

Jovian Chronicles 2e Mechanical Catalog Errata

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This errata applies to the d20 portions of the mechanical catalogue from Jovian Chronicles 2e Rulebook DP9-920. This errata also applies to the Jovian Chronicles sections of the d20 Mecha Compendium DP9-910 and d20 Mecha Compendium Deluxe DP9-911. Some designs included here were not present in those books (primarily Colony variants).

1 Introduction

This errata applies to the Mechanical Catalog from Jovian Chronicles 2e, DP9-920. Some designs included here were not present in that book but were added in the SilCore errata and included here as well. If any errors are found in this document, please email me or post on the official Dream Pod 9 forum (<http://www.dp9forum.com>)

1.1 Weapon Design

To better simulate the original SilCore designs the Fire-Linked Weapons special ability and Smart weapon quality were created.

FIRE-LINKED WEAPONS

Fire-linked weapons are identical beam weapons, projectile weapons, or missile launchers that point and fire in the same direction. In effect, this arrangement creates a single weapon (fired with a single attack roll) that deals greater damage than either weapon alone.

Each full doubling of the number of fire-linked weapons (two weapons, four, eight, and so on) increases the damage by one-half the base damage. For example, a fighter using two fire-linked rail cannons (damage 6d12 each) deals 9d12 points of damage with a successful attack.

Variable fire links also exist, allowing the gunner to decide from attack to attack whether to fire the weapons individually (as normal), in a full link (as described above), or in a partial link. A partial link allows the pilot to fire the linked weapons in groups of two. Only vehicles with four or more fire-linked weapons can be fired in a partial link.

Mecha Point Cost: 6 for the first two weapons in the link, 3 for each additional weapon in the link. Variable fire links cost 10 for the first two weapons in the link, 5 for each additional weapon in the link.

SMART

Normally weapons require an operator to aim and fire them. A smart weapon removes the operator and replaces him with an expert system skilled in gunnery. Smart weapons can still be fired manually by the operator. The smart weapon is considered proficient with the weapon and has a Dexterity score of 10.

To disable the smart weapon requires a Disable Device check (DC 15). This quality can be taken four times, with the base attack bonus of the smart weapon increasing each time this quality is taken. See the table below.

Smart Quality BAB Table

Smart Level	Base Attack Bonus
One	+2
Two	+4
Three	+6/+1
Four	+8/+2

2 Change Log

(See also the Jovian Chronicles Silhouette Errata)

- Weapon Damage changed to match the formula $x1 DM = 6$ points damage. Dice consolidated to d10 and d12
- Added Fire-linked Weapon Special Ability
- Added Smart Weapon Quality

3 Designs

EAL-04A Pathfinder Alpha								
Type	Giant Robot							
MP Cost	2159							
Size	Gargantuan (Tall 15.4m)							
Hit Points	72 (64 MP)							
Occupancy	1 crew (10 MP)							
Hardness	22 (110 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	72 kph, 1.4g, 150 G-rounds (561 MP)							
Tactical Speed	120m/420m							
Initiative	-2 (10 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Booster (Space, +1.4g, 150 G-round), Chobham Armor, Laser Comm (Interplanetary, Secure 1), Long Range Radio (Secure 1), Laser/Radar Warning Recv., Ejection Seat, Fire Linked Weapons (MMJ-4 Missiles), GPS, Headlights, Life Support, High-Res Radar (Global, 5km), Infrared (5km), Mag Sensors (5km), Optics (5km), Stabilization Gear, Target Bonus (+1 625A PC) (638 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Very Noisy, Weak Point (-39 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	625A Particle Cannon	9d10	SS	120m	Unlimited	Hardpoint, Increased Threat (19 – 20), Unl. Shots	Arc of Fire (Fr), Space Optimized	297
2	MMJ – 4 Missiles	10d12	SS	200m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	118
2	PL4 Plasma Lance	10d12	N/A	M	20	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Melee (Huge)	190

EAL-04A CT Pathfinder Command								
Type	Giant Robot							
MP Cost	2073 MP							
Size	Gargantuan (Tall 15.4m)							
Hit Points	72 (64 MP)							
Occupancy	1 crew (10 MP)							
Hardness	22 (110 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	72 kph, 1.4g, 210 G-round (745 MP)							
Tactical Speed	120m/420m							
Initiative	-2 (10 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Booster (Space, +1.5g, 210 G-round), Chobham Armor, Laser Comm (Interplanetary, Secure 3), Long Range Radio (Secure 3), Laser/Radar Warning Recv., Ejection Seat, Fire Linked Weapons (MMJ-4 Missiles), GPS, Headlights, Life Support, High-Res Radar (Global, 5km), Mag Sensors (5km), Optics (5km), Infrared (5km), Stabilization Gear, Target Bonus (+1 729R PC) (868 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Very Noisy, Weak Point (-39 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	729R Particle Cannon	8d12	SS	200m	30	Hardpoint, Increased Threat (19 – 20), Long Range	Arc of Fire (Fr), Space Optimized	104
2	MMJ – 4 Missiles	10d12	SS	200m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	118
2	PL4 Plasma Lance	10d12	N/A	M	20	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Melee (Huge)	190

EAL-04A RC Pathfinder Recon								
Type	Giant Robot							
MP Cost	2844							
Size	Gargantuan (Tall 15.4m)							
Hit Points	72 (64 MP)							
Occupancy	1 crew (10 MP)							
Hardness	22 (110 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	72 kph, 1.4g, 270 G-rounds (930 MP)							
Tactical Speed	120m/420m							
Initiative	-2 (10 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Booster (Space, +1.4g, 270 G-round), Chobham Armor, Laser Comm (Interplanetary, Secure 1), Long Range Radio (Secure 1), Laser/Radar Warning Recv., Ejection Seat, GPS, Headlights, Life Support, High-Res Radar (Global, 10km), Infrared (10km), Mag Sensors (10km), Optics (10km), Stabilization Gear, Target Bonus (+1 625A PC) (1072 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Very Noisy, Weak Point (-39 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	PL4 Plasma Lance	10d12	N/A	M	20	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Melee (Huge)	190

EAL-04A ST Pathfinder Sniper								
Type	Giant Robot							
MP Cost	2414 MP							
Size	Gargantuan (Tall 15.4m)							
Hit Points	72 (64 MP)							
Occupancy	1 crew (10 MP)							
Hardness	22 (110 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	72 kph, 1.4g, 150 G-rounds (561 MP)							
Tactical Speed	120m/420m							
Initiative	-2 (10 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Booster (Space, +1.4g, 150 G-round), Chobham Armor, Laser Comm (Interplanetary, Secure 1), Long Range Radio (Secure 1), Laser/Radar Warning Recv., Ejection Seat, GPS, Headlights, Life Support, High-Res Radar (Global, 10km), Infrared (10km), Mag Sensors (10km), Optics (10km), Stabilization Gear (698 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Very Noisy, Weak Point (-39 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	MD – 5555 Massdriver	10d12	A	400m	60	AP, Automatic, Extra Ammo x2, Hardpoint, Long Range	Arc of Fire (Fr)	520
2	PL4 Plasma Lance	10d12	N/A	M	20	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Melee (Huge)	190

EAM-03A Retaliator Alpha								
Type	Giant Robot							
MP Cost	2145 MP							
Size	Gargantuan (Tall 15.5m)							
Hit Points	2127							
Occupancy	1 crew (10 MP)							
Hardness	26 (130 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	66 kph, 1.2g, 120 G-rounds (481 MP)							
Tactical Speed	110m/360m							
Initiative	-2 (10 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Booster (Space, +1.2g, 120 G-round), Chobham Armor, Laser Comm (Secure 1), Tactical Radio (Secure 1), Ejection Seat, Fire Linked Weapons (MMJ-4, Variable; LMJ-4, Variable), GPS, Headlights, Life Support, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear (546 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Very Noisy, Weak Point (-43 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	JAW – 11A Railgun	8d12	SS	200m	40	Armor – Piercing, Extra Ammo, Hardpoint, Long Range	Arc of Fire (Fr)	277
6	LMJ – 4 Missiles	8d12	SS	80m	1	AP, Blast, Guided (LG), Hardpoint, Indirect	Arc of Fire (Fr), Less Ammo x5, Short Range	154
2	MMJ – 4 Missiles	10d12	SS	200m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	118
2	PL4 Plasma Lance	10d12	N/A	M	20	AP, Conc., Hand – held, Increased Crit. (x3), Arc of Fire (Fr), Melee (Huge)		190

EAH-01A Vindicator Alpha								
Type	Giant Robot							
MP Cost	3333 MP							
Size	Gargantuan							
Hit Points	87 (94 MP)							
Occupancy	1 crew (10 MP)							
Hardness	30 (150 MP)							
Defense	6 (0 MP)							
Strength	65 (+27) (165 MP)							
Speed	30 kph, 0.9g, 225 G-rounds (663 MP)							
Tactical Speed	50m/270m							
Initiative	-3 (5 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Booster (Space, +0.9g, 225 G-round), Chobham Armor, Laser Comm (Secure 1), Tactical Radio (Secure 1), Ejection Seat, Fire Linked Weapons (HMJ-6, Variable; LMJ-1; AM-1), GPS, Headlights, Life Support, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear, Targeting System (+1 AM-1) (770 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Very Noisy (-17 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	JAW – 15 Massdriver	10d12	A	200m	100	Automatic, Extra Ammo x2, Hardpoint	Arc of Fire (Fr)	346
1	JO 54L Laser Cannon	5d12	SS	320m	Unlimited	Hardpoint, Unl. Shots	Arc of Fire (Fr)	216
10	HMJ – 6 Heavy Missiles	15d12	SS	200m	1	AP, Blast, Smart x2	Arc of Fire (Fr), Less Ammo x5	247
2	LMJ – 1 Light Missile Launchers	5d12	A	120m	20	AP, Automatic, Blast, Guided (LG), Long Range	Arc of Fire (Fr)	286
3	PL3B Plasma Lance	10d12	N/A	M	20	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Melee (Huge)	207
2	AM – 1 Anti – Missile Systems	3d10	SS	40m	Unlimited	Cone, Unlimited Shots	Arc of Fire (Fr), Low Penetration	126

EAL-04N Hector								
Type	Giant Robot							
MP Cost	2205 MP							
Size	Gargantuan (Tall 15m)							
Hit Points	69 (58 MP)							
Occupancy	1 crew (10 MP)							
Hardness	19 (95 MP)							
Defense	6 (0 MP)							
Strength	50 (+20) (120 MP)							
Speed	1.5g, 180 G-rounds (513 MP)							
Tactical Speed	450m							
Initiative	-2 (10 MP)							
Maneuver	+0 (20 MP)							
Special Abilities	Booster (Space, +1.5g, 180 G-round), Laser Comm (Interplanetary, Secure 1), Long Range Radio (Secure 1), Laser/Radar Warning Recv., Ejection Seat, Fire Linked Weapons (MMJ-8 Missiles, Variable), GPS, Searchlight, Life Support, High-Res Radar (Global, 5km), Infrared (5km), Mag Sensors (5km), Optics (5km), Shield (+3), Stabilization Gear, Target Bonus (+1 625A PC) (663 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Very Noisy, Weak Point (-36 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	625A Particle Cannon	9d10	SS	120m	Unlimited	Hardpoint, Increased Threat (19 – 20), Unl. Shots	Arc of Fire (Fr), Space Optimized	297
2	MMJ – 8 Missiles	15d10	SS	240m	1	AP, Blast, Long Range, Smart x2	Arc of Fire (Fr), Less Ammo x5	150
2	PL – 3A Plasma Lance	10d12	N/A	M	20	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Melee (Huge)	190
1	Arclight – 3 PDS	1d12	SS	40m	Unlimited	Cone, Unlimited Shots	Low Penetration	60

