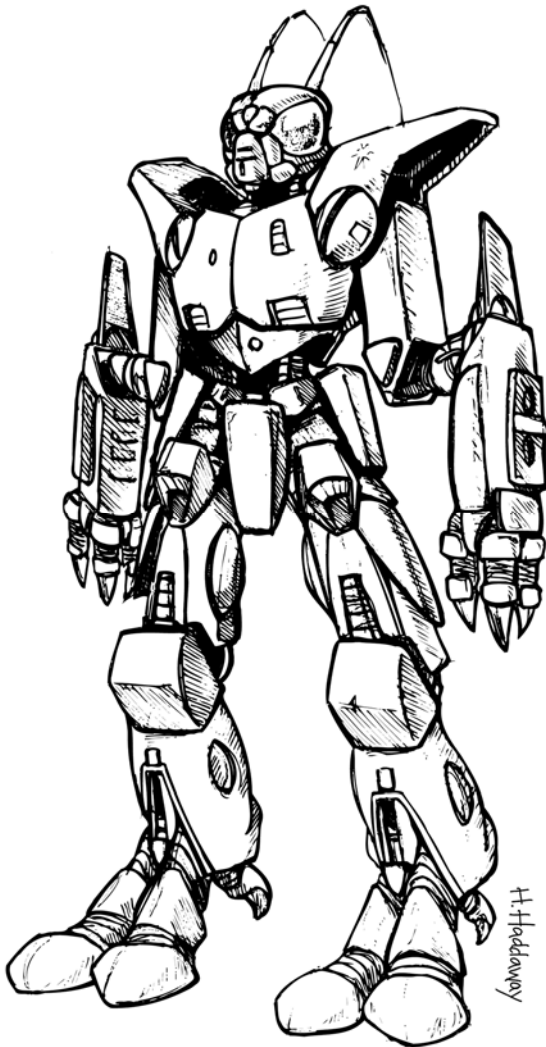
Nova Brimstar runs the corporate side of MobDefCom. Under her management, the company has trouble staying profitable. Regardless of the citizen popularity, some shareholders grow impatient with slim profit margins situation and are considering taking matters into their own hands.

**Symbol:** Three bullets passing an orange sun

**Motto:** Hold the line!

<b>Unit Type</b>	Vehicle
<b>Unit Strength</b>	5
<b>Unit Rating</b>	2
<b>Morale</b>	10
<b>Tech Level</b>	12
<b>Unit Leadership</b>	3

# MakTron ATO88192 Omni



<b>TL</b>	13	
<b>Size (dTons)</b>	30	
<b>Skill</b>	Drive (Walker)	Min Skill 1
<b>Agility</b>	+1	
<b>Speed (kph)</b>	<b>Cruise</b>	45
	<b>Top</b>	60
	<b>Offroad</b>	30
<b>Crew *</b>	2	
<b>Open/Closed</b>	Closed (Sealed)	
<b>Armor (Ship-scale)</b>	90	9
<b>Hull/Str (Ship-scale)</b>	220/210	3/1
<b>Fuel Capacity &amp; Type</b>	1 month	Fusion
<b>Weapon #1</b>	<b>Type</b>	2 Arms **
	<b>Damage</b>	2d6-2
<b>Sensor Mod &amp; Range</b>	+3 DM	250 km
<b>Comm Type &amp; Range</b>	Laser	1000 km
<b>Computer</b>	Model 5	Rating 25
<b>Software</b>	Maneuver/0	
	Library/0	
	Evasion/3	Rating 25
	Weapons Control/5	Rating 25
<b>Price</b>	Cr 43,147,500	

\* Cockpit possesses Holographic Controls, granting a +2 DM to all Initiative rolls.

\*\*Arms are Omni-Directional and can attack (or aim weapons) in any direction.

## 111th "Mantis" Mechanized Division

The 111th Mechanized Division, nicknamed "Mantis," has a knack for attracting danger. While they are assigned to the rear in combat situations, the rear seems to become another front with them around. Armed with omni-directional arms, their ATO88192 Omni mechs can easily train on the enemy regardless of the direction of attack.

Commanding the 111th is Captain John Bakswell, Esq. Bakswell was a controversial choice to lead the Division since he earned his rank through the reserve officer training corp while attending law school, instead of on the battlefield. While those under him follow his orders, they are not convinced that his lack of command experience can

