

POND SMITH • QUINTANA • HENDRIK

ROAD STRIKER II



R. TALSORIAN
GAMES
INC.

WITH RULES CONVERSIONS FOR

CYBERPUNK

Four On The Floor!

"I've got a major bad feeling about this," grouched Bernard as he steered the Rapier Mechacar around the edge of the moldering ruins. It was his turn to get point position, but he didn't have to like it...

"Whiner," retorted Jeff through his headset. He could afford to feel confident—he was six hundred feet overhead in the Rapier MiniFighter, taking the high guard position while Rachelle brought up the rear with the Rapier Helifighter.

He was about to comment further when the first of the Kargan plasmabolts hammered around them. "Frack! An ambush!" he yelled. "Clear outa there, Bernard! Move it!"

Bernard stood the mechacar on two wheels and skidded through the debris. Missiles seethed and screamed from the top mounted weapon turret, blasting a path between the Kargan ambush, but even as he cut through the pack, larger and more powerful battlesuits began to close in. "I'm trapped!" he yelled into his comset, as Kargan plasmabolts sizzled in for the kill.

Yanking the Minifighter into tight curve, Jeff dropped between two buildings and slammed down the transformation levers. The sleek minijet shifted and reconformed to its robo-warrior form. Metalshod legs pounding, Jeff sent the Minifighter rocketing around the corner, bringing his autocannon to bear on the battlesuits blocking Bernard's escape. "Kiss this," he growled as the cannon howled, spitting a hail of 75mm shells in all directions.

Moments later, Rachelle's Helifighter broke from cover across the street, its insectile form leaping the rubble easily. With a hiss, missiles exploded from the torso of the mechamorphed helicopter, scattering the lighter Kargan battlesuits like chaff. "Lookin' good, boys!" she crowed, as the Kargans ran for cover.

The dust blew over the deserted battlezone., then cleared to reveal the massive form of a sixty five ton Mauler striding to meet them. "Frack!" muttered Jeff. "And just when I thought we were out of the woods."

Rachelle's violet eyes narrowed menacingly. "Oh yeah?" she growled, punching the large button marked COMBINER MODE—RAPIER FORTRESS. An ominous hum filled the air, and the three small battlesuits began to shift, slide and combine like a gigantic metallic puzzle—

ROAD STRIKER II

CONTENTS

INTRODUCTION & HISTORY 1-9

Types of Roadstriders	1
Second Generation Roadstriders	2
History	2
Portashops	2
Mecha Support Vehicles	2
Highways in the MEKTON World	6
Power Systems	6
Mechabikers	7
Mechacops	8
Military Roadstriker Units	8

CONSTRUCTION 10-23

Basic Frames	11
Movement Systems	12
Construction Tables	13-14
Weapons	15
Armor	17
Options	17
Sample Construction Sheets	18-19
Sample Roadstriders	20-23

COMBINERS 24-31

Magnetic Linkage Save	26
Power Plants	26
Weapons	26
Sample Combiner Sheets	27-28
Combining	29
Flight Movement	30
Allocating Damage	30
Targeting	30
Internal Damage	21

ADVANCED TRANSFORMABLES 32-36

Multiform Types	32
Weapons	35
Weight Calculation	35
Designing New Multiforms	35
Components	35

COMBAT 37-41

Facing	37
Obstacles	37-38
Tonnage	38
Driving Rolls	38
Movement	38
Actions	39
Special Attack Modifiers	39
Striking Attacks	39-40
Dismembering	40
Internal Damage	40

Damage to Wheels, Turbos, etc.	40
Falling, Ramming	41
Throwing	41
Electronic Warfare	41

ARCADIAN DEATHROAD

A Mechacop adventure 42-54

A HARD DAY'S PAY

A Military Roadstriker Adventure 55-69

ROADSTRIKER II™

Written by: Mike Pondsmith, Derek Quintanar & Clive Hendrik

Editors: Derek Quintanar, Lisa Pondsmith, Ted Talsorian

Cover: Jason Waltrip

Main Page Art: Harrison Fong

Other Interior Art: John & Jason Waltrip, Mike Ebert, Mike Pondsmith

Layout and Typography: Diana "Fritz" Goldman, Ted Talsorian

Advice and Witty Comments: Colin Fisk, Will Moss, Scott Ruggels.

**R. TALSORIAN
GAMES
INC.**

P.O. BOX 7356, BERKELEY, CA 94707

Stock # MK 1102

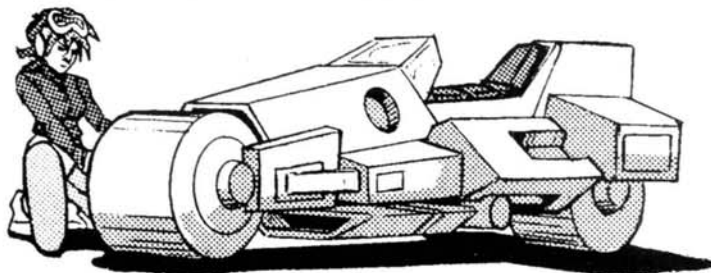
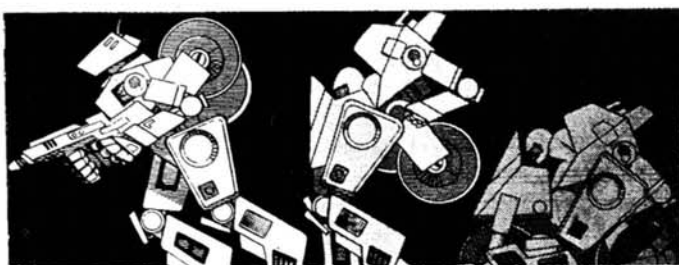
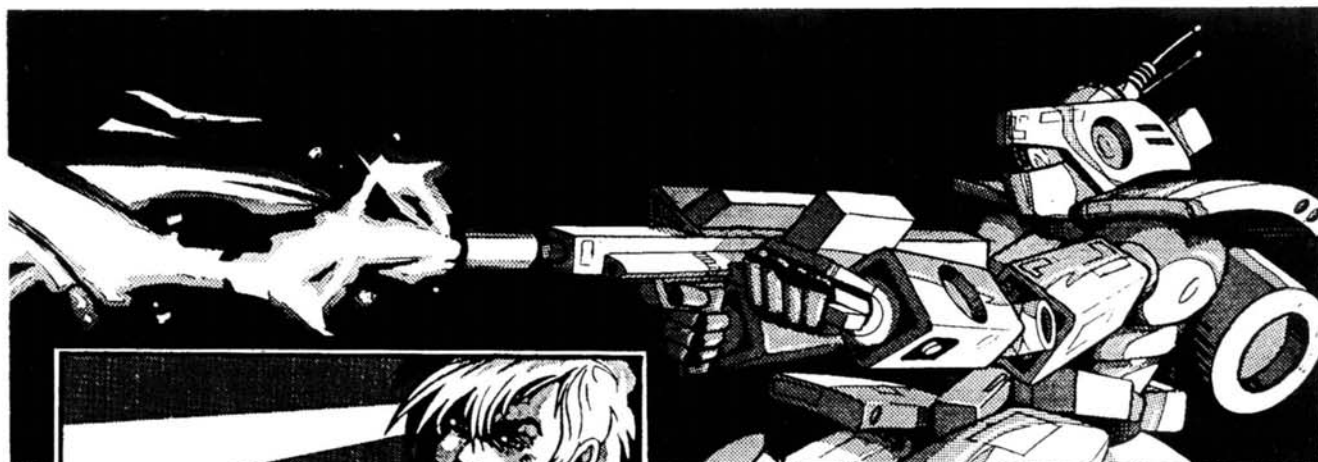
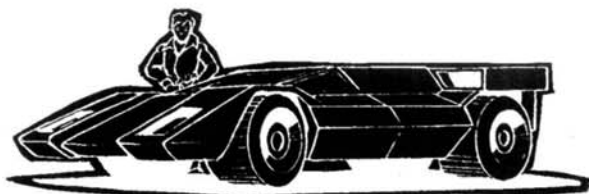
ISBN #: 0-937-279-14-5

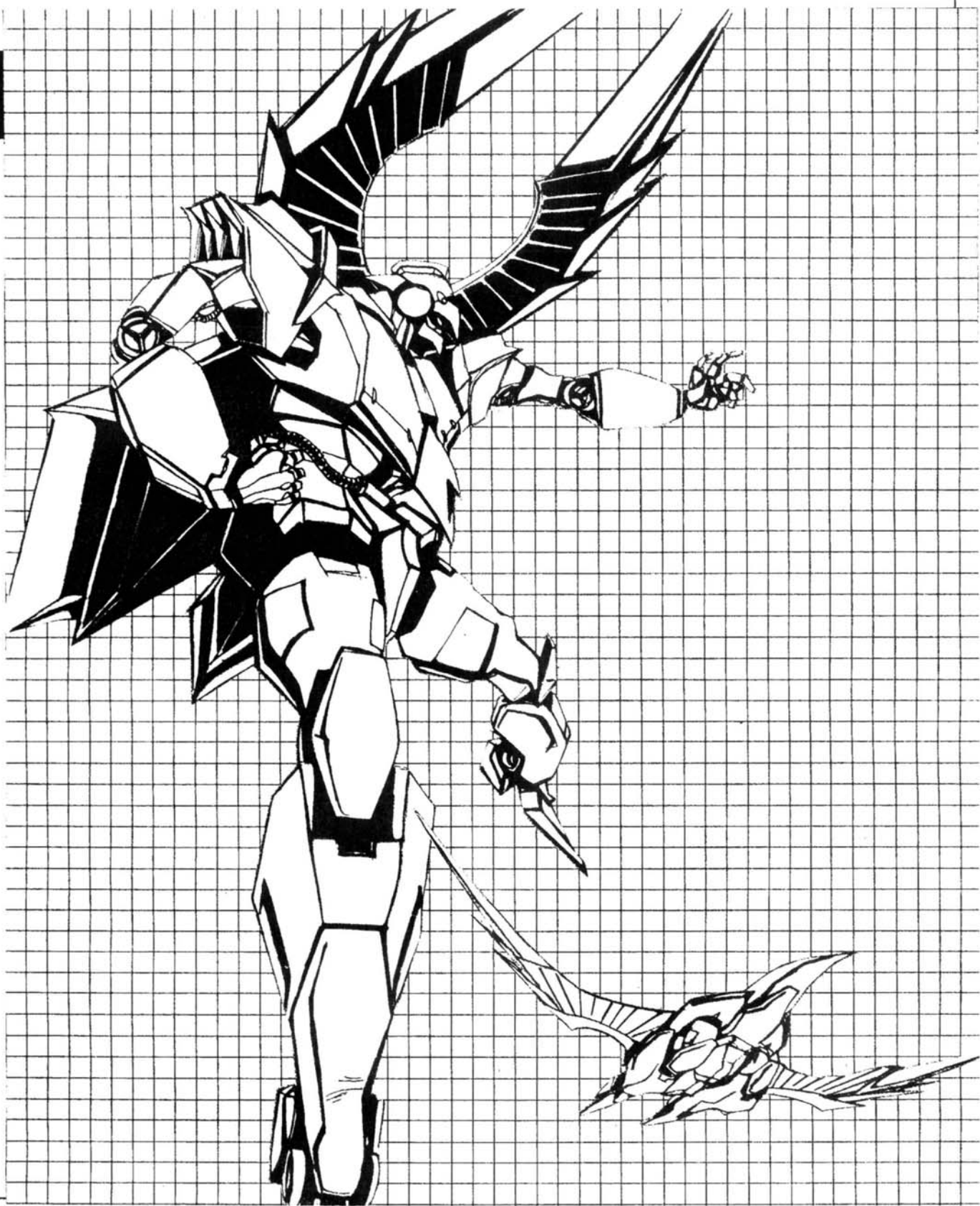
Roadstriker II © Mike Pondsmith, 1990. All rights reserved under International Copyright Convention. MEKTON™, MEK™, MEKTON II™, and ROADSTRIKER™ are trademarks of R. Talsorian Games, Inc. Any similarity to characters, situations, etc (without satiric intent), is strictly coincidental.

PONDSMITH • QUINTANAR • HENDRIK

ROAD STRIKER

The Transformable Vehicle Supplement for MEKTON II





"It's so nice to get out to a movie once in a while." cooed Rachelle, as they walked back through towards Jeff's waiting car. "I mean, don't you ever get tired of all the fighting and missiles and stuff?" Jeff grunted noncommittally. If left to his own devices, he figured he'd much rather be out tackling a fifty-ton Warhammer than have to live through another screening of FOREVER BURNING LOVE.

He was spared from answering by a thunderous explosion hammering through the Mall. With a shower of concrete and dust, two Enforcer mechabikes strode in through the huge hole in the wall and took aim at the front of the First Loriel National Bank. "Mechabikers!" screamed Rachelle. "Run!"

But Jeff was already gone. Throwing himself into the cockpit of his own Mark 4 Shadow, he slammed the transformation levers down. The mechacar reared like a bucking bronco, shifting and folding its form to that of a sleek, metal clad warrior—

ROADSTRIKER II

Roadstriker Road-stri-ker (Noun)

1) Any of a class of small, lightweight mecha designed for crowd management, battlefield support and covert operations. Usually (though not always) in some form of vehicle, with the ability to reconfigure into a humanoid mecha form.

Since it's overwhelmingly successful introduction in Algol Year 2490, the Roadstriker class has become the premier mecha for light strike missions, crowd control and mobile infantry support. Until recently, even the best Roadstrikers have been hampered by several inherent problems. Lightly armed and armored, they were incapable of confronting full-scale MEKTONs in combat. Even as an anti-personnel weapon, they could be seriously harmed by sufficient hand-held firepower, giving them the nickname of "eggshells with howitzers."

The new generation of Roadstrikers changes that dismal picture. With improved structural designs and higher strength materials, these second generation Roadstrikers have damage capacities within the low Kills range, making them a bridge between the personal body armor of MEKTON II (with SP's of 7-10), and the true MEKTON combat mecha. Denser Hiveloc II™ armor will stop up to 3 Kills of damage, while modifications in Roadstriker weapons allow these midget MEKTONs to be a dangerous force to be reckoned with on the battlefield.

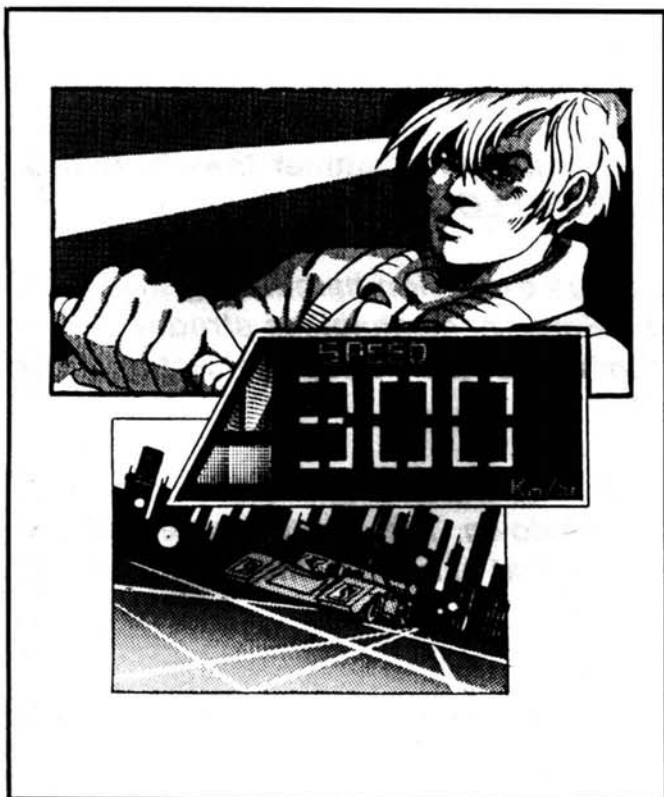
The first generation of Roadstrikers included a variety of ground vehicles, including:

- **Mechabikes:** These are small, two-wheeled "motorcycles" with the ability to reconfigure into a humanoid mecha suit. The lowest two classes of this type (Light Bike & Striker), require that the driver be wearing full COMBAT ARMOR, to allow the bike to mesh over the driver's body without crushing it. Light Bikes and Striker Bikes do not augment the driver's own strength or speed, but do supply augmented torso armor protection for the driver as well as a platform for carrying heavier weaponry than usual. These designs also allow simulation of mecha from such animé shows as *Mospeada* or *Megazone 23*.

Medium and Heavy Bikes are designed to fully enclose the rider's body—as a result, combat armor need not be worn while transforming. These configurations give the rider increased strength (see STRIKE & DISMEMBER), as well as full armor protection.

- **Powered Armor Suits:** These are non-transformable, humanoid suits designed to protect infantry units in mecha assaults. They provide full body coverage. NOTE: These units are too massive to be worn either inside or astride of any other mecha unit! This design allows simulations of mecha from animé shows such as *Votoms*, *Dorvack* or *Starship Troopers*.

- **Mechacars:** Mechacars are much larger, more durable Roadstriker variants. They may carry passengers and cargo, and an increased number of heavy weapons. Note that in their usual format, mechacars do not resemble the average automo-



bile—you will have to spend additional Construction Points to modify your vehicle to pass as a normal street car. Most mechar designs will cover designs from the animé shows *Galvion*, *Dorvack*, *Dairugger 15* and *Transformers*.

- **Mechatrucks:** Not as common as mecharcars and bikes, mechatrucks are usually used in industrial, military or semi-military applications.

SECOND GENERATION ROADSTRIKERS

After four years of development, several improvements have been made on the original Roadstriker class. These second generation Roadstrikers are also far more varied than the previous designs. Besides the well-known mecharbike, power armors and mecharcar classes, LJ-10 and its subsidiaries have added four new types, including:

- **Aerostrikers:** Mini-fanjets and aerofighters for fast attack & pursuit. These vehicles are extremely effective for infiltration missions, fast strike, and interdiction missions. The ability to reach distant targets at high speeds, transform to humanoid configuration, and hold the high ground is a major advantage in mechanized infantry operations.

- **Seastrikers:** Small sea-sleds and submersibles, using hydrofoils for added surface movement. A large amount of Algol's surface is ocean, and this class is designed for patrol, investi-

gation and rescue. Submersible seastrikers are also a powerful tool in intelligence gathering and landing assault teams.

- **Helostrikers:** Mini autogyros and helicopters for troop support and close-in firepower. Stable hovering and the ability to move into buildings and other tight areas make these strikers very good for rescue missions, troop insertion and fire support.

- **Beaststrikers:** Small mecha based on quadrupedal animal forms, such as cats, wolves, bears and horses, capable of ground travel where wheels and treads can't go. As a large part of Algol is inhabited by gigantic animals of all types, these strikers are particularly effective at wildlife management, jungle clearing, and hunting expeditions. Some are designed to be ridden, while larger variations are designed to totally cover the pilot.

These new designs add a new dimension of mobility to the Roadstriker class, as well as retaining the classic Roadstriker ability to transform to a humanoid combat suit for close-in fighting. They also add the ability to simulate mecha from such animé shows as *Xabungle*, *Bismark*, *Dairugger 15*, *Dorvack*, and *Gundam Double Zeta*.

In addition, the smaller size and maneuverability of the Roadstriker class has brought about an entirely new creation; the Roadstriker Combiner. The Combiner allows several Roadstrikers to link together to create a much more powerful mecha capable of tackling MEKTONS head to head. Besides adding a larger combat dimension to the Roadstriker class, this improvement allows more accurate simulations of mecha from *Gundam Double Zeta* (the Double Zeta and the G-Fortress), *GoLion* (the main "Voltron" suit), *Dairugger 15* (the fifteen part "Voltron" suit), and *Xabungle* (the ATV plus jet combiner).

ROADSTRIKER HISTORY

Most Algolians assume that MEKTONS are constructed in secret government bases, designed by military staffs skilled in warfare technology and tactics. The mundane truth is that the majority of the mecha are constructed by powerful military-industrial complexes; huge corporations similar to the Lockheeds, IBMs or General Dynamics of 20th century Earth. As with any type of advanced hardware, the cost of building a mecha is seen as something the average man on the street could hardly dream of affording.

That is, until LJ-10.

LJ-10 was formed in 2490 by a group of dissatisfied young mecha designers originally employed by the gigantic Nissian Advanced Technologies Corporation, supplier of most of the Elaran Government's mecha. LJ-10's ten founding members, led primarily by the brilliant and somewhat temperamental Lian Jariten, deserted NATC in what was later described as the

'Payday Massacre' and within a month had set up a small factory on the island of Kalia. Their program was simple — to design a small, advanced MEKTON prototype which would be accessible to the common man.

Their first model, dubbed the ROADHAULER, was an all-utility mecha about eight feet tall, with the ability to reconfigure itself into a small flatbed truck. ROADHAULERS proved to be exceptionally useful in business, construction and factory situations. Later in the same year, the civil government of Kalia commissioned LJ-10 to design a larger version of the ROADHAULER as an all-purpose police vehicle. With the completion of the prototype, the ROADSTRIKER class was born.

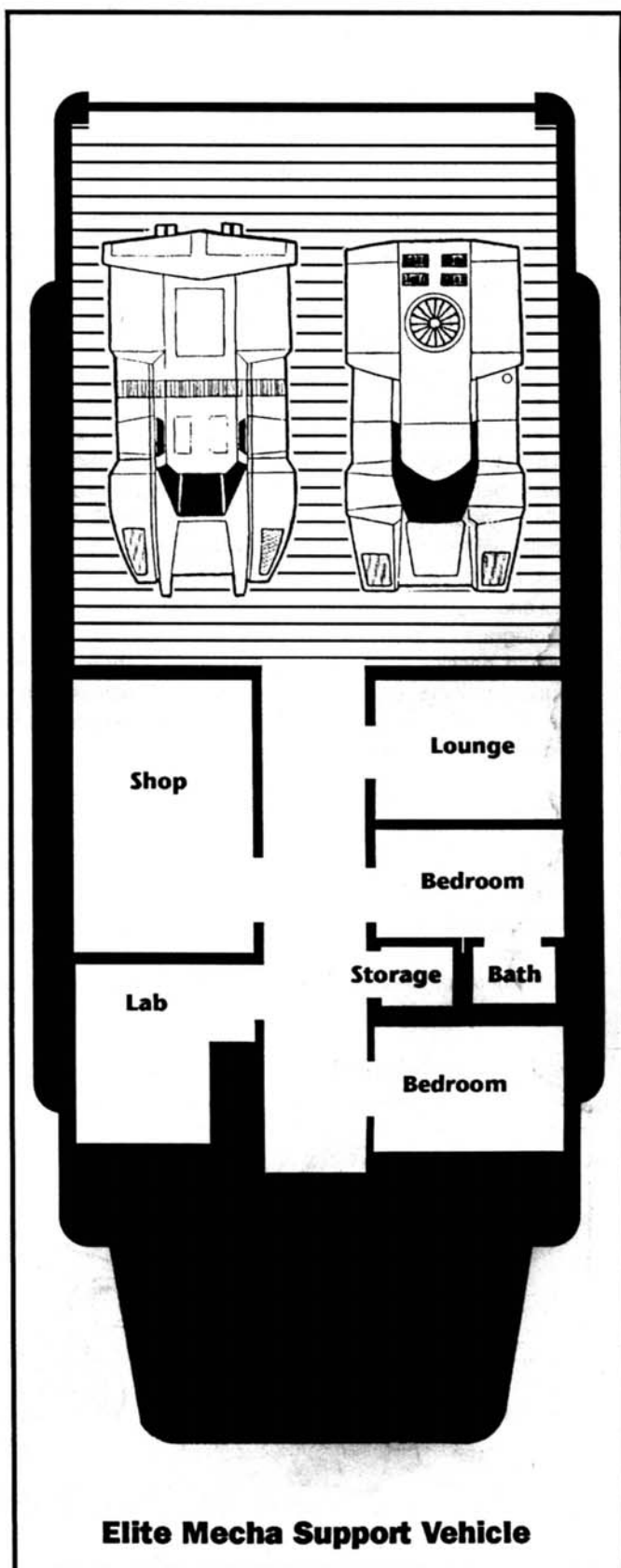
In the past five years, LJ-10 has successfully built and marketed a wide variety of ROADSTRIKER class mecha, all based on a standard humanoid form with vehicle alternates. While a small MEKTON will cost several million, a basic Roadstriker may only cost thousands, and may even be purchased used. While not an everyday sight, many designs are employed in police work, factory handling, fire-and-rescue work, and military field support. Many wealthy individuals also purchase units for their own recreational use or personal protection. With the Roadstriker class, the MEKTON World has finally met the Everyday World.

PORTASHOPS

With the sort of abuse Roadstrikers take, it was only a matter of time before someone invented the PORTASHOP. Portashops are fairly large, boxlike units about 2.5 meters by 2 meters by 1 meter, on a 2-wheeled or -fanned trailer. They may be towed by any Roadstriker unit Medium Class and above. Inside a Portashop, you're likely to find cutting tools, a full set of hand tools, a compressor-powered set of air tools, a collapsible rack for underbody work, and shop lights, all powered for a 6 hour period by 2 power cells. Portashops cost between 400 and 500 crowns, and are usually owned by private techs who make a living doing "along-the-highroad" repairs.

MECHA SUPPORT VEHICLES

The elite of Roadstriker owners will often own a MECHA SUPPORT VEHICLE to repair his expensive unit. This vehicle is usually a large truck or van equipped with full shop facilities, working racks, and garaging facilities for one or more units. Most advanced police or military units will have access to a MSV, usually kept in a backup position during an important mission or battle. There are three types of MSV: the BASIC (a van with garage space for 1 heavy bike type Roadstriker and a portashop), the ADVANCED (a truck with spaces for two units of Limo class or lower, portashop facilities, and some sleeping facilities), and the ELITE (with all of the above, plus living spaces, lab spaces and parts storage bays). With a price tag of between 800 to 20,000 crowns, a MSV isn't just an investment—it's a lifestyle.



Elite Mecha Support Vehicle

HIGHWAYS IN THE MEKTON WORLD

In the earliest days of Algolian civilization, roads were a major problem. Travelers kept getting eaten by the wildlife. This dismal state of affairs required some major adaptations in transportation, and many of the earliest Algolian vehicles resembled tanks more than anything else.

In the late Nucleonic Age, the great Kargan builder Errina Kendar came up with the novel idea of elevating all Kargan intercity routes on pillars some forty feet in the air. High above the ravenous crowd of native predators, people could go about their daily business fairly unmolested (the occasional lightning hawk attack was considered to be the luck of the draw). With this innovation, regular intercity transportation and commerce finally became practicable. All major intercity highways are now elevated to heights between fifteen and forty feet above ground level, depending on the relative terrain and the ferocity of the wildlife. These highways, known as HIGHROADS, are usually smooth, well banked for high-speed transport, and have four lanes, two in each direction. Highroads connect only major cities and smaller towns. Within the vast arcology cities, roads are integrated into the design of the living spaces. Some are elevated, passing over or through buildings. Others are underground parkways, crossing the city through express tunnels. Inner city roads are usually two lanes wide, with a low central divider separating directions.

While intercity road transport is relatively safe, intercity road building is not. Older roadworkers still recall the harrowing ten year ordeal of building the Arcadian Highroad between Arcadia and Lorient. Attacks by looter packs, wild predators, Kargan saboteurs and violent weather killed close to nine hundred roadworkers before the Highroad was completed. Even now, repair workers receive extreme hazard pay for even the most minor Highroad upkeep.

There are three major Highroads in Elara. The ANDORAN

HIGHROAD runs from the western city of Andor to Kandar. The GREAT HIGHROAD travels from Kandar to Arcol, passing through Koriel and Lorient to connect with the ARCADIAN HIGHROAD. A new highroad running from Arcadia to Keor is now under construction, but is yet unnamed.

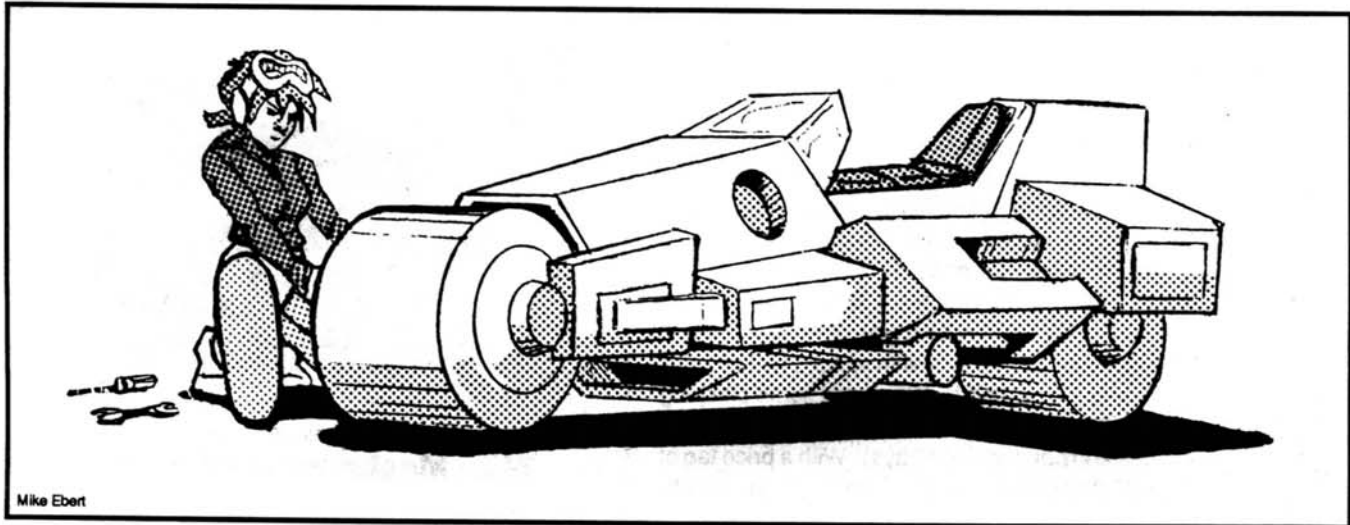
In the Kargan Empire, the KARGOL HIGHROAD connects the cities of Bendak and Kargol. This connects at Kargol with the EMPEROR'S HIGHROAD running along the coast to the cities of Korthad, Kerriss and Kardak. While a highroad from Kimir to Kerriss has been started, repeated attacks by the nomadic Shafirin have brought work to a standstill—one common assignment for novice Kargan mecha pilots is guarding roadcrews on this highroad. At this time, the major access to Kimir is the INNER SEA HIGHROAD, which travels from Bendak eastward along the coast to Kimir.