EAH-07 Stormrider								
Type	Giant Robot							
MP Cost	2851							
Size	Gargantuan							
Hit Points	74 (58 MP)							
Occupancy	1 crew (10 MP)							
Hardness	24 (120 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	60 kph, 1.5g, 150 G-rounds (630 MP)							
Tactical Speed	100m/450m							
Initiative	-2 (10 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Booster (Space, +1.5g, 150 G-round), Chobham Armor, Laser Comm (Secure 1), Tactical (Secure 1), ECM (Radar/ Radio Jammer +6), Ejection Seat, Fire Linked Weapons (MMJ-2LR Missiles, Variable), GPS, Headlights, Life Support, High-Res Radar (5km), Infrared (5km), Mag Sensors (5km), Optics (5km), Stabilization Gear, Stealth (Infrared, Radar +6), Target Bonus (+1 2x Beam Cannons & Scatter Launcher) (866 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1), Spell-like Ability (Mirror Image, 4 images, 1 use per battle) 63 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min) (-7 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	992S Particle Cannon	9d10	SS	200m	Unlimited	Hardpoint, Increased Threat (19 – 20), Long Range, Unl. Shots	Arc of Fire (Fr)	462
16	MMJ – 2LR Missiles	10d12	SS	240m	1	AP, Blast, Long Range	Arc of Fire (Fr), Less Ammo x5	162
1	Scatter Launcher	5d12	A	120m	10	Automatic x2, Long Range	Arc of Fire (Fr), Less Ammo	82
1	Arclight – 4 PDS	1d12	SS	40m	Unlimited	Cone, Unlimited Shots	Low Penetration	60
2	PL3B Plasma Lance	10d12	N/A	M	20	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Melee (Huge)	190

EAT-02LRS Sensei								
Type	Giant Robot							
MP Cost	2016 MP							
Size	Gargantuan (Tall 15.4m)							
Hit Points	72 (64 MP)							
Occupancy	1 crew (10 MP)							
Hardness	22 (110 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	66 kph, 1.1g, 150 G-rounds (453 MP)							
Tactical Speed	110m/330m							
Initiative	-2 (10 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Booster (Space, +1.1g, 150 G-round), Chobham Armor, Laser Comm (Secure 1), Tactical Radio (Secure 1), Ejection Seat x2, GPS, Life Support, High-Res Radar (Global, 4km), Infrared (4km), Mag Sensors (4km), Optics (4km), Stabilization Gear, Target Bonus (+1 625A PC) (496 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Very Noisy, Weak Point (-39 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	6522 Particle Cannon	9d10	SS	200m	Unlimited	Hardpoint, Increased Threat (19 – 20), Long Range, Unl. Shots	Arc of Fire (Fr), Space Optimized	462
1	Arclight – 3 PDS	1d12	SS	40m	Unlimited	Cone, Unlimited Shots	Low Penetration	60
2	PL4 Plasma Lance	10d12	N/A	M	20	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Melee (Huge)	190

IM-09 Lancer								
Type	Vehicle							
MP Cost	1506 MP							
Size	Gargantuan							
Hit Points	70 (60 MP)							
Occupancy	1 crew (10 MP)							
Hardness	20 (100 MP)							
Defense	6 (0 MP)							
Speed	1.6g, 60 G-rounds (192 MP)							
Tactical Speed	480m							
Initiative	-3 (5 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Booster (Space, +1.6g, 60 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Ejection Seat, Fire-Linked Weapons (MMJ-6D; MMJ-2 LR, Variable; HMJ-6, Variable), GPS, Life Support, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear, Targeting Gear (+2 ACMS) (353 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (several days), Start-up Time (1 min), Weak Point (-37 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	ACMS	3d12	A	40m	120	Automatic x2, Extra Ammo x2		156
2	MMJ – 6D Wing Missiles	9d10	SS	120m	5	AP, Blast, Guided (LG), Indirect	Arc of Fire (Fr), Less Ammo x2	217
12	MMJ – 2LR Missiles	10d12	SS	240m	1	AP, Blast, Hardpoint, Long Range, Smart	Arc of Fire (Fr), Less Ammo x5	226
4	HMJ – 6 Missiles	15d12	SS	200m	1	AP, Blast, Hardpoint, Smart	Arc of Fire (Fr), Less Ammo x5	169

IM-09P Pilum Lancer								
Type	Vehicle							
MP Cost	1882 MP							
Size	Gargantuan							
Hit Points	70 (60 MP)							
Occupancy	1 crew (10 MP)							
Hardness	20 (100 MP)							
Defense	6 (0 MP)							
Speed	1.6g, 60 G-rounds (192 MP)							
Tactical Speed	480m							
Initiative	-3 (5 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Booster (Space, +1.6g, 60 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Ejection Seat, Fire-Linked Weapons (MMJ-6D; MMJ-2 LR, Variable), GPS, Life Support, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear, Targeting Gear (+2 ACMS) (413 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (several days), Start-up Time (1 min), Weak Point (-37 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	ACMS	3d12	A	40m	120	Automatic x2, Extra Ammo x2		156
2	MMJ – 6D Wing Missiles	9d10	SS	120m	5	AP, Blast, Guided (LG), Indirect	Arc of Fire (Fr), Less Ammo x2	217
28	MMJ – 2LR Missiles	10d12	SS	240m	1	AP, Blast, Hardpoint, Long Range, Smart	Arc of Fire (Fr), Less Ammo x5	399
1	QFS Laser	6d12	SS	160m	Unlimited	Hardpoint, Long Range, Unlimited Ammo	Arc of Fire (Fr)	312

IM-09B Lancer Bomber								
Type	Vehicle							
MP Cost	1760 MP							
Size	Gargantuan							
Hit Points	70 (60 MP)							
Occupancy	1 crew (10 MP)							
Hardness	20 (100 MP)							
Defense	6 (0 MP)							
Speed	1.6g, 60 G-rounds (192 MP)							
Tactical Speed	480m							
Initiative	-3 (5 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Booster (Space, +1.6g, 60 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Ejection Seat, Fire-Linked Weapons (MMJ-6D; MMJ-2 LR, Variable; RJ-56, Variable), GPS, Life Support, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear, Targeting Gear (+2 ACMS) (393 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (several days), Start-up Time (1 min), Weak Point (-37 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	ACMS	3d12	A	40m	120	Automatic x2, Extra Ammo x2		156
2	MMJ – 6D Wing Missiles	9d10	SS	120m	5	AP, Blast, Guided (LG), Indirect	Arc of Fire (Fr), Less Ammo x2	217
4	MMJ – 4 Missiles	10d12	SS	200m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	138
20	RJ – 56 Rockets	15d12	SS	120m	1	AP, Blast, Hardpoint, Indirect	Arc of Fire (Fr), Less Ammo x5	471

IM-09L Lightning Lancer								
Type	Vehicle							
MP Cost	1641 MP							
Size	Gargantuan							
Hit Points	70 (60 MP)							
Occupancy	1 crew (10 MP)							
Hardness	20 (100 MP)							
Defense	6 (0 MP)							
Speed	1.6g, 60 G-rounds (192 MP)							
Tactical Speed	480m							
Initiative	-3 (5 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Booster (Space, +1.6g, 60 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Laser/Radar Warning Recv., ECM (Radio/Radar Jammer +15), Ejection Seat, Fire-Linked Weapons (MMJ-6D; MMJ-2 LR, Variable; HMJ-6), GPS, Life Support, High-Res Radar (Global, 5km), Infrared (5km), Mag Sensors (5km), Optics (5km), Stabilization Gear. Targeting Gear (+2 ACMS) (488 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (several days), Start-up Time (1 min), Weak Point (-37 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	ACMS	3d12	A	40m	120	Automatic x2, Extra Ammo x2		156
2	MMJ – 6D Wing Missiles	9d10	SS	120m	5	AP, Blast, Guided (LG), Indirect	Arc of Fire (Fr), Less Ammo x2	217
12	MMJ – 2LR Missiles	10d12	SS	240m	1	AP, Blast, Hardpoint, Long Range, Smart	Arc of Fire (Fr), Less Ammo x5	226
4	HMJ – 6 Missiles	15d12	SS	200m	1	AP, Blast, Hardpoint, Smart	Arc of Fire (Fr), Less Ammo x5	169

IM-09S Seeker Lancer								
Type	Vehicle							
MP Cost	1478 MP							
Size	Gargantuan							
Hit Points	70 (60 MP)							
Occupancy	1 crew (10 MP)							
Hardness	20 (100 MP)							
Defense	6 (0 MP)							
Speed	1.6g, 60 G-rounds (192 MP)							
Tactical Speed	480m							
Initiative	-3 (5 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Booster (Space, +1.6g, 60 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Ejection Seat, Fire-Linked Weapons (MMJ-6D; MMJ-2 LR, Variable; HMJ-6, Variable), GPS, Laser Designator (RI 150m), Life Support, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear, Targeting Gear (+2 ACMS) (325 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (several days), Start-up Time (1 min), Weak Point (-37 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	ACMS	3d12	A	40m	120	Automatic x2, Extra Ammo x2		156
2	MMJ – 6D Wing Missiles	9d10	SS	120m	5	AP, Blast, Guided (LG), Indirect	Arc of Fire (Fr), Less Ammo x2	217
6	MMJ – 2LR Missiles	10d12	SS	240m	1	AP, Blast, Hardpoint, Long Range, Smart	Arc of Fire (Fr), Less Ammo x5	226
4	HMJ – 6 Missiles	15d12	SS	200m	1	AP, Blast, Hardpoint, Smart	Arc of Fire (Fr), Less Ammo x5	169

ES-03 Falconer								
Type	Suit							
MP Cost	529 MP							
Size	Medium (2.2m)							
Hit Points	23 (46 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	6 (30 MP)							
Defense	10 (0 MP)							
Strength	+10 (30 MP)							
Speed	Land x2, 0.8g, 72 G-rounds (58 MP)							
Tactical Speed	varies/240m							
Initiative	+0 (0 MP)							
Maneuver	+0, +2 Space (10 MP)							
Special Abilities	Booster (Space +0.7g, 72 G-rounds), Chobham Armor, Laser Comm (Secure 1), Tactical Radio (secure 1), Ejection Seat, GPS, Life Support, High-Res Radar (2km), Infrared (2km), Low-light Optics (2km), Optics (2km), Stabilization Gear (85 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (35 MP)							
Mecha Defects	Reduced Endurance (a few days), Start-up Time (1 minute), Weak Point (-23 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
Quantity	Name	Damage	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
1	Rifle	3d12	A	160m	40	Automatic, Extra Ammo, Hand – held, Long Range x2	Arc of Fire (Fr)	130
4	Light Missile	3d10	SS	120m	1	AP, Blast, Long Range x2	Arc of Fire (Fr), Less Ammo X5	26
2	Heavy Missile	4d12	SS	200m	1	AP, Blast, Long Range x2	Arc of Fire (Fr), Less Ammo X5	40
1	Plasma Lance	3d12	N/A	M	6	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Melee (Huge)	52