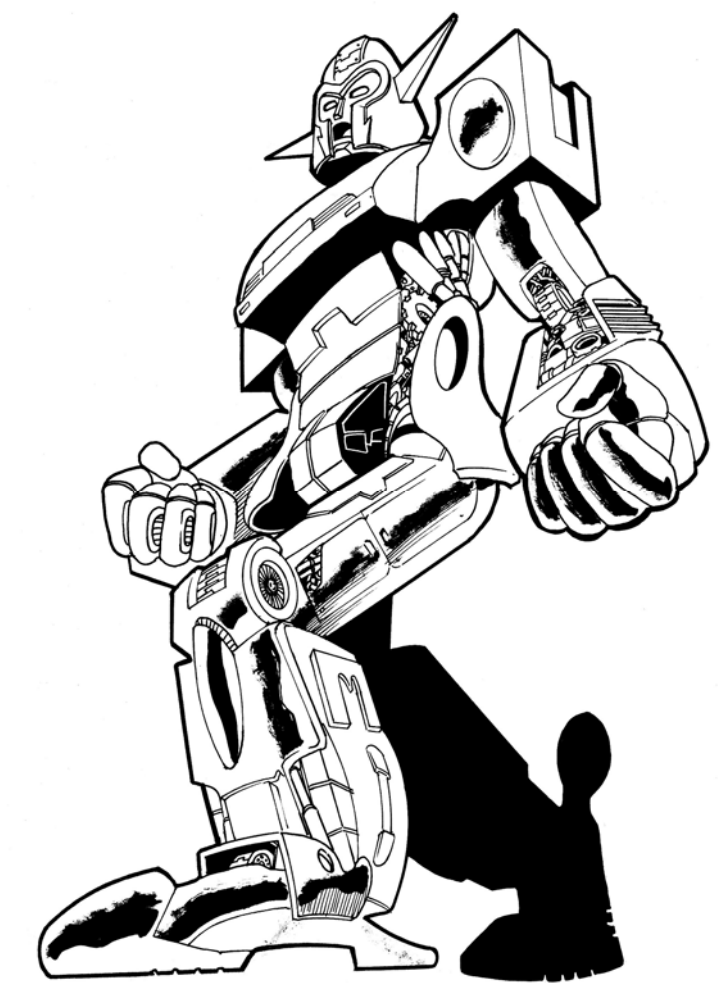
keep them alive. Some of the squadrons NCO's are considering extreme action to remedy the situation.

**Symbol:** Praying mantis head and arms.

**Motto:** We are the battlefield.

<b>Unit Type</b>	Vehicle
<b>Unit Strength</b>	3
<b>Unit Rating</b>	4
<b>Morale</b>	8
<b>Tech Level</b>	13
<b>Unit Leadership</b>	1

# Krown 89MCC Seimeen



<b>TL</b>	11	
<b>Size (dTons)</b>	21	
<b>Skill</b>	Drive (Walker)	Min Skill 1
<b>Agility</b>	+1	
<b>Speed (kph)</b>	<b>Cruise</b>	52
	<b>Top</b>	69
	<b>Offroad</b>	35
<b>Crew</b>	3	
<b>Open/Closed</b>	Closed (Sealed)	
<b>Armor (Ship-scale)</b>	80	8
<b>Hull/Str (Ship-scale)</b>	100/90	3/1
<b>Fuel Capacity &amp; Type</b>	4 Weeks	Fusion
<b>Weapon #1</b>	<b>Type</b>	2 Arms
	<b>Damage</b>	1d6+1
<b>Sensor Mod &amp; Range</b>	+4 DM	500 km
<b>Comm Type &amp; Range</b>	Laser	1000 km
<b>Computer</b>	Model 3	
<b>Software</b>	Maneuver/0	
	Library/0	
	Expert Leadership/2	Rating 2
	Expert Remote Operations/2	Rating 2
	Voice Command/1	Rating 10
	Evasion/2	Rating 15
	Weapons Control/3	Rating 15
<b>Cargo (dTons)</b>	0.4	
<b>Price</b>	Cr 21,545,000	

## Kelly's Leadership Services

Unlike most mercenary squadrons, those serving with Kelly's Leadership Services do little actual fighting. This group is called to coordinate and direct fighting forces in mega-operations from their Seimeen. Most regular military units resent taking directions from a mercenary unit, yet Kelly's Leadership Services is renown for saving lives.

Kelly's Leadership Services trains their people in every style of warfare and encourages their people to play strategy games in their down time. As such, gambling is quite popular among the squadron. The ability to read opponents and determine when they are bluffing is highly regarded among this group.

One of the more controversial members of the company is Master Rep Richard Gideon. His smug attitude, especially

when winning at gambling, leads to him clocking more time fighting allies off the field than enemies on the field.

**Symbol:** Glowing sword.

**Motto:** Caput Viscus Animus Manus! (Head Heart Spirit Hand!)

<b>Unit Type</b>	Command
<b>Unit Strength</b>	4
<b>Unit Rating</b>	5
<b>Morale</b>	14
<b>Tech Level</b>	11
<b>Unit Leadership</b>	5

# Hero Systems 6S Warrior



<b>TL</b>	15	
<b>Size (dTons)</b>	35	
<b>Skill</b>	Drive (Walker)	Min Skill 1
<b>Agility</b>	+1	
<b>Speed (kph)</b>	<b>Cruise</b>	68
	<b>Top</b>	90
	<b>Offroad</b>	45
<b>Crew</b>	3	
<b>Open/Closed</b>	Closed (Sealed)	
<b>Armor (Ship-scale)</b>	100	10
<b>Hull/Str (Ship-scale)</b>	350/360	0/1
<b>Fuel Capacity &amp; Type</b>	1 weeks	Fusion
<b>Weapon #1</b>	<b>Type</b>	2 Arms
	<b>Damage</b>	3d6-1
<b>Sensor Mod &amp; Range</b>	+6 DM	500 km
<b>Comm Type &amp; Range</b>	Meson	1000 km
<b>Computer</b>	Model 7	Rating 35
<b>Software</b>	Maneuver/0	
	Library/0	
	Expert Tactics/5	Rating 5
	Auto-Repair/3	Rating 30
	Evasion/4	Rating 35
	Weapons Control/7	Rating 35
<b>Cargo (dTons)</b>	0.7	
<b>Price</b>	Cr 147,330,000	

## 35th Mechanized Special Operations

Tougher than most other military squadrons, the 35th Mechanized Special Operations gets the job done. Skilled in their own rights, but firmly aided with highly specialized software and top of the line computers, these soldiers are most at home behind enemy lines and under heavy fire. Trained not to fear and not to give up no matter the circumstances, it is said that the skin of these drivers are as hardened as the metal of their 6S Warrior mechs. They are not the vanguard of a second force; they are the second front.