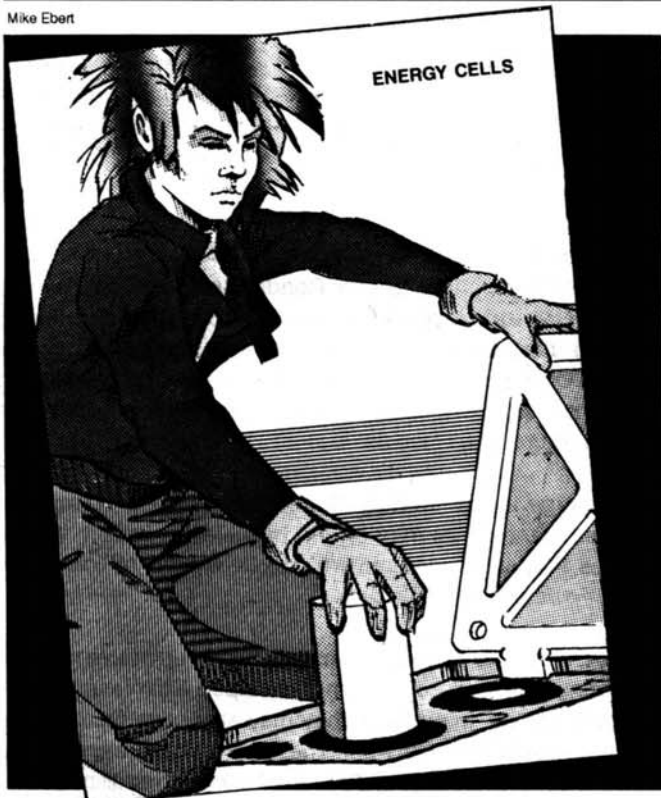
ROADSTRIKER POWER SYSTEMS

Because Roadstrikers are so much smaller than MEKTONS, they are unable to use a standard fusion furnace for power. Instead, these units make use of a system of "fuel cells" for power. A central core of radioactive isotopes releases a constant barrage of alpha particles. The heat produced uses thermocouple technology to generate electrical current, which is then stored in a battery located in the base of the fuel cell.

The electrical energy is drained off by the servos, engines and weapons of the Roadstriker, usually in a six to ten hour period of operation. At this point, a fresh fuel cell can be inserted, or the old one removed and allowed to recharge its battery section (about 6 hours). A fuel cell may be recharged in this manner about 10 times before it is exhausted.

Because of the radioactive isotopes used in fuel cells, they are always carefully sealed at the factory and cannot be opened by anything short of a fusion cutting torch. Any unprotected lifeform (this means anything NOT encased in full radiation suit)





within ten square feet of an opened fuel cell will die of radiation poisoning within 12 hours. Opening cells is NOT recommended.

As a safeguard against this deadly side effect, the chambers in which fuel cells are inserted into a Roadstriker are always made of an incredibly dense metal virtually indestructible by existing weapons technology. Secondary compartments can hold one set of backup cells in readiness. Each class of Roadstriker (Mechabike, Mechacar, Mechatruck and Powered Armor Suit) has its own size of fuel cell - they are not interchangeable. New cells may be purchased at any government approved mecha dealer at a cost of 10 crowns with exchange of the old cores (there is an additional 5cr. core charge if an exchange unit cannot be produced).

While fuel cells longevity is normally not a question in the COMBAT version of ROADSTRIKER, it's vitally important in a roleplaying context. Fuel cells are rated in what are called OUTPUT POINTS. Each Output Point is the rated amount of energy required to run that type of Roadstriker for one full hour of continuous operation. All standard fuel cells are good for 50 output points/hours of operation.

Certain weapons, such as lasers and energy swords, draw power directly off of the Roadstriker's fuel cells. Direct use of voltage in these amounts is extremely expensive: it takes .1 Output Point to fire a laser once, or maintain an energy swordblade for a single turn. One battle can quickly wipe out

your ability to make a fast and speedy retreat. So be smart—and always buy a second set of cells just in case!

MECHABIKERS

As Roadstriker Class vehicles became more accessible to the average citizen, it was inevitable that Looter "wanna-bes" would begin to appear. Within a few months of the first reports of mechabike and mechacar thefts, police of all nations began facing the threat of organized mechabike gangs.

Mechabikers, much like their less well-off motorbike counterparts, live to ride. The biggest difference is that motorbikes can't pick up a fan car and toss it off the road. Because mechabikes are expensive to maintain, most mechabiker clubs automatically turn to crime. Armed robbery when you're encased in twelve feet of armor and servo is a major temptation. Drug and weapon smuggling, using lightly armored and highly mobile mechacars is another favorite activity, with the take being split with major crime syndicates who employ the gangs as runners, strongarm men and gofers.

Occasionally, like a high tech version of *The Wild Ones*, a mechagang will take over an unprotected town and terrorize the helpless inhabitants. By the time police or freelancer forces arrive, the gang has stripped the town and vanished.

A SAMPLE MECHABIKER

INT:6
REF:8
TECH:4
COOL:7
LUCK:6
ATT:6
BODY TYPE:9



SKILLS:

Knife +6	Hand To Hand+8	Athletics+8
Notice +5	Gen. Knowledge+4	Streetwise+9
Mecha Pilot +2	Survival +8	Rifle+7
Driving+9	Dodge & Escape+6	Jury Rig+4
Intimidate+8	Gamble+4	

All Mecha/Roadstriker weapon skills at +5

Lifepath: *Goron* is the leader of the feared *Kregor Dragon* biker gang. His main turf is the Highroad between Loriel and Arcol in the southeastern region of Elara. At an early age, he was abandoned on the streets of Loriel by his parents, and was forced to band together with other street urchins to survive. Savage in combat and ruthless to those who oppose him, Goron has two weak spots; his overweening pride and a thing for *Danan Knorr*, head of the 154th Tactical Mechabike Police in Arcol.

Currently, mechabike gangs operate underground in most major cities, through their actions are understandably more limited in the oppressive Kargan Empire (where mere possession of an unauthorized mecha may result in execution). In the Empire, mechagangs are usually composed of groups of spoiled young noblemen, whose positions make them relatively invulnerable to the common police officer. Wherever they are, most mechabikers are fond of colorful gang symbols, threatening names, and have a tendency towards wearing combat armor in public places (the best way to avoid road rash when rolling a mechabike). The best way to deal with a mechabiker is to avoid him. The next best way is to shoot him.

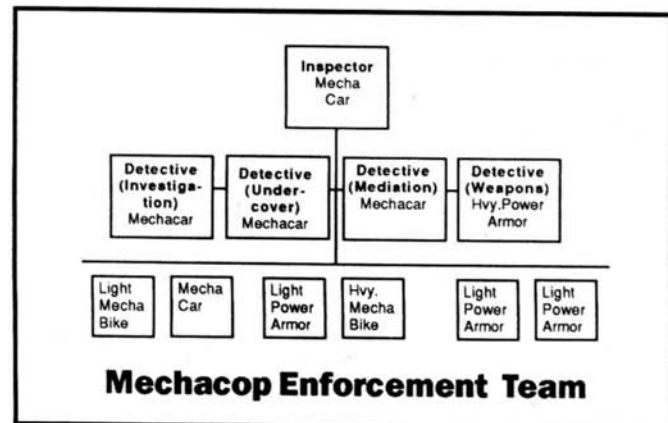
MECHACOPS

With the invention of the ROADSTRIKER, MEKTON-world police suddenly could walk a beat one minute and engage in high speed pursuit the next; all with the flip of the transformation levers. The first units were produced by the LJ-10 facility for the government of Kalia, and spread like wildfire to the police forces of many other nations. It was just in the nick of time. By the time the first Mechabiker bands had begun to appear, there were nearly enough Roadstriker-trained police to handle the onslaught.

Police Roadstrikers come in a variety of formats, but three types are the most common. The Patrol Bike, based on a Striker Class Bike, is primarily used to "walk" local neighborhood beats. The Enforcement Patroller, based on a Heavy Class Bike, is used in patrolling highways and freeways. The Interceptor Patrol Car, based on a Medium Class mechacar, is the standard investigator and detective work vehicle.

MECHACOP CHARACTERS

Law enforcement on Algol in many ways resembles the organization of a military unit more than it does a police force. Most Algolian cities divide their law enforcement duties into Tactical Areas, or "beats", covering roughly a quarter of a city. Within the "beat", there are usually three to four Enforcement Teams who divide the policework of the beat equally between themselves, often on a block by block area.



Each Enforcement Team consists of a Commanding Officer or Inspector, two or three Detective Officers, and a varying number (4-6) Patrol Officers. Each team member has a strong grounding in POLICE SKILLS, as well as one or more Specialist Areas (such as INVESTIGATION, TACTICAL, UNDERCOVER WORK, MEDIATION and WEAPONS).

MILITARY ROADSTRIKER UNITS

Before the invention of the Roadstriker class, the average MEKTON-world infantryman was in a sorry state. Outflanked by fan attacker tanks on one side, and stomped by gigantic MEKTONS on the other, he was usually reduced to huddling in a foxhole somewhere, hoping the bigger guns wouldn't notice him. Then came Roadstrikers.

To a large extent, military Roadstriker units have largely replaced standard infantry on the battlefield—in fact, in some cases, they are divided into two types—Mecha Vehicle Squads and Powered Armor Squads.

Powered Armor Squads are usually made up of five men, four wearing Light Suit Power Armor equipped with plasma guns or missile packs. In addition, they may also carry light autocannons for anti-personnel work. The fifth man is usually the Squad Leader, and wears Heavy Suit-type Armor with additional rocket packs. Four Powered Armor Squads make up a Powered

A Sample Mechacop

INT:7
REF:8
TECH:5
COOL:7
LUCK:5
ATT:9
BODY TYPE:8



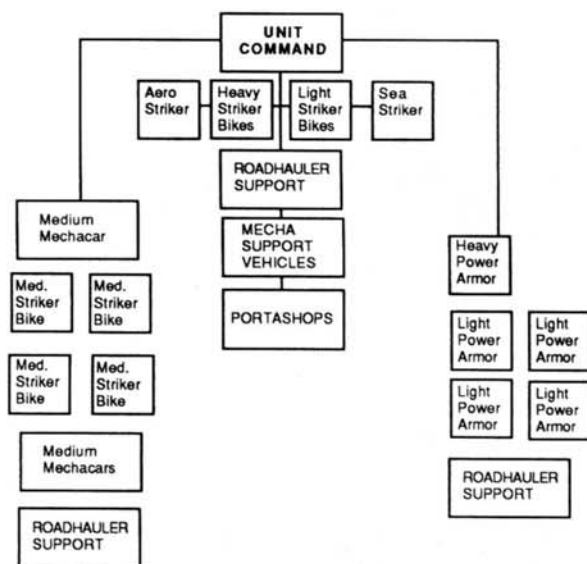
SKILLS:

Handgun +8	Hand To Hand +8	Athletics +8
Notice +6	Gen. Knowledge +4	Streetwise +9
Infiltration +4	Interrogate +4	Auto. Weapon +5
Driving +9	Dodge & Escape +6	Social +5
Persuasion +5	Medical +4	

All Mecha/Roadstriker weapon skills at +6

Lifepath: *Danan Knorr* is head of the 154th Tactical Mechabike Police in Arcol, and comes from a long line of Lorient law officers. Skilled, daring and fearless, she originally joined the 154th to avenge her father's murder at the hands of the *Kregor Dragons* (a local bikergang). Her one-woman crusade to eliminate the fearsome gang has hit a major stall, however—the *Dragon's* new leader, *Goron*; an enigmatic rebel as attractive as he is deadly.

Military Table of Organization



Armor Platoon, while four Platoons make up a Company. A normal assault on an infantry-held position will employ about two Platoons at any one time, supported by MEKTONS only when the opposition is well dug in.

Mecha Vehicle Squads are usually based on a combination of Medium Mechabikes and Medium Cars. Each Squad normally has four Bike elements armed with a combination of missile packs and grenade launchers, with two Mechacar elements (2 men per each, one of whom is the Squad Leader) with missile racks, rocket pods and two or three lt. autocannons. Mecha Vehicle squads are used to make lightning attacks against enemy scout teams, headquarters units and supply bases. They are normally not supported by MEKTONS—if the opposition is too stiff, they use their speed and maneuverability to escape.

Roadstriker units are often supported by non-combatant units, including Military portashops, Mecha Support Vehicles, and Roadhaulers used to load and transport supplies from base-camp to basecamp. All in all, the Roadstriker has made itself at home in the militaries of most MEKTON-world nations.

After all, a Roadstriker isn't much of a chance, but at least it's a fighting chance.

Sample Military Non-Com



INT:6
REF:6
TECH:5
COOL:4
LUCK:3
ATT:5
BODY TYPE:7

SKILLS:

Handgun+5 Hand To Hand+5 Athletics+5
Notice +4 Gen. Knowledge+4 Streetwise+2
Mecha Pilot +3 Survival +5 Rifle+7
Driving+5 Dodge & Escape+5 Leadership +2
All Mecha/Roadstriker weapon Skills at +5.

Lifepath: *Corporal Kevin Selmir* is a typical mechanized trooper in the Elaran ground forces. His skills are based on a very broad training program that emphasizes independent action and the ability to cope with changes on the battlefield. A Kargan would probably have somewhat lower Skills in Mecha Piloting, General Knowledge and Leadership.

A Sample Military Officer

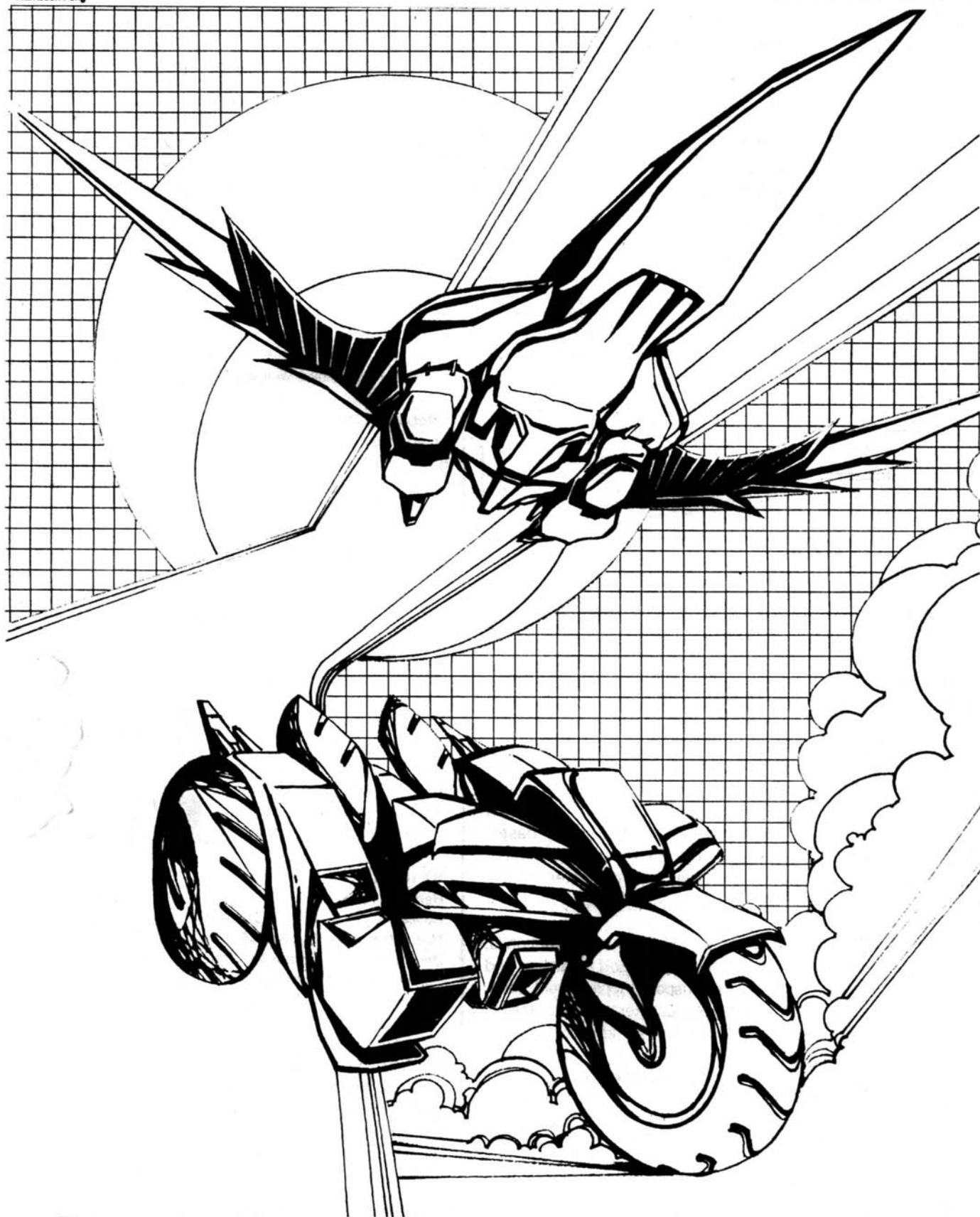


INT:7
REF:8
TECH:5
COOL:6
LUCK:4
ATT:5
BODY TYPE:7

SKILLS:

Handgun+6 Hand To Hand+6 Athletics+6
Notice +6 Gen. Knowledge+6 Streetwise+3
Mecha Pilot +4 Survival +5 Rifle+6
Driving+6 Dodge & Escape+6 Leadership +6
Persuasion +5 Infiltration +5 Social +5
All Mecha/Roadstriker weapon skills at +6

Lifepath: *Lt. Jon Hawkings* is an example of a Squad Leader in an Elaran Mecha Vehicle Squad. His skills are oriented not only towards combat and tactics, but also towards performing the duties of an officer and a gentleman in the nobility-based Elaran services. A Kargan would probably have additional Skills in Knife (+4). Infiltration (+6), Intimidation (+6) and Gambling (+4).



"Oh no!" groaned Elly. "Not again!"

Jeff shrugged. "Okay, so it's a weird design. I admit it. So?"

Elly waved a two foot wrench at him in disapproval. "Last time I used one of your designs, we ended up with a Rapier with six arms."

"So I got a good deal on energy swords," replied Jeff, shrugging. "Look, we want an undercover Roadstriker, right? Something that'll pass unnoticed, right in the middle of a Kargan Base. This'll do it."

For fracks sake!" exploded Elly. "This thing is —is—a COKE machine!"

"And it even gives change." grinned Jeff. "They'll never notice. Trust me."

Elly hit him with the wrench.

ROADSTRIKER CONSTRUCTION

As improvements in armor and structural hydraulics were developed, it became evident that the overall mission of the Roadstriker needed serious re-evaluation. Originally seen as a direct competitor to jeep-mounted infantry and other small units of the Second Kalian Conflict, Roadstrikers were increasingly employed in missions that put them into lopsided conflict with MEKTONs. Although in some battles, the skill of the pilot was enough to compensate for the inherent weaknesses of the Roadstriker Class (such as the famous *Kargan Embassy Battle* of Kalia, in which mechajock Lt. Clive Hendrik singlehandedly tackled four MEKTONs and lived to tell the tale), most of the time, Roadstrikers blew up like popcorn against the superior firepower and armor of larger mecha.

Second generation Roadstrikers are designed to cover the lowest end of the MEKTON spectrum. They are just one level above human infantry, capable of taking kills of damage, but on a very limited scale. They carry a mix of weapons allowing them to perform the anti-personnel role, yet pack sufficient armor and firepower to fight back against MEKTONs. In fact, with enough Roadstrikers in one place, it is relatively easy to "dry gulch" a lone MEK of far superior firepower.

BASIC FRAMES

The Roadstrikers listed on pg. 17-18 are the basic, stripped chassis frames of their individual classes. You will need to purchase WHEELS (if ground vehicles), WEAPONS, ARMOR and OPTIONS separately (not to mention that flashy paint job and custom Vazool-skin upholstery you were planning to get down in the Southern Archipelago).

Each Basic Roadstriker Frame has:

Base Cost: This is how much the stripped Roadstriker frame costs. Roadstriker II Construction Points (CP) are worth the same as MEKTON Construction Points.

Total Torso, Limb and Head Kills: This is how much damage (in Kills) each area can take.

Torso Spaces: These are spaces built into the torso areas of your Roadstriker. These may be used for either weapons, options, jumpjet systems or turbothrusters.

Passengers (Pass): This is the number of passengers (including the driver) which the Roadstriker can carry while in vehicle mode. It may carry one-half (round down) this amount when in humanoid form. Roadstrikers have a lot of extra machinery which takes up the place of potential passengers. Extra passengers onboard during a transformation must get out of the Roadstriker or risk being crushed by reconfiguring internal machinery (80% chance). Offloading passengers take one turn of action.

Vehicle Mode: This is when the Roadstriker is converted to its wheeled, fanned or flying equivalent of a common vehicle. Powered Armors, of course, have no vehicle mode.

Maximum Hand Weapons: This is the maximum number of hand held weapons the unit may carry into combat. These weapons are assumed to be clipped (in a non-functional man-

ner) to the outer body of the mecha when not in use. The only time when hand weapons may be used while in vehicle form is in the case of BIKES, when ONE weapon may be clipped to the front of the bike for use. 2-handed weapons count as two weapons.

Maximum Armor: This is the heaviest armor which may be placed on this particular Roadstriker type.

Powerplant: Each Roadstriker type is powered by energy fuel cells (for a more detailed description, see ROADSTRIKER POWER SYSTEMS, pg.7). Fuel cells cost 1 Construction Point (10cr), and are rated in what are called OUTPUT POINTS (OP). One Output Point is equal to the amount of power required to operate that type of Roadstriker for one full hour of continuous operation (360 game turns).

Sensors

All units (excepting Light & Striker Bikes) have a Visual sensor pack, which projects a 180-degree view around the Roadstriker, superimposing a targeting scope upon demand. Range is 50 hexes. This pack is always mounted in the head. When in vehicle mode, you may choose, of course, to use windows (bikes don't even have those!), but if your sensors are destroyed while in humanoid mode, you are effectively blinded and must apply modifiers as described in MEKTON II (pg. 29, Para 4). Sensor costs are assumed in the basic frame price of the Striker and may take 1 Kill in damage. You may install one backup set of sensors at a cost of 0.5CP

MOVEMENT OPTIONS

The next step in designing your Roadstriker is to decide exactly how it moves when not in the humanoid configuration. In some cases, (such as bikes, cars and trucks), this movement will involve wheels. In other cases, you may use ducted fans, ziprollers, jumpjets or turbothrusters.

Component	Cost	Kills
Standard Wheels	.2CP/per pair	1K ea.
Armored Wheels	.5CP/per pair	2K ea.
Fans	1CP/per pair	1K ea.
Ziprollers	1CP/per pair	As Leg
Jumpjets	3CP ea.	2K ea.
Turbothrusters	2CP ea.	2K ea.
Rotors	2CP ea.	2K ea.

Wheels

There are two types of wheels: Normal and Armored. Note that only mecha cars and mechabikes may use wheels. When constructing wheeled vehicles, you must place your wheels in one of the following configurations:

1) Either in the FRONT of the vehicle, the BACK of the vehicle, or the MIDSECTION of the vehicle. You may have up to 2 pairs in each of these areas, for a maximum number of 12 on a single vehicle. Wheels do not take up torso spaces.

2) You must designate these wheels as equal right and left side pairs. You may design units with an inner and outer wheel pair (outer wheels are targeted and destroyed before inner ones). All wheels are considered to be facing outside.

Fans

While mecha cars and mechabikes are usually equipped with wheels, you may opt to replace these with ground effect fans (you may not have both). These fans enable the vehicle to hover two feet off of the surface, giving it better speed and movement capabilities. These fan units directly replace wheels, and are always considered to be in one of the standard wheel configurations. Fans do not take up torso spaces. Powered Armor Suits and other types of Strikers may NOT have fan systems.

Ziprollers

These are small roller wheels which may only be placed in the footplates of Powered Armor Suits, allowing them to "zip" over terrain at a rate of speed higher than normal humanoid walking. No other unit type may use them. Ziprollers have no separate hit value, but are destroyed when the legs are. They do not take up torso spaces.

Jumpjets

This system allows a Roadstriker the ability to fly, much as MEKTONS do. Jumpjets may be placed in the torso spaces of any type of Roadstriker, including POWER SUITS, but may only be employed when the mecha is in a humanoid configuration. Each jumpjet system takes up one torso space. Extra jumpjets may be installed as backups.

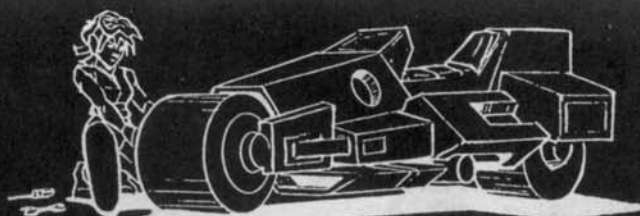
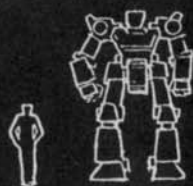
Turbothrusters

These are small jet thrusters useable either in air or water, but not both (for example, a water turbothruster would be adapted to pushing water over it's turbine blades, while an air turbothruster would have different turbine blades adapted to pushing air). Air Turbothrusters are designed to be used in Aerostriders, while Water Turbothrusters would be used in Seastriders. In order to fly, other Striker types would either have to use jumpjets or other movement systems.

Only one turbothruster is needed to power a striker-class vehicle. However, because thrusters can be targeted like wheels or other movement systems, you may want to add additional thrusters to your Striker. Each *additional* turbothruster takes up one torso space, the first one takes none.

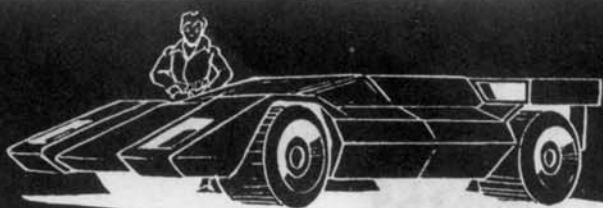
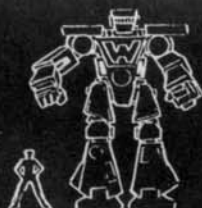
Rotors

Only Helostriders have rotors. Only one rotor is needed to power a Helostriker. However, because rotors can be targeted like wheels or other movement systems, it's a smart move to add extra rotors. Each *additional* Rotor takes up one torso space. A Roadstriker may have a maximum of three Rotors (1 in use, 2 in reserve).



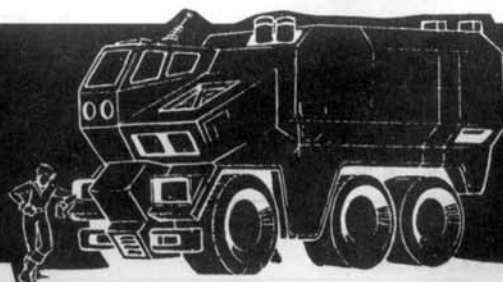
MECHABIKES

CLASS	COST	TONNAGE	KILLS			TORSO SPACES	MAX		
			TORSO	LIMBS	HEAD		PASS	ARMOR	H.WEAP
LT. BIKE	.5CP	.5	1	--	--	1	2	1K	1
STRIKER BIKE	1CP	.5	1	--	--	1	2	1K	2
MEDIUM BIKE	1.5CP	.5	1	1	1	1	2	2K	2
HEAVY BIKE	2CP	.5	1	1	1	2	2	2K	2



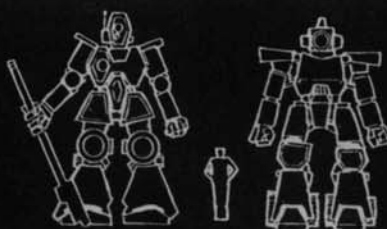
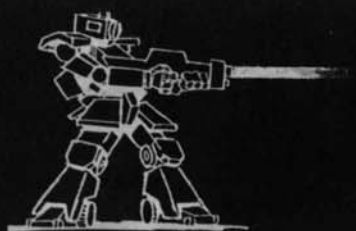
MECHACARS

CLASS	COST	TONNAGE	KILLS			TORSO SPACES	MAX		
			TORSO	LIMBS	HEAD		PASS	ARMOR	H.WEAP
SPORTS	2.5CP	.5	1	1	1	2	2	2K	2
COMPACT	3CP	.5	2	1	1	2	3	2K	3
MEDIUM CAR	3.5CP	1	2	1	1	3	4	2K	3
WAGON/LUXURY	4CP	2	3	1	1	4	5	3K	3
LIMO/MINI VAN	4.5CP	3	3	2	2	4	6	3K	4



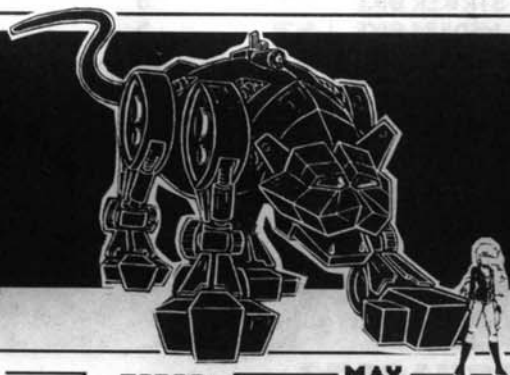
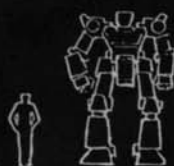
HELOSTRIKERS

CLASS	COST	TONNAGE	KILLS			TORSO SPACES	MAX		
			TORSO	LIMBS	HEAD		PASS	ARMOR	H.WEAP
LIGHT HELO	3CP	.5	2	1	1	1	1	1K	1
MEDIUM HELO	3.5CP	1	2	1	1	2	2	1K	1
HEAVY HELO	4CP	2	3	1	1	3	3	2K	2
ASSAULT HELO	4.5CP	3	3	2	2	4	4	2K	2



POWERARMORS

CLASS	COST	TONNAGE	KILLS			TORSO SPACES	PASS	MAX	
			TORSO	LIMBS	HEAD			ARMOR	H.WEAP
LT. POWERSUIT	1.5CP	.5	2	1	1	2	1	2K	2
HVY. POWERSUIT	3CP	1	4	2	2	3	1	3K	3



BEAST STRIKERS

CLASS	COST	TONNAGE	KILLS			TORSO SPACES	PASS	MAX	
			TORSO	LIMBS	HEAD			ARMOR	H.WEAP
RIDING BEAST *	2.5CP	.5	1	1	1	2	2	2K	2
ENCL. LIGHT BEAST	3CP	1	2	1	1	2	3	2K	3
MEDIUM ENCLOSED	4CP	2	3	1	1	4	5	3K	3
HEAVY ENCLOSED	4.5CP	3	4	2	2	4	6	3K	4

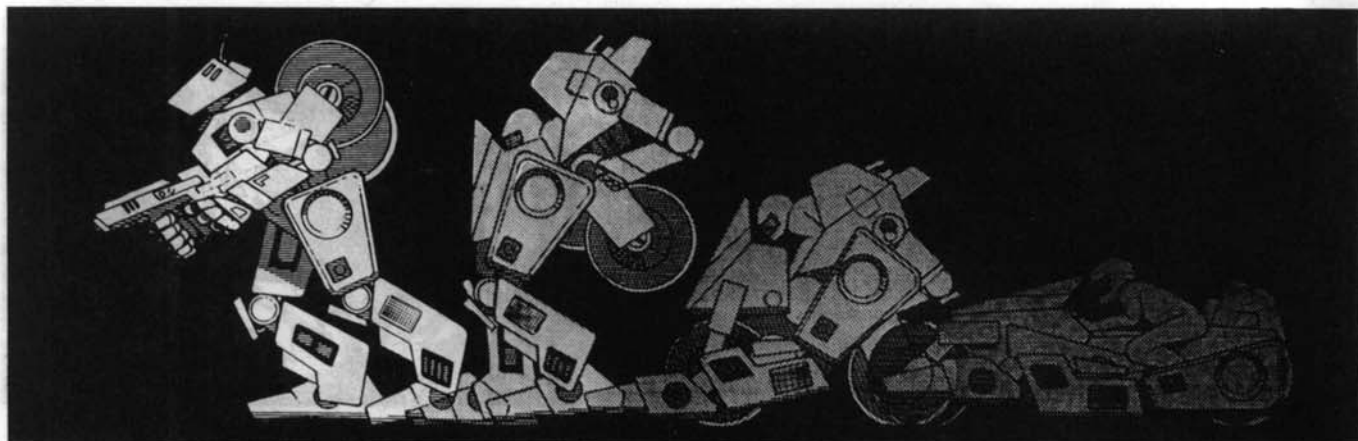
*Riding Beast does not protect rider.