Javelin-Class Missile Cruiser								
Type	Vehicle							
MP Cost	12714 MP (20832 W/6x Space Dart Missiles)							
Size	Colossal (Long 230m)							
Hit Points	275 (350 MP)							
Occupancy	32 crew, 33 passengers, 682 tons cargo (820 MP)							
Hardness	50 (250 MP)							
Defense	2 (0 MP)							
Speed	0.3g, 2250 G-rounds (3375 MP)							
Tactical Speed	90m							
Initiative	-8 (0 MP)							
Maneuver	-8 (0 MP)							
Special Abilities	Booster (Space, +0.2g, 2225 G-round), Laser Comm (Secure 1), Long-Range Radio (Secure 1), Microwave Comm (Secure 1), Ejection Seat (65), Laser/Radar Warning Recv., Fire-Linked Weapons (KKC), GPS, Habitation Space (65 personnel), Hangar (Large), Launch Catapult (3, Large), Life Support, High-Res Radar (4km, Global), Infrared (4km, Global), Mag Sensors (4km, Global), Optics (4km, Global), Stabilization Gear, Targeting Gear (+1 PDS) (3828 MP)							
Exotic Abilities	Force Field (120 hp, physical only), Limited AI (Dex 3, Wis 3, Cha 1) (295 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 hour) (-13 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	PDS (AM Mode)	4d12	A	400m	U	Automatic x2, Long Range x3, Unlimited Shots	Low Penetration, Space Optimized	234
1	Light Missile Bay	15d12	A	2000m	64	Automatic x2, AP, Blast, Concealed, Extra Ammo x2, Guided (IRH, ARH), Indirect, Long Range x3	Arc of Fire (Fr)	1820
6	Heavy Kinetic Kill Cannon	15d12	A	2800m	300	AP, Automatic, Extra Ammo x3, Long Range x4	Arc of Fire (3 Left, 3 Right)	1755

Space Dart Missile								
Type	Vehicle							
MP Cost	1353 MP							
Size	Large (3.5m)							
Hit Points	45 (70 MP)							
Occupancy	0 crew, no cargo (0 MP)							
Hardness	15 (75 MP)							
Defense	9 (0 MP)							
Speed	3.0g, 90 G-rounds (405 MP)							
Tactical Speed	900m							
Initiative	-6 (-25 MP)							
Maneuver	-6 (-25 MP)							
Special Abilities	Booster (Space, +3.0g, 90 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), GPS, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear (447 MP)							
Exotic Abilities	Limited AI (Dex 10, Wis 10, Cha 1,+3 BAB, Pilot +8, Electronic Warfare +8, Starship Operation (Ultralight), Starship Dodge (Ultralight) (210 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Weak Point (-20 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Space Dart Warhead	18d20	N/A	M	1	Blast x4	Arc of Fire (Fr), Less Ammo x5, Melee (Medium)	216

Thunderbolt-Class Cruiser								
Type	Vehicle							
MP Cost	11363 MP							
Size	Colossal (Long 235m)							
Hit Points	420 (640 MP)							
Occupancy	47 crew, 47 passengers, 1016 tons cargo (970 MP)							
Hardness	50 (250 MP)							
Defense	2 (0 MP)							
Speed	0.3g, 1200 G-rounds (1800 MP)							
Tactical Speed	90m							
Initiative	-8 (0 MP)							
Maneuver	-8 (0 MP)							
Special Abilities	Booster (Space, +0.2g, 1200 G-round), Laser Comm (Secure 1), Long-Range Radio (Secure 1), Microwave Comm (Secure 1), Ejection Seat (94), Laser/Radar Warning Recv., Fire-Linked Weapons (KKC), GPS, Habitation Space (94 personnel), Hangar (Gargantuan), Life Support, High-Res Radar (2km, Global), Infrared (2km, Global), Mag Sensors (2km, Global), Optics (2km, Global), Stabilization Gear, Targeting Gear (+1 PDS) (2298 MP)							
Exotic Abilities	Force Field (120 hp, physical only), Limited AI (Dex 3, Wis 3, Cha 1) (295 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 hour) (-13 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	PDS (AM Mode)	4d12	A	400m	U	Automatic x2, Long Range x3, Unlimited Shots	Low Penetration, Space Optimized	234
1	Light Missile Bay	15d12	A	2000m	32	Automatic x2, AP, Blast, Concealed, Extra Ammo, Guided (IRH, ARH), Indirect, Long Range x3	Arc of Fire (Fr)	1690
6	Heavy Kinetic Kill Cannon	15d12	A	2800m	300	AP, Automatic, Extra Ammo x3, Long Range x4	Arc of Fire (3 Left, 3 Right)	1755
1	Thunderbolt Heavy PBC (Capacitors)	15d20	1	4800m	15	Inc. Threat (18 – 20), Long Range x4	Arc of Fire (Fr), Less Ammo, Slow – firing, Space – Optimized	44
-	Thunderbolt Heavy PBC (Generators)	21d10	S	3600m	U	Inc. Threat (18 – 20), Long Range x4, Unlimited Ammo	Arc of Fire (Fr), Space – Optimized	1270

Athena-Class Destroyer								
Type	Vehicle							
MP Cost	22814 MP							
Size	Colossal (Long 291m)							
Hit Points	315 (430 MP)							
Occupancy	37 crew, 38 passengers, 905 tons cargo (970 MP)							
Hardness	45 (225 MP)							
Defense	2 (0 MP)							
Speed	0.4g, 4500 G-rounds (8100 MP)							
Tactical Speed	120m							
Initiative	-6 (10 MP)							
Maneuver	-6 (10 MP)							
Special Abilities	Booster (Space +0.4g, 4500 G-round), Laser Comm (Interplanetary, Secure 1), Microwave Comm (Interplanetary, Secure 1) Long Range Radio (Interplanetary, Secure 1), Laser/Radar Warning Recv., Ejection Seat (75), Fire-linked Weapons (2x 2KKC), GPS, Life Support, Habitation Space (75 pax), High-Res Radar (2km), Infrared (Global 2km), Mag Sensors (2km), Optics (Global 2km), Stabilization Gear, Targeting Bonus (PDS +1) (8541 MP)							
Exotic Abilities	Force Field (120 hp, physical only), Limited AI (Dex 3, Wis 3, Cha 1) (295 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 hour) (-13 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	PDS (AM Mode)	5d12	A	400m	U	Automatic x2, Long Range x2, Unlimited Shots	Low Penetration, Space Optimized	162
6	Heavy Kinetic Kill Cannon	15d12	A	2800m	300	AP, Automatic, Extra Ammo x3, Long Range x4	Arc of Fire (3 Left, 3 Right)	1755
2	Heavy Laser	21d10	S	6000m	U	Long Range x5, Unlimited Ammo	Arc of Fire (Fr), Slow – firing, Space – Optimized	570
2	Light Missile Bay	15d12	A	2000m	32	Automatic x2, AP, Blast, Concealed, Extra Ammo, Guided (IRH, ARH), Indirect, Long Range x3	Arc of Fire (Fr)	1859

Valiant-Class Strike Cruiser								
Type	Vehicle							
MP Cost	27334 MP							
Size	Colossal (Long 368m)							
Hit Points	785 (1370 MP)							
Occupancy	104 crew, 103 passengers, 8385 tons cargo (1790 MP)							
Hardness	50 (250 MP)							
Defense	2 (0 MP)							
Speed	0.4g, 4500 G-rounds (9000 MP)							
Tactical Speed	120m							
Initiative	-10 (-10 MP)							
Maneuver	-10 (-10 MP)							
Special Abilities	Booster (Space +0.4g, 4500 G-round), Laser Comm (Interplanetary, Secure 2), Microwave Comm (Interplanetary, Secure 2) Long Range Radio (Interplanetary, Secure 2), Laser/Radar Warning Recv., Ejection Seat (207), Fire-linked Weapons (2x 3KKC), GPS, Habitation Space (207 pax), Hangar x6 (Gargantuan), Launch Catapult x6 (Gargantuan), Life Support, High-Res Radar (5km), Infrared (Global 5km), Mag Sensors (5km), Optics (Global 5km), Stabilization Gear, Targeting Bonus (PDS +1) (10204 MP)							
Exotic Abilities	Force Field (180 hp, physical only), Limited AI (Dex 3, Wis 3, Cha 1) (415 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 hour) (-13 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	PDS (AM Mode)	5d12	A	400m	U	Automatic x2, Long Range x2, Unlimited Shots	Low Penetration, Space Optimized	162
1	Spinal Laser	24d20	1	4000m	4	Long Range x3	Arc of Fire (Fr), Less Ammo x3, Slow – firing x3, Space – Optimized	168
6	Heavy Kinetic Kill Cannon	15d12	A	2800m	300	AP, Automatic, Extra Ammo x3, Long Range x4	Arc of Fire (3 Left, 3 Right)	1755
1	Heavy Missile Bay	20d12	A	2000m	64	Automatic x2, AP, Blast, Concealed, Extra Ammo x2, Guided (IRH, ARH), Indirect, Long Range x2	Arc of Fire (Fr)	2253

Godsfire-Class Supercarrier								
Type	Vehicle							
MP Cost	17199 MP							
Size	Colossal (Long 270m)							
Hit Points	900 (1800 MP)							
Occupancy	140 crew, 280 passengers, 14876 tons cargo (2250 MP)							
Hardness	50 (250 MP)							
Defense	2 (0 MP)							
Speed	0.2g, 2250 G-rounds (2250 MP)							
Tactical Speed	60m							
Initiative	-10 (-10 MP)							
Maneuver	-10 (-10 MP)							
Special Abilities	Booster (Space +0.4g, 2250 G-round), Laser Comm (Interplanetary, Secure 2), Microwave Comm (Interplanetary, Secure 2) Long Range Radio (Interplanetary, Secure 2), Laser/Radar Warning Recv., Ejection Seat (420), Fire-linked Weapons (2x 3LKKC, 2x 3HPBC), GPS, Habitation Space (420 pax), Hangar x4 (Gargantuan), Launch Catapult x4 (Gargantuan), Life Support, High-Res Radar (6km), Infrared (Global 6km), Mag Sensors (6km), Optics (Global 6km), Stabilization Gear, Targeting Bonus (PDS +1) (4065 MP)							
Exotic Abilities	Force Field (150 hp, physical only), Limited AI (Dex 3, Wis 3, Cha 1) (355 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 hour) (-13 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	PDS (AM Mode)	5d12	A	400m	U	Automatic x2, Long Range x2, Unlimited Shots	Low Penetration, Space Optimized	162
1	Heavy Missile Bay	20d12	A	2000m	64	Automatic x2, AP, Blast, Concealed, Extra Ammo x2, Guided (IRH, ARH), Indirect, Long Range x2	Arc of Fire (Fr)	2253
6	Light Kinetic Kill Cannon	15d10	A	2400m	350	AP, Automatic, Extra Ammo x3, Long Range x4	Arc of Fire (3 Left, 3 Right)	1485
6	Heavy Particle Beam Cannon	15d20	SS	5200m	U	Inc. Threat (18 – 20), Long Range x4, Unlimited Ammo	Arc of Fire (3 Left, 3 Right), Space Optimized	2362

CEA-05 Wyvern								
Type	Giant Robot							
MP Cost	2290 MP							
Size	Gargantuan (Tall 16.9m)							
Hit Points	82 (84 MP)							
Occupancy	1 crew (10 MP)							
Hardness	30 (150 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	36 kph, 1.2g, 135 G-rounds (553 MP)							
Tactical Speed	60m/360m							
Initiative	-2 (10 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Booster (Space, +1.2g, 135 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Ejection Seat, Fire-Linked Weapons (3M-3, Variable; 3-MC2), GPS, Life Support, High-Res Radar (3km), Infrared (3km), Mag Sensors (3km), Optics (3km), Stabilization Gear, Targeting System (Zapper, +1) (581 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Very Noisy (-17 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Zapper Mk – 2 Anti – Missile System	2d10	SS	40m	Unlimited	Cone, Long Range, Unlimited Shots	Arc of Fire (Fr), Low Penetration	88
2	LACW – 1 Massdriver	3d10	A	40m	240	Automatic x2, 3x Extra Ammo	Arc of Fire (Fr)	121
1	LACW – 8 Bazooka	10d10	SS	200m	12	AP, Blast, Handheld, Long Range	Arc of Fire (Fr), Less Ammo	220
2	3M – 3 Heavy Missiles	15d12	SS	200m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	178
2	3 – MC2 Rocket Cannister	5d12	V	80m	16	Indirect, Volley	Arc of Fire (Fr), Less Ammo	106

