

Sergeant Cador Trewartha

Sharp shooter.

| VALUE | POINTS | STAT |
|-------|-----------|--------------------|
| 6 | 12 | Body |
| 6 | 12 | Mind |
| 6 | 12 | Soul |
| | 36 | STATS TOTAL |

| VALUE | DERIVED VALUE |
|-------|---|
| 9 | Attack Combat Value (Ranged 11 with long guns or heavy weapons) |
| 9 | Defence Combat Value |
| 5 | Damage Multiplier |
| 60 | Health Points |
| 60 | Energy Points |
| 12 | Shock Value |

| LEVEL | POINTS | ATTRIBUTE |
|-------|-----------|--|
| 3 | 3 | Attack Mastery |
| 3 | 3 | Defence Mastery |
| 1 | 4 | Extra Actions (+1 Extra Action) |
| | 35 | Item: FV2021 Coleopteran |
| 1 | 1 | Ranged Attack (Long guns; +2 to ACV) |
| 1 | 1 | Ranged Attack (Heavy Weapons; +2 to ACV) |
| 2 | 2 | Skills (20 Skill Points) |
| | 49 | ATTRIBUTES TOTAL |

| LEVEL | POINTS | SKILL |
|-------|-----------|---------------------------|
| 3 | 6 | Computers |
| 1 | 2 | Cultural Arts |
| 3 | 6 | Electronics |
| 2 | 2 | Forgery |
| 2 | 4 | Stealth |
| | 20 | SKILL POINTS TOTAL |
| | 85 | TOTAL |

FV2021 Coleopteran

A three-metre tall British-built humanoid combat walker used by the Canadians on Mars. They use a new "mind-interface" neuro-helmet that makes the mecha very agile. However, if a different pilot wants to use the mecha, the neuro-helmet must be "retuned" to their brain waves — this takes a full day; until then, halve the Defence Mastery and Combat Technique: Lightning Reflexes Attribute bonuses. The mecha are painted standard colours: UN white, with sky-blue helmets.

| VALUE | DERIVED VALUE |
|-------|---------------|
| 20 | Armour Rating |
| 80 | Health Points |

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|---|
| 3(4) | 6 | Armour (Unique Limiter: Partial: Thin +1; Hit thin area with called shot for half Armour Rating; 20 AR; 20 Health Points) |
| 2 | 2 | Combat Technique (Lightning Reflexes: major edge on Initiative rolls) |

| | | |
|--------|-----------|---|
| 2 | 2 | Defence Mastery (+2 to Defense Combat Value) |
| 1 | 1 | Features (Radio, Inertial Navigation) |
| 3 | 3 | Ground Speed (Up to 50 kph) |
| 6 | 12 | Resilient (Space: low pressure, high pressure, intense cold, intense heat, radiation, lack of air) |
| 4 | 4 | Supersense (Sensors, range 10 km) |
| 2 | 8 | Superstrength (Lift 500 kg (a horse); +10 Unarmed Combat Damage; +2 Muscle Weapons Damage) |
| 6 | 6 | Tough (+60 Health Points) |
| 11(12) | 11 | Weapon: Plasma Fist (Charges +1; Damage Modifier ×12; Muscle Weapon; 6 shots; Alternate attack: cost halved) |
| 12(9) | 24 | Weapon: Railgun (Range -5, Unreliable +2; Damage Modifier ×9; Range 10 km; fails and cannot be used again on natural 2 or 3) |
| 14(9) | 14 | Weapon: Rocket Pod (Area -1, Autofire -3, Charges +2, Range -4, Stoppable +1; Damage Modifier ×9; Autofire: 1 hit if attack exceeds defence by 0–3, 2 hits if it exceeds by 4–6, 3 hits if it exceeds by >7–9, etc.; Area 3m radius; Range 1 km; 3 shots; Can be deflected or destroyed for 1 round; Alternate attack: cost halved) |
| | 93 | ATTRIBUTES TOTAL |

| RANK | POINTS | DEFECT |
|------|-----------|--|
| 2 | -4 | Awkward Size (Size 2: Medium: +2 to be hit for every size attacker is smaller, -2 to be hit for every size attack is larger, 1.5–8 tonnes, big horse to bigger than an elephant) |
| 1 | -1 | Conditional Ownership (UN Army ownership) |
| 1 | -3 | Special Requirement: Frequent maintenance |
| | -8 | DEFECTS TOTAL |
| | 85 | TOTAL |