AEROSTRIKERS

CLASS	COST	TONNAGE	KILLS			TORSO SPACES	PASS	MAX	
			TORSO	LIMBS	HEAD			ARMOR	H.WEAP
MICROJET	3CP	.5	2	1	1	1	1	1K	1
MINIJET	3.5CP	.5	2	1	1	2	1	2K	1
MINIFIGHTER	4CP	1	3	1	1	3	2	2K	2
TURBOFIGHTER	4.5CP	1	3	2	2	4	2	3K	2

SEA STRIKERS

CLASS	COST	TONNAGE	KILLS			TORSO SPACES	PASS	MAX	
			TORSO	LIMBS	HEAD			ARMOR	H.WEAP
SEASKI	3CP	.5	3	2	2	2	2	1K	1
MINIFOIL	3.5CP	.5	3	2	2	3	3	2K	2
MICROSUB	4CP	1	4	2	2	4	4	3K	2



WEAPONS

In previous combat situations, taking a single Striker up against a MEKTON is like tackling an elephant with a popgun. Roadstriker class units are designed for close infantry combat and anti-personnel work, rather than Mekton combat attacks. Unless attacking in a fairly large group, earlier Roadstrikers did not stand a chance against MEKTONS.

Second generation Roadstrikers carry many of the same weapons as the previous generation, but have supplemented these with several more powerful weapons designed to damage MEKTONS exclusively. Most of these weapons are scaled down versions of existing MEKTON weapons, with smaller magazines to compensate for weight and lower ranges.

The following table lists the weapon types, ranges, uses, damages and accuracies of weapons covered in these rules. These weapons are designed to interface with similar weapon classes in MEKTON II.

ANTI-MECHA WEAPONS

Missile Pack: The missile pack is identical to the standard MEKTON missile rack, but carries only four missiles instead of the usual twelve.

Plasma Rifle: The plasma rifle is a scaled down version of the standard MEKTON plasma gun, designed to be mounted in the torso or held in both hands.

Rocket Pod: A scaled-down version of the MEKTON rocket launcher, the Rocket Pod fires salvos of 5 rockets per turn. Roll once to hit, then

ANTI MECHA WEAPONS

Type	Range	Used	WA	Damage	Cost	Shots
Plasma Rifle	6	T/2H	-1	3K	3CP	5
Missile Pack	7	T/1H/V	0	2K	1CP	4
Rocket Pod	3	T/2H	-2	1K	1CP	15
75mm Rifle	5	T/2H/V	+0	2K	1CP	10
Energy Gun	5	T/1H/V	+2	1K	1.5CP	10
Energy Saber	1	1H	+1	1K	.5CP	20
2H Energy Saber	1	2H	+1	2K	1CP	20
Melee Weapon	1	1H/②	-1	1K	.2CP	—
2-Hand M.Weapon	1	2H	-1	2K	.5CP	—
Magnetic Grapples	2	T/V	+1	—	.3CP	2
Shield	1	1H	0	1K	.5CP	—
Weapon Shield	1/sp.	1H	+0/sp.	1K	.5CP	—

ANTI-PERSONNEL WEAPONS (damage measured in HITS)

Type	Range	Used	WA	Damage	Cost	Shots
Lt. Autocannon	2	T/2H/V	+0	1D6+2H	1CP	60rounds
Flamer	2	T/1H/V	+1	1D10H*	1CP	2
Grenade Launcher**	2	T/1H/V	+0	1D10H†	1CP	10
Auto Gren. Launcher	2	T/2H/V	-1	1D10H†	2CP	9

* Plus 1D6 residual damage for 2 turns afterwards.

† Explosive damage

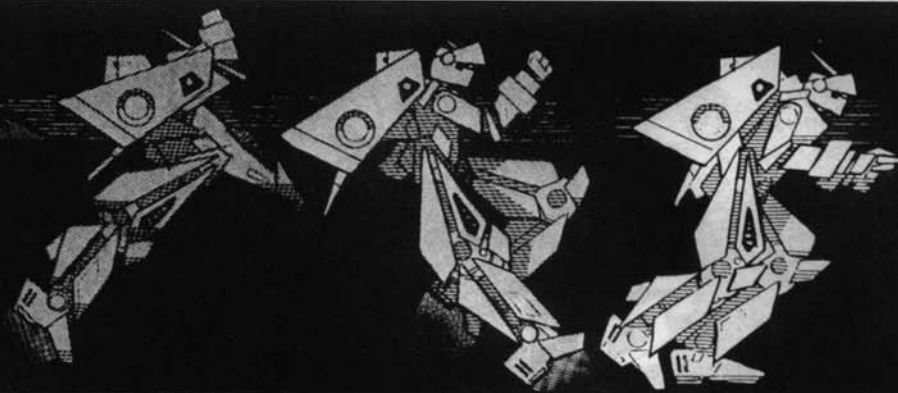
** Reloads can be bought equivalent to smoke or Bogg.

1 grenade=1 hex smoke cloud. 2 grenades=1 bogged hex.

② May be a V-mounted weapon for Beaststrikers

T=Torso mounted, 1H/2H=held in 1 or 2 hands.

V=Torso mounted, can use in vehicle form for 0.1CP



roll 1D10 divided by 2 (round all fractions UP) to see how many of the salvo hit. Each rocket does 1 Kill damage. Use the Rocket Table in MEKTON II, page 51 to determine hit locations.

75mm Rifle: This mini-railgun fires a depleted uranium slug at transonic velocities. It takes one turn to recharge after firing, making it a fire, charge, fire type weapon.

Energy Gun: A Roadstriker scaled version of a personal Energy pistol, firing a burst of laser energy. Equivalent to the standard MEKTON Laser.

Energy Sabers: Pumped plasma versions of the personal energy sword, unusable by anything less than a Light Bike armored man. Comes in one- and two-handed versions, with equivalent power ranges.

Magnetic Grapples: Compressed-air launched cables with electrostatic adhesive heads. They are mounted in pairs and attack as a TRIP/GRAPPLE or as a GRAB (for a weapon).

Shield: Smaller version of standard MEKTON shield. You can parry or bash with it. May take up to 2 Kills.

Weapon Shield: This shield can be used to store one space of extra weapons. This may be a Missile Pod, a 1-handed Energy Saber, or a 1-handed melee weapon. The weapon must be removed from the shield (one action), before use.

ANTI-PERSONNEL WEAPONS

Light Autocannon: The Light Autocannon is a 20mm, anti-personnel version of the heavier MEKTON autocannon. It can fire eight shots per burst (Burst Value=8), with each hit doing 1D6+2hits in damage.

Flamer: A smaller version of the standard MEKTON Flamer, with less range and power. One shot per action, but has 50% chance of igniting struck area, causing 1 Hit residual damage for 1D10/2 additional turns. Range: 2 hexes.

Grenade Launcher: Can fire once per action. A normal high explosive grenade does 1 Kill (10 hits). For details, see Grenade Targeting, pg. 42, MEKTON II.)

Autogrenade Launchers: These can fire three grenades per turn. However, they will run out of grenades far faster than regular grenade launchers.

RELOADS

Missile Packs, 75mm Rifles, Lt. Autocannon, Grenade Launchers, Auto Gren. Launchers, and Flamers can be reloaded, taking 1 action to do so. A maximum of 2 reloads for any one weapon may be carried, at a cost of 0.2CP per reload (this covers storage space, etc.)

Option	Cost	Torso Spaces
Camouflage	.5CP per level	NA
Silent Running	1CP per level	NA
Targeting Scope	.5CP	NA
Night Driving	.2CP	NA
All-Weather System	.3CP	NA
Submersible Option	.2CP	1
Ejection Seats	.3CP (plus .2 for sender)	NA
Hydrostick Jets	1CP	1
Bogg Sprayer	1CP	1
Smoke Dispensers	.5CP (for 3 cannisters)	NA
Radio	.4CP	NA
Enhanced Radio	.6CP	NA
Extended Sensors	.5CP	NA
M.A.S.P.	1CP	NA
ECM	1CP	NA
ECCM	1CP	NA

ARMOR

Unlike MEKTON construction, where armor is purchased for each individual area, Roadstriker armor is purchased as an all-over covering, giving protection to each area equally. With the development of larger and more powerful Roadstrickers, it was possible to mount a heavier, denser armor. This Hiveloc™ type armor replaces the earlier Plastitex® Roadstriker armor common to the first generation mecha. It is more resistant to blast/energy weapons and has a kinetic energy stress load that is 55% greater than previous armors.

Level	Plastitex®	Hiveloc™	Cost
Light	4 hits	.5 kill	.5CP
Medium	6 hits	1 kill	1CP
Heavy	8 hits	2 kills	1.5CP
Extra Hvy	10 hits	3 kills	2CP

OTHER OPTIONS

Like any good auto showroom, we'd like to offer a few options to the discriminating mecha buyer. Option costs should be added to the overall cost of constructing your unit, and are primarily designed to be used in a roleplaying context.

Camouflage: Spotting an unmodified Roadstriker requires a SIMPLE Notice roll by the observer. To make distinguishing your Striker from a normal vehicle, you can buy points of CAMOFLAGE OPTION. This makes your unit look more like what is supposed to resemble in its "street" form. You must pay .5 CP to increase the observer's Notice Difficulty by one level (such as SIMPLE to REQUIRES TRAINING). At 2 CP, your Roadstriker is virtually indistinguishable from any standard street model of vehicle.

Silent Running: This option allows you to move more silently. The cost is 1 point for every -1 modifier on listener's Notice Roll. Silent Running can be used by wheeled vehicles, Helo-, Sea-, and Beaststrickers.

Targeting Scope: Increases weapon accuracy by +1.

Night Driving System: Infrared headlights will light a road area 100 meters long and 50 meters wide. Additional IR sensitive cameras and an IR polarized windscreen allow unit to maneuver without using visible light.

All-Weather System: Similar to the NDS, this option allows Aero- and Seastrickers to function day or night, in any weather.

Submersible Options: Usable by Mechacars, Mechatrucks, Seastrickers and Powered Armors, this allows your Striker to submerge in any or all rivers, shallow or ocean hexes. Integral lifesupport system carries air for 4 hours.

Ejection Seats: You may opt to replace any or all of your standard seats at a cost of .3 CP each. Activated by a hidden trigger (or from a hand held radio sending unit at an additional .2 CP), the seat rockets the occupant skyward, dropping him 1 hex (50 meters) behind the vehicle.

Hydroslick Jets: This system sprays a fine mist of frictionless liquid 1 hex directly behind the vehicle. Any unit passing through this contami-

nated hex must make a Driving Roll (Driving+REF+ 1D10) higher than 20 (Difficult), or lose control. You may cover 1 hex per turn with hydroslick, up to 6 hexes. Hydroslick evaporates in 10 turns.

Bogg Sprayer: A thick, gel-like substance which acts as a form of superglue. Units passing through a "bogged" hex pay for movement at a rate of 4 additional MA per hex travelled. Bogg is deployed exactly as hydroslick, but does not evaporate.

Smoke Dispensers: When used (counts as an action), a smoke cloud is instantly placed in the hex containing the Roadstriker making all incoming fire at the unit or any unit in (or behind) the smoke a -3 To Hit. The smoke lasts 3 Turns, and the To Hit penalty is reduced by 1 each turn. The smoke cloud will not move with the unit that produced it. M.A.S.P. can see through smoke.

Multichannel Radio: This option allows communication up to 25km distant, blocked only by sizable mountain ranges, buildings or amounts of metal.

Enhanced Radio: This allows the radio to send/receive scrambled signals up to 50km. It can also be used as a radio-direction finder if the operator makes a skill roll [INT+Skill+D10 vs. signal strength(15 for mecha, 20 for Roadstrickers/backpack radios, 25 for hand coms.)+D10]

Extended Sensors: This special sensor pack contains the following sensor additions (primarily for roleplaying): 1) A shotgun mike, which allows user to overhear a whispered outdoors conversation at 200 meters, or any normal conversation through a standard sheetrock wall at 100 meters. 2) A thermosensing camera, allowing a heat-shape image to be filmed outdoors up to 100 meters away, or through glass up to 10 meters away. 3) Tracking system and four "bugs" allowing user to locate and follow up to 4km.

MILITARY ONLY OPTIONS

M.A.S.P. (Military Advanced Sensory Package): Available only to military Roadstrickers, M.A.S.P. is primarily for roleplaying purposes, like the extended sensors. It contains a thermoscanner (see above), advanced visuals equal to binoculars and amplified goggles (+2 to Awareness/Notice skill plus excellent night vision), and a phased-array active radar (+1 to detect flying objects/missiles, aircraft, mecha, etc.). If you have M.A.S.P. and any other type of sensors, you can only use one type at a time. [Rules for use are in **Combat**, pg.41]

ECM (Electronic Counter Measures): This broad-spectrum Electronic Warfare system can be used to jam weapon lockons and sensory searches, taking one action. A roll of INT+ELECTRONIC WARFARE Skill+a d10 vs. a difficulty of 15 (Roadstriker Sensors) or 20 (Mecha Sensors) + 2/200m beyond 500m. If the roll is successful then the target being jammed is at -4 on all ranged attacks and sensor searches until the jamming unit fails a skill roll or shuts the device off.

ECCM (Counter-Countermeasures): The "jambuster." If a unit has the ECCM device, jamming difficulty numbers are raised by 5.

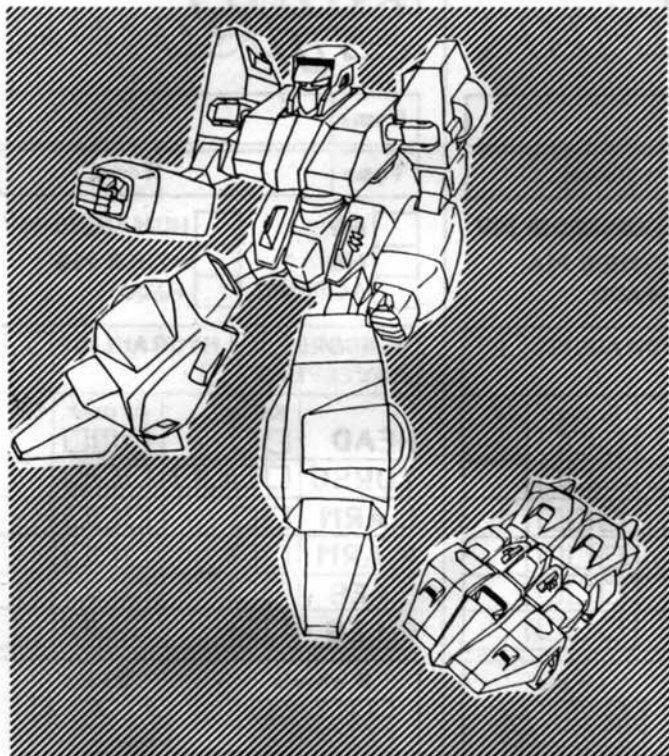
NOTE: Any Roadstriker vehicle (not counting Powered Armors or the smallest vehicle in each category) will contain a Personal Vehicle Computer.

Note: CP= Construction Points. WA=Weapon Accuracy. RN= Range, DM= Damage done by weapon. K=Kills of weapon. Shots= number of shots used in combat.

[illegible]

[illegible]

Sample Roadstrikers



INTERCEPTOR

Luxury body	4cp
6 Armored wheels (2F,4B)	1.5cp
Jumpjets	3cp
Heavy Hiveloc	1.5cp
2 Rocket pods (T)	2cp
Grenade launcher (T/V)	1cp
Energy Gun (1H)	1.5cp
MultiChannel radio	0.4cp
TOTAL	14.9points

SHADOW

Medium body	3.5cp
4 Standard wheels	0.4cp
Jumpjets	3cp
Medium Hiveloc	1cp
2 Energy guns (T/V)	3cp
1 Energy gun (1H)	1.5cp
Camouflage (-2 Notice)	1cp
Silent Running (-2 Notice)	2cp
TOTAL	15.4points

BLUE 5-5

Luxury body	4cp
4 Armored wheels	1cp
Heavy Hiveloc	1.5cp
2 Missile packs (T/V)	2cp
2 Rocket pods (T)	2cp
1 Plasma rifle (2H)	3cp
MultiChannel radio	0.4cp
TOTAL	13.9points

MILITARY ROADHAULER

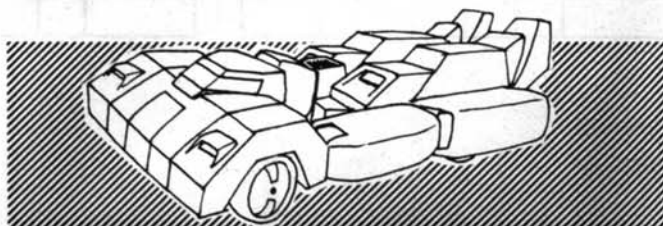
Landrover body (modified Minivan)	4.5cp
8 Armored wheels (4F,4B)	2cp
Jumpjets	3cp
Extra Heavy Hiveloc	2cp
1 Lt. Autocannon (2H/V)	1cp
2 Missile packs (T/V)	2cp
Shield (1H)	0.5cp
*1 Grenade Launcher (1H)	1cp or
*1 Energy gun (1H)	1.5cp
MultiChannel radio	0.4cp
TOTAL	16.4/16.9points

CIVILIAN ROADHAULER

Minivan body	4.5cp
6 Fans (2F,2M,2B)	3cp
Light Hiveloc	0.5cp
1 Energy gun (T/V)	1.5cp
TOTAL	9.5points

MILITARY COMBAT CAR

Medium body	3.5cp
6 Arm. wheels (2F,2M,2B)	1.5cp
Extra Heavy Hiveloc	2cp
Plasma rifle (T)	3cp
1 Missile pack (T/V)	1cp
1 Auto-Grenade launch. (2H)	2cp
Targeting Scope	0.5cp
Submersible ability	2cp
MultiChannel radio	0.4cp
Night driving	0.2cp
TOTAL	16.1points



LIGHT ROADARMOR, TYPE 1

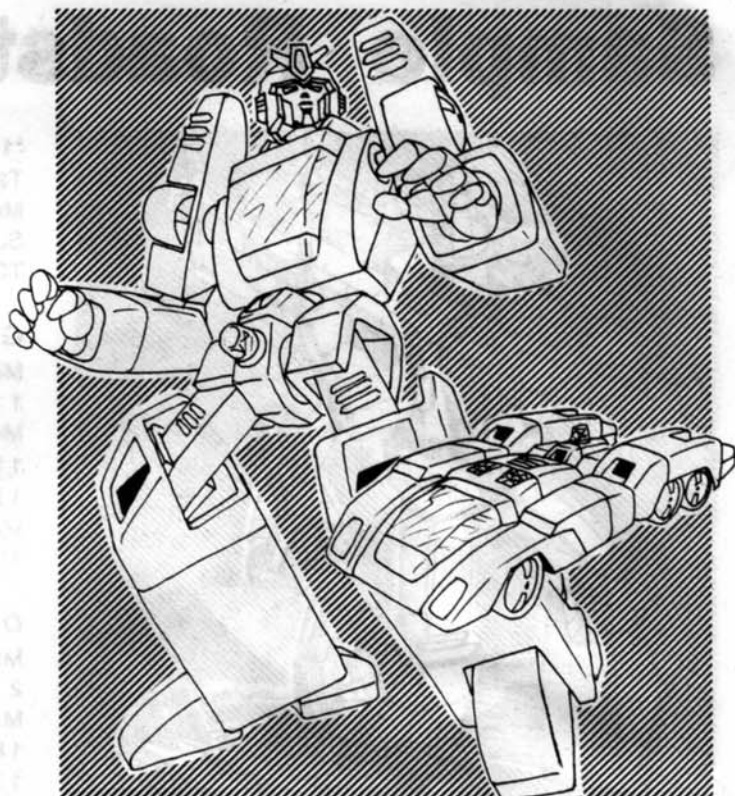
Striker bike body	1cp
2 Standard wheels	0.2cp
Jumpjets	3cp
Medium Hiveloc	1cp
1 Energy gun (1H)	1.5cp
1 Missile pack (1H)	1cp
MultiChannel radio	0.4cp
TOTAL	8.1points

LIGHT ROADARMOR, TYPE 2

Light bike body	0.5cp
2 Fans	1cp
Jumpjets	3cp
Light Hiveloc	0.5cp
1 Lt. Autocannon (T/V)	1cp
TOTAL	6 points

CRUSHER MK II

Medium bike body	1.5cp
2 Armored wheels	0.5cp
Jumpjets	3cp
Light Hiveloc	0.5cp
2 Beam sabers (1H)	1cp
1 Rocket pod (T)	1cp
TOTAL	7.5points



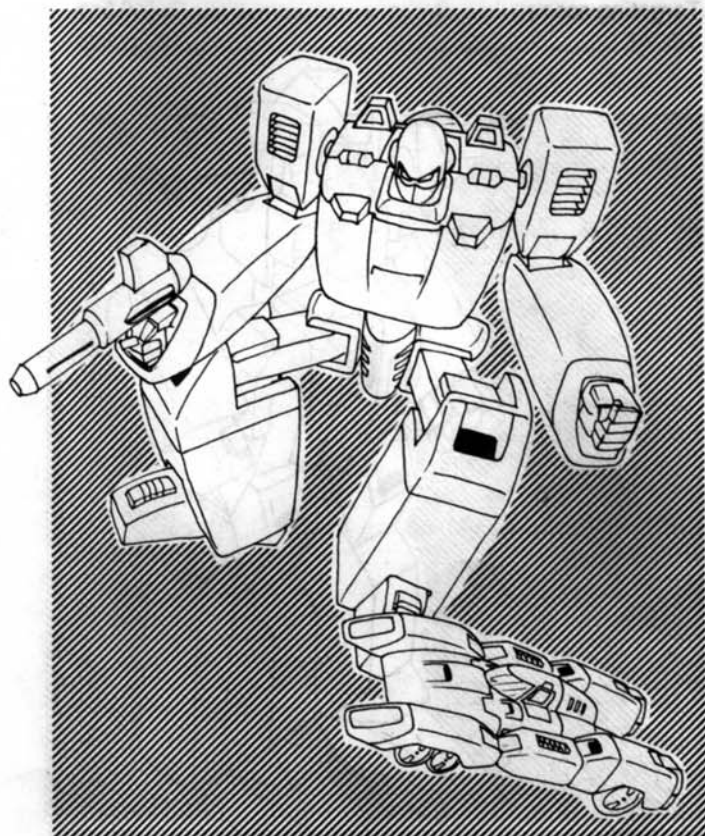
Jason Waltrip

ENFORCER BIKE

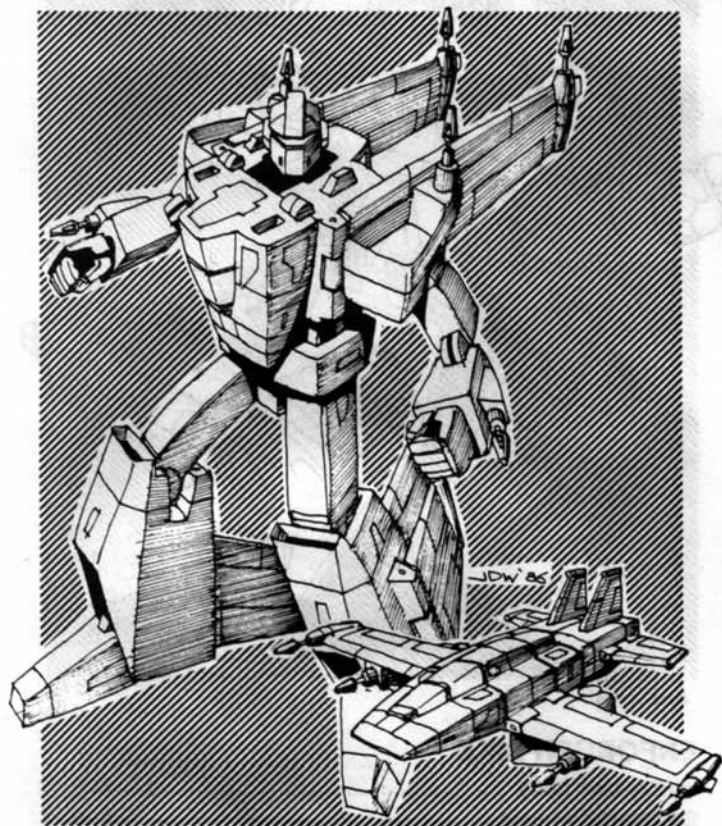
Heavy bike body	2cp
2 Armored wheels	0.5cp
Medium Hiveloc	1cp
1Energy gun (1H)	1.5cp
1Beam saber (1H)	0.5cp
Weapon shield [Beam sab.]	0.5cp
Magnetic grapnels	0.4cp
Targeting scope	0.5cp
Silent running (-3Notice)	3cp
MultiChannel radio	0.4cp
Extended Sensors	0.5cp
TOTAL	10.8 points

PATROL BIKE

Medium bike body	1.5cp
2 Fans	1cp
Medium Hiveloc	1cp
1 Beam saber (1H)	0.5cp
Magnetic grapnels	0.4cp
*1 Energy gun (1H)	1.5cp or
*1 Grenade launcher (1H)	1cp
Targeting scope	0.5cp
MultiChannel radio	0.4cp
Night Driving System	0.2cp
Extended Sensors	0.5cp
TOTAL	7.5/7 points



Sample Roadstrikers



John Waltrip

MILITARY MECHABIKE

Heavy bike body	2cp
2 Fans	1cp
Jumpjets	3cp
Heavy Hiveloc	1.5cp
1 Lt. Autocannon (T/V)	1cp
1 Grenade launcher (1H)	1cp
Weapon shield [Missile pack]	0.5cp
1 Missile pack (1H)	1cp
Targeting scope	0.5cp
MultiChannel radio	0.4cp
TOTAL	11.9points

V.O.F.A.M. TYPE

MILITARY POWERED ARMOR

Light suit	1.5cp
Ziprollers	1cp
Medium Hiveloc	1cp
1 Missile pack (T)	1cp
*1 Plasma rifle (2H)	3cp or,
*1 Grenade launcher (1H)	1cp and

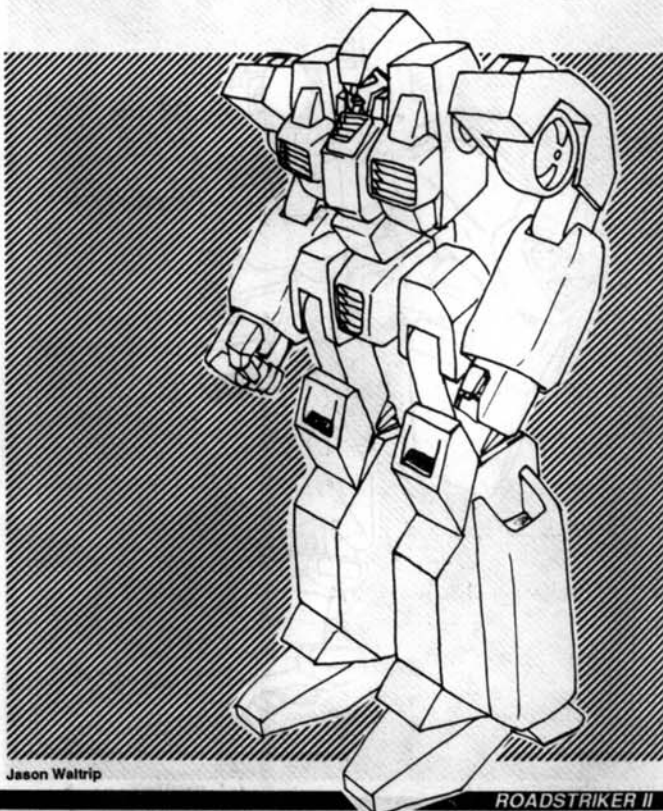
*1 Beam saber (1H)	0.5cp
Targeting scope	0.5cp
MultiChannel radio	0.4cp
Submersible ability	2cp
TOTAL	10.4/8.9points

