Serge	eant Ca	dor Trewartha	2	2
Sharp sh	ooter.		1	1
			3	3
VALUE	<b>POINTS</b>	STAT	6	12
6	12	Body		
6	12	Mind		
6	12	Soul	4	4
	36	STATS TOTAL	2	8
VALUE	DERIVED	VALUE		
9	Attack Co	mbat Value (Ranged 11 with long guns or	6	6
	heavy wea	apons)	11(12)	11
9	Defence (	Combat Value		
5	Damage N	Aultiplier		
60	Health Po	ints	12(9)	24
60	Energy Po			
12	Shock Val	ue		
LEVEL	POINTS	ATTRIBUTE	14(9)	14
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		93
LEVEL	POINTS	SKILL	RANK	POIN
3	6	Computers	2	-4
1	2	Cultural Arts		
3	6	Electronics		
2	2	Forgery		
2	4	Stealth		
	20	SKILL POINTS TOTAL	1	-1
	85	TOTAL	1	-3

# FV2021 Coleopteran

A three-metre talk 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.

<b>VALUE</b> 20 80	<b>DERIVED</b> Armour R Health Po	ating
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
Ü	12	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; Dam-
(,		age Modifier ×12; Muscle Weapon; 6
4.0(0)	0.4	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 nat-
		ural 2 or 3)
14(9)	93	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)  ATTRIBUTES TOTAL
RANK	<b>POINTS</b>	DEFECT
2	-4 -1	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) Conditional Ownership (UN Army own-
ı	- 1	Conditional Ownership (On Anny Own-

# **Lieutenant Enyon Boase**

-8

85

ership)

nance

**TOTAL** 

**DEFECTS TOTAL** 

Special Requirement: Frequent mainte-

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	12(9)	24	Weapon: Railgun (Range -5, Unreliable
1	4	Extra Actions (+1 Extra Action)	. ,		+2; Damage Modifier ×9; Range 10 km;
	35	Item: FV2021 Coleopteran			fails and cannot be used again on nat-
2	2	Skills (20 Skill Points)			ural 2 or 3)
	44	ATTRIBUTES TOTAL	14(9)	14	Weapon: Rocket Pod (Area -1, Autofire
					-3, Charges +2, Range -4, Stoppable +1;
RANK	<b>POINTS</b>	DEFECT			Damage Modifier ×9; Autofire: 1 hit if
1	-1	Unique Defect: Obsessed by Military			attack exceeds defence by 0-3, 2 hits if
		History			it exceeds by 4-6, 3 hits if it exceeds by
	-1	DEFECTS TOTAL			>7-9, etc.; Area 3m radius; Range 1 km;
					3 shots; Can be deflected or destroyed
LEVEL	POINTS	SKILL			for 1 round; Alternate attack: cost
1	2	Interrogation			halved)
2	2	Law (Military)		93	ATTRIBUTES TOTAL
1	2	Leadership			
-	_	Ecadership			
2	4	Military Sciences	RANK	POINTS	DEFECT
2			RANK 2	POINTS -4	<b>DEFECT</b> Awkward Size (Size 2: Medium: +2 to
2 1 1	4	Military Sciences			
2 1 1 2	4	Military Sciences Persuasion			Awkward Size (Size 2: Medium: +2 to
1 1	4 3 1	Military Sciences Persuasion Political Sciences			Awkward Size (Size 2: Medium: +2 to be hit for every size attacker is smaller,
1 1 2	4 3 1	Military Sciences Persuasion Political Sciences Stealth			Awkward Size (Size 2: Medium: +2 to be hit for every size attacker is smaller, -2 to be hit for every size attack is
1 1 2 1	4 3 1	Military Sciences Persuasion Political Sciences Stealth Visual Arts			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
1 1 2 1	4 3 1 4 1	Military Sciences Persuasion Political Sciences Stealth Visual Arts Writing (Reports)	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) Conditional Ownership (UN Army ownership)
1 1 2 1	4 3 1 4 1	Military Sciences Persuasion Political Sciences Stealth Visual Arts Writing (Reports)	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) Conditional Ownership (UN Army own-
1 1 2 1	4 3 1 4 1 20	Military Sciences Persuasion Political Sciences Stealth Visual Arts Writing (Reports) SKILL POINTS TOTAL	2	-4 -1	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) Conditional Ownership (UN Army ownership)

### FV2021 Coleopteran

A three-metre talk 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 Po	ints
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)

### Sergeant Keverne "Boom" Vyvyan

**TOTAL** 

flHear that boom? Music to my ears!fP\*

85

VALUE	POINTS	STAT	
7	14	Body	
7	14	Mind	
7	14	Soul	
	42	STATS TOTAL	
VALUE	DERIVED	VALUE	
9	Attack Co	mbat Value	
9	Defence Combat Value		
5	Damage Multiplier		
70	Health Points		
70	Energy Points		
14	Shock Val	ue	
LEVEL	POINTS	ATTRIBUTE	
2	2	Attack Mastery	
2	2	Defence Mastery	
1	4	Extra Actions (+1 Extra Action)	
	35	Item: FV2021 Coleopteran	