Lieutenant Enyon Boase

| VALUE | POINTS | STAT |
|-------|-----------|--------------------|
| 8 | 16 | Body |
| 6 | 12 | Mind |
| 6 | 12 | Soul |
| | 40 | STATS TOTAL |

| VALUE | DERIVED VALUE |
|-------|----------------------|
| 9 | Attack Combat Value |
| 7 | Defence Combat Value |
| 5 | Damage Multiplier |
| 70 | Health Points |
| 60 | Energy Points |
| 14 | Shock Value |

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|-----------|
|-------|--------|-----------|

| | | |
|--------------|---------------|---|
| 3 | 3 | Attack Mastery |
| 1 | 4 | Extra Actions (+1 Extra Action) |
| | 35 | Item: FV2021 Coleopterian |
| 2 | 2 | Skills (20 Skill Points) |
| | 44 | ATTRIBUTES TOTAL |
| RANK | POINTS | DEFECT |
| 1 | -1 | Unique Defect: Obsessed by Military History |
| | -1 | DEFECTS TOTAL |
| LEVEL | POINTS | SKILL |
| 1 | 2 | Interrogation |
| 2 | 2 | Law (Military) |
| 1 | 2 | Leadership |
| 2 | 4 | Military Sciences |
| 1 | 3 | Persuasion |
| 1 | 1 | Political Sciences |
| 2 | 4 | Stealth |
| 1 | 1 | Visual Arts |
| 1 | 1 | Writing (Reports) |
| | 20 | SKILL POINTS TOTAL |
| | 83 | TOTAL |

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| 80 | Health Points | |
| LEVEL | POINTS | ATTRIBUTE |
| 3(4) | 6 | Armour (Unique Limiter: Partial: Thin +1; Hit thin area with called shot for half Armour Rating; 20 AR; 20 Health Points) |
| 2 | 2 | Combat Technique (Lightning Reflexes: major edge on Initiative rolls) |
| 2 | 2 | Defence Mastery (+2 to Defense Combat Value) |
| 1 | 1 | Features (Radio, Inertial Naviagion) |
| 3 | 3 | Ground Speed (Up to 50 kph) |
| 6 | 12 | Resilient (Space: low pressure, high pressure, intense cold, intense heat, radiation, lack of air) |
| 4 | 4 | Supersense (Sensors, range 10 km) |
| 2 | 8 | Superstrength (Lift 500 kg (a horse); +10 Unarmed Combat Damage; +2 Muscle Weapons Damage) |
| 6 | 6 | Tough (+60 Health Points) |
| 11(12) | 11 | Weapon: Plasma Fist (Charges +1; Damage Modifier ×12; Muscle Weapon; 6 shots; Alternate attack; cost halved) |

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| | 93 | ATTRIBUTES TOTAL |
| RANK | POINTS | DEFECT |
| 2 | -4 | Awkward Size (Size 2: Medium: +2 to be hit for every size attacker is smaller, -2 to be hit for every size attack is larger, 1.5–8 tonnes, big horse to bigger than an elephant) |
| 1 | -1 | Conditional Ownership (UN Army ownership) |
| 1 | -3 | Special Requirement: Frequent maintenance |
| | -8 | DEFECTS TOTAL |
| | 85 | TOTAL |

Sergeant Keverne “Boom” Vyvyan

flHear that boom? Music to my ears!fP*

| VALUE | POINTS | STAT |
|-------|--------|-------------|
| 7 | 14 | Body |
| 7 | 14 | Mind |
| 7 | 14 | Soul |
| | 42 | STATS TOTAL |

| VALUE | DERIVED VALUE |
|-------|----------------------|
| 9 | Attack Combat Value |
| 9 | Defence Combat Value |
| 5 | Damage Multiplier |
| 70 | Health Points |
| 70 | Energy Points |
| 14 | Shock Value |