GAMMAJET AEROSTRIKER

Minijet body	3.5cp
1 Turbothruster	2cp
Medium Hiveloc	1cp
1 Energy gun (T/V)	1.5cp
1 Energy gun (1H)	1.5cp
MultiChannel radio	0.4cp
TOTAL	9.9points

DELTA MINIFIGHTER

Minifighter body	4cp
2 Turbothrusters	4cp
Medium Hiveloc	1cp
1 Missile pack (T/V)	1cp
1 Lt. Autocannon (2H)	1cp
All-Weather system	0.3cp
MultiChannel radio	0.4cp
Targeting scope	0.5cp
TOTAL	12.2points



Jason Waltrip

TURBOBAT FIGHTER

Turbofighter body	4.5cp
2 Turbothrusters	4cp
Heavy Hiveloc	1.5cp
2 Energy guns (T/V)	3cp
1 75mm rifle (2H)	1cp
All-Weather system	0.3cp
MultiChannel radio	0.4cp
2 Ejection seats	0.6cp
Targeting scope	0.5cp
TOTAL	15.8points

HAMMERHEAD CLASS SUB

MicroSub body	4cp
1 Turbothruster	4cp
ExtraHeavy Hiveloc	2cp
2 Missile packs (T/V)	2cp
Submersible ability	2.0
MultiChannel radio	0.4cp
Targeting scope	0.5cp
Silent running (-2 Notice)	2cp
TOTAL	16.9points

ROBORIDER™ MODEL ARMO-CENTAUR

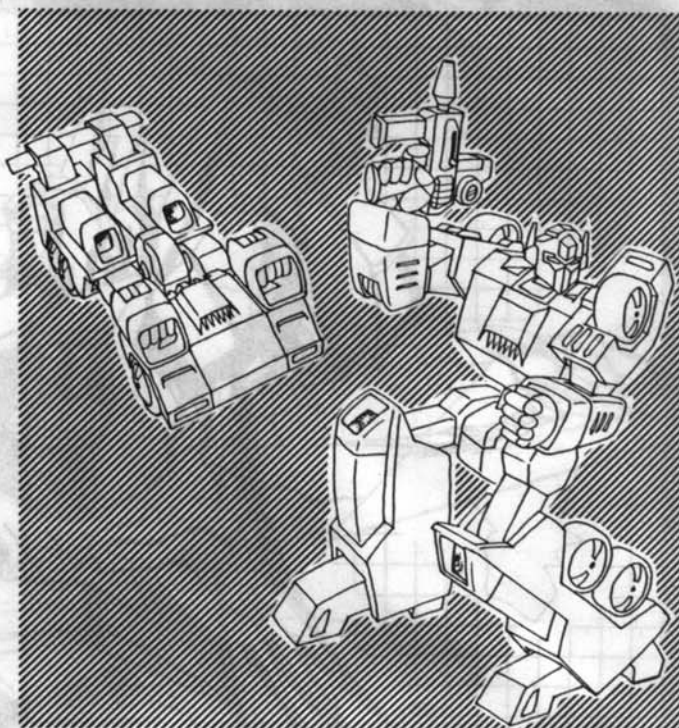
Ridebeast body	2.5cp
Jumpjets	3cp
Light Hiveloc	0.5cp
1 Melee weapon (V)	0.2cp
*1 Flamer (1H)	1cp or
*1 Energy gun (T/V)	1.5cp
Night driving	0.2cp
Camouflage (-4 Notice)	2cp
TOTAL	9.4/9.9points

note: melee weapon represents bite or kick

PANTHERION 5 BEASTSTRIKER

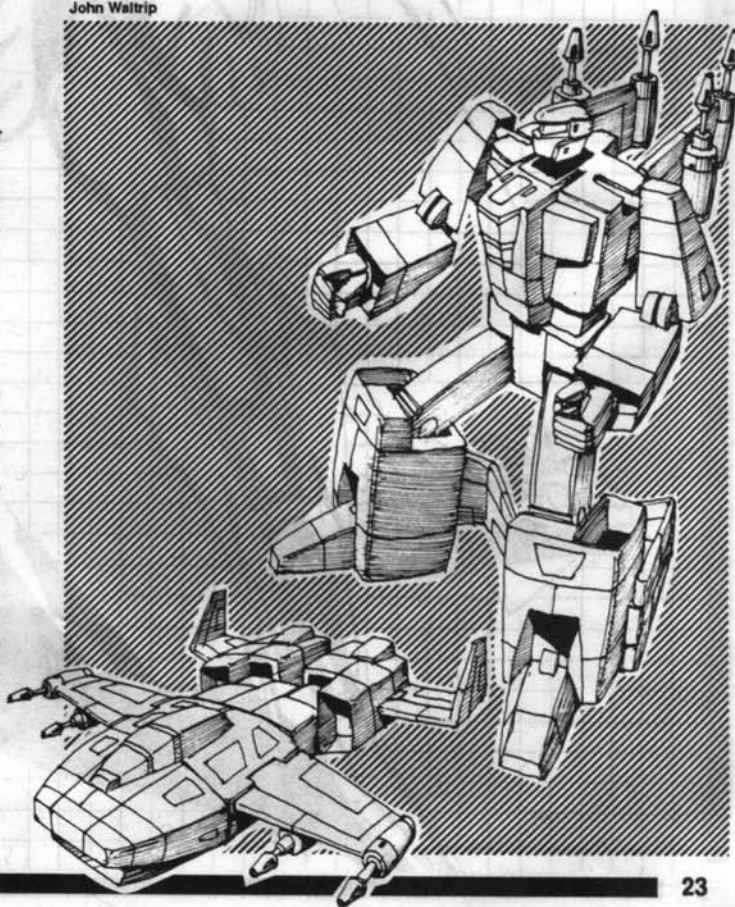
Medium enclosed body	4cp
Jumpjets	3cp
Heavy Hiveloc	1.5cp
1 75mm rifle (2H)	1cp
2 Melee weapons (V)	0.4cp
2 Energy guns (T/V)	3cp
Night driving	0.2cp
MultiChannel radio	0.4cp
Silent running (-3 Notice)	3cp
TOTAL	16.5points

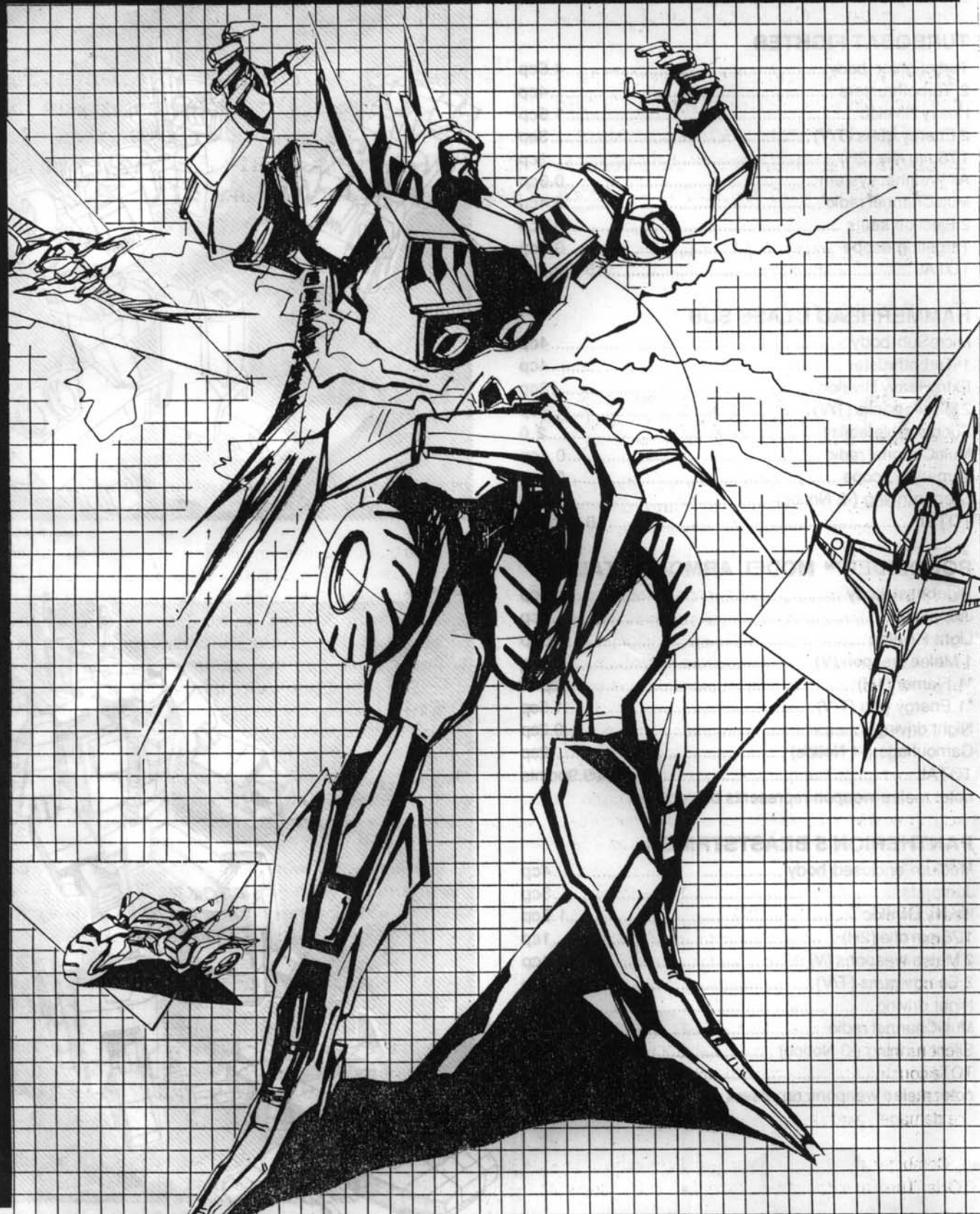
note: melee weapons represent claws



Jason Waltrip

John Waltrip





The Kargan battlesuit slammed to the deck, towering over the four tiny Roadstrikers like a giant. "Oh frack!" Jeff groaned. Just his luck—

"Go to full combination mode!" barked Rachelle. In the Zeta Fighter, Elly slammed the control levers forward and mentally crossed her fingers. With a thunder of jets, the four Roadstrikers began to rotate, spin and reform like gigantic metal origami. "Leg section—transformed!" shouted Rachelle. "Torso unit—GO!?" Elly gasped in surprise. "Arms and weapons— Ready!" yelled Bernard. "Jeff? Jeff?!?"

Jeff just grinned. He'd waited his entire life for this moment—

"—I'll form the head!"

COMBINERS

Face it, in combat, a Roadstriker is a heck of an anti-personnel weapon—it's a fast, powerful and well armored killing machine. The lighter ones can even follow humans into cramped places like stairwells and bunkers, making them especially nasty.

But on the battlefield against MEKTONs—that's another story. Unless two or three of them can gang up and move fast, a Roadstriker doesn't have much of a chance. With puny 1 Kill arms and 4 Kill torsos, plated in a maximum of 3 Kill armor, one good jolt with a plasma cannon will cause a Roadstriker serious hurt.

But Roadstrikers have one more ace. Combiners.

These are humanoid mecha which combine several Roadstrikers together to make a powerful fighting machine capable of tackling most MEKTONs. Combined Roadstrikers can mass up to ten or twenty tons and have as many Kills as a heavyweight MEKTON.

BUILDING COMBINERS

Roadstrikers can be combined to make MEKTONs. These Roadstrikers must be designated to be combiners at the start of their construction.

a) When combined, they automatically fold all limbs and head sections into the main Torso. Only the Torso Kills are counted in the construction of the combiner MEKTON. If the Roadstriker has taken torso damage previous to combining, it will transfer the damage value to the combined mecha.

b) Combiner mecha are automatically human-formed MEKTONs. They must have two arms, two legs, a torso and one

head. The individual Roadstriker segments must make up one or more of these parts.

c) When building a Roadstriker for use as a combiner section, you must designate what part (or parts) of the combiner mecha the Roadstriker will become. *For example, in the Japanese animation show Gundam Double Zeta, the Core top would become the head, arms and part of the torso. The Core base would become the legs, the double beam cannon, and the lower torso. The Core Fighter would become the torso. In GoLion, each leg is made up of a lion, each arm is a lion, and the main lion forms the head and torso.*

Occasionally, a single limb maybe made up of several combiner units. In the show Dairugger 15, a single leg of the combiner is made up of a submarine, a ground crawler, and a landrover.

d) To determine the overall Kills of the combiner mecha-part, you will use the Torso Kill value for the Roadstriker. For example, if a 4 Kill Lion Roadstriker is used to make one leg of the Mighty Panthertron, then that leg has a value of 4 Kills.

e) If a Roadstriker makes up more than one part of the assembled combiner, each part will have the total Kill value of the Roadstriker's Torso. A Roadstriker may not make up more than three parts of the final combiner. *Example: Rapier Zeta's Fightertop (3 Kills) is used to make up two arms and part of the torso of the completed Rapier Zeta. The total number of Kills for these 3 areas is 3.*

f) If more than one Roadstriker is used to create a section of the final combiner mecha, you must add the Torso Kill values for all

Roadstrikers involved in the part's makeup. *Example: Three 3 Kill Roadstrikers are used in the construction of Daizinger 15's leg. The leg has a total Kill value of 9.*

Rapier Zeta's torso is made up of three parts: the Fightertop (which contributes 3 Kills), the Fighterbase (3 Kills) and the Fightercore (2 Kills). The total Kill value for the Rapier Zeta's torso would be 8.

g) All Roadstrikers in the combination must have the same level of armor throughout.

MAGNETIC LINKAGE SYSTEM

This is the system which holds the combiner mecha's parts together. A series of computers in each vehicle of the combiner unit directs the combining operation and makes sure each part gets to the right place. The term magnetic linkage system is actually a misnomer, as fitted links, interlocking parts and only a few magnetic clamps are used. This is the critical part of a combiner. You must have one magnetic linkage system module in each vehicle of the combiner, at a cost of 1 CP for each. *Example: Rapier Alpha has three separate vehicles. It's MLS costs a total of 3 CP. Daizinger 15, on the other hand, has fifteen vehicles. It's MLS cost 15 CP.*

The problem is that an ML system is inherently weaker than a mecha constructed on one framework. Therefore, whenever a combiner is hit with penetrating damage, it has a percentage chance that it may lose magnetic linkage and fall apart. The more parts, the weaker the combiner. The magnetic link save is a percentage value which must be rolled each time penetrating damage is done. If a value equal to or less than the Save is rolled, the unit will "fall" apart. To determine the Save:

$$\text{Save}\% = (\text{Number of parts} \times 3)$$

Example: Rapier Zeta is made up of three parts. It has a 9% chance of losing linkage. Daizinger 15 has fifteen parts. It has a 45% chance of losing the linkage.

Magnetic linkage is the biggest weakness of the combiner mecha class. A lucky shot can scatter the parts of a titanic twenty-component suit all over creation, rendering it useless.

POWER PLANTS

Unlike MEKTONs, Roadstrikers use storage cells for power, rather than a powerplant. While storage cells have the disadvantage of eventually running out of power, they have one big advantage—there is no central powerplant to hit. Roadstrikers in combined mode can therefore ignore all rules for internal damage and powerplant explosions (MEKTON II, pg. 48).

Combining has one other big advantage for Roadstrikers. The

increased efficiency of the combiner allows the unit to run further on far less power. When combined, add all current output points for all Roadstrikers in the unit together and use this as your output points pool. A combiner (no matter what size) uses exactly half as many points (round down) to perform an operation as all the combined Roadstrikers. In combiners with several Roadstrikers, this could mean an over 200% increase in efficiency. *For example, it normally takes 3 Output Points to run the three strikers in Daizinger 15's left leg, now it only takes 1!*

COMBINER WEAPONS

One big problem with Roadstrikers is that they are too small to use mecha-scaled weapons; most Roadstriker weapons are limited to the 1-2 Kill damage range. However, combiners have the additional option of being able to use full-scale mecha weapons (these must, of course, be hand-held types only), if they are available.

But what if you don't happen to have a 300mm cannon stashed nearby? One option is to use a Combiner weapon. These are special, breakdown versions of standard MEKTON weapons, stashed inside the various Roadstrikers that make up the combiner unit. They act exactly as hand-carried versions of the normal MEKTON weapons of their type, but cannot be used by anything other than the combined unit. Cost is the same as the MEKTON weapons with an additional 1 CP cost for the breakdown ability. Combiner weapons are "combined" at the same time as the rest of the unit.

Combiner weapons are stashed in the Torso spaces of each Roadstriker. These spaces are far smaller than the generic "space" of a MEKTON, so that most Combiner weapons will probably be broken up between two or more Roadstrikers.

2 Spaces	Mecha Plasmagun, all Lasers 150mm, Machinecannon, Flamers Energy and other Melee Weapons Whips & throwing weapons
3 Spaces	300mm Cannon Rocket Launcher Missile Rack Plasma Cannon 2H Energy and other Melee Weapons

Here's an example: *Rapier Zeta normally carries a Plasma Cannon and two Energy Melee Weapons. As Combiner Weapons, this would take a total of 7 spaces. Between the three units of Double Zeta, there are 12 spaces; four to each Roadstriker. Jeff places the two Energy Melee Weapons in the Fightertop (leaving 0 spaces) and two spaces of the Plasma Cannon in the Fighterbase (leaving 2 spaces). The remaining 1 Plasma Cannon space goes to the Fightercore, leaving it with 3 empty spaces.*

[illegible]

RIDING STRIKER

Name: _____

Age: _____ Sex: _____

Weight: _____ Height: _____

Address: _____ City: _____ State: _____ Zip: _____

Phone: _____

Comments: _____

Signature: _____ Date: _____

RIDING STRIKERS
THE OFFICIAL RACING PAPER

Name: _____
 Team: _____
 Date: _____
 Age: _____
 Address: _____
 City: _____ State: _____ Zip: _____
 Phone: _____

MEMBERSHIP CARD # _____

NAME	AGE	SEX	TEAM	SCORE
W. ADAM	10	M	Team A	100
J. ADAM	11	M	Team B	95
E. ADAM	12	M	Team C	90
L. ADAM	13	M	Team D	85
S. ADAM	14	M	Team E	80

4. ADAM 100 5. ADAM 95
 6. ADAM 90 7. ADAM 85
 8. ADAM 80 9. ADAM 75
 10. ADAM 70 11. ADAM 65
 12. ADAM 60 13. ADAM 55
 14. ADAM 50 15. ADAM 45
 16. ADAM 40 17. ADAM 35
 18. ADAM 30 19. ADAM 25
 20. ADAM 20 21. ADAM 15
 22. ADAM 10 23. ADAM 5
 24. ADAM 0 25. ADAM 0

[illegible][illegible]

© R.Talsorian Games. Photocopying for personal use only permitted.

ARMOR	TOTAL TONS

ML Save ☐

	1D6 Roll	ROADSTRIKER TYPE	KILLS
HEAD	1-6	TRANZOR 5	
R ARM	1-6	BETA 5	
L ARM	1-6	ZETA B	
L LEG	1-6	ALPHA 7	
R LEG	1-6	ALPHA 7	
TORSO	1-6	GAMMA 2	

Draw and Name your Combiner here.

Name VECTOR ALPHA

WEAPONS & OPTIONS

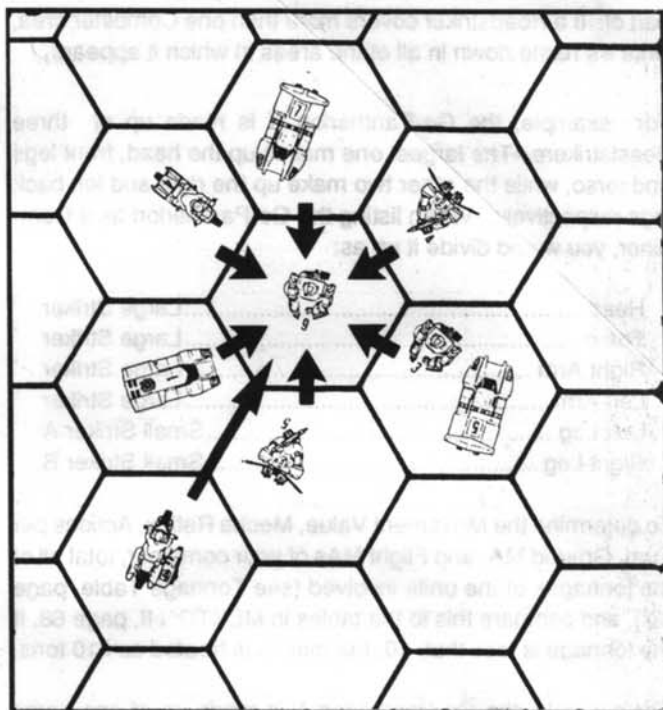
[illegible]**TOTAL CP COSTS**

Your Weapons spaces. These are reserved for weapons that are used by the combiner in it's combined form only.

COMBINING

Combining is the action of joining all of your component Roadstrikers together into one unit. Combining can take place anywhere, whether the units involved are in the air, underwater, on the ground, or a combination of all three. The important part is that they are close enough to each other, rather than the location of combining.

In animé, combining, like transforming, takes almost no time, and is performed with an imperial disregard for the fact that you may have some ten separate vehicles racing, transforming, spinning and spewing lighting bolts at the same time as they go through their complex transformations. In MEKTON, we explain this through the use of the **Magnetic Linkage System**; a computer in each vehicle which is in constant contact with other computers in the rest of the vehicles. At the start of the combining phase, the MLS automatically locates each part in three dimensional space, and like an air-traffic controller, routes each part by autopilot to its proper place. The MLS is a very complicated and touchy system, which is why it is prone to fall apart whenever the combiner mecha takes a serious hit.



Above: Combining

Combining follows these rules:

a) Combiners must be adjacent to each other in order to combine. If all segments of a combiner are not in adjacent hexes, the unit may not be combined. If there are more Roadstrikers than can be fitted into the seven hexes (see illustration) of an adjacent group (with two Strikers per hex, you can normally get 14 together), additional Roadstriker segments may be placed in the hexes adjacent to the basic seven. However, this situation will usually be rare, as above fourteen Roadstrikers a combiner mecha's linkage save rises to ludicrous proportions. In addition, units may join a combination by flying into the adjacent hexes and combining in midair (sure, it sounds silly, but they do it all the time in the shows).

b) Combining is considered to take all of a Roadstriker's actions in a turn. The action of combining takes one turn, but must be announced on the turn previous to the actual turn of combining, which gives time for the thrilling music to play and the special effects to kick in ("And I'll form the head!").

c) During the turn in which combining takes place, all units involved are considered to still be separate and must be targeted separately. If a combining Roadstriker unit is hit during this phase, combining is automatically aborted. *Example: Rapier Zeta is in the process of combining. Gerion Mirai realizes he can't shoot at the uncombined Rapier Zeta, so he takes aim on Jeff's Fightercore, slamming it with a laser bolt. The combining phase is automatically aborted and Jeff must once again announce his intention to combine in the next turn, then attempt*

to combine in the turn after that (this is a good tactic for anti-combiners, as the bad guys play billiards with the elements of a Combiner unit).

d) A Combiner which has failed it's Magnetic Linkage save will automatically come apart. The combined parts will fall randomly into the seven adjacent hexes (the best way to do this is just choose which hexes each part falls into). An uncombined mecha's pilot must declare his intention to recombine on the turn *after* the mecha has been broken apart. He may then combine in the next turn.

e) A combined Roadstriker may use any or all of its torso mounted weapons. However, it cannot use any other weapons.

KEEPING TRACK OF YOUR COMBINERS

Obviously, keeping track of these various Roadstrikers is going to be a bit of a bother. The best solution is to use several Roadstriker Construction sheets (3 to a page) to log your various combiner units.

The **Combiner Construction Sheet** is much like a standard MEKTON Construction Sheet. However, in place of the normal sections for Body Parts and Servos, there are spaces for the individual Roadstrikers that make up each section. To fill this section out, you will have to make up a Roadstriker sheet for each Striker involved in the Combiner. Next, write down the name of the Roadstriker in the section of the Combiner that it is

part of. If a Roadstriker covers more than one Combiner area, write its name down in all of the areas in which it appears.

For example, the Go-Pantherion X is made up of three Beaststrikers. The largest one makes up the head, front legs and torso, while the other two make up the right and left back legs respectively. When listing the Go-Pantherion as a Combiner, you would divide it up as:

Head	Large Striker
Torso	Large Striker
Right Arm	Large Striker
Left Arm	Large Striker
Left Leg	Small Striker A
Right Leg	Small Striker B

To determine the Movement Value, Mecha Reflex, Actions per Turn, Ground MA, and Flight MAs of your combiner, total all of the tonnages of the units involved (see Tonnage Table, page XX), and compare this to the tables in MEKTON II, page 68. If the tonnage is less than 10, the mecha is treated as if 10 tons.

For example, the Go-Pantherion X is made up of one Large Beaststriker (3 tons) and two medium Beaststrikers (2 tons each). The total tonnage is therefore 7, giving the Pantherion a humanoid MV of 1 and a Ground MA of 8.

Damage modifiers are determined by adding up all of the Kills in an arm and comparing the total to the Arm Table in MEKTON, pg. 6.

For example, the Go-Pantherion's Large Panther is a Large Beaststriker, with a 3 Kill torso. Because the Large Panther covers arms, torso and head of the Go-Pantherion, this means the Arms are rated as 3 Kill arms. Comparing this to the MEKTON II Arm Table, we see that a 3 Kill arm has a Base Throw of 1 hex and a Damage Add of 0.

Let's say that we used two Large Panthers to make up the Go-Pantherion X's arms. This would mean a total of 6 Kills (3+3=6) per arm. A 6 Kill arm has a Base Throw of 3 and a Damage add of +1.

FLIGHT MOVEMENT

Instead of having one huge, centralized thrust pack or group of lift points, Combiners use the combined thrust of all of the Strikers involved in the linkup. As long as a Striker has one turbothruster, rotor or jumpjet, it is flight capable; so, as long as each Striker has one flight system, the mecha will be able to fly at a speed equal to the slowest flight system in the combination. However, when the total number of flight systems drops below the total number of Roadstrikers present in the Combiner, the Combiner will be unable to fly.

WHAT ABOUT ALL THOSE GUYS IN THE FEET?

When combined, a single Roadstriker unit (and it's pilot), must be designated as the controlling pilot. Other pilots can elect to eject at this time (making their way back to their uncombined units later on foot), or hang on for the ride. While in combined mode, these pilots may still fire any or all torso mounted weapons as their actions (in addition to the mecha's basic APT).

Obviously, this can be pretty boring to be the guy in the left foot of the Mighty Panthertron. However, here's some good news. Control can be transferred between Roadstriker units once per combat turn. This means that control of the overall combiner can be traded between members of a Roadstriker/Combiner group, allowing everyone a chance to say, —"And I'll form the head!"

ALLOCATING DAMAGE

It is assumed that legs, arms, wheels, fans, and heads of the individual Roadstrikers are folded back and into the main body of the mecha, rendering them impossible to hit. This is, of course, in the true anime style (Have you ever wondered what happened to the powerful legs of the mighty Go-Lion when all those lions went crashing together? So did we.)

When attacking a Combiner, all damage will go to the Torso areas of the component Roadstrikers only.

TARGETING COMBINED UNITS

While attacking an uncombined Roadstriker is as easy as finding the right Snapshot Table (pg. XX), attacking a Combiner is a bit harder. We now know that all damage goes to the torso of one of the Roadstrikers in the combination. But which one? Here's how to do it:

The COMPONENT ROADSTRIKER part of the Combiner sheet lists the component Roadstrikers that appear in each area (head, arms, legs, torso) of the final Combiner. In addition to the Roadstriker Type heading, you will notice a heading for Roll and Kills.

Under the Roll heading for each component Roadstriker, assign a value between one and six to each Striker appearing in that Component. If there is more than one Roadstriker in an area, divide the six points between the total number of Roadstrikers equally.

For example, the MegaLord 4's torso is made up of three strikers. When listing it on the Combiner sheet, you would assign your 1 to 6 values like so:

ROLL	ROADSTRIKER TYPE	KILLS
1-2	Mach 5 mecha car	2
3-4	Super Bike X	1
5-6	Thunder Fighter 15	2

The Go-Pantherion X, on the other hand, has only one Striker in its torso. It would be listed:

ROLL	ROADSTRIKER TYPE	KILLS
1-6	PantherGod Lion	3

If there are an uneven number of component strikers in a body section, such as five in one Torso, divide your six sided die up evenly, with the largest component (designer's choice), getting the extra point. *For example, SuperRoboGod DanLyger has five component Strikers in its torso, with the MegaRobo taking up the largest section. It would list as:*

ROLL	ROADSTRIKER TYPE	KILLS
1-2	MegaRobo	3
3	Cosmorobo Alpha	1
4	Cosmorobo Beta	1
5	Cosmorobo Gamma	1
6	Cosmorobo Delta	1

Each time your combiner takes a hit in a specific area (head, torso, arm, leg), roll 1D6. Check the Roll column of that area, index it to the die roll, and use this to determine which Striker in the body area was hit. *For example, SuperRoboGod DanLyger takes a hit in the Torso. DanLyger's player rolls 1D6 and gets a 3. Remember that we broke DanLyger into the arrangement shown above. A roll of 3 means that Cosmorobo Alpha took the hit. DanLyger's player would move over to Cosmorobo Alpha's Roadstriker Construction sheet and subtract the damage from Alpha's torso (counting in the effects of armor).*

STRIKER INTERNAL DAMAGE

The big advantage of a combiner is it's dispersed structure. There are no powerplants to hit, and no centralized piloting areas. Instead, an attacker has to clobber a lot of little Roadstriker parts instead of getting a nice, clean shot.

But that is a combiner's weakness. Each time an individual Roadstriker in combination takes a penetrating torso hit, the Striker must make a roll against internal damage (see pg. 41). Note that certain restrictions apply to this:

1) If the total number of operating powerplants is reduced below half of the total number of Roadstrikers in the Combiner, it will automatically break apart into it's uncombined state (see Combining, page 29).