CEA-05CT Wyvern Command								
Type	Giant Robot							
MP Cost	2389 MP							
Size	Gargantuan (Tall 16.9m)							
Hit Points	82 (84 MP)							
Occupancy	1 crew (10 MP)							
Hardness	30 (150 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	36 kph, 1.2g, 135 G-rounds (553 MP)							
Tactical Speed	60m/360m							
Initiative	-2 (10 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Booster (Space, +1.3g, 135 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Ejection Seat, Fire-Linked Weapons (3M-3, Variable 3-MC2), GPS, Life Support, High-Res Radar (3km), Infrared (3km), Mag Sensors (3km), Optics (3km), Stabilization Gear, Targeting System (Zapper, +1) (646 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Very Noisy (-17 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Zapper Mk – 2 Anti – Missile System	2d10	SS	40m	Unlimited	Cone, Long Range, Unlimited Shots	Arc of Fire (Fr), Low Penetration	88
2	LACW – 1 Massdriver	3d10	A	40m	240	Automatic x2, 3x Extra Ammo	Arc of Fire (Fr)	121
1	LACW – 3 Massdriver Rifle	6d12	A	120m	150	Automatic, 2x Extra Ammo, Handheld, Long Range	Arc of Fire (Fr)	260
2	3M – 3 Heavy Missiles	15d12	SS	200m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	178
2	3 – MC2 Rocket Cannister	5d12	V	80m	16	Indirect, Volley	Arc of Fire (Fr), Less Ammo	106

CEA-05MS Wyvern Marine								
Type	Giant Robot							
MP Cost	2626 MP							
Size	Gargantuan (Tall 16.9m)							
Hit Points	87 (94 MP)							
Occupancy	1 crew (10 MP)							
Hardness	30 (150 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	36 kph, 1.2g, 135 G-rounds (553 MP)							
Tactical Speed	60m/360m							
Initiative	-2 (10 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Booster (Space, +1.2g, 135 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Ejection Seat, Fire-Linked Weapons (3M-3, Variable 3-MC2), GPS, Life Support, High-Res Radar (3km), Infrared (3km), Mag Sensors (3km), Optics (3km), Stabilization Gear, Targeting System (Zapper, +1) (587 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Very Noisy (-17 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Zapper Mk – 2 Anti – Missile System	2d10	SS	40m	Unlimited	Cone, Long Range, Unlimited Shots	Arc of Fire (Fr), Low Penetration	88
2	LACW – 1 Massdriver	3d10	A	40m	240	Automatic x2, 3x Extra Ammo	Arc of Fire (Fr)	121
1	LACW – 8 Bazooka	10d10	SS	200m	12	AP, Blast, Handheld, Long Range	Arc of Fire (Fr), Less Ammo	220
1	LACW – 3 Massdriver Rifle	6d12	A	120m	150	Automatic, 2x Extra Ammo, Handheld, Long Range	Arc of Fire (Fr)	260
2	3M – 3 Heavy Missiles	15d12	SS	200m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	178
2	3 – MC2 Rocket Cannister	5d12	V	80m	16	Indirect, Volley	Arc of Fire (Fr), Less Ammo	106
1	Hummer Knife	4d10	M	M	-	AP, Handheld, Muscle – Powered	Melee (Large)	66

CEA-05R Wyvern Bomber								
Type	Giant Robot							
MP Cost	3094 MP							
Size	Gargantuan (Tall 16.9m)							
Hit Points	82 (84 MP)							
Occupancy	1 crew (10 MP)							
Hardness	30 (150 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	36 kph, 1.2g, 135 G-rounds (553 MP)							
Tactical Speed	60m/360m							
Initiative	-2 (10 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Booster (Space, +1.2g, 135 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Ejection Seat, Fire-Linked Weapons (3M-3, Variable 3-MC2; 3-N7), GPS, Life Support, High-Res Radar (3km), Infrared (3km), Mag Sensors (3km), Optics (3km), Stabilization Gear, Targeting System (Zapper, +1) (593 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Very Noisy (-17 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Zapper Mk – 2 Anti – Missile System	2d10	SS	40m	Unlimited	Cone, Long Range, Unlimited Shots	Arc of Fire (Fr), Low Penetration	88
2	LACW – 1 Massdriver	3d10	A	40m	240	Automatic x2, 3x Extra Ammo	Arc of Fire (Fr)	121
2	3 – N7 Missile Cannisters	15d12	A	240m	9	AP, Automatic, Blast, Hardpoint, Indirect	Arc of Fire (Fr), Less Ammo	585
1	RP – 32 Rocket Pod	10d12	V	120m	32	Extra Ammo, Handheld, Indirect, Volley	Arc of Fire (Fr)	433
2	3M – 3 Heavy Missiles	15d12	SS	200m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	178
2	3 – MC2 Rocket Cannister	5d12	V	80m	16	Indirect, Volley	Arc of Fire (Fr), Less Ammo	106

CEA-01 Syreen								
Type	Giant Robot							
MP Cost	1827 MP							
Size	Gargantuan (Tall 17.2m)							
Hit Points	62 (44 MP)							
Occupancy	1 crew (10 MP)							
Hardness	22 (110 MP)							
Defense	6 (0 MP)							
Strength	45 (+17) (105 MP)							
Speed	1.5g, 105 G-rounds (346 MP)							
Tactical Speed	450m							
Initiative	-4 (0 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Booster (Space, +1.5g, 105 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Laser/Radar Warning Recv., Ejection Seat, Fire-Linked Weapons (LAC-1, A3 Variable; CSH-4), GPS, Life Support, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear, Targeting System (+1 LAC-1) (476 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Volatile, Weak Point (-41 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	ACLDS (Ranged)	6d12	A	120m	Unlimited	Automatic, Unlimited Shots	Arc of Fire (Fr)	260
-	ACLDS (Melee)	8d12	n/a	M	-		Arc of Fire (Fr), Melee (Huge)	34
4	LAC – 1 Missiles	3d10	SS	40m	1	AP, Blast, Guided (LG), Hardpoint, Indirect	Arc of Fire (Fr), Less Ammo x5	47
6	A3 Missiles	9d10	SS	120m	1	AP, Blast, Guided (LG), Hardpoint, Indirect	Arc of Fire (Fr), Less Ammo x5	170
2	CSH – 4 Missiles	15d10	SS	200m	1	AP, Blast, Guided (LG), Hardpoint, Indirect	Arc of Fire (Fr), Less Ammo x5	211

CEA-09 Cereberus								
Type	Giant Robot							
MP Cost	2626 MP							
Size	Gargantuan (Tall 17.1m)							
Hit Points	90 (100 MP)							
Occupancy	1 crew (10 MP)							
Hardness	30 (150 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	36 kph, 0.9g, 105 G-rounds (350 MP)							
Tactical Speed	60m/270m							
Initiative	-2 (10 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Booster (Space, +0.9g, 105 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Laser/Radar Warning Recv., ECM (Radio/Radar Jammer +12), Ejection Seat, Fire-Linked Weapons (LACW-1), GPS, Life Support, High-Res Radar (Global, 3km), Infrared (3km), Mag Sensors (3km), Optics (3km), Stabilization Gear, 440 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Very Noisy (-17 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	MD – 5555 Massdriver	10d12	A	320m	40	AP, Automatic, Extra Ammo, Hardpoint, Long Range	Arc of Fire (Fr)	433
2	LACW – 1 Massdriver	4d12	A	40m	200	Automatic x2, Extra Ammo x3	Arc of Fire (Fr)	190
1	PL4 Plasma Lance	10d12	N/A	M	12	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Melee (Huge)	173
1	Hummer Knife	4d10	M	M	-	AP, Handheld, Muscle – Powered	Melee (Large)	66

CEA-12 Megaera Fury								
Type	Giant Robot							
MP Cost	1827 MP							
Size	Gargantuan (Tall 17m)							
Hit Points	74 (68 MP)							
Occupancy	1 crew (10 MP)							
Hardness	24 (120 MP)							
Defense	6 (0 MP)							
Strength	50 (+20) (120 MP)							
Speed	1.5g, 105 G-rounds (378 MP)							
Tactical Speed	450m							
Initiative	+0 (20 MP)							
Maneuver	+0 (20 MP)							
Special Abilities	Booster (Space, +1.5g, 105 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Ejection Seat, Fire-Linked Weapons (A9 Variable), GPS, Life Support, High-Res Radar (3km), Infrared (3km), Mag Sensors (3km), Optics (3km), Stabilization Gear, Targeting System (+1 Hecatonchires) (500 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1), Spell-like Ability (Mirror Image, 4 images, 1 use per battle) (135 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Weak Point (-31 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Hecatonchires	9d10	A	120m	Unlimited	Automatic, Unlimited Shots	Space – Optimized	330
1	Hecatonchires (AM)	1d12	SS	40m	Unlimited	Cone, Unlimited Shots	Low Penetration, Space Optimized	4
6	A9 Medium Missiles	9d10	SS	200m	1	AP, Blast, Hardpoint	Arc of Fire (Fr), Less Ammo x5	74
1	Railgun	10d10	SS	240m	10	AP, Handheld	Arc of Fire (Fr), Less Ammo x2	73

CEA-12 Alecto Fury								
Type	Giant Robot							
MP Cost	1842 MP/ 2608 w RP-44 x2							
Size	Gargantuan (Tall 17m)							
Hit Points	74 (68 MP)							
Occupancy	1 crew (10 MP)							
Hardness	24 (120 MP)							
Defense	6 (0 MP)							
Strength	50 (+20) (120 MP)							
Speed	1.5g, 105 G-rounds (378 MP)							
Tactical Speed	450m							
Initiative	+0 (20 MP)							
Maneuver	+0 (20 MP)							
Special Abilities	Booster (Space, +1.5g, 105 G-round), Laser Comm (Secure 2), Long Range Radio (Secure 2), Laser/Radar Warning Recv., Ejection Seat, Hangar (Large) x2, GPS, Life Support, High-Res Radar (12km, Global), Infrared (12km), Mag Sensors (12km), Optics (12km), Stabilization Gear, Targeting System (+1 Hecatons) (662 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1), Spell-like Ability (Mirror Image, 4 images, 1 use per battle) (135 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Weak Point (-31 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Hecatons	9d10	A	120m	Unlimited	Automatic, Unlimited Shots	Space – Optimized	330
1	Hecatons (AM)	1d12	SS	40m	Unlimited	Cone, Unlimited Shots	Low Penetration, Space Optimized	4

CEA-12 Tisiphone Fury								
Type	Giant Robot							
MP Cost	1759 MP/ 4060 w ST-15 x6							
Size	Gargantuan (Tall 17m)							
Hit Points	74 (68 MP)							
Occupancy	1 crew (10 MP)							
Hardness	24 (120 MP)							
Defense	6 (0 MP)							
Strength	50 (+20) (120 MP)							
Speed	1.5g, 105 G-rounds (378 MP)							
Tactical Speed	450m							
Initiative	+0 (20 MP)							
Maneuver	+0 (20 MP)							
Special Abilities	Booster (Space, +1.5g, 105 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Ejection Seat, Hangar (Large) x2, GPS, Life Support, High-Res Radar (3km), Infrared (3km), Mag Sensors (3km), Optics (3km), Stabilization Gear, Targeting System (+1 Hecatonchires) (510 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1), Spell-like Ability (Mirror Image, 4 images, 1 use per battle) (135 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Weak Point (-31 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Hecatonchires	9d10	A	120m	Unlimited	Automatic, Unlimited Shots	Space – Optimized	330
1	Hecatonchires (AM)	1d12	SS	40m	Unlimited	Cone, Unlimited Shots	Low Penetration, Space Optimized	4
2	Plasma Cutter	12d20	N/A	M	1	None	Arc of Fire (Fr), Less Ammo x5, Melee (Huge)	69