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|---------------------------------|
| 2 | 2 | Attack Mastery |
| 2 | 2 | Defence Mastery |
| 1 | 4 | Extra Actions (+1 Extra Action) |
| | 35 | Item: FV2021 Coleopteran |
| 2 | 2 | Skills (20 Skill Points) |
| | 45 | ATTRIBUTES TOTAL |

| LEVEL | POINTS | SKILL |
|-------|--------|--------------------|
| 2 | 4 | Architecture |
| 4 | 4 | Demolitions |
| 2 | 4 | Electronics |
| 2 | 4 | Engineering |
| 2 | 4 | Stealth |
| | 20 | SKILL POINTS TOTAL |

FV2021 Coleopteran

A three-metre tall British-built humanoid combat walker used by the Canadians on Mars. They use a new "mind-interface" neuro-helmet that makes the mecha very agile. However, if a different pilot wants to use the mecha, the neuro-helmet must be "retuned" to their brain waves — this takes a full day; until then, halve the Defence Mastery and Combat Technique: Lightning Reflexes Attribute bonuses. The mecha are painted standard colours: UN white, with sky-blue helmets.

VALUE DERIVED VALUE

| | |
|----|---------------|
| 20 | Armour Rating |
| 80 | Health Points |

| LEVEL | POINTS | ATTRIBUTE |
|--------|-----------|---|
| 3(4) | 6 | Armour (Unique Limiter: Partial: Thin +1; Hit thin area with called shot for half Armour Rating; 20 AR; 20 Health Points) |
| 2 | 2 | Combat Technique (Lightning Reflexes: major edge on Initiative rolls) |
| 2 | 2 | Defence Mastery (+2 to Defense Combat Value) |
| 1 | 1 | Features (Radio, Inertial Navigation) |
| 3 | 3 | Ground Speed (Up to 50 kph) |
| 6 | 12 | Resilient (Space: low pressure, high pressure, intense cold, intense heat, radiation, lack of air) |
| 4 | 4 | Supersense (Sensors, range 10 km) |
| 2 | 8 | Superstrength (Lift 500 kg (a horse); +10 Unarmed Combat Damage; +2 Muscle Weapons Damage) |
| 6 | 6 | Tough (+60 Health Points) |
| 11(12) | 11 | Weapon: Plasma Fist (Charges +1; Damage Modifier ×12; Muscle Weapon; 6 shots; Alternate attack: cost halved) |
| 12(9) | 24 | Weapon: Railgun (Range -5, Unreliable +2; Damage Modifier ×9; Range 10 km; fails and cannot be used again on natural 2 or 3) |
| 14(9) | 14 | Weapon: Rocket Pod (Area -1, Autofire -3, Charges +2, Range -4, Stoppable +1; Damage Modifier ×9; Autofire: 1 hit if attack exceeds defence by 0-3, 2 hits if it exceeds by 4-6, 3 hits if it exceeds by >7-9, etc.; Area 3m radius; Range 1 km; 3 shots; Can be deflected or destroyed for 1 round; Alternate attack: cost halved) |
| | 93 | ATTRIBUTES TOTAL |

| RANK | POINTS | DEFECT |
|------|--------|--|
| 2 | -4 | Awkward Size (Size 2: Medium: +2 to be hit for every size attacker is smaller, -2 to be hit for every size attack is larger, 1.5-8 tonnes, big horse to bigger than an elephant) |
| 1 | -1 | Conditional Ownership (UN Army ownership) |
| 1 | -3 | Special Requirement: Frequent maintenance |

Sergeant Melor Joje

Deadly computer geek.

| VALUE | POINTS | STAT |
|-------|-----------|--------------------|
| 7 | 14 | Body |
| 7 | 14 | Mind |
| 7 | 14 | Soul |
| | 42 | STATS TOTAL |