2) As long as one set of Roadstriker sensors are operable, the

Combiner is not blind. However, this sensor suite must be in the Roadstriker operated by the Combiner's pilot.

For example, the Double Rapier is controlled by Jeff in the Fightercore unit. However, when the Fightercore takes an internal hit and loses its sensors, it goes blind. By shifting control to Bernard in the Fighter base, the Double Rapier can once again see.

3) If a pilot is stunned in a non-controlling Roadstriker, there will be no serious effect. However, a Pilot Stunned roll on the controller of a Combiner can be serious. After all, how many times have you seen an anime show where a mighty combiner has been knocked senseless to the edge of a vast crevasse of molten lava? As the hero struggles to regain his sense, his ears are filled with the desperate cries of his companions, trapped down in the mecha's foot, "C'mon Dave! Get it together! Wake up, or we're burnt toast!"

4) If a Roadstriker unit loses it's Hydraulics, it will become inactive and will automatically uncombine.

FALLING & RAMMING WITH COMBINERS

Ramming damage to combiners must, as with other MEKTONs be applied to the Torso. However, the total number of kills must be divided evenly between all Roadstrikers in the torso section with the largest section taking the remaining points.

THROWING

Combiners in the combined mode throw as if the arm servos were equivalent to standard MEKTON servos of that level. If the arm values are less than 1, the combiner cannot throw. *Example: three 3 Kill Roadstrikers are used in the construction of Daizinger15's arm. The arm has a total Kill value of 9, and throws as if it is a Medium Heavy arm servo (4 hexes).*

DISMEMBERING

Combiners in the combined mode dismember other units based on the total number of Striker tons in each arm. Compare this total to the table below to determine the Level on the Dismember table, MEKTON II, pg. 52.

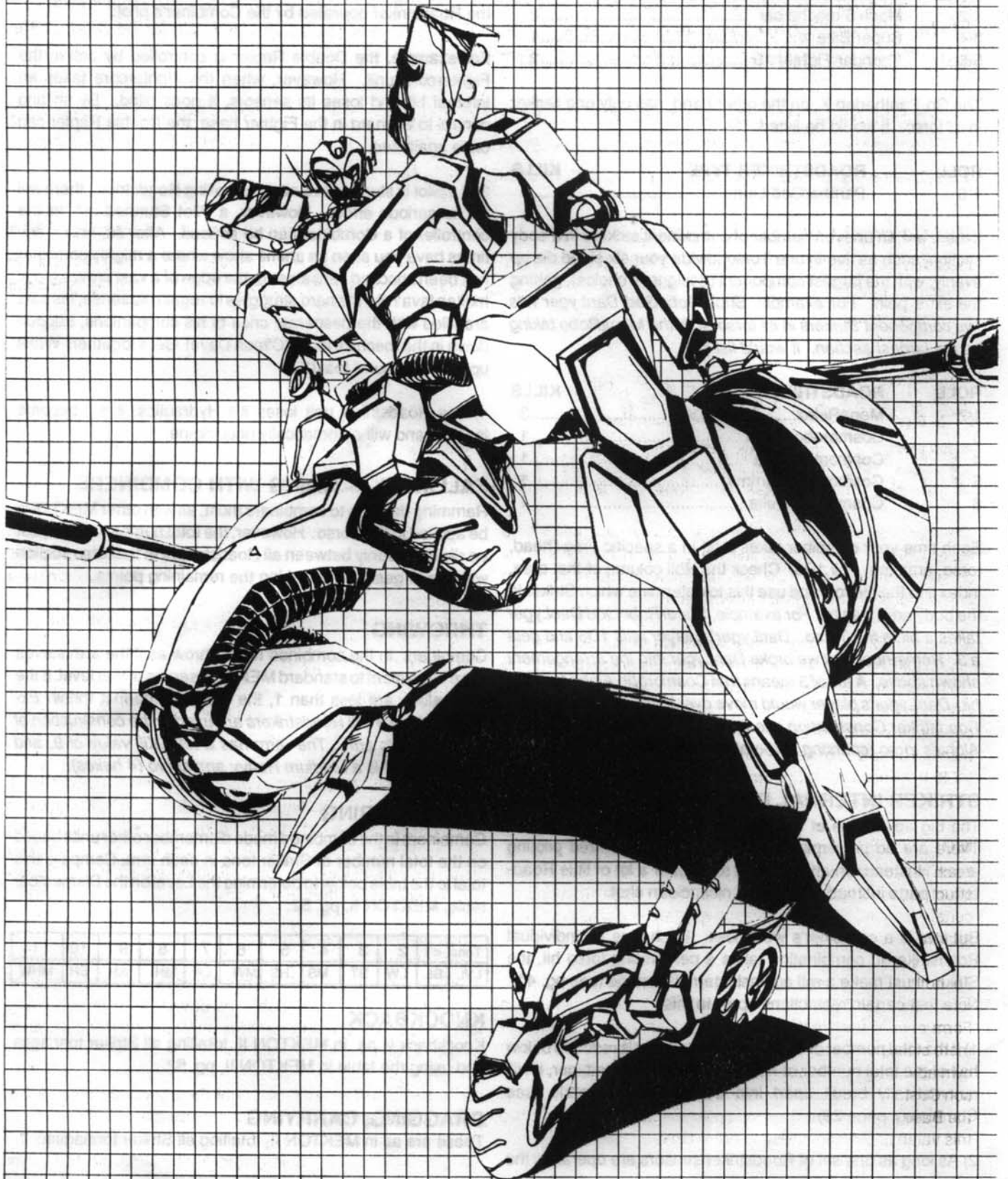
Tons	<1	2	3	4	5	6	7	8	9	10	11+
LVL	SL	LW	ST	MS	HS	MW	LH	MH	AH	SH	MHW

KNOCKBACK

Knockback is as in MEKTON II, totalling all Striker tonnages and using the table in MEKTON II, pg. 52.

DRAGGING, CARRYING

These are as in MEKTON II, totalling all Striker tonnages.



Jeff brought the Zeta Rapier over the coastline, low and fast. Around him, laser beams lit the sky with blinding red streaks. "Frack!" he muttered, struggling to beat a safe path. Then, suddenly, the shore batteries stopped.

From behind a nearby mountain, the titantic shape rose— ten stories high, bristling with weapons from every conceivable surface. Jeff's breath came out in a sharp hiss. There was no way he was ever gonna beat that. No way.

But he could outrun it. Sliding the transformation switches forward, he could feel the Rapier shifting, sliding, re-configuring to his will, sprouting wings, re-aligning streamlining. With a shriek of turbos, the Zeta streaked suborbital in it's high speed aeroform—

ADVANCED TRANSFORMABLES

Transformation or multiforming is an ability designed into a MEKTON unit, allowing it to shift configuration through several different forms. In MEKTON, we introduced a simplified form for building one of three basic multiformed types.

In this section, we cover the possibilities of *advanced* multiforming MEKTONS. Many of these changes are meant to bring the transformable rules section of the original *ROADSTRIKER I* into line with the *MEKTON II* rules of pgs. 67-68. This section can replace those rules (if you wish) as they add much more detail. The rules convention of cost multipliers is retained from MEK II. These revisions are presented in the reverse from *ROADSTRIKER I*: first the multiforms, then the components.

MULTIFORMS

Each multiform mecha involves a redesign to the mech's basic structure, and thus raises the overall cost of construction by a certain amount. This is one reason why transforming mecha are relatively rare.

To build a transforming mecha, you must first construct a humanoid MEKTON. This will be what is known as the Base Form of your transformable unit. Next, you will select one or more of the possible Transformation Forms. Each Form has it's own advantages and disadvantages, as well as a Transformation Cost. This cost is determined by multiplying the CP cost of the Base Form by the Cost Multiplier of that form, then adding this value to the original Base Form Cost.

For example, Jeff decides to build a variable form Rapier. His Base Form Cost is 60CP. He decides to purchase two transformations: *Mechafighter* (.30) and *Walkermecha* (.40) He uses the formula:

$$(60CP \times .30) + (60CP \times .40) + 60CP \text{ Base Cost} = 102 \text{ total CP}$$

MULTIFORM TYPES

Listed below are the types of standard multiforms available. We have listed each type in terms of its components, major advantages, major disadvantages, abilities and costs.

1) BEASTMECHA: When in this form, you will add +2K to all strikes with your limbs (your arms will, in fact, re-configure into legs). Your mecha's Manuever Value (MV) will decrease by 2 (i.e., an MV of 6 would become an MV of 4). In this form, you may use any built in weapon. All other restrictions on Beastmecha will apply when in this form.

Advantages: Optimum combined strength and power in this form. With this type, you may build any quad or multi-legged creature, with the exception of ape forms (which are considered HUMANOID). Your Strength is increased (Add +2K to Striking damage). **Disadvantages:** May not use hand weapons or grappling attacks. Cost Multiplier = .30

2) AVIANFORM: An offshoot of the standard beastmecha. You must have wings or metaform arm/wings. You must have fans for propulsion. Because the body is shaped for gliding, the weight class can be considered 1 step less on the Flight

Systems Table (see Mekton II, pg. 68). When transformed, arm-mounted weapons cannot be used.

Advantages: Avian, Dragon or birdlike forms take the advantages of BEAST STRENGTH, combined with the speed of flying units. Your Strength is increased (Add +2K to Striking damage). You may strike with your wings. You do not need as large a flight system, as you fly by wing movement. **Disadvantages:** May not use hand weapons. Not as fast as Fighters (10MA). May not utilize excess fan systems for extra flight speed. Must always expend at least 1MA to stay airborne, which may be expended in hovering, but not in changing facing. May change facing by moving forward 1 hex, then changing facing by 1 hexside, at a cost of 1 MA. Cost Multiplier =.40

3) MECHAFIGHTER: When in this form, you will receive the +2 MA bonus for aeroforms. Your unit's MV will increase by +2 (airfoiled units have a harder time making 360 degree turns). You may not use arm, leg, or hand weapons. You may use any main body- or head-mounted weapon. Mechafighters are normally assumed to have a lifting body-like shape without wings; if wings are added, you may increase your speed by an additional +2MA.

Advantages: Ability to fly at extremely fast speeds (14MA). They are -1 to be hit by all units, based on speed. **Disadvantages:** Must always move at least 4MA. Fighters may only change facing by one hexside per turn, at a cost of 1 MA. May only use wing-, torso- and head-mounted weapons. May not hover. Cost Multiplier =.30

4) WALKERMECHA: A transitional form between Mechafighters and Humanoid MEKTONs. You must have wings. Walker-mecha may use hands and legs in combat. They may use any or all hand weapons at a -2 to hit. They may use any or all internal weapons at no reduction of accuracy. In addition, in this form, your unit also gets the +2 basic MA bonus for Aeroforms, but not the corresponding change in MV.

Advantages: Walkers combine the best parts of Fighter and Humanoid forms. May hover, paying 1MA. May change facing as many hexsides per turn as needed, paying 1 MA for each change of hexside. May use all weapons, no matter where located. **Disadvantages:** Cost, and lower speed than a Fighter (12MA). Cost Multiplier =.40

5) SURFACE CRAFT: A boatlike form with increased speed in water (+4 MA on the surface). In this form, you may not use arms or legs, or any hand weapons. You may use any weapons mounted in the Main Body area.

Advantages: Faster movement on the water's surface (add +4

to MA when on Ocean, Shallows or River hexes). Can carry 10 men (per ton of mass), making it capable of transporting troops and temporarily "borrowing" their firepower. **Disadvantages:** Easier to hit than a submarine. Cannot leave the water. May only use torso weapons. Cost Multiplier =.20

6) AQUAMECHA: This form differs slightly from the standard Surface Craft, in that you must have a 2nd set of sensors installed and the overall cost is a little higher. Speed in water is +3 MA.

Advantages: Ability to move virtually undetected in Ocean hexes, and at a -5 to observer's Notice Roll in Shallows hexes. While submerged, Aquamecha gain +3 to all attacks on Mecha in the water, and +3 to their movement allowance. **Disadvantages:** May not leave the water, or enter river hexes. May not use guns or plasma weapons while submerged. While submerged, laser ranges and damages are divided by 2 (round up). Missiles are unaffected. May only use torso weapons. Cost Multiplier =.30

7) TANK: You must have a wheel, treads, or fan movement platform in order to utilize this form.

Advantages: Due to the tighter configuration and overlapping armor, only the Torso area can be hit, and it will take 1/2x damage from attacks. One torso-mounted weapon may be installed over and above the standard limit. This weapon can be used in Tank form only. **Disadvantages:** When in tank form only the torso-mounted weapons can be used (no melee weapons). **OPTION:** The multiform can be designed such that the Head is exposed as a crude turret. Non-melee weapons in the head can be used, but the head will take normal damage from attacks. Cost Multiplier =.25

8) HELICOPTER: You must have rotors and a main body (torso) in order to utilize this form. Any combo of arms/legs/heads after that is variable. You may hover for no MA cost. Movement rate is equal to fans. When transformed, only head and torso weapons can be used, and you get a +1 accuracy when attacking from the hover position. This vehicle cannot reach as high an altitude as a mechafighter. The maximum size of a helicopter is 50 tons.

Advantages: May hover, paying no MA. May change facing to any direction in a hex as often as needed, paying no MA. When hovering, may add +1 to attacks. A rotor system needs 1/2x the lift points of a fan system of equal level. **Disadvantages:** Slower than Fighters or Walkers (8 MA). May only use head and torso weapons. May not rise higher than 10 hex levels in the air. Attacks on the rotor system do +2K. Cost Multiplier =.35

WEAPONS

Weapons may be selected as in MEKTON II, pg. 62. Servo spaces are as defined in MEKTON rules, pg. 61.

WEIGHT CALCULATION

Weights of Multiforms are calculated exactly as MEKTON weights. The additional cost of your transformations does not actually increase the Tonnage of your mecha—it is assumed that you are merely increasing the complexity of the systems employed.

TARGETING YOUR MULTIFORM UNIT

Multiform targeting requires a specialized table to allow for changes in type. The MULTIFORM TABLE on pg. 41 is used for this. Section A of the table lists the specific areas of the body. Section B lists the type of Multiform. To randomly determine location of damage, you will roll 1 D10 and consult Section B for the form the target is currently in. Follow across the table until you hit the box where the die roll value is contained. This is the location of the hit.

DESIGNING NEW MULTIFORMS

While the vast majority of transforming mecha that appear in anime can be covered by one or more combinations of standard multiform types, you may want to create a new multiform of your own. For this reason, we have provided a method of combining individual components or abilities to generate alternate forms. These components cover almost all of the common shapechanging mecha types, with the exception of 100 foot guns, cameras, and microscopes. Softcore reality will only stretch so far...

The design of exotic multiforms (such as the ever popular giant-truck-that-turns-into-a-robot-then-a-camera), is a section far too diverse to be distilled into a mere rules set (after all, there are thousands of you, and only about a dozen of us. Your imaginations have the drop on us...). To those wishing to stretch the bounds of anime physics (not to mention player credulity), we offer the following guidelines.

- 1) Clearly determine what (if any) advantage this new form will give your MEKTON. Write it down concisely. For example, if your new form will make your MEKTON faster, don't just say that—say "This will make my MEKTON move at +2 MA."
- 2) Take the new form idea to the Referee of your game. If you have no Referee, you may wish to consult with all of the other players in the game. Have the Referee determine what such a transformation will cost. Will it involve existing Multiform systems? Will it require new options? If so, what will the overall package cost per form?
- 3) Pay the cost multipliers and write out a MEKTON Construc-

tion Sheet as usual, making sure to detail the new forms and advantages on the back of the sheet (just in case we meet you at a tournament and demand to see your documentation).

4) With the aid of your Referee, design a targeting table for these exotic forms. You'll find that the system below will reasonably cover all but the most bizarre constructions. The table should be based on 1 D10. As a rule, we suggest that you allot the percentages of the table in these rough amounts:

- a) **Limbs, wings, heads:** Each one is worth 10% or 1 point. This means that if you have two arms and two legs, you'll have 4 points devoted to limbs. Decide which will be right or left side limbs. Obviously, heads get their own section.
- b) **Weapons:** As a rule, weapons are harder to hit, because they're smaller. We suggest you devote 10% (1 point) to cover the ability to hit any or all weapons, and let your opponent choose which one was hit.
- c) **Movement systems:** These are normally integrated into a servo, but things like GE fans and tracks stick out further, and may deserve their own targeting value (this is up to you). We normally assign this between 1 and 4 points.
- d) **Torso:** Torsos start with a flat base of 40-50% of the overall points. Any points left over after allocation to other systems will also go to the Torso as well.

COMPONENTS

Your new multiform will need certain types of components in order to take a form. For example, a submarine might require:

- 1) Environmental Sensors
- 2) Water Turbines
- 3) Streamlining
- 4) Pressurized Hull
- 5) Torso

To compute the cost of your new multiform, you must add up the cost values of all components used, then add this to a base 0.10. The total will be the required Cost Multiplier to add this multiform variation to your basic humanoid MEKTON.

COMPONENT LIST

Listed below are the types of components available to build variant multiform units. When constructing non-specialized legs, arms, wings, torsos, jets, tracks, wheels and heads, use the servos listed in MEKTON II, pgs. 65-66.

STREAMLINING: This is what allows your MEKTON to slip silently and smoothly through air and water. When in submarine form, these parts re-conform to a roughly torpedo shaped torso with fins and rudders. When in flying forms, these parts conform to shape cowlings and wind resistance reducers. This also

alters WINGS to resemble either aircraft or avian forms, depending on what type you have taken. In boat forms, this gives your MEKTON a somewhat PT boat-like shape with an open deck to carry troops (they may not be carried 'below').

Streamlining is assumed in the MEK II construction/transforming rules, with no extra point cost for mechaformers, surface craft and submarines. Streamlining gives +2MA to mechaformers, +4MA to surface water craft, and +3MA to submerged vehicles. **Cost=.10**

ENVIRONMENTAL SENSORS: These are covered by installing a 2nd set of sensors (at standard cost), and noting that they are specific to the particular environment (in this case, primarily outer space and underwater). Write the type of environment the sensors are adapted to on your MEKTON Construction Sheet. These specially adapted sensors allow your MEKTON to sense and acquire targets in adverse environments. When used underwater, these sensors employ sonar and magnetometer technologies. In space, they use DeBroglie wave detectors, radar, and spectragraphic readouts. **Cost=.10**

PRESSURIZED HULL: This adaptation reinforces your torso and body areas to hold air in and water/vacuum out. You may use this option for submarines or flying type craft. **Cost=.10**

TANK ARMOR CONFIGURATION: This allows the multiform to change in a way in which only the torso is exposed, giving it the increased armor abilities of a Tank multiform. **Cost=.15**

METAFORM ARM/WINGS: These arms have special structures allowing them to flatten into wing surfaces in lieu of adding a set of regular wings. Usable on transforming mecha only, it eliminates the need to buy a full set of wings. **Cost=.10**

METAFORM ARM/TALONS: These arms may restructure themselves into front legs with talons on the ends, but only in Beast or Animal forms. This component is now assumed in the cost of Beastmecha multiforms. **Cost=.10**

WALKERFORM LEGS: This option allows your legs to fold with knee joints reverse, making them hovering platforms. You must have a jet system in order to use these legs. This component is assumed in the standard Walker form cost. **Cost=.10**

WALKERFORM ARMS: This option increases the angle of your arms so that they may be used around your reconfigured legs. They are assumed in the standard Walkerform. **Cost=0.05**

BEASTSTRENGTH SERVOS: These servos reconfigure your arms and legs into a compact, more efficient and powerful package. Your Strength is increased (add +2K to Striking damage). Your MV is reduced by -2. The process of this

restructuring makes it impossible to apply Beast Strength while in other modes. This option is assumed in the cost of standard Beastmecha. **Cost=.10**

ROTORBLADES: These are 3- or 4-bladed rotors which are retracted when not in helicopter form. Assumed in this is a second, smaller blade for turning and stabilization. A Rotor flight system requires 50% fewer lift points than an equivalent fan system for a mecha of equal weight. All attacks on this fragile system do a bonus 2 Kills. **Cost=.10**

WATER TURBINES: These are MHD turbines designed for aquapropulsion, and are required to drive your MEKTON on, or in, the water. These modified turbines are assumed in the cost of transforming aquamechs at no extra cost. To equip other mecha, pay as a fan system. **Cost=.10**

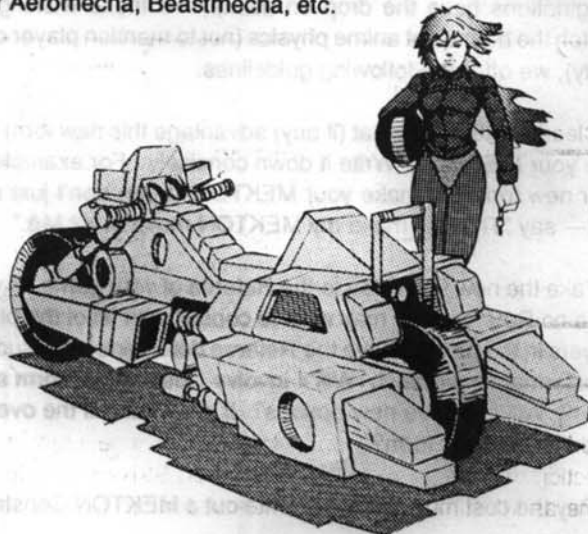
Example: To construct a Standard Walker would cost:

Base	10
Walkerform Arms	10
Walkerform Legs	10
Streamlining	10
Total	40

A variant Dragon Walker with a Tank Form would be:

Base	10
Walkerform Arms	10
Walkerform Legs	10
Streamlining	10
Beast Strength	10
Metaform Arms/Talons	10
Tank Armor	15
Total	75

When listing a new Multiform, you can use a standard Construction Sheet from MEKTON II (pg. 59), listing your total transformation costs in the box provided and ignoring the specific boxes for Aeromecha, Beastmecha, etc.



"WHAM!" The Shadow's armored fist slammed into the faceplate of the Kargan mechabike, it's hydraulically boosted punch ripping through the light armor like tinfoil. Jeff had barely enough time to turn before the second terrorist bike brought it's autocannon down on his shoulder. The Shadow lurched as the heavy weapon crushed one shoulder and drove the mechacar to it's knees.

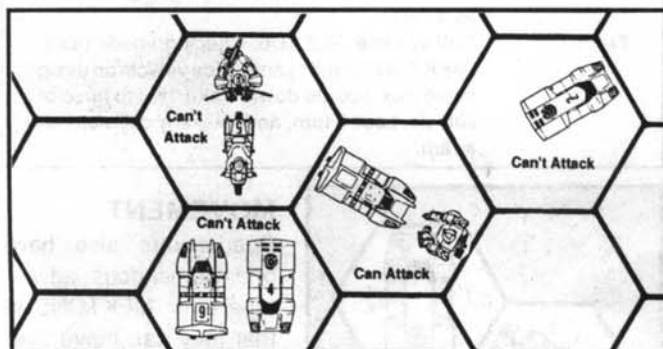
Jagged static lines blurred the viewscreen, as Jeff reared his mecha upright. His left hand reached and twisted—and the Shadow's hand did likewise, tearing a foot long piece of armor from the damaged side of the mechabike. Without thinking, the Elaran mechajock spun on one heel, driving the Shadow's foot in a spinning kick that blindsided it's opponent. There was an explosion of sparks and the mechaterrorist's bike reeled drunkenly and fell.

ROADSTRIKER COMBAT

Most Roadstriker combat rules are similar to those used by MEKTONS—they are, in effect, only smaller versions of the big guys. But certain special rules apply to Roadstriders; smaller and faster, they can do a lot of things that MEKTONS could never do.

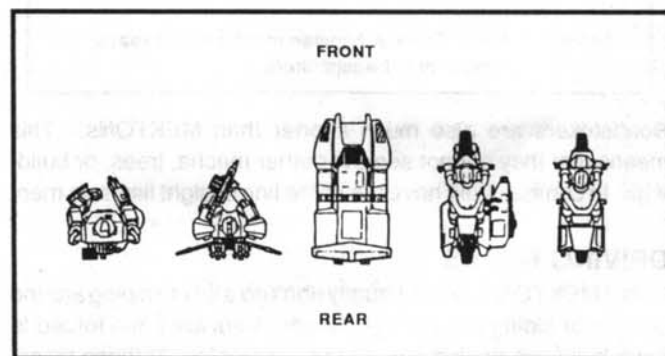
FACING CHANGES

Like MEKTONS, Roadstriders operate within a 50 meter hex. However, two Roadstriders can be placed in any hex at one time. Facing for each must be determined separately, and they may not attack unless they are facing towards one another (see illustration below).



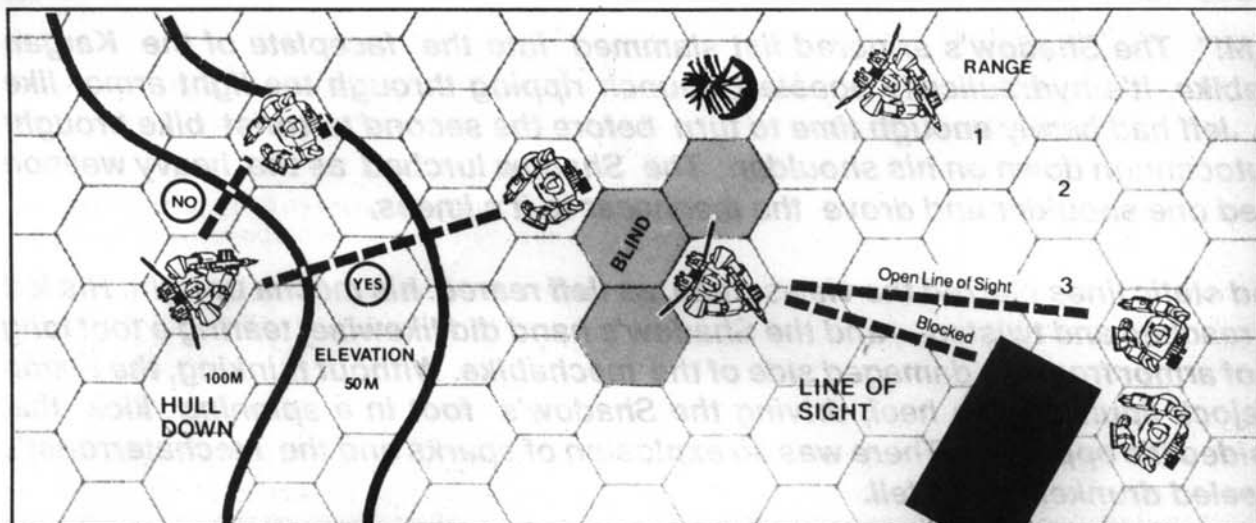
Like MEKTONS, Strikers must always enter a new hex in the direction of facing. For humanoid-formed Strikers, this is the same as MEKTONS. However, vehicle-formed Strikers must

enter in the direction of the nose of the vehicle. The only exception to this are mechacars, which can move in reverse as well (at 1/2 normal MA). See the illustrations below to see the general facing for each type of Striker, and facing directions.



OBSTACLES

Like MEKTONS, Strikers are affected by obstacles like trees and buildings. Mechacars, mechabikes, and power armors can attempt to drive through groups of trees or buildings. Unlike MEKTONS, which cannot move into buildings, Strikers under two tons can climb concrete stairs and enter wider hallways, but cannot enter rooms. Strikers under 1 ton can (carefully), enter rooms and buildings as long as they have concrete-reinforced floors and stairs. See below for Striker tonnages.



ROADSTRIKER TONNAGE TABLE

.5 tons	All Mechabikes, Sports & compact mechacars, Light helos, micro & minijets, sea skis & mini foils, light powersuits, riding beaststrikers.
1 ton	Medium mechacars, medium helos, mini fighters & turbofighters, microsubs, hvy powersuits, light enclosed beaststrikers.
2 tons	Wagon & luxury mechacars, hvy helos, med, beaststrikers.
3 tons	Limo, Truck & Minivan mechacars, assault helos, hvy. beaststrikers.

Roadstrikers are also much shorter than MEKTONs. This means that they cannot see over other mecha, trees, or buildings. In combat, they have the same line of sight limits as men.

DRIVING ROLLS

Unlike MEKTONs, which usually don't do a lot of zipping around corners or hiding in buildings, Roadstrikers are often forced to enter buildings or skid around road obstacles. At these times, you may require the pilot of the Roadstriker to make a Driving/Piloting roll.

The base value a Roadstriker must make in order to perform a Piloting roll is 15. However, a Driving roll is often modified by other conditions. These would include:

DRIVING/PILOTING ROLL MOD TABLE

Condition	MOD TO BASE
Road wet	+2
Oil, ice or other slick surface	+3
Driver wounded	+2
Under Attack	+3
Terrain obscured by smoke, snow or fog	+2

Lost control previous turn	+5
Hydroslick	+5
Tight turn or bootlegger turn	+2

If a driving roll is failed, the Roadstriker will lose control. If on the ground, take the amount by which the roll was failed and consult the table below. *For example, Kanazaki is taking his mechabike around a tight (+2), wet (+2) turn. His total Piloting difficulty is $15+2+2=19$. Missing his roll by 4 points, he goes into a major skid. Unfortunately his skid places him smack into a brick wall.*

DRIVING/PILOTING CONTROL LOSS TABLE

ROLL	RESULT
1-3	Minor skid. Vehicle stalls out. Lose one turn.
4-5	Major Skid. Vehicle ends up stalled and one hex diagonal to direction of travel (see below illustration). Lose 1 turn, and treat any collisions as a ram.
6	Spin. Roll 1D6. Check grenade table (MEKTON II, pg.) and place vehicle on designated hex. Lose 1turn, and treat any collisions as a ram.
7+	Roll vehicle. Roll 1D6. Check grenade table (MEKTON II, pg.51) and place vehicle on designated hex, upside down. Take 1Kill to torso of vehicle. Lose 1 turn, and treat any collisions as a ram.

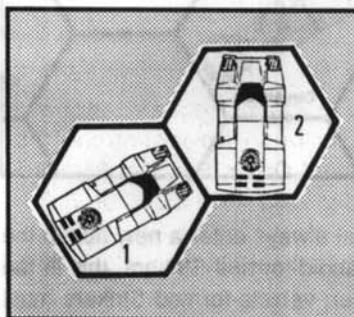


Illustration: Skid

MOVEMENT

Roadstrikers also have one tremendous advantage over MEKTONs in that they can move over roads and other open terrain at very high speeds. Most MEKTONs are limited to running (at about a maximum speed of 8 MA,

while wheeled Roadstriders can speed along at speeds of 10 MA).