RP-44 Sparrow Recon Drone	
Type	Vehicle
MP Cost	383 MP
Size	Large (3.5m)
Hit Points	12 (4 MP)
Occupancy	0 crew, no cargo (0 MP)
Hardness	2 (10 MP)
Defense	9 (0 MP)
Speed	1.0g, 30 G-rounds (15 MP)
Tactical Speed	300m
Initiative	-1 (0 MP)
Maneuver	-1 (0 MP)
Special Abilities	Booster (Space, +1.0g, 30 G-round), Laser Comm (Interplanetary, Secure 2), Long Range Radio (Secure 2), Remote Control (Advanced), High-Res Radar (10km, Global), Infrared (10km), Mag Sensors (10km), Optics (10km) (207 MP)
Exotic Abilities	Limited AI (Dex 10, Wis 10, Cha 1,+0 BAB, Pilot +12, Electronic Warfare +12, Starship Operation (Ultralight) (178 MP)
Mecha Defects	Reduced Endurance (a few days), Weak Point (-17 MP)

SR-15 Shrike Anti-Ship Torpedo								
Type	Vehicle							
MP Cost	384 MP							
Size	Large (3.5m)							
Hit Points	12 (4 MP)							
Occupancy	0 crew, no cargo (0 MP)							
Hardness	2 (10 MP)							
Defense	9 (0 MP)							
Speed	2.0g, 24 G-rounds (24 MP)							
Tactical Speed	600m							
Initiative	+1 (10 MP)							
Maneuver	+1 (10 MP)							
Special Abilities	Booster (Space, +2.0g, 24 G-round), Tactical Radio (Secure 1), Remote Control (Advanced), High-Res Radar (2km, Global), Infrared (2km), Mag Sensors (2km), Optics (2km) (70 MP)							
Exotic Abilities	Limited AI (Dex 18, Wis 3, Cha 1,+0 BAB, Pilot +4, Electronic Warfare +4, Starship Operation (Ultralight), Starship Dodge (Ultralight) (166 MP)							
Mecha Defects	Reduced Endurance (a few days), Weak Point (-17 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Warhead	15d20	N/A	M	1	Blast x3	Arc of Fire (Fr), Less Ammo x5, Melee (Medium)	118
1*	Scatter Bomb	15d10	N/A	M	1	Blast x6	Arc of Fire (Fr), Less Ammo x5, Melee (Medium)	20
1*	Tactical Nuke	36d20	N/A	M	1	Blast x10	Arc of Fire (Fr), Less Ammo x5, Melee (Medium)	945

*Optional, replaces the warhead

CF-03 Wraith								
Type	Vehicle							
MP Cost	3306 MP							
Size	Gargantuan (Long 19.4)							
Hit Points	80 (80 MP)							
Occupancy	2 crew (20 MP)							
Hardness	30 (150 MP)							
Defense	6 (0 MP)							
Speed	Air 600kph (ceiling 50km), Space 1.3g, 75 G-rounds (1593 MP)							
Tactical Speed	1002m/390m							
Initiative	-4 (0 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Booster (Air +600kph, Space +1.2g, 75 G-round), Laser Comm (Secure 2), Tactical Radio (Secure 2), Ejection Seat x2, Fire-Linked Weapons (X10 PA; MH-3), GPS, Life Support, Re-entry Shield, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear (934 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min) (-7 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	Xander x10 PA	5d12	SS	160m	U	Hardpoint, Long Range, Increased Threat (18 – 20), Unlimited Shots	Arc of Fire (Fr), Space Optimized	286
3	MH – 3 Missiles	15d12	SS	200m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	195

CF-03 Wraith-D	
Type	Vehicle
MP Cost	2802 MP
Size	Gargantuan (Long 19.4)
Hit Points	74 (68 MP)
Occupancy	2 crew (20 MP)
Hardness	26 (130 MP)
Defense	6 (0 MP)
Speed	Air 600kph (ceiling 50km), Space 1.3g, 75 G-rounds (1310 MP)
Tactical Speed	1002m/390m
Initiative	-4 (0 MP)
Maneuver	-4 (0 MP)
Special Abilities	Booster (Air +600kph, Space +1.2g, 75 G-round), Laser Comm (Secure 2), Tactical Radio (Secure 2), Ejection Seat x2, GPS, Laser Designator (RI: 150m), Life Support, Re-entry Shield, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear (750 MP)
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min) (-7 MP)

CF-03 Wraith-F								
Type	Vehicle							
MP Cost	3562 MP							
Size	Gargantuan (Long 19.4)							
Hit Points	80 (80 MP)							
Occupancy	2 crew (20 MP)							
Hardness	30 (150 MP)							
Defense	6 (0 MP)							
Speed	Air 600kph (ceiling 50km), Space 1.3g, 75 G-rounds (1593 MP)							
Tactical Speed	1002m/390m							
Initiative	-4 (0 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Booster (Air +600kph, Space +1.2g, 75 G-round), Laser Comm (Secure 2), Tactical Radio (Secure 2), ECM (Radio/Radar Jammer +15), Ejection Seat x2, Fire-Linked Weapons (MV-2, Variable), GPS, Life Support, Re-entry Shield, High-Res Radar (5km, Global), Infrared (5km), Mag Sensors (5km), Optics (5km), Stabilization Gear (1080 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min) (-7 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	F78 Cannon	5d12	SS	120m	200	Automatic x2, Extra Ammo x3, Hardpoint, Long Range	Arc of Fire (Fr)	303
6	NMV – 2 Homing Missiles	15d10	SS	200m	1	AP, Blast, Guided (EH), Indirect, Hardpoint	Arc of Fire (Fr), Less Ammo x5	288

CF-03 Wraith-S								
Type	Vehicle							
MP Cost	4687 MP							
Size	Gargantuan (Long 19.4)							
Hit Points	80 (80 MP)							
Occupancy	2 crew (20 MP)							
Hardness	30 (150 MP)							
Defense	6 (0 MP)							
Speed	Air 600kph (ceiling 50km), Space 1.8g, 135 G-rounds (1593 MP)							
Tactical Speed	1002m/540m							
Initiative	-4 (0 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Booster (Air +600kph, Space +1.7g, 135 G-round), Laser Comm (Secure 2), Tactical Radio (Secure 2), Ejection Seat x2, Fire-Linked Weapons (X10 PA; K-3), GPS, Life Support, Re-entry Shield, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear (1344 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min) (-7 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	Xander x10 PA	5d12	SS	160m	U	Hardpoint, Long Range, Increased Threat (18 – 20), Unlimited Shots	Arc of Fire (Fr), Space Optimized	286
2	K – 3 Rocket Pod	10d12	SS	120m	32	AP, Blast, Extra Ammo, Hardpoint, Indirect, Volley	Arc of Fire (Fr)	666

CF-03 Wraith-Si								
Type	Vehicle							
MP Cost	4657 MP							
Size	Gargantuan (Long 19.4)							
Hit Points	80 (80 MP)							
Occupancy	2 crew (20 MP)							
Hardness	30 (150 MP)							
Defense	6 (0 MP)							
Speed	Air 600kph (ceiling 50km), Space 1.8g, 135 G-rounds (1593 MP)							
Tactical Speed	1002m/540m							
Initiative	-4 (0 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Booster (Air +600kph, Space +1.7g, 135 G-round), Laser Comm (Secure 2), Tactical Radio (Secure 2), Ejection Seat x2, Fire-Linked Weapons (X10 PA; K-3), GPS, Life Support, Re-entry Shield, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear (1344 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min) (-7 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	F90 Vulcan Cannon	13d6	A	160m	100	Automatic, Extra Ammo x2, Long Range	Arc of Fire (Fr)	256
2	K – 3 Rocket Pod	10d12	SS	120m	32	AP, Blast, Extra Ammo, Hardpoint, Indirect, Volley	Arc of Fire (Fr)	666

CS-04 Minotaur								
Type	Ginat Robot							
MP Cost	383 MP/ 403 w ACH-16							
Size	Large (2.8m)							
Hit Points	34 (48 MP)							
Occupancy	1 operator, no cargo (10 MP)							
Hardness	8 (40 MP)							
Defense	9 (0 MP)							
Strength	+10 (30 MP)							
Speed	Land 24 kph, 0.6g, 45 G-rounds (33 MP)							
Tactical Speed	40m/180m							
Initiative	+0 (5 MP)							
Maneuver	+0 (5 MP)							
Special Abilities	Booster (Space +0.5g, 45 G-rounds), Chobham Armor, Laser Comm (Secure 1), Tactical Radio (secure 1), GPS, Life Support, High-Res Radar (2km), Infrared (2km), Low-light Optics (2km), Optics (2km), Stabilization Gear (78 MP)							
Exotic Abilities	None							
Mecha Defects	Reduced Endurance (a few days), Start-up Time (1 minute), Weak Point (-25 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
Quantity	Name	Damage	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
1	AC4 Rifle	3d10	A	80m	40	Automatic, Extra Ammo, Hand – held, Long Range	Arc of Fire (Fr)	88
2	N6 Grenade	5d12	1	10m	1	Blast x4, Handheld	Arc of Fire (Fr), Less Ammo x5, Thrown	44
1*	ACH – 16 Hvy Rifle	4d12	SS	200m	16	AP, Hand – held, Long Range x2	Arc of Fire (Fr), Less Ammo	108
1	Hummer Blade	2d12	N/A	M	-	AP, Hand – held	Arc of Fire (Fr), Melee (Medium)	17

*Swap ACH-16 for AC4

Bricriu-Class Corvette								
Type	Vehicle							
MP Cost	9783 MP							
Size	Colossal (Long 180m/200m with drive guides)							
Hit Points	245 (290 MP)							
Occupancy	23 crew, 22 passengers, 413 tons cargo (668 MP)							
Hardness	50 (500 MP)							
Defense	2 (0 MP)							
Speed	0.3g, 1800 G-rounds (2700 MP)							
Tactical Speed	90m							
Initiative	-6 (10 MP)							
Maneuver	-6 (10 MP)							
Special Abilities	Booster (Space +0.2g, 1800 G-round), Laser Comm (Interplanetary, Secure 1), Microwave Comm (Interplanetary, Secure 1) Long Range Radio (Interplanetary, Secure 1), Laser/Radar Warning Recv., Ejection Seat (55), Fire-linked Weapons (2x 2KKC; 2x 2 PBC), GPS, Life Support, Habitation Space (55 pax), High-Res Radar (Global 4km), Infrared (Global 4km), Mag Sensors (4km), Optics (Global 4km), Stabilization Gear, Targeting Bonus (PDS +1) (2827 MP)							
Exotic Abilities	Force Field (120 hp, physical only), Limited AI (Dex 3, Wis 3, Cha 1) (295 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 hour) (-13 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	PDS (AM Mode)	4d12	A	400m	U	Automatic x2, Long Range x3, Unlimited Shots	Low Penetration, Space Optimized	234
4	Heavy Particle Beam Cannon	10d12	SS	2000m	U	Inc. Threat (18 – 20), Long Range x4, Unlimited Ammo	Arc of Fire (2 Left, 2 Right), Space Optimized	975
4	Light Kinetic Kill Cannon	15d10	A	2400m	300	AP, Automatic, Extra Ammo x3, Long Range x4	Arc of Fire (2 Left, 2 Right)	1287