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

2

2

**TOTAL** 

# FV2021 Coleopteran

87

A three–metre talk 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 R	
80	Health Po	ints
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)	93	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)  ATTRIBUTES TOTAL
RANK	POINTS	DEFECT

<b>RANK</b> 2	POINTS -4	DEFECT 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 element)
1	-1	than an elephant) Conditional Ownership (UN Army ownership)
1	-3	Special Requirement: Frequent maintenance

#### **Sergeant Melor Jope**

85

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

DEDIVED MALLIE

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

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

### **FV2021 Coleopteran**

A three-metre talk 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 R	ating
80	Health Po	ints
LEVEL	POINTS	ATTRIBUTE
3(4)	6	Armour (Unique Limiter: Partial: Thin +1; Hit thin area with called shot for half
2	2	Armour Rating; 20 AR; 20 Health Points) 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		35	Item: FV2021 Coleopteran
		pressure, intense cold, intense heat, ra-	2	2	Skills (20 Skill Points)
		diation, lack of air)		48	ATTRIBUTES TOTAL
4	4	Supersense (Sensors, range 10 km)			
2	8	Superstrength (Lift 500 kg (a horse); +10	<b>LEVEL</b>	<b>POINTS</b>	SKILL
		Unarmed Combat Damage; +2 Muscle	3	3	Gaming
		Weapons Damage)	4	5	Sleight of Hand
6	6	Tough (+60 Health Points)	4	8	Stealth
11(12)	11	Weapon: Plasma Fist (Charges +1; Dam-	2	4	Urban Tracking
		age Modifier ×12; Muscle Weapon; 6		20	SKILL POINTS TOTAL
		shots; Alternate attack: cost halved)			
12(9)	24	Weapon: Railgun (Range -5, Unreliable		84	TOTAL
		+2; Damage Modifier ×9; Range 10 km;			
		fails and cannot be used again on nat-	EV/20	21 Cal	oontoran
		ural 2 or 3)	1 7 2 0	ZI CUI	eopteran
14(9)	14	Weapon: Rocket Pod (Area -1, Autofire	A three-	-metre talk E	British-built humanoid combat walker used
(.,		-3, Charges +2, Range -4, Stoppable +1;	by the C	Canadians or	n Mars. They use a new "mind-interface"
		Damage Modifier ×9; Autofire: 1 hit if			nakes the mecha very agile. However, if a
		attack exceeds defence by 0–3, 2 hits if			to use the mecha, the neuro-helmet must
		it exceeds by 4–6, 3 hits if it exceeds by			r brain waves — this takes a full day; until
					efence Mastery and Combat Technique:
		>7–9, etc.; Area 3m radius; Range 1 km;			Attribute bonuses. The mecha are painted
		3 shots; Can be deflected or destroyed	_	_	Auribute bonuses. The mecha are painted

#### 93 ATTRIBUTES TOTAL

halved)

for 1 round; Alternate attack: cost

<b>RANK</b> 2	POINTS -4	DEFECT 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.

STAT

Body

POINTS

12

VALUE

6

6	12	Mind
6	12	Soul
	36	STATS TOTAL
VALUE	DERIVED	VALUE
9	Attack Co	mbat Value
9	Defence C	Combat Value
5	Damage N	<i>A</i> ultiplier
60	Health Po	•
60	Energy Po	ints
12	Shock Val	ue
LEVEL	POINTS	ATTRIBUTE
3	3	Attack Mastery
3	3	Defence Mastery
1	4	Extra Actions (+1 Extra Action)
1	1	Features (Appearance)
		1.1.1

VALUE	DERIVED VALUE
20	Armour Rating
80	Health Points

**POINTS** 

93

**LEVEL** 

3(4)

standard colours: UN white, with sky-blue helmets.

**ATTRIBUTE** 

Armour (Unique Limiter: Partial: Thin

+1; Hit thin area with called shot for half

		11, The diffrarea with canca 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, ra-
		diation, 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; Dam-
		age Modifier ×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 nat-
		ural 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)

**ATTRIBUTES TOTAL** 

<b>RANK</b> 2	POINTS -4	DEFECT 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

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

		<u> </u>
VALUE	POINTS	STAT
11	22	Body
5	10	Mind
5	10	Soul
	42	STATS TOTAL
VALUE	DERIVED	VALUE
9	Attack Co	mbat Value
9	Defence (	Combat Value
5	Damage N	Multiplier
80	Health Po	
50	Energy Po	ints
16	Shock Val	
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

# FV2021 Coleopteran

A three–metre talk 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 R	
80	Health Po	ints
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, ra-
4	4	diation, lack of air) Supersense (Sensors, range 10 km)
2	8	Superstrength (Lift 500 kg (a horse); +10
_	J	Unarmed Combat Damage; +2 Muscle
		Weapons Damage)
6	6	Tough (+60 Health Points)
11(12)	11	Weapon: Plasma Fist (Charges +1; Dam-
		age 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 nat-
1.4(0)	14	ural 2 or 3) Weapon: Rocket Pod (Area -1, Autofire
14(9)	14	-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 own-
1	า	ership)  Special Requirements Fraguent mainta
1	-3	Special Requirement: Frequent maintenance
	-8	DEFECTS TOTAL
	85	TOTAL