ROADSTRIKER MOVEMENT TABLE

Type	MA
Wheeled Roadstriker	10
Roadstriker Fans or Jumpjets	12
Humanoid Roadstriker	4
Powerarmors	4
Powerarmors with ziprollers	10
Aerostriker (Turbothrusters)	14
Seastrikers (underwater)	6
Seastrikers (surface)	4
Helostriders	12
Beaststriders	6

ACTIONS

Like MEKTONS, Roadstriders perform actions during their part of a combat turn. Each character or Roadstriker unit can only perform a limited number of actions in a single turn, based upon their Reflex or Mecha Reflex scores. All Roadstriders in Roadstriker II have a Mecha Maneuver Value based on the type of Roadstriker. As you can see, smaller, lighter Roadstriders are far more maneuverable than their larger MEK cousins.

ROADSTRIKER ACTION TABLE

Type	MV
Mechabike (light to striker)	-0
Mechabike (med to hvy)	-1
Mechacar (Sports to minivan)	-2
Mechacar (van to Roadhauler)	-3
Powerarmors	-2
Aerostriker	+1
Seastrikers	-2
Helostriders	-2
Beaststriders	-1

Add this value to the pilot's Reflex to get your Mecha Reflex (Example: My Reflex is 10. I am driving a sports mechacar [MV=-2]. My final MV is 8) As in MEKTON, pg. 51, your Mecha Reflex determines how many actions you can make in a turn, as well as how much you can add to Initiative rolls. As a general rule, you'd have to have Reflex of 4 before the number of your actions could drop below three. And even then, you would only drop to 2 actions per turn.

Roadstriders are fast.

ACTION CHOICES

As with MEKTON II, when a character or mecha's turn comes up, they may choose among any of five possible action choices: **Shoot, Strike, Fight, Move, and Other.** For specific attack types and other actions, see pages 39-46 of MEKTON II.

Below is a fast recap of the combat system from MEKTON II:

A Quick Combat Recap From MEKTON II

At Start of Combat:

- 1) Set up Battlemaps and establish Terrain. Build your Roadstriders, setting limits for size and weapons, if you haven't already.
- 2) Determine weather conditions.
- 3) Determine Turn Order (based on MVs) for all participants.
- 4) Set up all players (men & mecha) on board as agreed.

At Start Of Each Turn:

- 1) Players planning to dodge or parry announce their intentions.
- 2) Players setting up ambushes must be in position. They may now make their ambush rolls.

During Your Part of the Turn:

- 1) State whether you are taking your turn now or delaying, and if so, when you intend to go. You may not delay a second time.
- 2) If you have failed a Stun/Shock Roll in the previous turn, make one now to recover.
- 3) Choose as many actions as allowed by your Reflex and Mecha Reflex Stat. You may Move, Shoot, Strike, Defend, Fight, Transform or Combine.
- 4) If making attacks, make Attack Rolls against your target's Defense Rolls. The Formula is:

Attacker: REF Stat+Weapon Skill+Mods+Die Roll
vs

Defender: REF+Dodge or Piloting Skill*+ Mods+Die Roll

*Mechacars & Bikes must use Driving Skill instead of Piloting when in vehicle form. Damage takes place immediately. Attacker checks off shot boxes used. Defender checks damage boxes taken.

SPECIAL ATTACK MODIFIERS

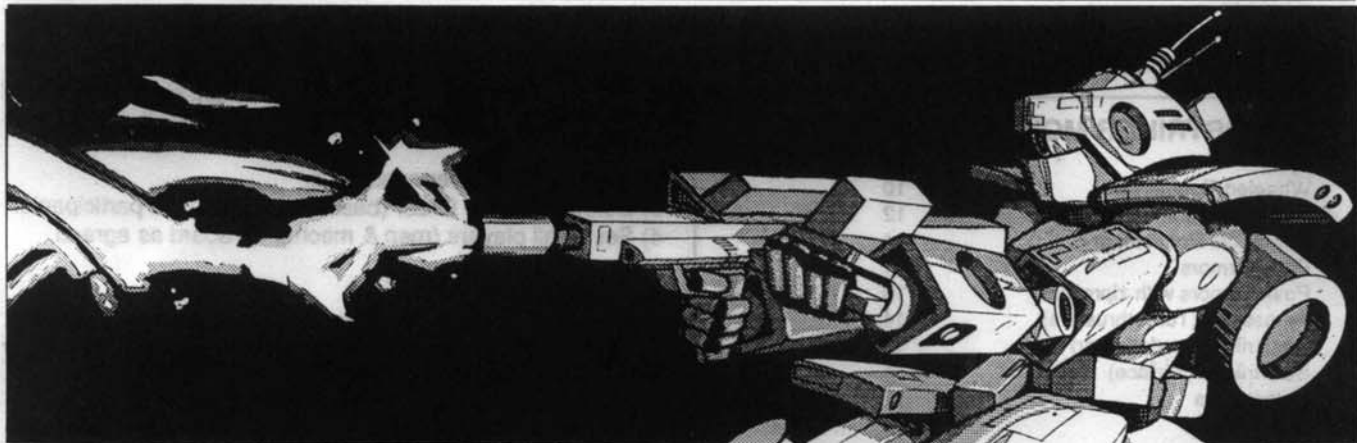
Although MEKTON and Roadstriker combat are almost the same, the small size and speed of Strikers gives them a major advantage in combat. MEKTONS have a **-4 to hit** on all attack rolls **against Roadstriders**. Also, MEKTONs may *not* target specific areas of a Roadstriker; instead, they must roll damage locations randomly.

Roadstriders attacking men must deal with slightly smaller targets (the average Striker is approx. 12 feet tall in humanoid form, versus 6 feet for humans). Therefore, all Roadstriders are at a **-2 disadvantage** when attacking humans. However, Roadstriders cannot attack specific areas of humans. They must instead roll damage locations randomly.

STRIKING ATTACKS

Roadstriders are a lot smaller than MEKTONS. In fact, they're so small that they really can't do anything against the larger suits with their fists or feet. As a class, all Roadstriders do striking damage as though they are men (causing hits, not kills), and adding an **additional +6 strength bonus** to these attacks (as listed in the Striking Attack Table, MEKTON II, pg. 52).

As with other hit-based vs kill-based attacks, a Roadstriker strike will not cause any appreciable damage to another Road-



striker or MEKTON unless it is *greater* than 10 hits. For every ten hits of damage delivered in ONE blow, one kill of damage will be caused (round off partial values, like 12, 13, etc.).

For example, Kanzaki is up against another mechabike. He punches it full in the head section, doing 1 Hit (as a human would on the Striking Table, pg. 52). He then adds +6 for his Roadstriker strength bonus. Total: 7. As this is below 10, he has caused no damage to the Roadstriker. However, he would have killed most humans instantly.

Next, Kanazaki drives a full thrust kick into his opponent's torso. His damage will be 5 hits, plus an additional 6. $5+6=11$. WHAMMO! His opponent takes one Kill.

A note should be made here about the Roadstriker strength bonus. While Roadstriders are far more powerful than men (in most cases, a head punch with a Roadstriker will kill a man instantly), they are not that much more powerful than *each other* as a class. A mechatruck just isn't that much bigger than a mechabike. This is somewhat different than a MEKTON, which may differ from another unit by tons instead of hundreds of pounds.

DISMEMBERING

Roadstriders are not constructed to do serious dismembering. However, in combat, all Roadstriders will automatically do 1 Kill of damage for every *two consecutive turns* in which they can successfully grapple and attack another Striker's limbs.

DAMAGE

Damage to Roadstriders is handled as with other MEKTON damage. To locate damage, use the Multiform Damage table below. (This table is also used when attacking multiforms, with changes noted in the multiform section.)

At 0 Kills, the area hit is considered to be destroyed. Units with destroyed legs, or all wheels on one side destroyed cannot move on the ground. Units with one wing destroyed cannot fly. At 0 Kills, the torso is destroyed along with the pilot. Unless

ejection seats are mounted, you may *not* make Emergency Ejection Rolls. If such seats are mounted, you may eject as in MEKTON II, pg. 48-49. **Note:** Roadstriker powerplants cannot blow up, as they are primarily electrical in nature.

DAMAGE TO JUMPJETS, WHEELS, FANS & TURBOTHRUSTERS

While these units are built into the body of the Roadstriker, they can be targeted by men and other Roadstriders at a -2 attack modifier. When an attack of this sort is made, the defender is allowed to choose exactly which thruster or other movement unit has been hit.

If these attacks are made randomly, the attacker may still select which movement system was struck.

INTERNAL DAMAGE

Like MEKTONS, Roadstriders must also make rolls against Internal Damage. However, these rolls will be made only when the hit is a *penetrating torso hit* (the hit got through the armor of the Striker). At this point, the pilot of the Striker must roll a 1D10 value **lower than the current (at the time of the hit) torso kills of the Striker plus 3**. A failed roll means the pilot must check the Internal Damage Table. Obviously, at 0 Kills, the Torso is blown away and you can skip the intervening internal step—the pilot just takes whatever damage is left over after the torso vapes.

STRIKER INTERNAL DAMAGE TABLE

1	No Effect.
2	Powerplant Hit. Powerplant destroyed, Striker dead.
3-4	Pilot stunned. Lose 1 action.
5-6	Power hit discharges batteries! Lose 1D10 Output Points!
7	Sensor hit. If sensors destroyed, Roadstriker blind.
8	Hydraulic Hit! If hydraulics out, Roadstriker dead.
9-10	Take 1D6 in pilot damage to random location.

SNAPSHOT TABLE FOR STRIKERS & MULTIFORMS

Type	Move†	Torso	Head	L.Limb*	R.Limb*	Rotor*	Weapon*	Wings*
Humanoid	1-4	1-4	5	6-7	8-9	NA	10	NA
Seastriker	1-4	5-8	NA	NA	NA	NA	NA	9-10
Sub/S.Craft								
Mechabike	1-5	6-7	NA	8	9	NA	10	NA
Mechacar/ Tank	1-4	5-7	NA	8	9	NA	10	NA
Helostriker/ Hell	NA	1-5	NA	6	7	8-9	10	NA
Beaststriker/ Beast	NA	1-4	5	6-7	8-9	NA	10	NA
Aerostriker	1-2	3-6	7	8	9	NA	10	NA
Astrofighter	NA	1-3	4	5	6	NA	7	8-10
Avian		NA	1-3	4	5	6	NA	7 8-10

†This covers all wheel, fan, and track systems *Attacker chooses if there is more than 1 item

For example, Kanazaki's Striker Bike has 1 Torso Kill. $3+1=4$. To avoid internal damage, he must roll lower than 4 on 1D10. Not much chance there... Obviously, lightly armored Strikers are death traps in heavy combat.

FALLING & RAMMING

Falling and Ramming are as with MEKTONs (MEKTON II, pgs. 49,44). However, all Roadstriders are considered to be rated in the 1-9 ton range, and cause .5K of damage per ram. This is because there's not as much of a weight margin between a 1 ton mecharcar and a 4 ton mecha truck, as opposed to a 10 ton MEKTON and a 40 ton MEKTON. Ramming damage, as in MEKTON II, is applied to the Torso or Main Body.

This does, of course, mean that the best way for a 30 ton MEKTON to obliterate a Roadstriker is to run it down (doing 2Kills plus 1 per hex). End of Roadstriker.

PICKING UP AND THROWING ROADSTRIKERS

One big advantage MEKTONs have over Strikers is that most of the mini-mecha are the same size as MEKTON weapons. This means that they can easily throw them for distance and accuracy. In these cases, the Roadstriker in question is treated like a throwing weapon for the purposes of the MEKTON's target, doing 2K damage when it hits. The Roadstriker, on the otherhand, takes damage as if it has fallen a distance equal to the number of hexes it has been thrown. For example, Kanazaki's mecharbike is snagged by a 40 ton MEKTON. The MEK's Mediumweight arm can toss the bike 3 hexes, and he aims Kanazaki at a nearby mecharcar. WHAMMO! The mecharcar takes 2K+1K (for the Mediumweight arm). Kanazaki's bike takes .5 kills (from the RAM Table) for impact, plus an additional 3 kills (one for each hex). Kanazaki and his bike are reduced to paste.

TOWING & CARRYING

A Roadstriker may drag or tow any other striker of equal or lower tonnage. Strikers may not carry or throw other strikers.

KNOCKBACK

Roadstriders react to knockback as do MEKTONs (see pg. 52 of MEKTON II). However, all Roadstriders automatically move down the table 3 points.

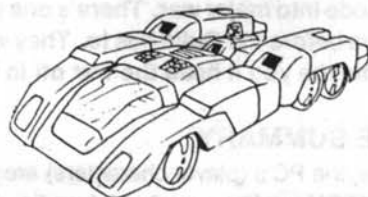
SPECIAL EFFECTS

Roadstriders are far too small to create any special effects.

USING ELECTRONIC WARFARE

M.A.S.P.: The base roll to identify an object with military scanners is: INT+ Awareness/Notice skill+D10 vs. Object Size (Mecha=10, Roadstriker/Large vehicle=15, Small vehicle/Man=20)+Range mod. (+1 per 200m beyond 500)+D10 If roll is made by 5-, size, speed, and direction is known. If made by 6+, specific details are revealed (It's a mecha, it has a high energy signature, etc.)

EECM/ECCM: A roll of INT+ELECTRONIC WARFARE Skill+a d10 vs. a difficulty of 15 (Roadstriker Sensors) or 20 (Mecha Sensors) + 2/200m beyond 500m. If the roll is successful then the target being jammed is at -4 on all ranged attacks and sensor searches until the jamming unit fails a skill roll or shuts the device off. ECCM raises jamming Difficulty by 5.



There's a syndicate war going on. You've known it for months. In every back alleyway and illegal bar in the vast megacity of Arcadia, the word is out. The Takamura Gang is going up against the Crime Guild, and it's going to be bloody.

Someone's going to have to stop it before the whole city goes up in flames - before the crime lords go down to the mats and start putting their illegal mecha in the streets. That somebody is you. You're mechacops. It's your job.

ARCADIAN DEATHROAD

A ROADSTRIKER ADVENTURE BY MIKE POND SMITH

Here's what little you do know. Up until last year, all the crime in the arcology of Arcadia was controlled by the Crime Guild - that shadowy organization of cutthroats and gangsters who have their fingers in every illegal operation in the MEKTON-world. A year ago, Eji Takamura was a minor syndicate sector boss, handling two-crown gambling rackets and other things the big guys didn't bother themselves with. But he got ambitious. First, a few Guild couriers got fried with high power lasers. Then, certain operations stopped paying protection to the Guild. When the syndicate bosses sent out their enforcers, they didn't come back. Now the word is on the street - Arcadia is Takamura turf.

It's only a matter of time before the Guild comes in force to take care of Takamura. Nobody, but nobody messes with the Guild. As cops, you know you aren't going to be able to tackle them either. Maybe it's better if they just take Takamura out of the picture - at least the Guild keeps its members in line. But there are these rumors on the street. Takamura isn't going to go down easy. Takamura's got weapons. Takamura's got Roadstrikers. Takamura's got MEKTONS. Suddenly, it looks like a minor gang squabble is going to explode into major war. There's one way to stop it. Get Takamura before the Guild has to. They won't thank you for it, but maybe you'll head the war off in time.

ADVENTURE SUMMARY

In this adventure, the PC's (player characters) are undercover cops in the MEKTON-world megacity of Arcadia. Up until the

last year, all the crime in Arcadia was controlled by the vast and powerful Crime Guild, a Mafia-like organization with worldwide operations. The Crime Guild, while illegal, has never been a big police problem before. So far, the players have arrested a few drug smugglers, occasional enforcers and small time thugs - but the big Guild Lords are almost always untouchable. The Arcadia Police Unit has a policy of "if you keep your people under control, we'll ignore the Guild's shadier business operations".

Last year, Eji Takamura, a local crime boss muscled into Guild operations in Arcadia. His methods were brutal, and so were his people. Inevitably, the Guild will move in force to wipe Takamura out - and this means a major war in the streets. If the Mechacops of the Arcadian force could bust Takamura first, the major violence could be averted. To pull it off, the PCs need to get Takamura on a major charge - something that'll stick.

One of Takamura's biggest operations is the smuggling of L'shan, a highly addictive, mind altering drug. In this adventure, the PCs will:

- 1) Confront a major Guild crime lord with their plan in order to get information on Takamura's known operations. This isn't as easy as it looks. It's going to involve a lot of serious deal-making with the Guild Lord, and not making the fatal error that gets the team greased.
- 2) Set up an operation to bust Takamura's lower echelon of enforcers to force him into the open. Most crime lords work through a web of flunkies, who can afford to "take a fall". The best way to get Takamura to do something illegal is to remove

the majority of flunkies, forcing him to do it himself. The Team has learned from the Guild Lord the location of the secret warehouse where Takamura stores the L'shan. All they have to do is stake it out, wait for the main lieutenants to go there, and arrest the whole bunch at once. Of course, it isn't going to be easy, with the sort of weaponry these thugs have....

3) Catch Takamura in the act of picking up a huge drug shipment enroute to Arcadia and close him down. The pickup is usually outside the city about twenty kilometers down the vast, elevated **ARCADIAN HIGHROAD**. Smugglers bring their trucks up the Highroad to this point, then transfer the drugs to Takamura's waiting mechacars. A good team of cops should be able to take them. Are the PCs good enough? They'd better be.....

PLAYER CHARACTERS

ARCADIAN DEATHROAD is designed for a group of 4-6 **MEKTON** players. If you have decided to generate your own player characters, they must have the minimum skills described in the article on **MECHACOPS** in **ROADSTRIKER**. They should also have some Skills in one or more of the Specialist Options in the same section, as each adventure segment will test different abilities. We've provided six pregenerated Characters in this adventure - the perfect pictures of hardbitten, super-tough vice cops in a tough and dangerous modern city. The Lifepath information for these characters, as well as their weapons,

habits and preferences may be grafted onto player-provided characters to give the adventure more flavor.

It's important to remind your players that they're Mechacops—not some mecha jockey in a hot battlesuit. This means that they will have to be moderately responsible for their actions: they can't just randomly run around rocket-pistolng any convenient target. On the wall of the 24th Tactical Sector Headquarters (where the PCs normally are based), is a now grimy copy of the Police Code (see pg. 47). The parenthesized areas are comments later added by the Chief Inspector of the 24th to clarify points to the more bullheaded members of the force.

NON-PLAYER CHARACTERS

Throughout this adventure, your Mechacop Team will be running into a colorful cast of thugs, cops, informers and other lowlifes. These **NON-PLAYER CHARACTERS** will all be portrayed by the Referee (or any convenient friends looking for a chance to check out their acting skills. If the Referee is willing, they may even pilot enemy mecha in the combats of this adventure). We've compiled an extensive Rogue's Gallery in the section below. Each character outline contains information on weapons and personal Statistics, as well as how he or she can be played - we call this section Stage Directions.



DEKKER

Dekker spends the majority of his off-hours sitting in dimly lit bars looking for trouble. Never the sort to do things halfway, Dekker is the first to kick in a door, pick a fight, or total his mechabike doing something reckless. **INT 5 • REF 8 • TECH 3 • COOL 7 • LUCK 7 • ATT 5 • BODY TYPE:** Strong. **Skills:** All Basic Police Skills(See Sample Mechacop, pg. 8), plus Basic Tech +3, Electrical Tech +4, Programming +4, All other Mecha Combat Skills +6 **WEAPONS:** Rocket Pistol w/laser sight, 9mm Automatic. **ARMOR:** Combat Armor & Helmet.

BLAYNE

Why Blayne's a cop is a mystery the rest of the team has never been able to figure out. He claims to be entirely neutral about everything. But deep inside, Blayne hates to see helpless people getting hurt. It makes him mad. Once he caught his neighbor kicking his dog, and in retaliation, Blayne drove his mechabike over the guy's car. **INT 7 • REF 7 • TECH 4 • COOL 8 • LUCK 4 • ATT 6 • BODY TYPE:** Average. **SKILLS:** All Basic Police Skills(See Sample Mechacop, pg. 8). All other Mecha Combat Skills +5. **WEAPONS:** 9mm Automatic w/laser sight, Needle Gun. **ARMOR:** Flack Jacket & Helmet.



CROCKER

One half of the Interceptor crew, Crocker is always "laid back". No one can remember a time when he wasn't wearing expensive sunglasses, even on night stakeouts. Not to mention the snappy tailored jackets. Crocker is really, really smooth. Watch him. INT 7 • REF 10 • TECH 6 • COOL 7 • LUCK 4 • ATT 9 • BODY TYPE: Strong. SKILLS: All Basic Police Skills (See Sample Mechacop, pg. 8). All other Mecha Combat Skills 35. WEAPONS: Rocket Pistol w/laser sight, 9mm Automatic, Needle Gun. ARMOR: Flack Jacket, Pants.



CHANDLER

The other half of the Interceptor crew, Chandler is also the Team's ladies man. Good looks, winning smile and lots of roguish charm—no one on the Team would ever leave him alone with a girlfriend for more than 4 seconds. The flip side to Chandler is his professional image. Cool, competent and a little ruthless. INT 7 • REF 6 • TECH 3 • COOL 10 • LUCK 8 • ATT 10 • BODY TYPE: Strong. SKILLS: All Basic Police Skills (See Sample Mechacop, pg. 8), plus Basic Tech +3. All other Mecha Combat Skills 6. WEAPONS: 9mm Automatic, Submachine gun. ARMOR: Flack Jacket, Pants.



HAMMERMAN

An ex-mecha pilot from the Elaran Defense Force, Hammerman quit because the EDF Marines weren't tough enough. Pain bother Hammerman? Naw. Exhaustion bother him? No problem. Feelings, emotions? Don't make me laugh. Get outta my way—I've got thugs to arrest. INT 4 • REF 7 • TECH 7 • COOL 5 • LUCK 4 • ATT 4 • BODY TYPE: Very Strong. SKILLS: All Basic Police Skills (See Sample Mechacop, pg. 8). All other Mecha Combat Skills +5. WEAPONS: Rocket Pistol, Submachine gun, ARMOR: Combat Armor & Helmet.



NICK

Nick wanted to be a private eye, but he couldn't make a living at it. So he became a cop. Fond of long internal monologues about "life in the naked arcology", he's the only member of the Team with a romantic streak. A talented sleuth of sorts, he's usually the first to pick up on clues and other bits of information. INT 9 • REF 7 • TECH 5 • COOL 8 • LUCK 4 • ATT 6 • BODY TYPE: Average. SKILLS: All Basic Police Skills (See Sample Mechacop, pg. 8). All other Mecha Combat Skills +5. WEAPONS: 9mm Automatic w/laser sight, knife. ARMOR: Flack Jacket, Pants, Helmet. Armor & Helmet.



SHARD

Guild Lord and disputed ruler of the Arcadian Underworld. Shard is a dangerous tempered albino man with glittering red eyes. When playing Shard, be sure to emphasize his soft, steely voice and deceptively languid manner. INT 9 • REF 6 • TECH 2 • COOL 10 • LUCK 7 • ATT 9 • BODY TYPE: Average. SKILLS: Handgun +6, Hand to Hand +5, Athletics +4, Interrogation +5, Streetwise +8 WEAPONS: 9mm Automatic w/laser sight. ARMOR: None.





KARRINNA GALTHEY

Karrinna is a quiet, dark-haired ex-lawyer, now handling Shard's more legitimate operations. Normally efficient and forbidding, she occasionally regrets ever becoming involved with the Guild. INT 9 • REF 6 • TECH 5 • COOL 8 • LUCK 6 • ATT 10 • BODY TYPE: Average. SKILLS: Handgun +3, Hand to Hand +4, General Knowledge +7, Persuasion +5, Athletics +6, Interrogation +6 WEAPONS: 9mm Automatic ARMOR: None.

TAKAMURA

Ambitious, murderous, and rock hard, Takamura deals in L'Shan, gambling, illegal loans, and hot mecha parts, all run from behind the scenes. Walks with a slight limp from a gunshot wound in the foot, drinks heavily, collects weapons, and has an explosive temper. INT 7 • REF 9 • TECH 2 • COOL 6 • LUCK 4 • ATT 3 • BODY TYPE: V. Strong. SKILLS: Handgun +7, Hand to Hand +8, Athletics +5, All Mecha Combat Skills +5 WEAPONS: 9mm Automatic w/laser sight. ARMOR: None.



SLAM & DAK

Slam likes big weapons and has an itchy trigger finger. His voice is rough and his manner abrupt. Dak is Slam's right hand man, with a specialty in machineguns. He squints, due to an eye injury. He dislikes annoyances and usually disposes of them with a few quick bursts. INT 3 • REF 8 • TECH 2 • COOL 5 • LUCK 3 • ATT 3 • BODY TYPE: Both are Average. SKILLS: Rifle +5/+6, Hand to Hand +6, Athletics +5 WEAPONS: 9mm Automatic w/laser sight. ARMOR: Both wear Flak Jackets, Pants.

GRON & BRAK (Basic Thugs)

These two are typical examples of BASIC THUGS. Dull, unimaginative guys with big muscles and guns. Thugs don't have personalities, so you'll have to fake it. INT 2 • REF 6 • TECH 2 • COOL 3 • LUCK 2 • ATT 2 • BODY TYPE: V. Strong. SKILLS: Handgun +4, Blade +4, Hand to Hand +6, Athletics +4, All Mecha Combat Skills +4 WEAPONS: Rocket Pistols w/laser sight, Fighting Knives. ARMOR: Combat Armor & Helmet.



DEI & TAAK

Dei is the smallest of the gang, and the meanest. He likes knives (Blade Skill +6). And guns. And rockets. Taak is Takamura's main man, and the leader of the smuggling team. Handsome, blonde, and a ladies man (He's currently chasing Karrinna Galthey). He plans to take over the Gang when Takamura falls. INT 4 • REF 6 • TECH 2 • COOL 3 • LUCK 3 • ATT 4 BODY TYPES: Weak/Average. SKILLS: Handgun +5/+6, Hand to Hand +5/+5, Athletics +4/+5, Interrogation +3/+5 WEAPONS: Submachine gun/9mm Automatic w/laser sight. ARMOR: Flak Jacket/None.

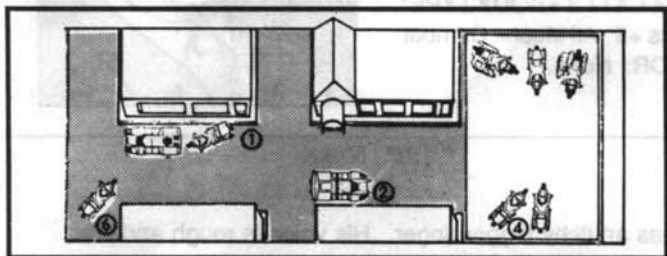
MECHA UNITS

ARCADIAN DEATHROAD has been designed to make use of pregenerated Roadstrikers, as described in the pregenerated mecha section, pg. 20-23. While you may wish to design your own mecha, we strongly advise using these to contribute to play balance.

MAPS & COUNTERS

There are two combat maps for this adventure, as well as several smaller Reference Maps for player use. These maps, depict the area of the High-road and the interior of Takamura's warehouse.

COMMERCIAL TEASER: "STRIKER STREET BLUES"



ON THE STREET

Like the beginning of any TV show, we'll want to get the players involved from the start. Above is a map of three blocks of the Arcadian arco-city. Randomly assign your players a number from 1 to 6. Read each one in turn the following information:

PLAYER #1: You're standing on the street corner, writing out a parking ticket on a double parked fan car. Your mechabike is parked about four feet away. The driver of the fan car, an attractive young woman in expensive clothes, has just walked out of a glitzy boutique - her arms are filled with packages. She gives a little squeal of dismay and hurries over to try to talk you out of the ticket. What are you going to do?

PLAYER #2: You and Player #3 are sitting in your interceptor mechacar, parked across the street from a trendy art gallery. You've been staking this area out since midmorning, looking for the well known drug dealer who often makes drops to his high class clientele from this location. You see him walking up the street towards you, on the gallery side of the road. Do you want to wait and catch him in the act?

PLAYER #4: You and Player #5 are about three blocks away, your mecha-bikes sitting in a small park at the end of the street. The park faces the water side of the huge city,

which is built into a dam overlooking the sea of Emmeris. Also in the park are three mechabiker wannabees - fairly middle class kids on mechabikes, who are part of a gang called the Roadmasters. As mechabikers go, they're pretty harmless - they do a little parts stealing and occasionally harrass other teenagers at the local equivalent of a high school. You think they might have some hot mechaparts on their bikes. Going to check?

PLAYER #6: You've just finished a patrol of the upper edge of your Team's "beat". You're rounding the corner on your bike, when suddenly something rockets onto the street, spinning your bike. Make a driving roll over 15 to avoid crashing onto the sidewalk.

ALL PLAYERS: As all of you turn around, a black, louslung vehicle careens around the corner. It's backblast knocks Player #6's mechabike to one side - it hurtles down the middle of the street. Each of you recognize it as a very small MEKTON; a torso mounted on two fan powered legs, about 10 tons. It thunders up the street. The woman with the packages screams and drops her expensive shopping bags all over the sidewalk. The mechabiker gang all sit up on their bikes - one of them powers up. The drug dealer near the gallery turns. His eyes widen - he tries to throw himself to the ground. There is a tremendous hammering noise as twin machine rifles in the MEKTON send shells booming down the opposite side of the street, explosions knocking two cars flying into shop windows. It kicks in its fans, hurtles over the park, and drops away down the face of the dam, gone. There's no way you can follow—YOU haven't got jets...

You run over to the drug dealer's body. You roll him over, and recognize the face. It's one of Takamura's men.

EPISODE ONE: "MY ANIME VICE"

THE 25TH TACTICAL SECTOR HEADQUARTERS

The Referee should read the following text aloud to the players to describe the Headquarters:

It's two hours after the battle on Sylvani Boulevard. The firemecha have cleared the rubble and Medtech Teams have cleared the survivors. The six of you are headed in to make your reports.