VALUE DERIVED VALUE

| | |
|----|----------------------|
| 7 | Attack Combat Value |
| 7 | Defence Combat Value |
| 5 | Damage Multiplier |
| 70 | Health Points |
| 70 | Energy Points |
| 14 | Shock Value |

| LEVEL | POINTS | ATTRIBUTE |
|-------|-----------|----------------------------------|
| 2 | 8 | Extra Actions (+2 Extra Actions) |
| | 35 | Item: FV2021 Coleopteran |
| 2 | 2 | Skills (20 Skill Points) |
| | 45 | ATTRIBUTES TOTAL |

| LEVEL | POINTS | SKILL |
|-------|-----------|---------------------------|
| 3 | 6 | Computers |
| 1 | 2 | Cultural Arts |
| 3 | 6 | Electronics |
| 2 | 2 | Forgery |
| 2 | 4 | Stealth |
| | 20 | SKILL POINTS TOTAL |

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A three-metre tall British-built humanoid combat walker used by the Canadians on Mars. They use a new "mind-interface" neuro-helmet that makes the mecha very agile. However, if a different pilot wants to use the mecha, the neuro-helmet must be "retuned" to their brain waves — this takes a full day; until then, halve the Defence Mastery and Combat Technique: Lightning Reflexes Attribute bonuses. The mecha are painted standard colours: UN white, with sky-blue helmets.

VALUE DERIVED VALUE

| | |
|----|---------------|
| 20 | Armour Rating |
| 80 | Health Points |

| LEVEL | POINTS | ATTRIBUTE |
|-------|--------|---|
| 3(4) | 6 | Armour (Unique Limiter: Partial: Thin +1; Hit thin area with called shot for half Armour Rating; 20 AR; 20 Health Points) |
| 2 | 2 | Combat Technique (Lightning Reflexes: major edge on Initiative rolls) |
| 2 | 2 | Defence Mastery (+2 to Defense Combat Value) |
| 1 | 1 | Features (Radio, Inertial Navigation) |
| 3 | 3 | Ground Speed (Up to 50 kph) |

| | | |
|-------------|---------------|---|
| 6 | 12 | Resilient (Space: low pressure, high pressure, intense cold, intense heat, radiation, lack of air) |
| 4 | 4 | Supersense (Sensors, range 10 km) |
| 2 | 8 | Superstrength (Lift 500 kg (a horse); +10 Unarmed Combat Damage; +2 Muscle Weapons Damage) |
| 6 | 6 | Tough (+60 Health Points) |
| 11(12) | 11 | Weapon: Plasma Fist (Charges +1; Damage Modifier ×12; Muscle Weapon; 6 shots; Alternate attack: cost halved) |
| 12(9) | 24 | Weapon: Railgun (Range -5, Unreliable +2; Damage Modifier ×9; Range 10 km; fails and cannot be used again on natural 2 or 3) |
| 14(9) | 14 | Weapon: Rocket Pod (Area -1, Autofire -3, Charges +2, Range -4, Stoppable +1; Damage Modifier ×9; Autofire: 1 hit if attack exceeds defence by 0–3, 2 hits if it exceeds by 4–6, 3 hits if it exceeds by >7–9, etc.; Area 3m radius; Range 1 km; 3 shots; Can be deflected or destroyed for 1 round; Alternate attack: cost halved) |
| | 93 | ATTRIBUTES TOTAL |
| RANK | POINTS | DEFECT |
| 2 | -4 | Awkward Size (Size 2: Medium: +2 to be hit for every size attacker is smaller, -2 to be hit for every size attack is larger, 1.5–8 tonnes, big horse to bigger than an elephant) |
| 1 | -1 | Conditional Ownership (UN Army ownership) |
| 1 | -3 | Special Requirement: Frequent maintenance |
| | -8 | DEFECTS TOTAL |
| | 85 | TOTAL |

Sergeant Nessa Kitto

Petite, attractive, sneaky, and deadly.