Commanding the squadron is General Maknamara Li. Unlike most officers of his rank, General Li fights right

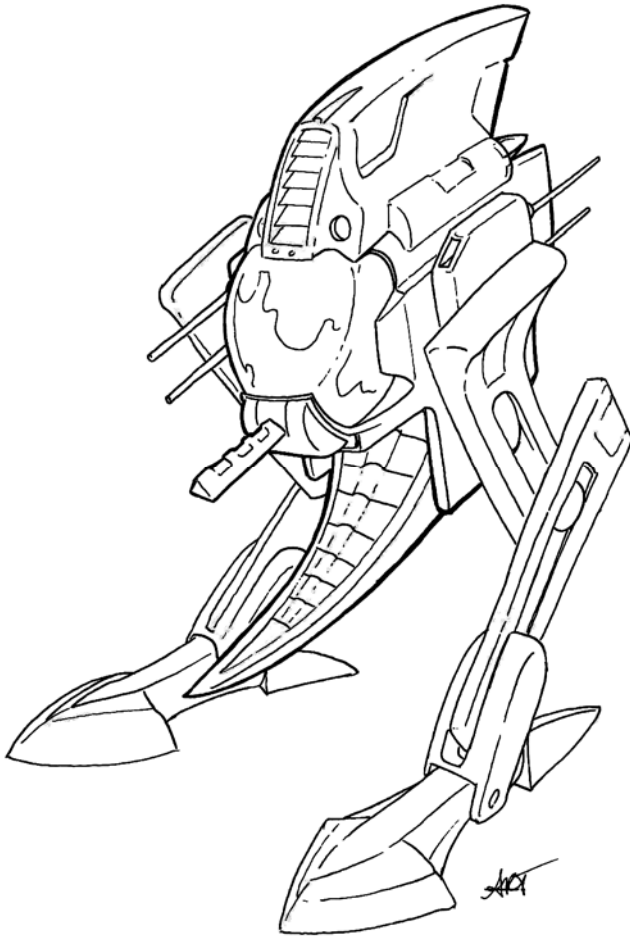
along side his soldiers, owing to the squadron's high rate of success.

**Symbol:** Robot's face with a face shield.

**Motto:** Lets roll!

<b>Unit Type</b>	Vehicle
<b>Unit Strength</b>	5
<b>Unit Rating</b>	6
<b>Morale</b>	15
<b>Tech Level</b>	15
<b>Unit Leadership</b>	4

# Tungston T85 Farseer



\* Weapon receives a +1 DM to all attack rolls.

\*\* Weapon damage is personal-scale and does not multiply by 50 when attacking personal-scale targets.

<b>TL</b>	12	
<b>Size (dTons)</b>	9	
<b>Skill</b>	Drive (Walker)	Min Skill 1
<b>Agility</b>	+1	
<b>Speed (kph)</b>	<b>Cruise</b>	61
	<b>Top</b>	81
	<b>Offroad</b>	41
<b>Crew</b>	1	
<b>Open/Closed</b>	Closed (Sealed)	
<b>Armor (Ship-scale)</b>	50	5
<b>Hull/Str (Ship-scale)</b>	60/61	0/1
<b>Fuel Capacity &amp; Type</b>	24 hours	Fusion
<b>Weapon #1</b>	<b>Type</b>	Pulse Laser *
	<b>Damage</b>	1d6
	<b>Mounting</b>	Fixed Forward
<b>Weapon #2</b>	<b>Type</b>	Anti-Personnel
	<b>Damage</b>	5d6 **
<b>Sensor Mod &amp; Range</b>	+4 DM	1000 km
<b>Comm Type &amp; Range</b>	Laser	1000 km
<b>Computer</b>	Model 3	Rating 15
<b>Software</b>	Maneuver/0	
	Library/0	
	Expert Recon/2	Rating 2
	Evasion/2	Rating 15
	Weapons Control/3	Rating 15
<b>Cargo (dTons)</b>	0.3	
<b>Price</b>	Cr 25,242,500	

## InterPlanetary Scouting

Exploring ancient ruins and collecting ancient civilization's technology is InterPlanetary Scouting's specialty. This squadron of trained explorers search out long dead cultures, their architecture, tools and documents to understand how they lived and died. Along the way they discover mechanism and compounds lost to time and send them to company scientists for replication and sale to governmental, industrial or commercial customers.