Hachiman-Class Destroyer								
Type	Vehicle							
MP Cost	22814 MP							
Size	Colossal (Long 208m)							
Hit Points	445 (690 MP)							
Occupancy	47 crew, 46 passengers, 1104 tons cargo (970 MP)							
Hardness	50 (500 MP)							
Defense	2 (0 MP)							
Speed	0.3g, 1800 G-rounds (2700 MP)							
Tactical Speed	90m							
Initiative	-6 (10 MP)							
Maneuver	-6 (10 MP)							
Special Abilities	Booster (Space +0.2g, 1800 G-round), Laser Comm (Interplanetary, Secure 1), Microwave Comm (Interplanetary, Secure 1) Long Range Radio (Interplanetary, Secure 1), Laser/Radar Warning Recv., Ejection Seat (93), Fire-linked Weapons (2x 3PBC; 2 3x ML), GPS, Life Support, Habitation Space (75 pax), High-Res Radar (Global 4km), Infrared (Global 4km), Mag Sensors (4km), Optics (Global 4km), Stabilization Gear, Targeting Bonus (PDS +1) (8541 MP)							
Exotic Abilities	Force Field (138 hp, physical only), Limited AI (Dex 3, Wis 3, Cha 1) (331 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 hour) (-13 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	PDS (AM Mode)	5d12	A	400m	U	Automatic x2, Long Range x2, Unlimited Shots	Low Penetration, Space Optimized	162
6	Medium PBC	21d10	A	3600m	U	Inc. Threat (18 – 20), Long Range x5, Unlimited Ammo	Arc of Fire (3 Left, 3 Right), Space Optimized	1905
6	Medium Laser	15d10	S	4000m	U	Long Range x5, Unlimited Ammo	Arc of Fire (3 Left, 3 Right), Space Optimized	1113
2	Light Missile Bay	15d12	A	2000m	32	Automatic x2, AP, Blast, Concealed, Extra Ammo, Guided (IRH, ARH), Indirect, Long Range x3	Arc of Fire (Fr)	1690

Uller-Class Missile Cruiser								
Type	Vehicle							
MP Cost	11558 MP (24206 w/8x Harpoon Missiles)							
Size	Colossal (Long 175m)							
Hit Points	535 (870 MP)							
Occupancy	35 crew, 35 passengers, 682 tons cargo (850 MP)							
Hardness	50 (250 MP)							
Defense	2 (0 MP)							
Speed	0.3g, 1800 G-rounds (2700 MP)							
Tactical Speed	90m							
Initiative	-8 (0 MP)							
Maneuver	-8 (0 MP)							
Special Abilities	Booster (Space, +0.2g, 1800 G-round), Laser Comm (Secure 2), Long-Range Radio (Secure 2), Microwave Comm (Secure 2), Ejection Seat (70), Laser/Radar Warning Recv., Fire-Linked Weapons (Light Missile Bay), GPS, Habitation Space (65 personnel), Hangar (Huge), Launch Catapult (Huge), Life Support, High-Res Radar (8km, Global), Infrared (8km, Global), Mag Sensors (8km, Global), Optics (8km, Global), Stabilization Gear, Targeting Gear (+1 PDS) (2373 MP)							
Exotic Abilities	Force Field (150 hp, physical only), Limited AI (Dex 3, Wis 3, Cha 1) (355 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 hour) (-13 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	PDS (AM Mode)	4d12	A	400m	U	Automatic x2, Long Range x3, Unlimited Shots	Low Penetration, Space Optimized	234
2	Light Missile Bay	15d12	A	2000m	50	Automatic x2, AP, Blast, Concealed, Extra Ammo, Guided (IRH, ARH), Indirect, Long Range x3	Arc of Fire (Fr)	1859
1	Heavy Missile Bay	20d12	A	2000m	50	Automatic x2, AP, Blast, Concealed, Extra Ammo, Guided (IRH, ARH), Indirect, Long Range x2	Arc of Fire (Fr)	2080

Harpoon Missile								
Type	Vehicle							
MP Cost	1581 MP							
Size	Huge (3.5m)							
Hit Points	45 (50 MP)							
Occupancy	0 crew, no cargo (0 MP)							
Hardness	15 (75 MP)							
Defense	8 (0 MP)							
Speed	3.0g, 99 G-rounds (445 MP)							
Tactical Speed	900m							
Initiative	-6 (-20 MP)							
Maneuver	-6 (-20 MP)							
Special Abilities	Booster (Space, +3.0g, 99 G-round), Laser Comm (Secure 2), Tactical Radio (Secure 2), GPS, High-Res Radar (3km), Infrared (3km), Mag Sensors (3km), Optics (3km), Stabilization Gear (447 MP)							
Exotic Abilities	Limited AI (Dex 10, Wis 10, Cha 1,+3 BAB, Pilot +8, Electronic Warfare +8, Starship Operation (Ultralight), Starship Dodge (Ultralight) (210 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Weak Point (-20 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Space Dart Warhead	33d10	N/A	M	1	Blast x4	Arc of Fire (Fr), Less Ammo x5, Melee (Medium)	363

Tengu-Class Carrier								
Type	Vehicle							
MP Cost	9447 MP (9585 w/ 1xModular Cargo Bays, 9723 with two)							
Size	Colossal (Long 250m)							
Hit Points	250 (300 MP)							
Occupancy	51 crew, 52 passengers, 1683 tons cargo (1110 MP)							
Hardness	50 (250 MP)							
Defense	2 (0 MP)							
Speed	0.3g, 1950 G-rounds (2925 MP)							
Tactical Speed	90m							
Initiative	-8 (0 MP)							
Maneuver	-8 (0 MP)							
Special Abilities	Booster (Space, +0.2g, 1950 G-round), Laser Comm (Secure 2), Long-Range Radio (Secure 2), Microwave Comm (Secure 2), Ejection Seat (103), Laser/Radar Warning Recv., GPS, Habitation Space (103 personnel), Hangar (Gargantuan), Launch Catapult (Gargantuan), Life Support, High-Res Radar (4km, Global), Infrared (4km, Global), Mag Sensors (4km), Optics (4km, Global), Stabilization Gear, Targeting Gear (+1 PDS) (2546 MP)							
Exotic Abilities	Force Field (150 hp, physical only), Limited AI (Dex 3, Wis 3, Cha 1) (355 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 hour) (-13 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	PDS (AM Mode)	4d12	A	400m	U	Automatic x2, Long Range x3, Unlimited Shots	Low Penetration, Space Optimized	234
2	Light Missile Bay	15d12	A	2000m	64	Automatic x2, AP, Blast, Concealed, Extra Ammo x2, Guided (IRH, ARH), Indirect, Long Range x3	Arc of Fire (Fr)	2000

1. The Tengu can carry up to two Modular Cargo Bays (MCB). One MCB increases the Tengu's hit points to 295, cargo capacity to 1840 tons, adds an additional Hangar (Gargantuan) and Launch Catapult (Gargantuan). Increase the MP Cost to 9585. Adding a second and final MCB increases the Tengu's hit points to 340, cargo capacity to 1991 tons, adds an additional Hangar (Gargantuan) and Launch Catapult (Gargantuan) for a total of three each. Increase the MP Cost to 9723"

Poseiden Battleship								
Type	Vehicle							
MP Cost	15528 MP							
Size	Colossal (Long 325m)							
Hit Points	965 (1730 MP)							
Occupancy	111 crew, 222 passengers, 4483 tons cargo (1860 MP)							
Hardness	50 (250 MP)							
Defense	2 (0 MP)							
Speed	0.2g, 1800 G-rounds (1800 MP)							
Tactical Speed	60m							
Initiative	-10 (0 MP)							
Maneuver	-10 (0 MP)							
Special Abilities	Booster (Space, +0.2g, 1800 G-round), Laser Comm (Secure 2), Long-Range Radio (Secure 2), Microwave Comm (Secure 2), Ejection Seat (333), Laser/Radar Warning Recv., Fire-Linked Weapons (KKC, Variable), GPS, Habitation Space (333 personnel), Life Support, High-Res Radar (4km, Global), Infrared (4km, Global), Mag Sensors (4km, Global), Optics (4km, Global), Stabilization Gear, Targeting Gear (+1 PDS) (3083 MP)							
Exotic Abilities	Force Field (180 hp, physical only), Limited AI (Dex 3, Wis 3, Cha 1) (435 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (4 hours), Weak Point (-21 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	PDS (AM Mode)	5d12	A	400m	U	Automatic x2, Long Range x2, Unlimited Shots	Low Penetration, Space Optimized	162
1	Heavy Missile Bay	20d12	A	2400m	96	AP, Automatic x2, Blast, Concealed, Extra Ammo x2, Guided (IRH, ARH), Indirect, Long Range x4	Arc of Fire (Fr)	2600
4	Light Kinetic Kill Cannon	15d10	A	2400m	300	AP, Automatic, Extra Ammo x3, Long Range x4	Arc of Fire (2 Left, 2 Right)	1287
6	Heavy Particle Beam Cannon	15d20	SS	5200m	U	Inc. Threat (18 – 20), Long Range x4, Unlimited Ammo	Arc of Fire (3 Left, 3 Right), Space Optimized	2362

HA-101 Brimstone								
Type	Giant Robot							
MP Cost	1634 MP							
Size	Gargantuan (Tall 15.4m)							
Hit Points	76 (72 MP)							
Occupancy	1 crew (10 MP)							
Hardness	26 (130 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	24 kph, 1.4g, 60 G-rounds (257 MP)							
Tactical Speed	40m/420m							
Initiative	+1 (25 MP)							
Maneuver	+1 (25 MP)							
Special Abilities	Booster (Space, +1.4g, 60 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Chobham Armor, Ejection Seat, Fire-Linked Weapons (M10, Variable; M30), GPS, Life Support, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear (345 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a several days), Start-up Time (1 min), Very Noisy (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	FETSat – 12 Rifle	5d12	A	160m	180	Automatic, Extra Ammo x3, Handheld	Arc of Fire (Fr)	216
6	M10 Light Missiles	9d10	SS	120m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	123
2	M30 Heavy Missile	15d12	SS	200m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	178
2	L6 Plasma Lance	6d12	N/A	M	12	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Less Ammo, Melee (Huge)	85

HA-101 Brimstone Close Support								
Type	Giant Robot							
MP Cost	1615 MP							
Size	Gargantuan (Tall 15.4m)							
Hit Points	76 (72 MP)							
Occupancy	1 crew (10 MP)							
Hardness	26 (130 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	24 kph, 1.4g, 60 G-rounds (257 MP)							
Tactical Speed	40m/420m							
Initiative	+1 (25 MP)							
Maneuver	+1 (25 MP)							
Special Abilities	Booster (Space, +1.4g, 60 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Chobham Armor, Ejection Seat, Fire-Linked Weapons (M10, Variable; M30, Variable), GPS, Life Support, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear (411 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a several days), Start-up Time (1 min), Very Noisy (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
14	M10 Light Missiles	9d10	SS	120m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	189
6	M30 Haevy Missile	15d12	SS	200m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	243
2	L6 Plasma Lance	6d12	N/A	M	12	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Less Ammo, Melee (Huge)	85