| VALUE | POINTS | STAT |
|-------|----------------------|---------------------------------|
| 6 | 12 | Body |
| 6 | 12 | Mind |
| 6 | 12 | Soul |
| | 36 | STATS TOTAL |
| VALUE | DERIVED VALUE | |
| 9 | Attack Combat Value | |
| 9 | Defence Combat Value | |
| 5 | Damage Multiplier | |
| 60 | Health Points | |
| 60 | Energy Points | |
| 12 | Shock Value | |
| LEVEL | POINTS | ATTRIBUTE |
| 3 | 3 | Attack Mastery |
| 3 | 3 | Defence Mastery |
| 1 | 4 | Extra Actions (+1 Extra Action) |
| 1 | 1 | Features (Appearance) |

| | | |
|-------|--------|---------------------------|
| | 35 | Item: FV2021 Coleopterian |
| 2 | 2 | Skills (20 Skill Points) |
| | 48 | ATTRIBUTES TOTAL |
| LEVEL | POINTS | SKILL |
| 3 | 3 | Gaming |
| 4 | 5 | Sleight of Hand |
| 4 | 8 | Stealth |
| 2 | 4 | Urban Tracking |
| | 20 | SKILL POINTS TOTAL |
| | 84 | TOTAL |

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| 80 | Health Points | |
| LEVEL | POINTS | ATTRIBUTE |
| 3(4) | 6 | Armour (Unique Limiter: Partial: Thin +1; Hit thin area with called shot for half Armour Rating; 20 AR; 20 Health Points) |
| 2 | 2 | Combat Technique (Lightning Reflexes: major edge on Initiative rolls) |
| 2 | 2 | Defence Mastery (+2 to Defense Combat Value) |
| 1 | 1 | Features (Radio, Inertial Navigation) |
| 3 | 3 | Ground Speed (Up to 50 kph) |
| 6 | 12 | Resilient (Space: low pressure, high pressure, intense cold, intense heat, radiation, lack of air) |
| 4 | 4 | Supersense (Sensors, range 10 km) |
| 2 | 8 | Superstrength (Lift 500 kg (a horse); +10 Unarmed Combat Damage; +2 Muscle Weapons Damage) |
| 6 | 6 | Tough (+60 Health Points) |
| 11(12) | 11 | Weapon: Plasma Fist (Charges +1; Damage Modifier ×12; Muscle Weapon; 6 shots; Alternate attack: cost halved) |
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| | 93 | ATTRIBUTES TOTAL |

| RANK | POINTS | DEFECT |
|------|-----------|--|
| 2 | -4 | Awkward Size (Size 2: Medium: +2 to be hit for every size attacker is smaller, -2 to be hit for every size attack is larger, 1.5–8 tonnes, big horse to bigger than an elephant) |
| 1 | -1 | Conditional Ownership (UN Army ownership) |
| 1 | -3 | Special Requirement: Frequent maintenance |
| | -8 | DEFECTS TOTAL |
| | 85 | TOTAL |

Sergeant “Big” Pawl Cardynham

f1Big, bigger, biggest. And brawny.fP*

| VALUE | POINTS | STAT |
|-------|-----------|--------------------|
| 11 | 22 | Body |
| 5 | 10 | Mind |
| 5 | 10 | Soul |
| | 42 | STATS TOTAL |

| VALUE | DERIVED VALUE |
|-------|----------------------|
| 9 | Attack Combat Value |
| 9 | Defence Combat Value |
| 5 | Damage Multiplier |
| 80 | Health Points |
| 50 | Energy Points |
| 16 | Shock Value |

| LEVEL | POINTS | ATTRIBUTE |
|-------|-----------|------------------------------------|
| 2 | 2 | Attack Mastery |
| 2 | 2 | Defence Mastery |
| 1 | 4 | Extra Actions (+1 Extra Action) |
| | 35 | Item: FV2021 Coleopteran |
| 1 | 1 | Melee Attack (Unarmed; +2 to DCV) |
| 1 | 1 | Melee Defence (Unarmed; +2 to DCV) |
| 2 | 2 | Skills (20 Skill Points) |
| | 47 | ATTRIBUTES TOTAL |

| LEVEL | POINTS | SKILL |
|-------|-----------|---------------------------|
| 4 | 4 | Domestic Arts (Cooking) |
| 2 | 4 | Intimidation |
| 4 | 4 | Police Sciences |
| 4 | 8 | Sports (Soccer) |
| | 20 | SKILL POINTS TOTAL |
| | 89 | TOTAL |

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