Most IPS crews possess only the bare minimum training in operating the T85 Farseer and fewer still in using them in combat situations. The Farseer is designed to let the computer handle the weapon's console and much of the mobility. The most experienced Farseer driver that IPS employs is Chase Milner. A former priest by training, Milner is an ace tactician. He is known for his

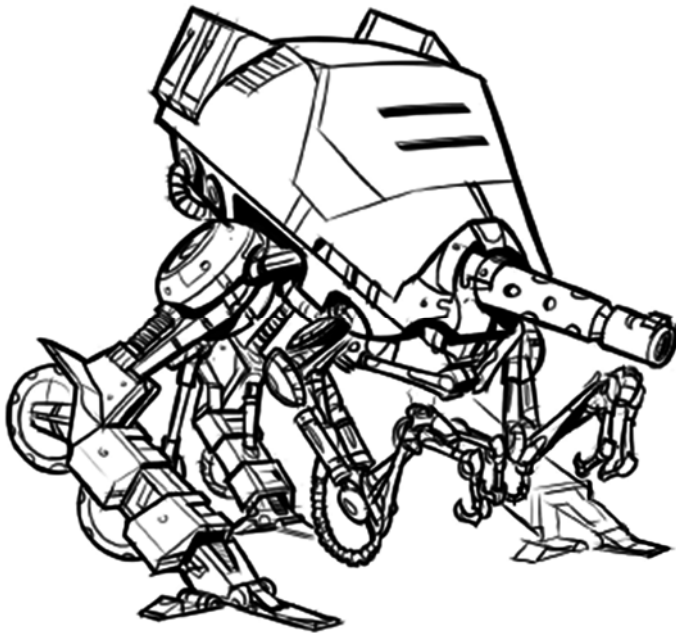
unconventional maneuvers that miraculous keep his fellow scouts alive.

**Symbol:** Circle with the letters IPS in the middle.

**Motto:** The past will bring a brighter future.

<b>Unit Type</b>	Vehicle
<b>Unit Strength</b>	3
<b>Unit Rating</b>	1
<b>Morale</b>	5
<b>Tech Level</b>	12
<b>Unit Leadership</b>	1

# Centron X-284 Mobile Artillery



<b>TL</b>	8	
<b>Size (dTons)</b>	19	
<b>Skill</b>	Drive (Walker)	Min Skill 0
<b>Agility</b>	+1 DM	
<b>Speed (kph)</b>	<b>Cruise</b>	20
	<b>Top</b>	27
	<b>Offroad</b>	15
<b>Crew</b>	2	
<b>Open/Closed</b>	Closed (Sealed)	
<b>Armor (Ship-scale)</b>	50	5
<b>Hull/Str (Ship-scale)</b>	96/80	3/1
<b>Fuel Capacity &amp; Type</b>	3 Weeks	Fission
<b>Weapon #1</b>	<b>Type</b>	Cannon
	<b>Damage</b>	See 85mm
	<b>Ammunition</b>	500 Rounds
	<b>Mounting</b>	Fixed Forward
<b>Weapon #2</b>	<b>Type</b>	2 Arms
	<b>Damage</b>	1d6+1
<b>Sensor Mod &amp; Range</b>	+2 DM	300 km
<b>Comm Type &amp; Range</b>	Laser	500 km
<b>Computer</b>	Model/1	Rating 5
<b>Software</b>	Maneuver/0	
	Library/0	
	Weapons Control/1 Rating 5	
<b>Cargo</b>	2.1	
<b>Price</b>	Cr 19,243,500	

## 82nd Mechanized Artillery

One of the Imperial mechanized artillery forces, the 82nd is known for hitting their target with impeccable accuracy. They hold the farthest possible combat position and typically deliver ultra high damaging rounds with their X-284 Mobile Artillery mechs. With a rigorous training schedule, this military fighting squadron represents a deadly force upon any battlefield they enter.

The 82nd is almost as famous for their bar brawls and assorted other small crimes as they are for their battlefield prowess. Several Imperial worlds will not allow this force to land due to outstanding warrants for many of its members. Despite this, the crew breaking the rules of civilian peace offices number of victories this squadron possesses keeps Colonel Dana Sargastian in command.

Colonel Sargastian is the first male commanding officer of this force. Where there are few males with tactical skills there are fewer with an interest in military. His tough as

nails, take no prisoners approach to the battlefield won him the respect of those under his command. He also drinks heavily with his subordinates and is the first to join in any brawl that breaks out. Refusing to accept hangovers as a reason for missing practice, he routinely punishes any in his outfit that are not prepared for drill every morning.

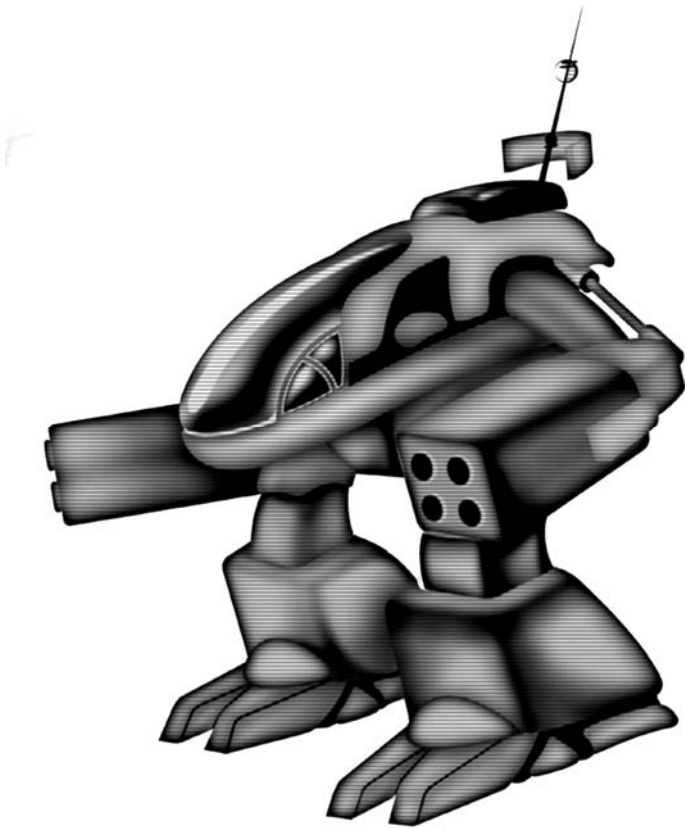
**Symbol:** Black artillery shell with a face and devilish smile