The lower half of Headquarters is an underground parking garage where you store your mecha when off duty. The next level is the detention cells, the crime lab, and the library computer. The upper floor is an open space with only one enclosed office, the Chief Inspector's Office. The rest is a maze of dull beige partitions, desks and office machines, all lit with a sort of greenish track lighting. As you walk into the main floor, Tac Officer Aldiss is waiting

for you. "Heard ya had a little excitement on the Street today", he says. "The Chief wants to talk to you guys in his office. Better move it. I'll have some kava sent in."

The Chief Inspector's Office is a glassed in area about ten by twelve. The furniture is old - mostly a huge steel desk, some uncomfortable chairs. The Chief is about fifty, heavy set, looks like a rock with arms. He motions you to sit down. "Give me your report", he says.

After the players have made whatever report they can muster, the Chief continues:

"The word's out on the Street that Takamura's finally expelled the Crime Guild. You and I both know they aren't going to take this without a fight. That scene on Sylvan Boulevard was just the worst of an escalating war that's been going on for the last month. It's just the first time anyone's used anything BIG. It won't be the last, at this rate".

"Here's where you guys come in. I want you to get Takamura before the Guild has to level Arcadia to get him. If you can get a charge against him - anything - even spitting on the sidewalk, I'll do my best to make it stick. I want it legal. I don't want him dead - I want him on ice. You're the best Mechateam I've got. Can you do it?"

"Tactical thinks the best way to nail Takamura is to use the Guild against him. Aldiss thinks you may be able to convince one of the Guild Lords to give you some inside information on Takamura's operations. But you'll have to play it smart. You can't just blast your way in. This is the Guild. You'll have to play it their way. Any questions?"

Here are answers to the most common questions your players will ask:

Q: What kind of equipment can we get access to?

A: You've got your bikes and cars. Also, each Officer may draw from the Police Armory the following: 1) One 9mm automatic with gunsight and 5 clips 2) Arm, Leg and Chest Guards with optional helmet; 3) One communicator; 4) One tape recorder for taking statements; 5) One pair handcuffs; 6) One medical kit.

Q: What kind of backup can we get?

A: You're the best team we have. Nobody could back you up any better. Besides, the smaller an operation, the better - do you want it to get out that we're working to do the Guild's dirty work for them?

Q: Can we kill Takamura?

A: I said, I want him alive. You're cops, not assassins.

ARCADIAN POLICE CODE

The Civil Government of Arcadia and the Royal Chancellor's Office do hereby proclaim that all duly appointed law enforcement officers must:

- Identify themselves as police officers when making arrests or demanding entry.
- Must give warning to a suspect if intending to hold said suspect at gunpoint. (This may be as simple as yelling, "FREEZE! POLICE OFFICERS! STOP OR WE'LL SHOOT!")
- May not fire unless the suspect actually makes an attempt to draw a or use a weapon.
- If the attack is made without weapons, police officers must attempt to use hand to hand or other restraining methods. They may not shoot.
- Must not use weapons or police equipment in any manner which would endanger innocent bystanders (this means no hot pursuit chases UNTIL you've turned on your lights and siren, and made sure the area is clear!)
- Actions which are contrary to this Code are punishable by suspension, dismissal by the force, or criminal prosecution and imprisonment.

BY DIRECTIVE OF THE
CHANCELLOR OF THE SEVEN KINGDOMS

Q: What kind of stuff does Takamura have access to?

A: If we knew that, we wouldn't need the Guild. Mechabikes for certain. Some Mechacars. Maybe MEKTONS. Upwards of a hundred gang members.

Q: How do we contact the Guild?

A: If I knew that, I'd do this job myself. You know the Street —get on out there and scare up some informants. And good luck - you're going to need it.

OUT ON THE STREET AGAIN

In this section of the adventure, the PCs will have to sift through their possible informants for a lead to the Guild Chief in the area. Some of the leads will pan out; others will be dead ends. To get the PCs into the proper mental framework for grilling a few lowlifes read the following aloud:

You're streetwise, tough-guy cops; you've got eyes and ears all over the City. It's just a matter of time before someone brings in some information you can use. But where do you start - who are you going to check out? You go over your informants and come up with a few good possibilities. Now the only question is, which ones and in what order?

Read the following list of informants to your players and ask them which ones they intend to check out:

NAIT: Small-time mecha parts fence with Guild connections.

MCLAUREN: Ex-Tac Squad cop specializing in Guild operations.

TOBY KALIL: Nightclub Owner with a large Guild clientele.

PLOOKO THE KNIFE: Ex-Guild enforcer, now freelancer.

ISSAC THE TECH: Renegade computer tech and information broker.

As Referee, you'll read the background section for each informant as the PCs talk to them. Many of the informants have only partial information. Others have information relating to other aspects of the case. In either case, your players will probably be wise to take notes.

NAIT

"Nait runs a small time fencing operation for mecha parts. When you hunt him down at his scrap yard, he is affable - until you ask him about the Guild. Then he says, 'Look, I don't know nothin' about the Guild. But a week ago, one of Takamura's lieutenants wuz in here, looking to buy a used Roadhauler. He didn't say what he wanted it for, but he wanted it in two days. I sold it to him, and that wuz it. I don't want no part of this whole Guild-Takamura war see? Just leave me out of it!'"

TOBY KALIL

Toby Kalil runs a local Guild hangout, the **EDGEWATER CLUB** (a natural name for a bar built into the side of a dam). He doesn't have any leads on Guild operations right now, but he does tell you that the word is out that Takamura recently raided an old battlefield site north of Keor, and brought back 'something big'.

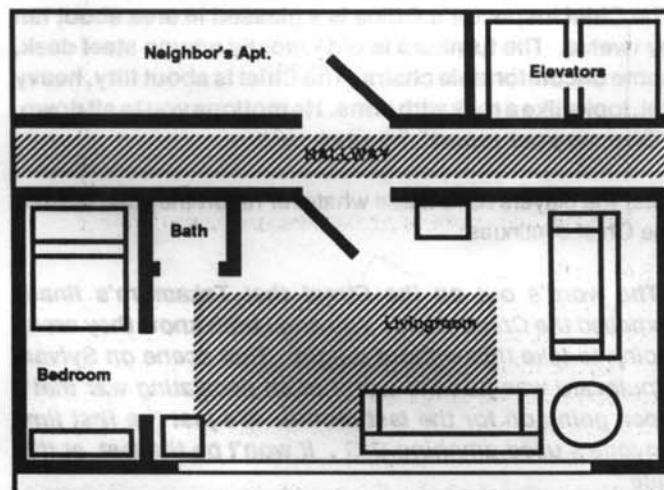
PLOOKO THE KNIFE

You find Plooko in his usual backroom booth in the Kargan's Skull Tavern. Plooko is an ex-Guild enforcer, now making a quick crown strongarming gamblers on the mecha-race circuit. As usual, Plooko cons you out of a smoke and offers you a drink of whatever foul brew he's currently drinking. He tells you, "Yeah, I did some work for Takamura about a year ago - before he honked the Guild. We was running stuff out of an import-export firm; it was legit on the front and crooked down at the warehouse. Guy who ran it was named Shard; I never saw him personal, y' understand, but that's the name he works under".

MACLAURIN

MacLaurin is an ex-cop whose specialty was cracking Guild operations in Arcadia. He was pretty good at it—so good

that eventually he quit the force and went underground to avoid Guild reprisals. You get an address for him from a buddy in Tactical. It's a small townhouse apartment on the better side of the City.



As you knock on the door of MacLaurin's flat, the door swings open. Light from the hallway spills into the room. You see a sofa, two chairs, a stereo (still on), and a body lying face down on the beige carpet. It looks as if MacLaurin has taken two or three rocket-pistol rounds.

CLICK! Behind you, the door to the cross-hall apartment opens. There are two men there, dressed in dark clothes and carrying submachine guns. They open fire.

It didn't take long for the Guild to figure out that the PCs were snooping around their operations. The local Guild Lord decided to eliminate two problems at once. The two assassins are **SLAM** and **DAK**. The apartment hallway can be seen in the map section. If the players are able to survive the encounter and arrest their assassins, they will find the following card on Slam's body.

Arcadia Trade & Export

2151 Skypillar Way, Arcadia

33-30-2222

On the back of the card is written:

*I want them taken
care of. Quietly.
Shard*

ISSAC THE TECH

The glaring white light hurts your eyes as you enter the Computer Room in the basement of the City Building. You don't come there often - the techs look at you mechacops like you're carrying the Tandar Plague. The only techie you talk to down here is Fast Issac. Issac works for the City Government, but in his spare time he runs an information and gossip brokerage for the Street. He swaps information for favors, electronic parts, and other information. "You want the major front for the Guild drug operation, eh?" he says, the white light bouncing back off his glasses. "Can do." He rummages in a nearby file and comes up with a small white rectangle of paper. It's a business card. "Try this," he grins. The card reads:

**Corbett Vern
Arcadian Trade & Export**

2151 Skypillar Way, Arcadia

33-30-2222

On the back of the card is written:

Shard

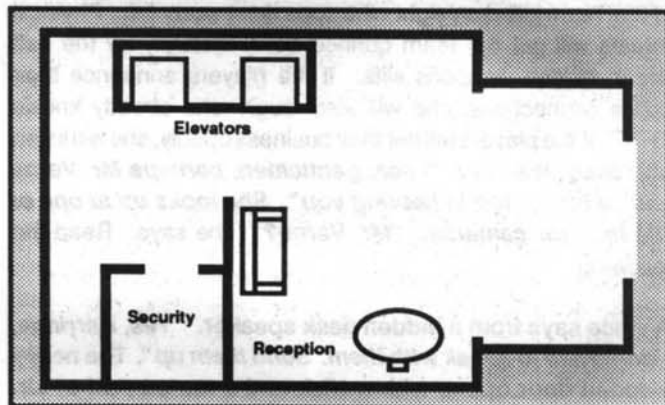
THE CRIME LORD

In this part of the adventure, tipped off by their various informants and by the mysterious business card, the mechacop team pays a visit to what they suspect is the stronghold of a Guild Crime Lord.

Read this section aloud:

2151 Skypillar is an eleven story office building of blue glass, steel and granite from the Crystal Sea region. As you approach the expensively appointed lobby, you see a wide semicircular wood desk with an attractive and smiling receptionist. On the wall behind her, the building directory shows 10 floors listed, with Arcadian Trade & Export on the 10th. A public elevator on the far wall shows numbers for floor 1 through 10. A private express elevator stands to the right of the public one. This may possibly lead to the 11th floor. Closer examination shows that a special key will be required to activate this particular elevator.

In response to your direct inquiries after Corbett Vern, you are politely told that he is currently in a meeting and will be unavailable. However, if you wish, you may speak to his assistant, Karrinna Galthey. The receptionist is pleasant but firm.



Direct inquiries for "Shard" will get an immediate response—a dozen large men (basic thugs from the Character's Section) with ominous bulges will materialize around the Team and "suggest" they leave. Firmly. The showing of a Police ID badge will also elicit the same response. There are enough innocent bystanders around to generally discourage a firefight in the lobby of an office building.

However, if the players DO choose to speak with Karrinna Galthey, the receptionist will smile, and speak briefly into her intercom. "Miss Galthey asks you to please come up, gentlemen" says the receptionist. "Her offices are on the tenth floor—you may take the elevator on the left. Thank you."

Read your players the following description:

The office you enter is about twenty by twenty, paneled in wood. There are comfortable chairs and a bar to one side. Next to the bar is a heavy wood door into another room—it's closed.

At this point, have all players make a Notice roll to beat 15. Slip those who make the roll a note with the following information on it: There are gunslits along three of the walls, and some cleverly hidden observation cameras at the corners of the room. Continue reading your description:

From the long windows, you can see the view over the dam-city towards the sea. Seated at the uncluttered marble desk is a slim, blue-haired woman in her 30's. She rises. *"How may I help you today, gentlemen (and ladies)? Or is this something which requires Mr. Verne's attention?"*

If the players insist on seeing Verne, Galthey will say, *"Gentlemen, I am Mr. Verne's main executive officer. Because of his busy schedule, anything which concerns him goes through me first. Therefore, until you state your business to me, Mr. Verne will be unavailable. Your choice."*

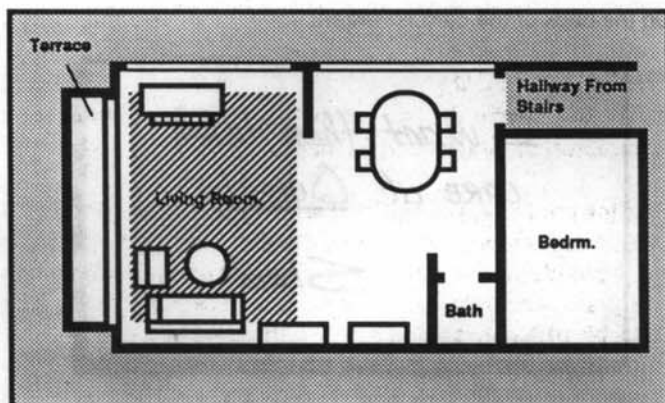
Galthey is firm on this. Threats of police action will only make her laugh a delightful, musical laugh. She could have any one of the Team killed on sight - the cops don't worry her. Physical threats will get the team quipped down instantly by the half dozen hidden weapons slits. If the players announce their police connections, she will also laugh - she already knows THAT. If the players tell her their business openly, she will listen attentively, then say, *"I see, gentlemen, perhaps Mr. Verne will be interested in hearing you". She looks up at one of the monitor cameras. "Mr. Verne?" she says. Read the following:*

A voice says from a hidden desk speaker. *"Yes, Karrinna, I would like to speak with them. Send them up".* The heavy wooden door opens with a click and a muted puff of air. There is a spiral staircase in a alcove beyond, leading upwards. Galthey motions you to go up first.

SHARD'S STRONGHOLD

Read this to the players:

You enter a room about half again as wide as the first. It's obviously the sitting room of a luxury apartment. There are couches, chairs, and a large piano-like instrument. Seated at this instrument is a tall, white haired man with red eyes. He has an obvious bearing of one used to ruthless power and command. Leaning over him is a violet eyed beauty with grey-silver hair. Her eyes have the wide, slightly bewildered look of a L'shan addict. Both of them are dressed in expensive lounging robes. *"Good morning, gentlemen",* he says. *"I see you've passed my little test. I am Corbett Verne - perhaps you also know me as Shard".*



He watches you closely. *"What do you need from me?"* he asks, in a tone that is more of a command than a question.

If the players stall or try to fabricate, Shard will keep pushing at them until he has the entire story. Read the following:

Shard smiles. It's a cold, metallic kind of smile. *"This potential gang war, as you call it, is the business of the Guild and no other party..... But the waste of men and materials.....If that could be avoided and we could get down to business as usual....I think I will help you gentlemen, despite your.....hmmm.....police association. This once, mind you. I rather like the idea of the Arcadian Police coming to me for favors..."* He gets up, walks over to a nearby cabinet. He pushes a hidden button, and the top unfolds to reveal a computer screen. He reads a single line of coded data displayed there.

"Takamura's main warehouse is at 1500 Seaview in the storage levels of the City. Word has it he'll be expecting a large shipment in a few days, but where and when is something he didn't feel inclined to tell us. You ought to have enough time to round up part of his organization at the warehouse, and flush him out in the open when he makes the pickup". He watches you a long time as you note the information. Finally, he says, *"Don't make the mistake of thinking this changes our business relationship. I expect never to have to see any of you again. Good day, gentlemen".* He turns back to the musical player and the girl.

Galthey leads you down the stairs, to the elevator, and wishes you good day. The interview is definitely over.

EPISODE TWO: "MEKTON P.I."

In this part of the adventure, the PCs will begin to take the Takamura operation apart from the inside, starting with a major bust at one of the gang's key drug warehouses. During a midnight stakeout they'll see and confront the main enforcers of the Takamura mob, get down to some intense striker-to-striker combat, and hopefully arrest the ringleaders when it's all over.

If, of course, it isn't all over for THEM by the end of the bust.

THE STAKEOUT

Read this to the players, allowing them to position their characters on the overview map of the area as you begin:

For the past day, you've been staking out the warehouse at 1500 Seaview, waiting for a sign of life. Most of the time, the only people you've seen are the aged watchman who tends the place, and an occasional band of hidemice stealing the odd bit of hardware. It's midnight, and two of the three moons are up, casting weird double shadows on the pavement. Suddenly, headlights come around the corner. A Mechacar and four Mechabikes pull up. One converts to humanoid form and unlocks the padlock you tried to crack for two hours. The Mechabike slides up the big garage doors to the warehouse, waits till the others roll in, then slides the door back down. He stands guard outside the door. Inside the warehouse, lights go on.

At this point, the PCs will probably want to: 1) wait to see if any more fish take the bait. or 2) kick in the doors and come in shooting. Remind them again of their civic responsibilities, then let 'em go.

THE GUARD

GRON, the guard at the door, is equipped with a Heavy Striker Bike, known commercially as a CRUSHER MKII. The Crusher is NOT equipped with extended sensors, but does have a radio. It won't take a lot to disable him, but any weapons fire will alert his companions inside the warehouse.

THE WAREHOUSE

Read this aloud:

As you enter the warehouse, you see a large, open area, roughly L-shaped. Along one side of the L are four heavy metal racks, filled with boxes of parts. At the lower corners of this L are two stacks of metal drums, painted green and marked "Flammable". At the upper end of the L, there is a glass walled office overlooking the main warehouse; the door is closed and looks far too small to allow a Roadstriker unit to pass through.

Parked in the upper part of the L (A), the mechacar faces towards the north-side rolling door. It is in vehicle form. It's two drivers are in the middle of the room, directing an unloading operation. At point (B) are three mechabikes in humanoid form. They have just finished loading a cargo of sealed boxes out of the trunk of the mechacar and are placing them on the floor at point (C). You recognize these as the temperature-controlled cases in which liquid L'shan is shipped.

GANG FORCES AND STRATEGY

The gangsters have come well prepared for any conflict. The CRUSHER MKII unit piloted by the guard outside is one of three of this type. The mechacar is of the SHADOW type. In addition, TAAK, the gangleader and driver of the mechacar, as well as his other thugs, are also well-armed with a variety of personal weapons and the inclination to use them.

Faced with a police raid, the gangleaders will first and foremost attempt to fight their way out. After all, they didn't get where they are today by being pushovers. For the first six turns, they will devote all of their energies to trying to waste the mechacop team. If combat lasts beyond this point, they will attempt to: 1) destroy the evidence; 2) try to make a break for it. Therefore, it's vitally important that the PCs take possession of and protect at least one case of L'shan. Otherwise, they have no evidence and the smugglers will go free. They will also need to capture at least one suspect alive in order to find out when and where the big drop is.

INTERIOR TERRAIN & COVER

1) WAREHOUSE RACKS

These are 4 meter tall metal racks, filled with parts and storage bins. Units behind these may not be fired at. Units which land on top of these racks will crush the rack, which automatically changes the hex terrain to RUBBLED GROUND.

2) SOLVENT BARRELS

These are stacked two meters high, so that vehicle formed units may hide behind them, but humanoid units may have their heads, arms and torso targeted. If they are knocked over, they will fill that hex with a corrosive liquid that will cause a cumulative 2 hits of damage to wheels, fans or legs. If they are fired into, there is a 50% chance they will explode into flames, causing damage equivalent to 1 Kill to all units in the adjacent (roll as a grenade hit) 6 hexes, and residual 2 hits of flame damage for 2 turns thereafter.

3) FACTORY WASTE

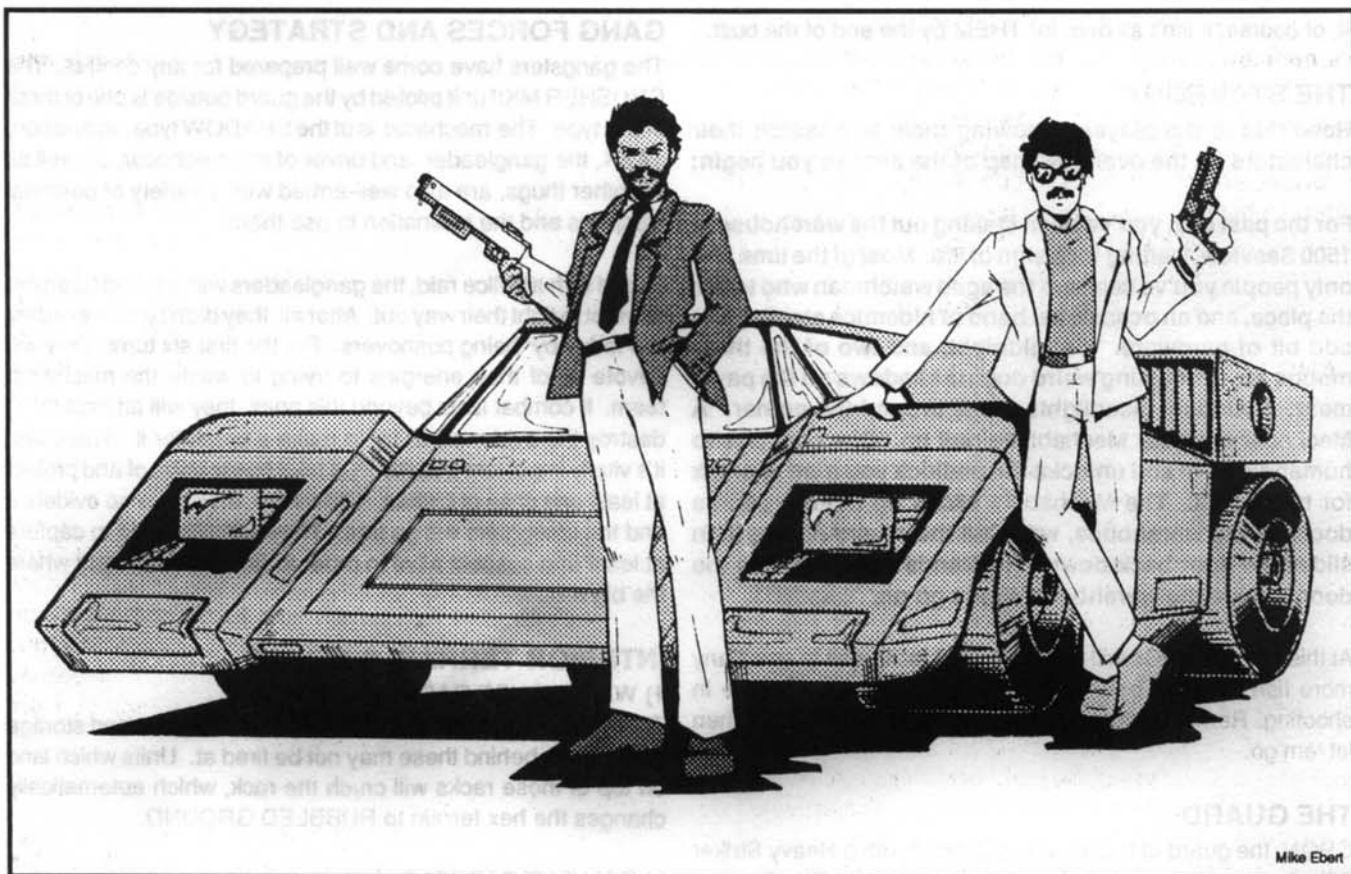
This is spilled industrial products with the consistency of Bogg - the legendary anti-mecha stickum. Units entering these hexes must pay 4 MA for each hex traversed.

4) SHIPPING OFFICE

A desk, two old chairs, and a tacky calendar with an overstacked pink-haired pinup from the June issue of ARMORED CUTIES (the Magazine for sophisticated MEKTON pilots).

5) DRUG SHIPMENT

10 cases of prime cut, totally pure L'shan. A one way trip to Hades for 50,000 lucky addicts. Each case can take the equivalent of 5 Hits - a couple of missile shots would destroy the evidence forever. Go ahead.



MAKING THE BUST

If the PCs are able to destroy (or make inoperative) enough gangster vehicles to give themselves a two Roadstriker advantage, there is a 50% chance the smugglers will surrender on the spot. If the PCs are able to get a three vehicle advantage, there is a 70% chance the baddies will give up automatically.

In the sad event the CRIMINALS get the upper hand, or in the event that there are no gang survivors from whom to learn the location and time of the Big Drop, the Referee should read the following to the players at the conclusion of the episode.

You stagger into the Headquarters Motorpool at dawn, holes all through your units (and maybe your skins). There's an envelope pinned to your tac group's bulletin board. Inside is a computer card, which says "TOMORROW, THOUSAND-FOOT-BRIDGE, MIDNIGHT. YOU OWE ME. IS-SAC".

EPISODE THREE: "THE BIG DROP"

INTERROGATION

If the players have been able to arrest at least one live suspect, read the following passage aloud:

You've just spent five hours in a hot, stuffy Interrogation

room, grilling the survivor(s) of the warehouse bust in teams. Nobody gets any sleep - least of all you. Finally, you get some information. The big shipment is tomorrow night. Twenty clicks down the Highroad, at Thousand-Foot-Bridge, you check out a roadmap of the area; start making plans, you've got about twelve hours to get ready for it. You figure you can waste three hours of that on sleep and a meal. Maybe a shave. If you ever shave, that is.

At this point, allow the PCs to make preparations for the final assault. Mecha damage may be repaired, weapons reloaded, damaged body armor replaced. They may also examine the Road Map, but without seeing the placement of the Takamura forces.

THE DROP

In this section, the PCs will try to intercept Takamura's L'shan drop on the Arcadian Highroad, a four-lane freeway elevated fifty feet above the rocky, mountainous Mirion Pass region. Takamura has chosen this region because its elevation makes it impossible to be ambushed. It's going to require a face to face attack, with a free-for-all over a very small space.

Read this aloud:

It's midnight, and you're out on the Arcadian Highway, better known to the locals as the Arcadian Deathroad. The moons are down, and the skies are dark with a heavy, ominous overcast. You roar around the last major bend before you hit the Thousand-Foot-Bridge. You see headlights; vehicles up ahead. It would have been nice to get more backup, but they'd probably get in the way anyway. No problem. You can handle it. You're the best damned mechacops on the planet. It's time to prove it.

GANG FORCES AND TACTICS

The Takamura Gang has brought a team of seven Roadstrikers for use on this smuggling operation. Two of these are stock SHADOW roadsters, driven by DEI and BRAK, and are designed for high speed pursuit and protection. A more expensive BLUE 5-5 luxury model is being driven by Takamura, and is obviously his personal vehicle. Next to this is the used ROADHAULER mentioned by Nait. The remaining units are of the CRUSHER MKII type currently favored by the gang. These are being driven by THUGS.

The drugs have already been loaded onto the Roadhauler - it may not change configuration without dumping its load. All units are currently in vehicle form, preparing to make the run northwards to the city and safety. Their main objective will be to get past the PCs and lose themselves in the lower sections of Arcadia - before any backup forces or roadblocks can be called in.

TERRAIN AND OBSTACLES

The map of this confrontation represents one sectional kilometer of the highway running north-south. This section is elevated 50 feet from the surface. Units which leave the roadway into the shaded areas on either side are considered to have fallen 50 feet to the rocks and brush below. They may reenter if equipped with jumpjets. When mapping this combat, gang units will begin at the SOUTH side of the roadway section and fight their way off the map, they will reenter the map on the south side again (having entered a new 1 km. section). This process will continue until the combatants have fought their way across the map 20 times - in short, the 20 kilometers from the Bridge to Arcadia. At this point, the Takamura gang will have successfully made its way to safety.

The objective of the PCs is to make sure that Takamura, and the Roadhauler at least, don't make it. To do this, they must: 1) Destroy Takamura's vehicle (at least enough to stop a get-away). 2) Capture at least part (if not all) of the drug shipment. 3) Get the cuffs on Takamura. This means someone's going to have to get out of the suit and go hand to hand with Takamura.

THE WRAP UP

At the end of the confrontation, read one of the most appropriate Resolutions to the players. If the players are all killed, skip this step. It'll only rub things in more...

1) Takamura Gets Away

"Well, you gave it a good shot", says the Chief Inspector as you stagger back into Headquarters, "Maybe the breaks will fall the other way, and the gang war won't be as bad as we thought." But you know he's lying. It's going to be Sylvan Boulevard all over again, on a City-wide scale. You grit your teeth, and get ready to face the Street again. If you wanted it easy, you would have just joined the military instead of being a cop.

2) The PCs Bust Takamura

"You pulled it off men, and against some pretty tough opposition too, I might add". Police work like that deserves to be recognized. I'm promoting each of you to Detective. You'll pick up your new mecha from the Pool in the morning, and you can start on your new assignment tomorrow. It's going to be a tough one. We need someone to clean up what's left of the Takamura Gang before they can get reorganized. Think you can do it?"

3) The PCs Kill Takamura

"Well, it wasn't the best solution, but at least it's a solution," says the Chief. "you did a good job considering the odds, and I think it should be recognized. I'm promoting each of you to Detective. You can start on your new assignment tomorrow. It's going to be a tough one. We need someone to clean up what's left of the Takamura Gang before they can get reorganized. Think you can do it?"

