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 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 "re-tuned" 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)
	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 Coleopteran
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**

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**

Sergeant Keverne "Boom" Vyvyan

fIHear 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**
	87	**TOTAL**

	POINTS	
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**

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 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)

Sergeant Melor Jope

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
	87	TOTAL

VALUE	POINTS	(continued)
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

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 "re−tuned" 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)

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 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

VALUE	POINTS	ATTRIBUTE
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

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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)

Sergeant "Big" Pawl Cardynham

fIBig, 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**

VALUE	POINTS	(ATTRIBUTES continued)
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**

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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 "re-tuned" 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)