**Motto:** Let 'em fly!

<b>Unit Type</b>	Artillery
<b>Unit Strength</b>	6
<b>Unit Rating</b>	3
<b>Morale</b>	12
<b>Tech Level</b>	8
<b>Unit Leadership</b>	3



# MechBot MBS-13B Seventor



<b>TL</b>	7	
<b>Size (dTons)</b>	25	
<b>Skill</b>	Drive (Walker)	Min Skill 0
<b>Agility</b>	+1 DM	
<b>Speed (kph)</b>	<b>Cruise</b>	30
	<b>Top</b>	40
	<b>Offroad</b>	20
<b>Crew</b>	3	
<b>Open/Closed</b>	Closed (Sealed)	
<b>Armor (Ship-scale)</b>	40	4
<b>Hull/Str (Ship-scale)</b>	120/120	0/1
<b>Fuel Capacity &amp; Type</b>	1 Day	Petroleum
<b>Weapon #1</b>	<b>Type</b>	2 Missile Arms
	<b>Damage</b>	See missile
	<b>Ammunition</b>	20 Missiles
<b>Sensor Mod &amp; Range</b>	+2 DM	150 km
<b>Comm Type &amp; Range</b>	Radio	500 km
<b>Computer</b>	Model/1	Rating 5
<b>Software</b>	Maneuver/0	
	Library/0	
	Weapons Control/1	Rating 5
<b>Cargo (dTons)</b>	5.0	
<b>Price</b>	Cr 11,902,000	

## Crosshairs Military Force

Frequently hired as an invasion squadron, the Crosshairs Military Force brings some heavy weaponry to the battlefield with their MBS-13B Seventor. Equipping with only the greatest armor piercing and highest damaging missiles before going into battle, the Crosshairs' advance quickly crumble fortifications. The Crosshairs work for any client that can afford the credits and that be loyal to the contract. The squadron has never broken a contract regardless of how much another party offers. This reputation for staunch loyalty allows this mercenary company to command higher prices than other squadrons.

Warlord Kroth Davis owns the Crosshairs. A retired general from Passional's military, he decided to go into business for himself. He prefers to run his outfit like a

military force instead of an extension of a political or corporate governing body. To this end, he provides first class medical care and living conditions for those in his outfit.

**Symbol:** Red targeting crosshairs

**Motto:** Stay on target!

<b>Unit Type</b>	Vehicle
<b>Unit Strength</b>	4
<b>Unit Rating</b>	2
<b>Morale</b>	8
<b>Tech Level</b>	7
<b>Unit Leadership</b>	2

# APPENDIX 1: WEAPONS

## WEAPONRY

Type	TL	Damage	Cost (Cr.)	Special
Metal I-Beam	5	5d6 (personal)	100	Melee
Basic Mech Sword	6	1d3	2,000	Melee
Advanced Mech Sword	8	1d6	5,000	Melee
Mech Fighting Pick	12	2d6	15,000	Melee, Ignores the first 10 points of Armor
50mm Mech Gun	6	See 50mm	10,000	Magazine 6
50mm Mech Autogun	7	See 50mm	15,000	Magazine 10, Auto 4
85mm Mech Cannon	6	See 85mm	15,000	Magazine 6
85mm Mech Autocannon	7	See 85mm	20,000	Magazine 10, Auto 4
E-875 Electrostun Rifle	13	Special	85,000	Magazine 12, Deals Single Hit to Sensors, Comms, and Computers

## Ammunition, Missiles and Packs

Type	TL	Damage	Cost for 50 rounds (Cr.)	Special
50mm Standard	5	1	1,200	
50mm High Damage	6	1d3	1,560	
50mm Armor Piecing	8	1d3+1	3,600	Ignores the first 2 points of Armor
50mm Armor Piecing II	10	1d3+2	4,800	Ignores the first 3 points of Armor
50mm Armor Piecing III	12	1d6	7,200	Ignores the first 4 points of Armor
50mm Armor Piecing IV	14	1d6+1	12,000	Ignores the first 5 points of Armor
85mm Standard	5	1d3	12,000	
85mm High Damage	6	1d6	15,600	
85mm Armor Piecing	8	1d6+1	36,000	Ignores the first 2 points of Armor
85mm Armor Piecing II	10	1d6+2	48,000	Ignores the first 3 points of Armor
85mm Armor Piecing III	12	2d6-1	72,000	Ignores the first 4 points of Armor
85mm Armor Piecing IV	14	2d6	120,000	Ignores the first 5 points of Armor
Type	TL	Damage	Cost per 12 missiles (Cr.)	Special
Standard Missile	6	1d6	15,000	
Enhanced Missile	8	2d6	40,000	Ignores the first 2 points of Armor
Plasma Missile	10	3d6	75,000	Ignores the first 6 points of Armor
Type	TL	Damage	Cost per pack (Cr.)	Special
Electrostun Pack	13	Special	185,000	See E-875 Electrostun Rifle