HA-101 Brimstone Electronic Fighter								
Type	Giant Robot							
MP Cost	1405 MP							
Size	Gargantuan (Tall 15.4m)							
Hit Points	76 (72 MP)							
Occupancy	1 crew (10 MP)							
Hardness	26 (130 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	24 kph, 1.4g, 60 G-rounds (257 MP)							
Tactical Speed	40m/420m							
Initiative	+1 (25 MP)							
Maneuver	+1 (25 MP)							
Special Abilities	Booster (Space, +1.4g, 60 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Chobham Armor, ECM (Radio/Radar Jammer +12), Ejection Seat, GPS, Life Support, High-Res Radar (4km, Global), Infrared (4km), Mag Sensors (4km), Optics (4km), Stabilization Gear (414 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a several days), Start-up Time (1 min), Very Noisy (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	FETSat – 12 Rifle	5d12	A	160m	180	Automatic, Extra Ammo x3, Handheld	Arc of Fire (Fr)	216
2	L6 Plasma Lance	6d12	N/A	M	12	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Less Ammo, Melee (Huge)	85

HA-101 Brimstone S&R								
Type	Giant Robot							
MP Cost	1391 MP							
Size	Gargantuan (Tall 15.4m)							
Hit Points	76 (72 MP)							
Occupancy	1 crew (10 MP)							
Hardness	26 (130 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	24 kph, 1.4g, 60 G-rounds (257 MP)							
Tactical Speed	40m/420m							
Initiative	+1 (25 MP)							
Maneuver	+1 (25 MP)							
Special Abilities	Booster (Space, +1.4g, 60 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Chobham Armor, Ejection Seat, GPS, Life Support, High-Res Radar (2km, Global), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear (315 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a several days), Start-up Time (1 min), Very Noisy (-22 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	FETSat – 12 Rifle	5d12	A	160m	180	Automatic, Extra Ammo x3, Handheld	Arc of Fire (Fr)	216
2	L6 Plasma Lance	6d12	N/A	M	12	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Less Ammo, Melee (Huge)	85
2	L6 Plasma Lance	6d12	N/A	M	12	AP, Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Less Ammo, Melee (Huge)	58

Agares Fighter								
Type	Vehicle							
MP Cost	1163 MP							
Size	Huge							
Hit Points	66 (92 MP)							
Occupancy	1 crew (10 MP)							
Hardness	16 (80 MP)							
Defense	8 (0 MP)							
Speed	1.5g, 105 G-rounds (252 MP)							
Tactical Speed	450m							
Initiative	+0 (10 MP)							
Maneuver	+0 (10 MP)							
Special Abilities	Booster (Space, +1.5g, 105 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Ejection Seat, Fire-Linked Weapons (MAS Mk3, Variable), GPS, Life Support, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear, Targeting Gear (+1 Sirocco) (338 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (several days), Start-up Time (1 min), Weak Point (-28 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Sirocco Laser	9d10	SS	120m	Unlimited	Unl. Shots	Space Optimized	264
-	Sirocco Laser AM Mode	1d12	SS	40m	Unlimited	Cone, Unlimited Shots	Low Penetration	6
4	MAS Mk3 Missiles	10d12	SS	200m	1	AP, Blast, Hardpoint	Arc of Fire (Fr), Less Ammo x5	84

HA-102 Bael								
Type	Giant Robot							
MP Cost	1891 MP							
Size	Gargantuan (Tall 15.5m)							
Hit Points	87 (94 MP)							
Occupancy	1 crew (10 MP)							
Hardness	30 (150 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	36 kph, 0.9g, 120 G-rounds (391 MP)							
Tactical Speed	60m/270m							
Initiative	+0 (20 MP)							
Maneuver	+0 (20 MP)							
Special Abilities	Booster (Space, +0.9g, 120 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Chobham Armor, Ejection Seat, Fire-Linked Weapons (Mt40, Variable; M10; Variable), GPS, Life Support, High-Res Radar (2km, Global), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear (405 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Hangar Queen, Reduced Endurance (a several days), Start-up Time (1 min), Very Noisy (-32 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	Heavy Railgun	14d12	SS	240m	25	AP, Handheld	Arc of Fire (Fr)	242
4	Mt40 Torpedos	15d12	SS	200m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	210
2	L6A Plasma Lance	6d12	N/A	M	16	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Less Ammo, Melee (Huge)	85
4	M10 Light Missiles	9d10	SS	120m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	106

G-1 Ryu								
Type	Giant Robot							
MP Cost	1723 MP							
Size	Gargantuan (Tall 16m)							
Hit Points	75 (70 MP)							
Occupancy	1 crew (10 MP)							
Hardness	25 (125 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	66 kph, 1.1g, 90 G-rounds (350 MP)							
Tactical Speed	110m/330m							
Initiative	+1 (25 MP)							
Maneuver	+1 (25 MP)							
Special Abilities	Booster (Space, +1.1g, 90 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Chobham Armor, Ejection Seat, Fire-Linked Weapons (P8; ALM-16, Variable), GPS, Life Support, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear (358 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Noisy (-12 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	P8 Head Pulse Laser	3d10	A	40m	240	Automatic, Extra Ammo x3	Arc of Fire (Fr)	96
1	K – 675R Massdriver	6d12	A	120m	200	Automatic, Extra Ammo x3, Handheld	Arc of Fire (Fr)	260
4	ALM – 16 Med.Missiles	8d12	SS	120m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	112
2	Xidar – 4 Plasma Lance	6d12	N/A	M	20	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Melee (Huge)	114

G-1 Ryu Interceptor								
Type	Giant Robot							
MP Cost	1736 MP							
Size	Gargantuan (Tall 16m)							
Hit Points	75 (70 MP)							
Occupancy	1 crew (10 MP)							
Hardness	25 (125 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	66 kph, 1.1g, 90 G-rounds (350 MP)							
Tactical Speed	110m/330m							
Initiative	+1 (25 MP)							
Maneuver	+1 (25 MP)							
Special Abilities	Booster (Space, +1.1g, 90 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Chobham Armor, Ejection Seat, Fire-Linked Weapons (P8; ALM-16, Variable), GPS, Life Support, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear (358 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Noisy (-12 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	P8 Head Pulse Laser	3d10	A	40m	240	Automatic, Extra Ammo x3	Arc of Fire (Fr)	96
1	A6 Particle Cannon	6d12	A	120m	Unlimited	Handheld, Increased Threat (18 – 20), Unlimited Shots	Arc of Fire (Fr), Space Optimized	273
4	ALM – 16 Med.Missiles	8d12	SS	120m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	112
2	Xidar – 4 Plasma Lance	6d12	N/A	M	20	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Melee (Huge)	114

G-1 Ryu Interceptor								
Type	Giant Robot							
MP Cost	2018 MP							
Size	Gargantuan (Tall 16m)							
Hit Points	75 (70 MP)							
Occupancy	1 crew (10 MP)							
Hardness	25 (125 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	66 kph, 1.1g, 90 G-rounds (350 MP)							
Tactical Speed	110m/330m							
Initiative	+1 (25 MP)							
Maneuver	+1 (25 MP)							
Special Abilities	Booster (Space, +1.1g, 90 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Chobham Armor, Ejection Seat, Fire-Linked Weapons (P8), GPS, Life Support, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear (338 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Noisy (-12 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	P8 Head Pulse Laser	3d10	A	40m	240	Automatic, Extra Ammo x3	Arc of Fire (Fr)	96
1	AHM – 4 Heavy Missile	20d12	A	120m	10	AP, Automatic, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo	780
2	Xidar – 4 Plasma Lance	6d12	N/A	M	20	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Melee (Huge)	114

G-1 Ryu Gunslinger								
Type	Giant Robot							
MP Cost	1755 MP							
Size	Gargantuan (Tall 16m)							
Hit Points	75 (70 MP)							
Occupancy	1 crew (10 MP)							
Hardness	25 (125 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	66 kph, 1.1g, 90 G-rounds (350 MP)							
Tactical Speed	110m/330m							
Initiative	+1 (25 MP)							
Maneuver	+1 (25 MP)							
Special Abilities	Booster (Space, +1.1g, 90 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Chobham Armor, Ejection Seat, Fire-Linked Weapons (P8; K75R; ALM-16, Variable), GPS, Life Support, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear (364 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Noisy (-12 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	P8 Head Pulse Laser	3d10	A	40m	240	Automatic, Extra Ammo x3	Arc of Fire (Fr)	96
2	K – 675R Massdriver	6d12	A	120m	200	Automatic, Extra Ammo x3, Handheld	Arc of Fire (Fr)	286
4	ALM – 16 Med.Missiles	8d12	SS	120m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	112
2	Xidar – 4 Plasma Lance	6d12	N/A	M	20	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Melee (Huge)	114

GF-09 Brunnhilde								
Type	Vehicle							
MP Cost	5096 MP							
Size	Gargantuan							
Hit Points	75 (70 MP)							
Occupancy	2 crew (20 MP)							
Hardness	25 (125 MP)							
Defense	6 (0 MP)							
Speed	Air 750kph (ceiling 50km), Space 1.15g, 210 G-rounds (2135 MP)							
Tactical Speed	1252m/330m							
Initiative	0 (20 MP)							
Maneuver	-2/0 (15 MP)							
Special Abilities	Booster (Air +750kph, Space +1.5g, 210 G-round), Laser Comm (Secure 2), Tactical Radio (Secure 2), Ejection Seat x2, Fire-Linked Weapons (A12; P4454; AHM-6, Variable; ALM-19, Variable; ALM-22), GPS, Life Support, Re-entry Shield, High-Res Radar (2km, Global), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear, Targeting SYstem (+1 D2a) (1521 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min) (-7 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	A12 Beam Guns	8d12	SS	160m	U	Increased Threat (18 – 20), Unlimited Shots	Arc of Fire (Fr), Space Optimized	286
1	D2a AM Laser	2d12	SS	40m	Unlimited	Automatic x2, Unlimited Shots	Low Penetration	104
1	P4454 Double Laser	3d12	SS	80m	Unlimited	Automatic, Long Range, Unlimited Shots	Arc of Fire (Fr)	156
4	AHM – 6 Heavy Missile	21d10	SS	120m	1	AP, Blast, Conc., Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	300
4	ALM – 19 Medium Missile	10d12	SS	160m	1	AP, Blast, Conc., Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	169
2	ALM – 22 Light Missile	9d10	SS	160m	1	AP, Blast, Conc., Hardpoint, Long Range, Smart x2	Arc of Fire (Fr), Less Ammo x5	127

G-4 Kaminari								
Type	Giant Robot							
MP Cost	2266 MP							
Size	Gargantuan							
Hit Points	84 (88 MP)							
Occupancy	1 crew (10 MP)							
Hardness	30 (150 MP)							
Defense	6 (0 MP)							
Strength	65 (+27) (165 MP)							
Speed	30 kph, 0.8g, 120 G-rounds (344 MP)							
Tactical Speed	50m/240m							
Initiative	+0 (20 MP)							
Maneuver	-2/+0 (15 MP)							
Special Abilities	Booster (Space, +0.8g, 120 G-round), Chobham Armor, Laser Comm (Secure 2), Tactical Radio (Secure 2), Ejection Seat, Fire Linked Weapons (TGI; Vulcan Cannon), GPS, Life Support, High-Res Radar (2km, Global), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear, Targeting System (+1 D2) (406 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Noisy (-12 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	MC62 Bazooka	12d12	A	160m	120	AP, Automatic, Blast, Handheld	Arc of Fire (Fr)	416
-	Plasma Bayonet	12d12	N/A	M	20	AP, Handheld, Increased Crit. (x3)	Arc of Fire (Fr), Melee (Huge)	15
2	TGI Missile Pod	15d12	SS	120m	7	AP, Blast, Concealed, Volley	Arc of Fire (Fr), Less Ammo x2	286
2	Vulcan Cannon	2d12	A	40m	500	Automatic x2, Extra Ammo x3	Arc of Fire (Fr)	94
1	MV10 Lt. Massdriver	3d10	A	40m	400	Automatic x2, Extra Ammo x3	Arc of Fire (Fr)	110
1	D2 AM Laser	2d12	SS	40m	Unlimited	Automatic x2, Unlimited Shots	Low Penetration	104

