

## Sergeant Cador Trewartha

Sharp shooter.

| VALUE | POINTS    | STAT               |
|-------|-----------|--------------------|
| 6     | 12        | Body               |
| 6     | 12        | Mind               |
| 6     | 12        | Soul               |
|       | <b>36</b> | <b>STATS TOTAL</b> |

| 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)                 |
|       | <b>49</b> | <b>ATTRIBUTES TOTAL</b>                  |

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

## 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 $\times 12$ ; Muscle Weapon; 6 shots; Alternate attack: cost halved)  |
| 12(9)  | 24        | Weapon: Railgun (Range -5, Unreliable +2; Damage Modifier $\times 9$ ; 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 $\times 9$ ; 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) |
|        | <b>93</b> | <b>ATTRIBUTES TOTAL</b>  |

| 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  |
|      | <b>-8</b> | <b>DEFECTS TOTAL</b>   |
|      | <b>85</b> | <b>TOTAL</b>   |

## Lieutenant Enyon Boase

| VALUE | POINTS    | STAT               |
|-------|-----------|--------------------|
| 8     | 16        | Body               |
| 6     | 12        | Mind               |
| 6     | 12        | Soul               |
|       | <b>40</b> | <b>STATS TOTAL</b> |

| 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)                    |
|              | <b>44</b>     | <b>ATTRIBUTES TOTAL</b>                     |
| <b>RANK</b>  | <b>POINTS</b> | <b>DEFECT</b>                               |
| 1            | -1            | Unique Defect: Obsessed by Military History |
|              | <b>-1</b>     | <b>DEFECTS TOTAL</b>                        |
| <b>LEVEL</b> | <b>POINTS</b> | <b>SKILL</b>                                |
| 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)                           |
|              | <b>20</b>     | <b>SKILL POINTS TOTAL</b>                   |
|              | <b>83</b>     | <b>TOTAL</b>                                |

## FV2021 Coleopterian

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 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)              |

|             |               |   |
|-------------|---------------|---|
| 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) |
|             | <b>93</b>     | <b>ATTRIBUTES TOTAL</b>   |
| <b>RANK</b> | <b>POINTS</b> | <b>DEFECT</b>   |
| 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   |
|             | <b>-8</b>     | <b>DEFECTS TOTAL</b>  |
|             | <b>85</b>     | <b>TOTAL</b>  |

## 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) |
|        | <b>93</b> | <b>ATTRIBUTES TOTAL</b>   |

| 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               |
|       | <b>42</b> | <b>STATS TOTAL</b> |

| 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)         |
|       | <b>45</b> | <b>ATTRIBUTES TOTAL</b>          |

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

## FV2021 Coleopteran

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### 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) |
|             | <b>93</b>     | <b>ATTRIBUTES TOTAL</b>   |
| <b>RANK</b> | <b>POINTS</b> | <b>DEFECT</b>   |
| 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   |
|             | <b>-8</b>     | <b>DEFECTS TOTAL</b>  |
|             | <b>85</b>     | <b>TOTAL</b>  |

## Sergeant Nessa Kitto

Petite, attractive, sneaky, and deadly.

| VALUE | POINTS               | STAT                            |
|-------|----------------------|---------------------------------|
| 6     | 12                   | Body                            |
| 6     | 12                   | Mind                            |
| 6     | 12                   | Soul                            |
|       | <b>36</b>            | <b>STATS TOTAL</b>              |
| 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 Coleopteran |
| 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                    |

## FV2021 Coleopterian

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| 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) |
|        | <b>93</b>     | <b>ATTRIBUTES TOTAL</b>   |

| 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  |
|      | <b>-8</b> | <b>DEFECTS TOTAL</b>   |
|      | <b>85</b> | <b>TOTAL</b>   |

## Sergeant “Big” Pawl Cardynham

f1Big, bigger, biggest. And brawny.fP\*

| VALUE | POINTS    | STAT               |
|-------|-----------|--------------------|
| 11    | 22        | Body               |
| 5     | 10        | Mind               |
| 5     | 10        | Soul               |
|       | <b>42</b> | <b>STATS TOTAL</b> |

| 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)           |
|       | <b>47</b> | <b>ATTRIBUTES TOTAL</b>            |

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

## FV2021 Coleopteran

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| 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 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)  |
| 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   |