## Weapon Ranges

Weapon	Personal	Close	Short	Medium	Long	V. Long	Distant
Mech Scale Melee	-2	-1	+0	-	-	-	-
50mm Ammo	-3	-1	+0	+0	+0	-1	-2
85mm Ammo	-3	-1	+0	+0	+0	+0	-1
Missile	-4	-3	-1	+0	+0	+0	+0
Electrostun Rifle	-2	-2	-1	+0	-1	-2	-2

### New Weapon — Arms

Arms are a melee weapon for mechs and use the skill Gunner (melee) to attack. Additionally, arms can pick up melee mech-sized weapons and wield them with the same skill. Mech-sized ranged weapons require the Gunner (turret) skill. Arms are limited to motion in the Front arc and on the side they are mounted. In other words, a

mech's right arm can punch or wield a sword in an arc covering the front or right side while the left arm can do the same in front or left side.

Some weapons, such as missile arms, are mounted on arm turrets. These weapon mounts negate actions using attack rolls with the Gunner (melee) skill and disallow the mech picking up objects to use as weapons. These weapons have the arm's firing arcs as described above.

# APPENDIX 2: SKILLS

The following skills are not presented in the Traveller Main Rulebook. Some are presented in other core rulebooks and others are newly presented here. The description for these skills are as follows:

## Combat Engineering

This skill covers the construction, assessment and hiding of ground structures. It also covers the placement, detection and removal of mines, sensors and similar devices.

- **Fortifications:** The character is trained how to build field defenses from trenches to bunkers.  
*Building a field fortification (trench, sandbag wall, etc.):* 1-6 Hours, Education or Endurance, Average (+0). Resulting fortification grants maximum cover equal to half Effect (round up).  
*Building a defensive fortification (wall, bunker, etc.):* 10-60 Days, Education, Difficult (-2). Resulting fortification grants maximum cover equal to Effect.  
*Finding weak point in enemy fortifications:* 1-6 Minutes, Intelligence, Difficult (-2). Character can ignore the cover DM of targets behind fortification, up to an amount equal to Effect.
- **Camouflage:** The character is trained to camouflage vehicles, fortifications and field sites.  
*Constructing sufficient camouflage to hide a single vehicle:* 10-60 Minutes, Intelligence, Average (+0). Grants a Stealth skill to the vehicle equal to Effect until vehicle is moved.  
*Constructing sufficient camouflage to hide a single small building or defensive fortification:* 1-6 Hours, Intelligence, Average (+0). Applies a skill DM penalty to those looking to visually find it equal to Effect until discovered.  
*Hiding a doorway or hatch from view:* 1-6 Minutes, Intelligence, Average (+0). Grants a Stealth skill to the doorway/hatch equal to Effect until discovered.
- **Land Mines:** The ability to place, search for, and remove land mines.  
*Properly hiding a minefield:* 1-6 Hours, Dexterity or Intelligence, Difficult (-2)  
*Avoiding previously placed minefields:* 1-6 Minutes, Dexterity or Intelligence, Average (+0)  
*Removing an active land mine:* 1-6 minutes, Dexterity, Very Difficult (-4)
- **Sensor Surveillance:** The use and placement of specially crafted ground sensors.  
*Properly placing a ground sensor:* 10-60 Minutes, Intelligence, Routine (+2)  
*Avoiding triggering existing ground sensors:* 10-60 Seconds, Dexterity or Intelligence, Difficult (-2)

## Discipline

The martial Discipline skill covers self-control, ingrained reflexes and training. A character with a high Discipline is adept at following orders and procedures. In game terms, as long as the character is in a situation covered by his training, he may reduce any negative DM by an amount equal to his Discipline skill. This may be done a number of times each day equal to his Discipline skill. This can only be applied to skills that the character already has at a skill level of 1 or more.

Discipline cannot turn a negative DM into a positive DM – training allows a character to do the right thing and ignore distractions, but does not give him any extra competence or ability.

## Drive (Walker)

This new specialty to the Drive skill covers all ground vehicles that move around on two or more legs.

*Driving a mech across uneven terrain:* 1-6 minutes, Dexterity, Difficult (-2).

*Navigating city streets without damaging nearby buildings:* 10-60 Seconds, Dexterity, Very Difficult (-4).

*Dodging obstacles:* 1-6 Seconds, Dexterity, Routine for small objects (+2), Average for man-sized objects (+0), Difficult for vehicle-sized objects (-2).

## Engineer (Drive)

This new specialty to the Engineering skill covers the design, construction and repair of all ground vehicles. The character with this skill is knowledgeable with maintenance of vehicles whether they are wheeled, walker, tread or any others ground conveyance medium.

*Modifying the drive system to increase the vehicle's agility:* Intelligence, 1-6 Hours, Very Difficult (-4).

*Patching up a damaged walker system during combat:* Intelligence or Education 1-6 Minutes. Average (+0).

## Gunner (Melee)

This new specialty to the Gunner skill assists the character in making melee type attacks with mech arms.

*Attacking a vehicle with an advanced mech sword:* Intelligence or Dexterity, 10-60 Seconds, Average (+0).

*Throwing a grappled mech 100m (inflicting 1d3 damage, ship scale):* Dexterity, 10-60 Seconds, Average (+0).

## Interrogation

Interrogation covers the ability to gain information from someone that does not desire to share it. Players must pick a specialty when selecting this skill.