G-1 Ryu Bonebreaker								
Type	Giant Robot							
MP Cost	1857 MP							
Size	Gargantuan (Tall 16m)							
Hit Points	73 (66 MP)							
Occupancy	1 crew (10 MP)							
Hardness	23 (115 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	72 kph, 1.6g, 105 G-rounds (489 MP)							
Tactical Speed	120m/480m							
Initiative	+1 (25 MP)							
Maneuver	+1 (25 MP)							
Special Abilities	Booster (Space, +1.1g, 90 G-round), Laser Comm (Secure 2), Tactical Radio (Secure 2), Chobham Armor, Ejection Seat, Fire-Linked Weapons (P8; ALM-16, Variable), GPS, Life Support, High-Res Radar (2km, Global), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear (407 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Noisy (-12 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	P8 Head Pulse Laser	3d10	A	40m	240	Automatic, Extra Ammo x3	Arc of Fire (Fr)	96
2	K – 675R Massdriver	7d12	SS	80m	8	Cone, Handheld	Arc of Fire (Fr), Less Ammo x2	133
4	ALM – 16 Med.Missiles	8d12	SS	120m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	112
1	Xidar – 4 Plasma Lance	6d12	N/A	M	20	AP, Conc., Hand – held, Increased Crit. (x3)	Arc of Fire (Fr), Melee (Huge)	104
1	Hummer Blade	5d12	M	M	-	AP, Handheld, Muscle – Powered	Melee (Large)	97

MEAM-01 Defender								
Type	Giant Robot							
MP Cost	1734 MP							
Size	Gargantuan (Tall 15.5m)							
Hit Points	75 (70 MP)							
Occupancy	1 crew (10 MP)							
Hardness	25 (125 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	24 kph, 0.7g, 120 G-rounds (350 MP)							
Tactical Speed	40m/210m							
Initiative	-2 (10 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Booster (Space, +0.7g, 120 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Chobham Armor, Ejection Seat, Fire-Linked Weapons (GPM-3, Variable; MJC-1), GPS, Life Support, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear, Targeting System (+1 MM-324) (3331 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Very Noisy (-17 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	MM – 324 Beam Cannon	9d10	SS	120m	Unlimited	Hardpoint, Increased Threat (19 – 20), Unl. Shots	Arc of Fire (Fr), Space Optimized	297
4	GPM – 3 Missile	10d12	SS	160m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	140
2	MJC – 1 Missile Cannister	5d12	SS	120m	16	AP, Blast, Guided (ARH), Hardpoint, Indirect, Long Range, Volley	Arc of Fire (Fr), Less Ammo	321

MEAL-02 Explorer								
Type	Giant Robot							
MP Cost	1598 MP							
Size	Gargantuan (Tall 15.5m)							
Hit Points	73 (66 MP)							
Occupancy	1 crew (10 MP)							
Hardness	23 (115 MP)							
Defense	6 (0 MP)							
Strength	55 (+22) (135 MP)							
Speed	24 kph, 0.6g, 120 G-rounds (199 MP)							
Tactical Speed	40m/180m							
Initiative	-2 (10 MP)							
Maneuver	-2 (10 MP)							
Special Abilities	Booster (Space, +0.6g, 120 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Chobham Armor, Ejection Seat, Fire-Linked Weapons (GPM-3; GPM-1, Variable; MJC-1), GPS, Life Support, High-Res Radar (2km, Global), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear, Targeting System (+1 R.J-3 Railgun) (306 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min), Very Noisy (-17 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	RJ – 3 Railgun	9d10	SS	120m	50	AP, Extra Ammo, Hardpoint	Arc of Fire (Fr)	198
2	GPM – 3 Missile	10d12	SS	160m	1	AP, Blast, Hardpoint, Smart x2	Arc of Fire (Fr), Less Ammo x5	116
6	GPM – 1 Missile	3d10	SS	120m	1	AP, Blast, Guided (ARH), Hardpoint, Indirect, Long Range x2	Arc of Fire (Fr), Less Ammo x5	74
2	MJC – 1 Missile Cannister	5d12	SS	120m	16	AP, Blast, Guided (ARH), Hardpoint, Indirect, Long Range, Volley	Arc of Fire (Fr), Less Ammo	321

FE-109 Falke (Federation)								
Type	Vehicle							
MP Cost	3087 MP							
Size	Gargantuan							
Hit Points	80 (80 MP)							
Occupancy	1 crew (10 MP)							
Hardness	30 (150 MP)							
Defense	6 (0 MP)							
Speed	Air 600kph (ceiling 50km), Space 1.3g, 60 G-rounds (1525 MP)							
Tactical Speed	1002m/390m							
Initiative	-4 (0 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Booster (Air +600kph, Space +1.3g, 60 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Ejection Seat, Fire-Linked Weapons (KK-44), GPS, Life Support, Re-entry Shield, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear, Targeting System (+1 KK-44) (889 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min) (-7 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
2	KK – 44 Lasers	5d12	SS	160m	U	Hardpoint, Long Range, Unlimited Shots	Arc of Fire (Fr), Space Optimized	214
1	PFK – 21 Heavy Missile Pod	15d12	SS	160m	2	AP, Blast, Hardpoint	Arc of Fire (Fr), Less Ammo x4	97
1	PFK – 16 Light Missile Pod	9d10	SS	200m	4	AP, Blast, Hardpoint	Arc of Fire (Fr), Less Ammo x3	74

RF-21 Charger								
Type	Vehicle							
MP Cost	3359 MP							
Size	Gargantuan							
Hit Points	80 (80 MP)							
Occupancy	1 crew (10 MP)							
Hardness	30 (150 MP)							
Defense	6 (0 MP)							
Speed	Air 600kph (ceiling 50km), Space 1.4g, 75 G-rounds (1606 MP)							
Tactical Speed	1002m/420m							
Initiative	-4 (0 MP)							
Maneuver	-4 (0 MP)							
Special Abilities	Booster (Air +600kph, Space +1.4g, 75 G-round), Laser Comm (Secure 1), Tactical Radio (Secure 1), Ejection Seat, Fire-Linked Weapons (RLT; PFK-16;PFK-21), GPS, Life Support, Re-entry Shield, High-Res Radar (2km), Infrared (2km), Mag Sensors (2km), Optics (2km), Stabilization Gear, Targeting System (+1 KK-44) (982 MP)							
Exotic Abilities	Limited AI (Dex 3, Wis 3, Cha 1) (55 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 min) (-7 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	KR2 Heavy Railgun	10d12	A	200m	20	AP	Arc of Fire (Fr), Slow – Firing x2	65
2	Xander x10 PA	6d12	SS	160m	U	Hardpoint, Long Range, Unlimited Shots	Arc of Fire (Fr), Space Optimized	257
2	PFK – 16 Light Missile Pod	9d10	SS	200m	1	AP, Blast, Hardpoint	Arc of Fire (Fr), Less Ammo x5	54
2	PFK – 21 Heavy Missile Pod	15d12	SS	160m	1	AP, Blast, Hardpoint	Arc of Fire (Fr), Less Ammo x5	107

Ebiiru Cargo Hauler								
Type	Vehicle							
MP Cost	3181 MP							
Size	Colossal (Long 345m)							
Hit Points	350 (500 MP)							
Occupancy	12 crew, 200 passengers, 1351 tons cargo (695 MP)							
Hardness	25 (125 MP)							
Defense	2 (0 MP)							
Speed	0.5g, 501 G-rounds (626 MP)							
Tactical Speed	150m							
Initiative	-10 (-10 MP)							
Maneuver	-10 (-10 MP)							
Special Abilities	Booster (Space, +0.4g, 501 G-round), Laser Comm, Long-Range Radio, Microwave Comm, Ejection Seat (12), GPS, Habitation Space (212 personnel), Life Support, Radar (4km, Global), Infrared (4km, Global), Mag Sensors (4km), Optics (4km, Global), Stabilization Gear, Targeting Gear (+1 PDS) (787 MP)							
Exotic Abilities	Force Field (96 hp, physical only), Limited AI (Dex 3, Wis 3, Cha 1) (247 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 hour) (-13 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	PDS (AM Mode)	4d12	A	400m	U	Automatic x2, Long Range x3, Unlimited Shots	Low Penetration, Space Optimized	234

Inari-Class Passenger Liner								
Type	Vehicle							
MP Cost	4961 MP							
Size	Colossal (Long 200m)							
Hit Points	315 (430 MP)							
Occupancy	36 crew, 380 passengers, 17596 tons cargo (1085 MP)							
Hardness	50 (250 MP)							
Defense	2 (0 MP)							
Speed	0.3g, 975 G-rounds (1462 MP)							
Tactical Speed	90m							
Initiative	-10 (-10 MP)							
Maneuver	-10 (-10 MP)							
Special Abilities	Booster (Space, +0.2g, 975 G-round), Laser Comm, Long-Range Radio, Microwave Comm, Ejection Seat (36), GPS, Habitation Space (416 personnel), Life Support, Radar (2km, Global), Infrared (2km, Global), Mag Sensors (2km), Optics (2km, Global), Stabilization Gear, Targeting Gear (+1 PDS) (1310 MP)							
Exotic Abilities	Force Field (96 hp, physical only), Limited AI (Dex 3, Wis 3, Cha 1) (295 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 hour) (-13 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	PDS (AM Mode)	3d12	A	400m	U	Automatic x2, Long Range x3, Unlimited Shots	Low Penetration, Space Optimized	162

Mule-Class Bulk Freighter								
Type	Vehicle							
MP Cost	5935 MP							
Size	Colossal (Long 90m/105m with drive fins)							
Hit Points	230 (260 MP)							
Occupancy	16 crew, 3558 tons cargo (660 MP)							
Hardness	30 (150 MP)							
Defense	2 (0 MP)							
Speed	0.4g, 1800 G-rounds (2160 MP)							
Tactical Speed	120m							
Initiative	-8 (0 MP)							
Maneuver	-8 (0 MP)							
Special Abilities	Booster (Space, +0.4g, 1800 G-round), Laser Comm, Long-Range Radio, Microwave Comm, Ejection Seat (16), GPS, Habitation Space (18 personnel), Life Support, Radar (2km, Global), Infrared (2km, Global), Mag Sensors (2km), Optics (2km, Global), Stabilization Gear, Targeting Gear (+1 PDS) (787 MP)							
Exotic Abilities	Force Field (90 hp, physical only), Limited AI (Dex 3, Wis 3, Cha 1) (235 MP)							
Mecha Defects	Reduced Endurance (a few weeks), Start-up Time (1 hour) (-13 MP)							
Qty	Name	Dm	ROF	RI	Ammo	Qualities	Restrictions	MP
1	PDS (AM Mode)	3d10	A	400m	U	Automatic x2, Long Range x3, Unlimited Shots	Low Penetration, Space Optimized	148

1. Alternate Cargo Section. The Mule can be configured to carry passengers and cargo. Make the following changes to the Mule: increase hit points to 310, add a passenger capacity of 132, increase hardness to 40, decrease speed to .3g and 1125 G-rounds, change Booster to (Space, +0.2g, 1125 G-round), increase habitation space to 148 and MP Cost to 4325 MP”

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