- **Doubletalk:** The character knows how to talk circles around most people, getting them to say or admit to things they never meant to with pressured conversation. With enough time to grill them properly, the character can get anyone to spill their secrets.  
*Badgering an admission of guilt out of a captive:* 1-6 Hours, Intelligence, Difficult (–2). The Effect is the DM penalty against the interrogator’s inquiries.  
*Uncovering a secret through focused conversation:* 10-60 Minutes, Intelligence, Difficult (–2).
- **Torture:** This specialty governs the collection of emotional, physical and psychological methods in which an interrogator can get a victim to break. Through an assortment of unsavory methods, the character can get anyone to say what he needs them to.  
*Knowing a true confession from a false one:* 1-6 Seconds, Intelligence, Routine (+2).  
*Using pain or discomfort to acquire an answer to an inquiry:* 1-6 Hours, Education or Strength, Average (+0).  
*Using emotional or psychological response to acquire an answer to an inquiry:* 10-60 Hours, Education or Intelligence, Average (+0).

## Space Science (Planetology)

This specialty to the Space Science skills has some new uses.

- Using equipment to determine which minerals can be found on the surface of or within a planet:* 1-6 Hours, Education, Routine (+2).
- Design strip mine:* 1-6 Hours, Education, Average (+0).

## Weapon Engineering

Weapons Engineering covers design, construction and repair of weapons. Players must pick a specialty when selecting this skill. Tools appropriate to the task are required.

- **Drones:** Altering the utility and output of drones, making them more efficient for offensive roles.

*Adding a basic weapon system to a non-Combat drone:* 1-6 Days, Education, Very Difficult (–4)  
*Changing weapon systems on an existing Combat drone:* 1-6 Days, Education, Difficult (+2)

- **Blades:** Creating bladed or stabbing weaponry from a suitable material.  
*Forging/carving a bladed weapon:* 1-6 Hours, Education, Routine (+2). Blade can have a maximum Damage increased by +1.
- **Slug Throwers:** The assembly and alteration of common firearms that use physical munitions.  
*Altering Magazine capacity:* 1-6 Hours, Education, Average (+0). Increases Magazine rating by Effect, maximum of double normal amount.  
*Reduce Recoil:* 1-6 Hours, Education, Difficult (–2). Lowers Recoil rating by Effect, to a minimum of half existing Recoil (round down).  
*Create zip gun from household items:* 10-60 Minutes, Education, Difficult (–2)
- **Energy Weapons:** The assembly and alteration of energy-based weaponry.  
*Increasing power output and drain:* 1-6 Hours, Education, Very Difficult (–4). Adds Effect to Damage, but drains Effect from Magazine each attack.  
*Increasing power efficiency:* 1-6 Hours, Education, Difficult (–2). Magazine capacity is increased by 10% per Effect.
- **Heavy Weapons:** Alteration of some of the most powerful weapons known to exist.  
*Altering Magazine capacity:* 10-60 Hours, Education, Very Difficult (–4). Increases Magazine rating by Effect, maximum of double normal amount.  
*Reduce Recoil:* 10-60 Hours, Education, Very Difficult (–4). Lowers Recoil rating by Effect, to a minimum of half existing Recoil (round down).

# APPENDIX 3: NPCs

Character	Career	Str	Dex	End	Int	Edu	Soc
<b>Army Mech Driver</b>	Military Mech Crew (Driver) 1	6	8	9	8	8	7
Comms 0, Computers 0, Driver (walker) 1, Recon 0, Remote Operations 0, Sensors 0							
Autopistol, Cloth Armor							
<b>Mech Construction Crewman</b>	Civilian Mech Crew (Construction) 2	8	9	10	7	6	5
Admin 0, Combat Engineer (Fortifications) 0, Comms 0, Driver (walker) 0, Mechanic 1, Remote Operations 0, Sensors 0							
Ground Car, Mechanical Toolkit, Comm, Eye Protection Optics							
<b>Experienced Mercenary Lawyer</b>	Mercenary Mech Crew (Representative) 5	6	8	8	10	12	9
Admin 0, Advocate 3, Computers 0, Diplomat 0, Driver (walker) 0, Leadership 1, Sensors 0							
Comm, Hand Computer/1, Stunner, Vacc Suit							

# DESIGNER'S NOTES AND RULE MODIFICATION SUGGESTIONS

Creating the mechs and their squadrons for this supplement required a number of design choices and we would like to share them with you. Your game may require adjustment to fit your play environment. Our outline here may lead you in determining what is best for your game.

1) The Space Combat section of the Traveller Main Rulebook states that you should multiply ship-scale weaponry by 50 to determine personal-scale damage (the "Rule of 50" for short). Logically, this would indicate that for every point of ship-scale Hull and Structure a vehicle possesses, the vehicle would have roughly fifty personal-scale hull and structure points. Succeeding core books, especially those that focus on personal-scale vehicles, do not follow that rule however. Vehicles in these core books have as much to do with their TL as their size when determining hull and structure values. Since mechs straddle the line between personal-scale and ship-scale, we decided to include both a set of personal-scale stats and a set of ship-scale stats. These personal/ship-scale stats also do not follow the original Rule of 50. Instead we chose to balance personal-scale values using the later core books and the ship-scale values using the small craft design rules in the High Guard Core Book. However, we chose to keep the Rule of 50 in place to convert ship-scale damage to personal-scale damage. Rolling 2d6 and multiplying it by 50 saved considerable time in playtesting than rolling 50 or 100 dice. You can just as easily roll larger dice pools or make the Rule of 50 a Rule of 20 (or 10 or 100).

2) Most mechs possess two points or less of hull and structure. Conversely, a mech size weapon can do several dice worth of damage. Since the average damage from a mech size weapon hit could destroy a mech, we recommend treating them as personal-scale vehicles and using the combat rules for such. This gave players greater time to operate their mechs but had the downside of making combat go considerably longer. See 3) for a shortcut.

3) When every point of damage were calculated out after multiplying by 50 and then rolled on the Vehicle Damage and Location Tables in the Combat Section, the game became bogged down. A quick solution used during play: the first fifty points of damage are handled as per normal. This translates to 2x Triple Hits, 2x Double Hits and one

Single Hit, rerolling Hull/Structure hits. The remaining damage is applied directly to hull or structure, as the case may be at the time. This greatly speeds up combat while still allowing systems to break down as the mechs took damage.

4) When converting ship-scale armor to personal-scale armor, we multiplied the figure by 10 instead of 50. This was done for game balance purposes. Few personal-scale weapons listed in published core books can penetrate 60 or 120 points of armor, but none are able to penetrate 300 or 600. Mechs would dominate any battlefield no matter what. And they should. However, it should still be possible for the players not in mechs to pull out a seldom-used heavy weaponry and still have a change to prevail. To state this another way: players should be able to defend their side without having to resort to wrapping tow cables around a mech's legs or sneaking explosives inside the mech every single time.

5) Most mass scale stats refer to the Unit Type as "Vehicle" while a few others are listed as either "Artillery," "Heavy Infantry" or "Close Quarters." Despite mechs being vehicle, squadrons of certain types of mechs behave more like other types of units when considering speed, damage output, optimal firing range, and ability to sustain damage. When determining the number of mechs in a given unit, use the "vehicle" type, but for all others, they should be considered whatever their mass combat stat block says. For example, the Colonial Development Solutions unit is listed as Close Quarters and has a Unit Strength of 2. This means the unit has 2 mechs in total in the unit, because it is treated like a vehicle for determining the number in the unit. However, when it is facing off against MobDefCom, the Colonial Development Solutions unit has a Difficulty of 10+ (plus appropriate range modifier) to hit and a -4 modifier to damage.

6) Ship shares can be applied to mechs the same way as any ship. Because of the reduced number of players per mech when compared to ships, we recommend that each ship share reduces a mech's cost by 2%.

**We had fun making these mechs for you. We hope you have even more fun playing with them.**

**Author:** Dale C. McCoy, Jr.

**Art:** Joe Calkins, Butch Mapa, Sade, Shaman's Stockart, Skortched Urf Studios

#### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ('Wizards'). All Rights Reserved.

1. Definitions: (a) 'Contributors' means the copyright and/or trademark owners who have contributed Open Game Content; (b) 'Derivative Material' means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) 'Distribute' means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) 'Open Game Content' means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) 'Product Identity' means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) 'Trademark' means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) 'Use', 'Used' or 'Using' means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) 'You' or 'Your' means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT

Some artwork copyright Art of War Games, used with permission.

Some artwork copyright Octavirate Entertainment, used with permission.

NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorised version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

**Open Game License v 1.0a** Copyright 2000, Wizards of the Coast, Inc.

**Traveller System Reference Document** Copyright © 2008, Mongoose Publishing.

**Mercenary System Reference Document** Copyright © 2008, Mongoose Publishing.

**High Guard System Reference Document** Copyright © 2008, Mongoose Publishing.

**Mech Tech 'n' bot: Mech Squadrons** Copyright 2010 Jon Brazer Enterprises.

Traveller is © 2008 Mongoose Publishing. Traveller and related logos, character, names, and distinctive likenesses thereof are trademarks of Far Future Enterprises unless otherwise noted. All Rights Reserved. Mongoose Publishing Ltd Authorized User.

**Designation of Open Content:** All Careers, Mech Stats, Mass Combat Stats, Weapon Stats, and Skills.

**Designation of Product Identity:** All art, trade dress, names and descriptions of real or fictional organizations, and designers notes.

"Traveller" and the Traveller logo are Trademarks owned by Far Future Enterprises, Inc. and are used according to the terms of the Traveller Logo Licence version 1.0c. A copy of this licence can be obtained from Mongoose Publishing. The mention or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.



Ready to ride fire with the hottest walkers this side of the galactic core, **Mech Tech 'n' bot: Mech Squadrons** brings you over eighteen walkers for you to blast your way through any obstacle. From the small two-legged MegaHerc construction mech to the heavy, six-legged Barga artillery tanks, this supplement contains walkers ideal for every use. Additionally, mass combat stats are detailed for squadrons of each mech described, helping you and your players to have epic battles.

Several mech operator careers, example NPCs and additional weaponry are included to customize your machines and characters.

Take command of a mech and take command of worlds.

**TRAVELLER**

Compatible Product

**JON BRAZER  
ENTERPRISES**

JBE0105

© 2010 Jon Brazer Enterprises

[www.JonBrazer.com](http://www.JonBrazer.com)

[facebook.com/JonBrazer](https://facebook.com/JonBrazer)

[twitter.com/JonBrazerEnt](https://twitter.com/JonBrazerEnt)

Requires the use of the Traveller(TM) Main Rulebook, available from Mongoose Publishing.