EDUCATION POINTS AWARDED

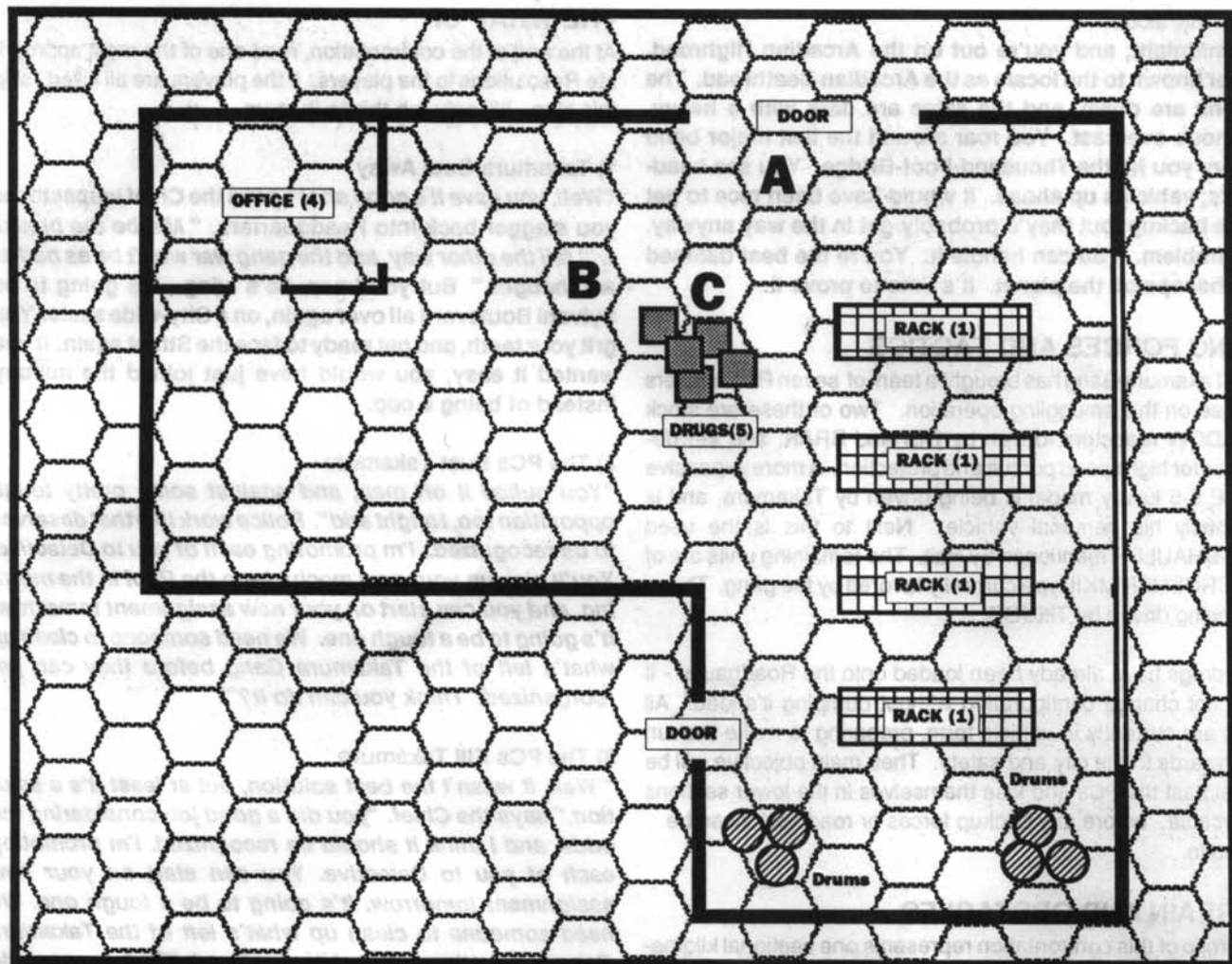
Referees should award the players these additional skill points in the following areas:

Beam Weapon.....+1	Handgun.....+1
Missile Weapons...+1	Hand to Hand.....+1
Grappling.....+1	Dexterity.....+2
Piloting.....+2	Infiltration.....+1
Persuasion.....+1	

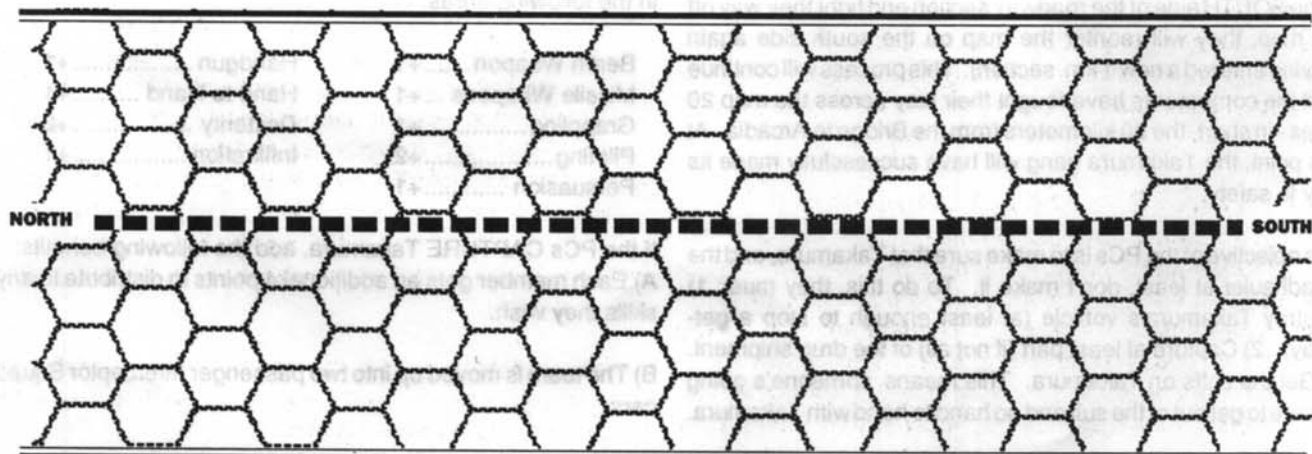
If the PCs CAPTURE Takamura, add the following benefits:

- A) Each member gets an additional 4 points to distribute to any skills they wish.
- B) The team is moved up into two passenger Interceptor Squad cars.

Now go on out there and keep those mean streets safe. We're counting on you. Aloha



The WAREHOUSE



The DEATHROAD

Kilada. It's a hotbed of steaming jungle, wild animals the size of a mecha trak, and crazy freedom fighters of all stripes. They dropped you into the swamps with a mechabike and a prayer, hoping you and your team could quietly "deal" with this situation. But your cover's been blown, the whole place is crawling with Kargan bikers, and it's down to you, your bike, and a handful of allies in a dirty little civil war.

They'd better give you hazard pay when you get back to Base—'cause you've earned it in spades...

A HARD DAY'S PAY

A MILITARY ROADSTRIKER ADVENTURE By Clive Hendrik

"Alright, shut up and sit down. As you all know, your squadron has been testing out the new 3rd-generation Roadstriker units sent down to us by LJ-10. Now you get to use them in something more exciting than going Ookloo hunting. Since your group commander has volunteered your squadron, in a few hours you will embark onto an undersea landing craft and leave for the island nation of Kilada in the Archipelago region. This nation has been receiving large shipments of Kargan military equipment in the last few months. We believe that Kilada is about to attack (with Kargan help) other Elaran-supported islands in the area. Your job is to proceed to the island, make contact with rebel forces located there, and destroy/damage the Kiladan military supply bases. Once this mission has begun there is to be no support expected from off-island Elaran military forces. All Elaran ID symbols have been removed from your bikes and equipment. If captured, the Elaran government will deny that any of you ever existed. You're completely by yourself on this one. Good luck"

TEAM LEADER INFO (read this aloud):

"Your Team will be dropped on the Island of Kilada by the UMLC (Underwater Mecha Landing Craft) "Ark" at close to Midnight. The Team is to proceed to the village of Akida and make contact at the Happy Gunfark Inn with a local rebel leader code named "Mongoose." You will know him by a red bandana around his right arm. He will supply you with maps of the base and any local support needed to complete your mission. You have 30 hours to finish your mission. At that time, your Team is to rendezvous near the

drop off point to be picked up by the Ark. If the team is later than 15 minutes past the scheduled time, it will be presumed to have been destroyed or captured."

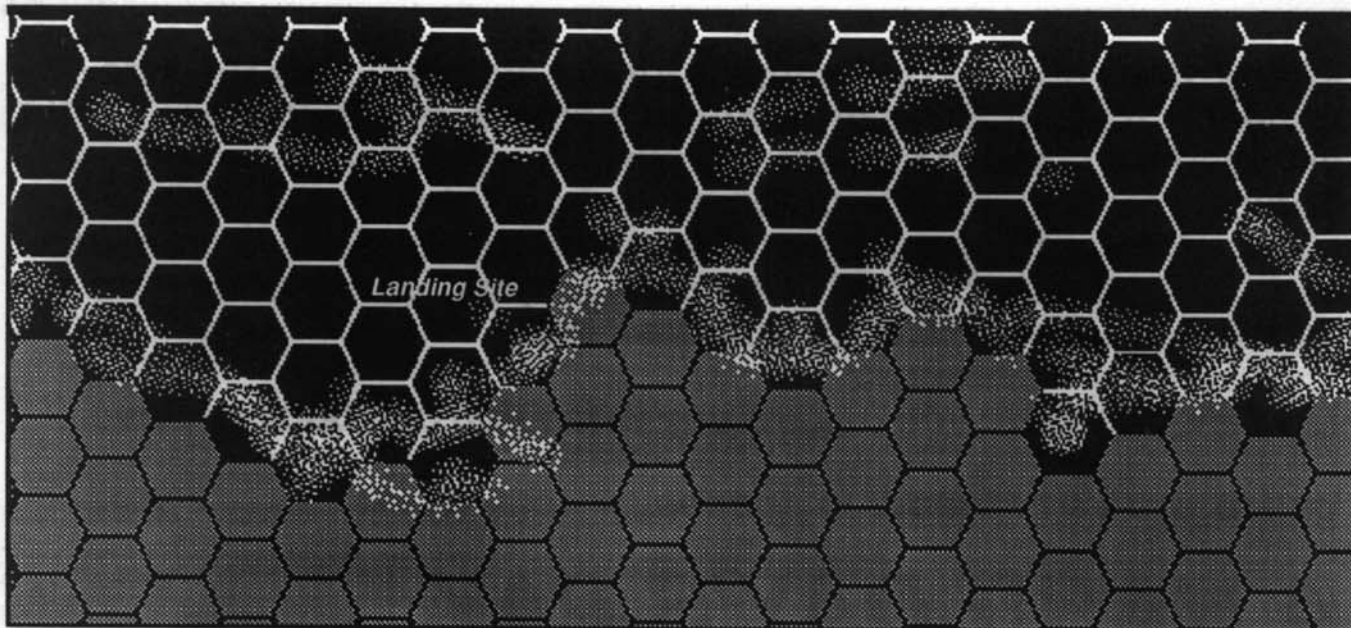
GM INFO

The members of the 21st Elaran Fast Attack Squadron, [The Green Dragons (i.e. the players)], have been assigned to take out a Kargan supply base on the island of Kilada. This is actually to make way for an Elaran Task Force that is planing to take over the island and install the old pro-Elaran government. This attack should come just as the players reach the pickup point and every Kiladan military unit is on their heels. Thanks to a spy in the rebel force the players are in for a few...surprises...

STYLE OF PLAY

This adventure should be played as a Japanese animation video with high tech battles at high speed, or as a 'Predator'-style jungle ambush battle. Hit the players with one problem after another and give little time for them to so much as catch a breath. The combat should be fast and deadly with encounters keeping the team moving towards their goal at all times. Keep in mind that Mekton II is a ROLE PLAYING game set in the world of Japanese animation. If a player wants to do something that looks good and fits into the anime style, let them (keep it within reason though).

Time is an important part of this game, so keep reminding the players that the UMLC will arrive in 30 hours. This adds to the suspense of the chase at the end.



THE BEACH

PS: Remember to incorporate some of the player's Lifepaths into the game. Having one of the player's enemies be a villain (from the Kargan Special Forces group) in the game is recommended. You could also throw in a lost love fighting with the rebels. This sort of thing adds spice to the game environment and helps to get the players really involved.

PLAYERS EQUIPMENT:

(All equipment has had the Elaran symbols removed)

The Players start with the following Roadstriker units:

- 1 M-27 Ninja
- 1 F-5xa Fensor (can hold two players)
- 2-4 M-31 Excalibers (as many as there are players; they pick the weapons packages)

Each Player has:

- 1 combat flight suit in jungle green (6SP, covers all locations but head)
- 1 EDF flight helmet with a built in communicator w/ scrambler
- 1 EDF 9mm pistol + 3 clips of ammo
- Either a EDF SMG + 3 clips or a EDF A-13 + 3 clips 30rd@
- 3 Frag grenades
- 1 set of binoglasses (w/IR filters)
- 1 techscanner
- + other personal equipment (limit of 2.0 Kg)
- 1 jungle survival carryall containing:
 - 1 sets of jungle cammo pattern uniform (-1 for other's Awareness rolls when in jungle terrain)
 - 1 communicator with 2 radio bands (one Military /one Civilian)
 - 1 survival knife (treat it as a Dagger)
 - 1 logcompass
 - 1 small medkit (built-in medscanner & 2 dosages of painkiller,

synthe-flesh, speed Heal, antiseptic, antibiotic, poison neutralizer, and sleepdrug)

- 1 flashlight
 - 1 sleeping bag
 - 1 canteen (full)
 - 1 campkit
 - 1 week of military rations
 - 1 water purifier
 - 1 bottle of sunscreen&insect repellent
- (note, this all fits into one storage space on the Roadstrikers at 5.0 kg)

Group Equipment (carried in the Fensor cargo area):

- 1 five-man inflatable tent
- 200 ft of rope
- 1 spare EDF A-13 +3 clips/30rds@
- 2 boxes of 9mm (SMG+Pistol) ammo of 1000 rds each
- 1 box of A-13 ammo (1000 rds)
- 1 box of Frag grenades (24)
- 2 plastic waterjugs (full)
- 1 tech toolkit
- 1 medkit
- 5 EDFA MPML
- 1 M11-5 man-portable plasma gun
- 2 PKT anti-mecha mines
- 1 demo pack (twelve 2Kill damage plastic explosive blocks with timer fuzes)

THE DROP OFF (read this aloud)

The assault door opens as the Team hits the moonlit beach, spotting a dirt road disappearing into the jungle. The Commander of the Ark waves you off as the UMLC disappears under the waves.

The players are dropped at the point indicated on the map at 12:01am in the morning by a UMLC. As soon as the players hit the beach the ARK will quickly sink back under the sea and wait for the Team to return in 30 hours.

If the players do a quick check with the M.A.S.P. [INT+Awareness or Notice+D10 vs Object Size (Mecha:10, Roadstriker/or Vehicle: 15, Man: 20) + Range mod (+1 per 100m past 500m) + D10] and succeed, they will spot an aircraft closing quickly on their position (they have 2 turns to move). If the roll misses they still have a AWA roll (Difficulty of 17) to spot the KAH-1 Havoc that's patrolling the local area. If they make the roll, the Team will have one turn to move. If everyone misses, they'll be in the middle of the beach when the KAH-1 passes overhead.

The Havoc pilots and door gunners have to make AWA rolls to spot the Team as they fly over (9+d10). If found the KAH-1 will lock on target sensors (if the Ninja ECM or ECCM is active it will sound a warning buzzer), and fire a burst with its machine cannons as a warning. They will ask the group to identify themselves via the radio. If the correct password (*Sun Goalsis*) is not given the Havoc will call in a report (See below) and attack. If fired upon, it will counter-attack and call in.

If a report is made another KAH-1, plus a group of 6 KA-3 and 3 KA-6 will arrive in 10 turns. If the players flee down the dirt road towards the highway they will probably meet the Kilada Roadstrikers in a head-on clash.

If the Team is not detected then the KAH-1 will fly overhead and continue a sweep of the island.

GM NOTE: Due to drug smugglers and rebel activity, the Kiladan Military forces are a bit jumpy and prone to fire first, ask questions later.

AFTERMATH OF THE BEACH ACTION:

If the players manage to evade or destroy the KAH-1 and local Kiladan forces, then make normal encounter rolls till they get to the village of Akida.

The Town:

Akida is a collection of jungle huts with a few reinforced buildings. The entire town has the feeling that if it fell apart suddenly, life would continue as normal. In the middle of the village is the glowing neon of the *Happy Gunfark Bar*.

The townspeople are mostly asleep by the time the players get there. The players riding into town should not be much of a disturbance because new Kargan equipment has gone through town every once in awhile.

Places of Interest in the Town of Akida

POLICE STATION: At the time the players reach town, there are 5 guards inside the station, with 1D6+1 villagers in the cells. Police officers are equipped the same as the Kilada militia. The police are not looking for a fight against Roadstrikers and will run from them if it occurs. If the players cause trouble, the police will alert the Army encampment in town.

THE ARMY ENCAMPMENT: The Kiladan Army has put a small garrison in town to help deal with local guerrilla attacks against government interests. There are 6 soldiers+ 2 KA-3 Daggers on watch around the camp at any given time. The other thirty men are sleeping and will take from 2-4 turns to wake up and grab their equipment. In camp are four KA-3s and two KA-6Bs in shutdown mode. These will take 1D6 turns to power up once the pilots get to them.

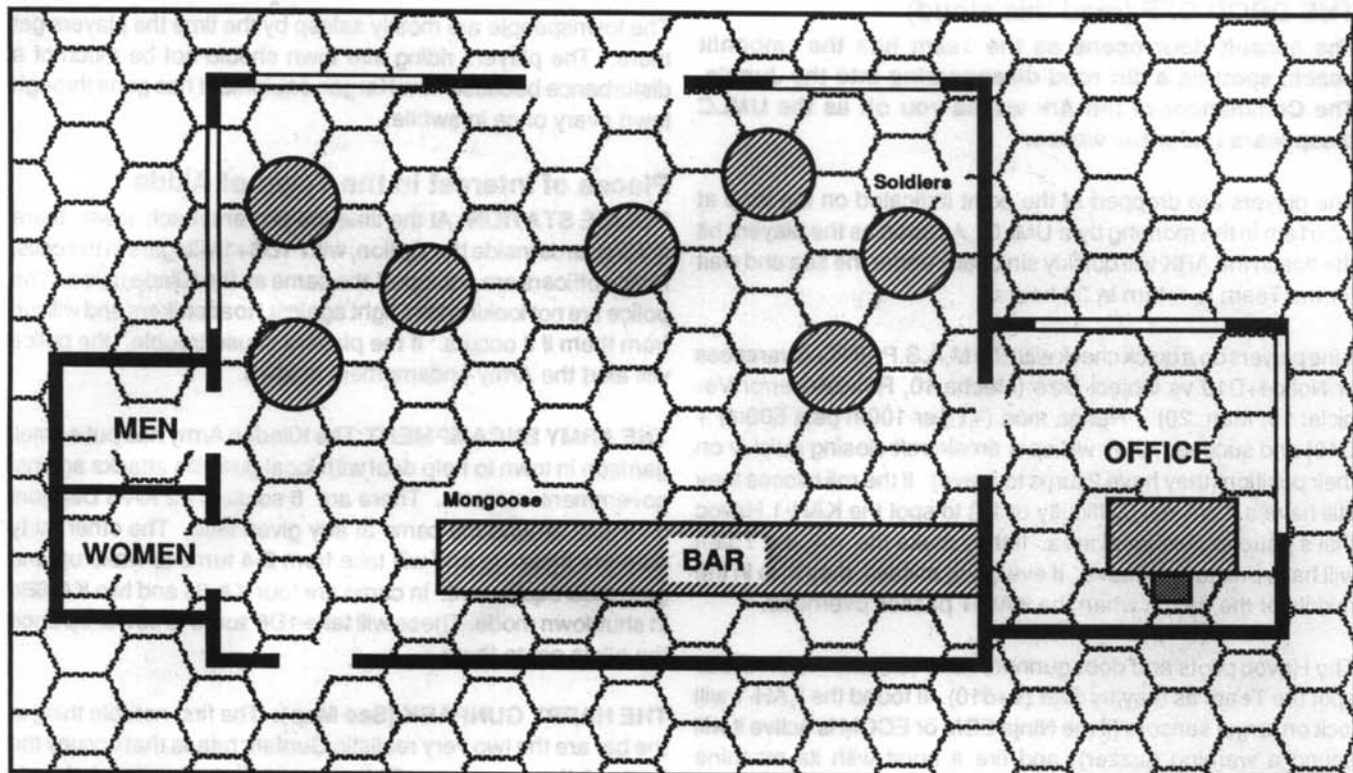
THE HAPPY GUNFARK (See Map): The first notable thing in the bar are the two very realistic Gunfark heads that occupy the back of the bar area. This place has a sleepy, lethargic slowness typical of the entire island.

GM NOTE: Inside the bar are ten villagers enjoying the local hard alcohol brew (called *Kylie Dive*, it's also used to remove paint). In the corner are eight Kiladan soldiers from the Army encampment getting a little drunk (-1 off Reflex). When the players enter the bar, the Kiladan soldiers will consider them to be a bunch of Kargan soldiers on liberty, and ignore them at first. At the other end of the bar is a woman wearing jungle Cammo with a red bandana on her arm, drinking a *Kylie Dive* (This is the Mongoose).

As the players sit down, they will notice a group of three Kiladan soldiers lurching over to the Mongoose. They appear to be trying to get her to come with them to a "party" at camp. If the players do nothing, then the Mongoose will put up a fight but be overpowered and dragged away.

If the players interfere, the Kiladan soldiers will quickly notice their strange accents and ask what group they are with. If the team's explanation isn't good enough (a Fast Talk roll vs 17), the Kiladan soldiers will draw their weapons and try to take the players back to camp as well. If the players make the roll, but still try and stop the soldiers from taking the woman, then a fist fight will occur. In any case, the bar owner (who is also the bartender) will hide behind the counter and call the police (who will call the Kiladan camp).

THE HAPPY GUNFARK



If a bar fight starts, a group of Kiladan MP's will arrive in 1D6+1 turns to break up the fight, followed by a camp officer. He will definitely know the players are not Kargans and have them arrested.

If there's a firefight, a squad of 12 soldiers plus 3 KA-3's + 1 KA-6B will arrive in 1D6+3 Turns. The general method of Kiladan soldiering (shoot first, ask later) will still be in effect.

In any event, the Mongoose will try and escape with the players as soon as the chance arises. She says she knows where the guerilla's base is and will show the players the way to the Plantation.

GM NOTE: After the bar fight the Kiladan forces will be on the alert and looking for the players. Goody.

THE TREK THROUGH THE JUNGLE

The players will have to move at a walking pace through the jungle because of dense foliage. By the time they get to the lake (about four hours worth of traveling; check for encounters), the Team will probably want to set up camp (Mongoose will suggest this if the players don't think of it). If the players go on, they will start to feel the effects of exhaustion and take a -1 on Reflex per two hours (till they reach 0 and collapse).

While the players are camped, make the standard encounter

rolls. During this time, the players will get a chance to talk to Mongoose about the Revolution and the Cause (and maybe develop a romantic interest in her?).

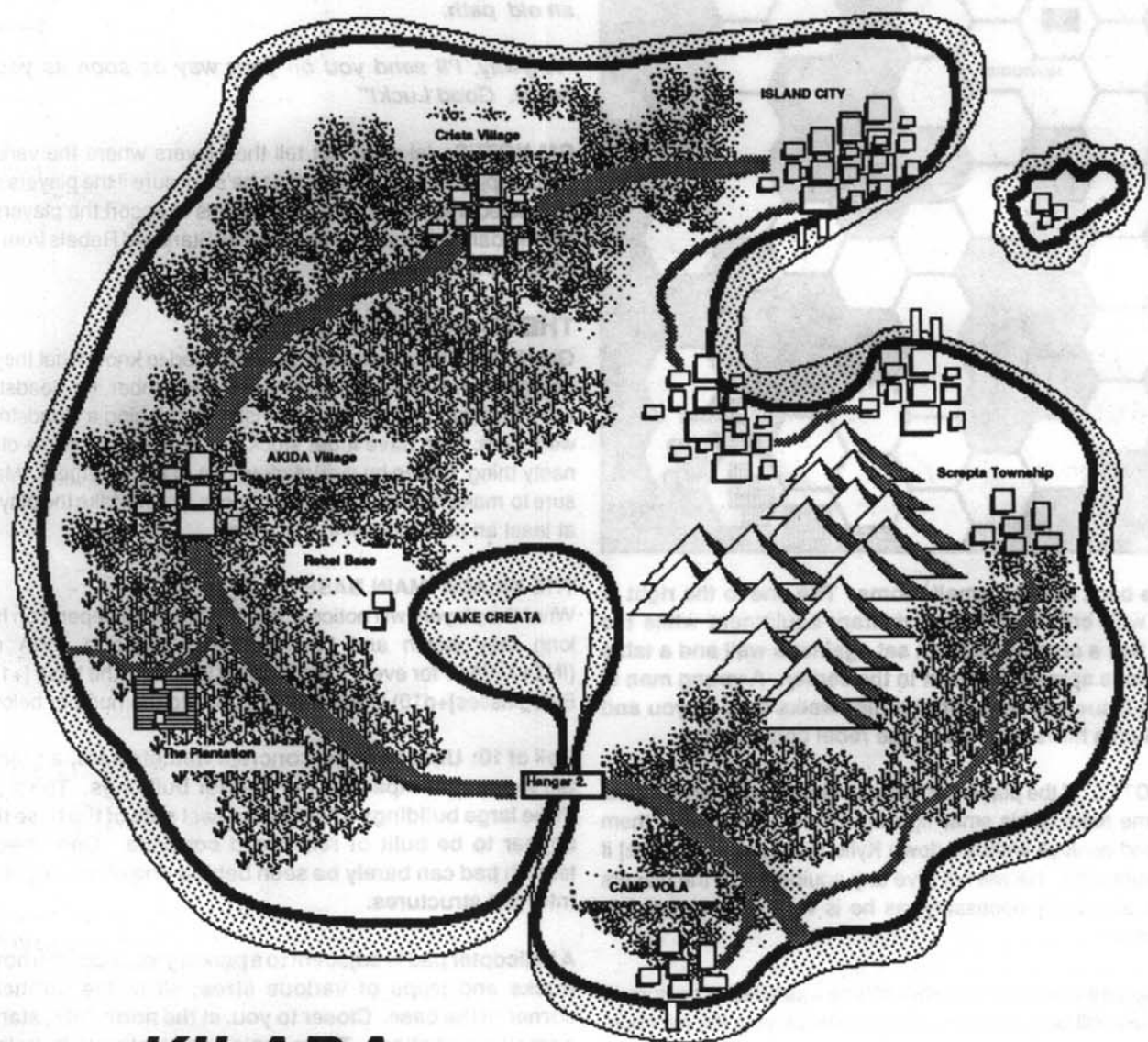
The next jungle walk should take about two hours; ending at the Plantation (check for encounters). Mongoose will suggest moving before early evening to avoid patrols and animals.

THE PLANTATION: The Plantation is an old, elegant two-story home dating from the time when Elaran traders first came to the island. It appears in good shape and full of activity with a few farming mecha moving in the fields.

GM NOTE: If Mongoose is with the group she will tell them to hide their Roadstrikers in the old storage sheds at the back of the plantation, then wait for her to return. She will disappear into the jungle and return in ten minutes to lead the group to the entrance to the Rebel underground headquarters. There, the group will meet Jake De Freehand, the Rebel leader.

UNDERGROUND HQ (read aloud):

The entire tunnel seems to be an old underground storage facility. At the tunnel entrance are about a dozen Kilada farmers armed with a varied assortment of 20 year-old Elaran military equipment. They generally look at you with a mix of suspicion and envy at your equipment.



KILADA

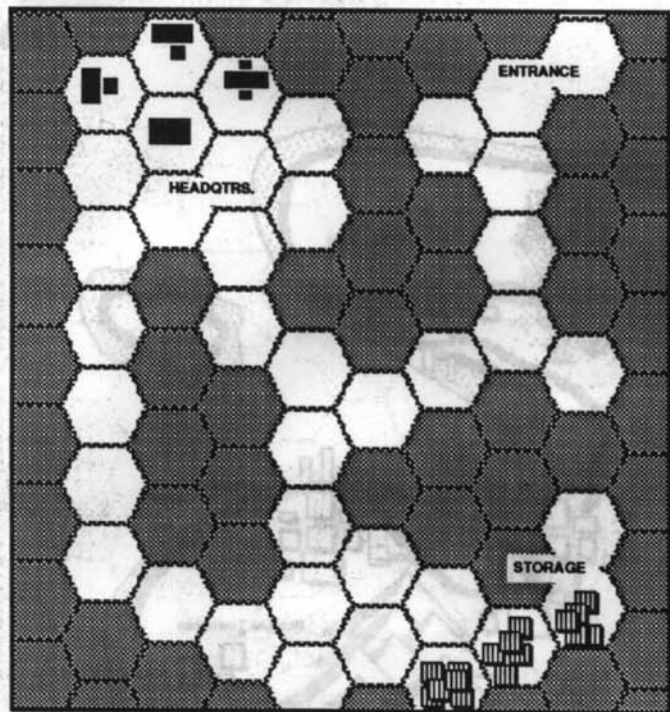


Heavy Jungle



Farming & Light Jungle

THE UNDERGROUND BASE



In the back are two small rooms. The one to the right is filled with crates of Elaran military equipment while the other has a communication set against a wall and a table with maps spread across it in the center. A young man in Elaran-issue jungle combat armor walks over to you and introduces himself as Jake, the rebel commander.

GM NOTES: If the players arrive with Mongoose then Jake will welcome them to his small fighting forces. He will offer them food and drink (A watered down Kylie Dive [Jake's favorite] if they want any). He will not give any equipment to the players unless absolutely necessary, as he is very short on reliable weapons.

If Mongoose is not with the players (she was killed or captured), then Jake will be suspicious and give the players the minimum amount of knowledge they need to get them through the adventure.

After sitting down with a mug of Kylie Dive, he will tell the players of the general situation on the island.

"We are getting ready to hit the presidential palace and the mines tomorrow night. At the present time I don't have anything more than the base location for you. By midnight tonight I hope to have a more detailed map."

"If you wish to survey the base I can send a group of soldiers with you to show you a back way. I'd show you

myself, but I'm too busy moving supplies to the various supply dumps. I advise you not to bring your Roadstrikers with you, because jungle trails are barely wide enough for one man, let alone a Roadstriker. I'd also advise you to hide your Roadstrikers in a local clearing about half a klick down an old path."

"Anyway, I'll send you on your way as soon as you're ready. Good Luck!"

GM NOTES: Jake will not tell the players where the various rebel supply depots are because he's not sure if the players can be trusted. He will provide three rebels to escort the players to the Kiladan main base. These are all Standard Rebels from the back of the scenario.

THE MARCH TO THE BASE

GM NOTE: The players are going to need to know what they're going to carry with them to the base (remember, no Roadstrikers on the path). If the players insist on bringing a Roadstriker with them, then have it get stuck in quicksand or some other nasty thing (eaten by a gunfark is one of my favorites). Make sure to make regular encounter checks as it will take the players at least an hour to walk to the base.

THE KILADA MAIN BASE

What the players will notice about the base will depend on how long they watch and how well they make a AWA roll: (INT+AWA+1 for every 2 turns spent watching the base [+1 for Binoglasses]+d10) Compare their total to the number below.

Roll of 10: Under 4 large, concrete watchtowers, a 5 meter tall fence encompasses the interior buildings. There are three large buildings towards the east side of the base that appear to be built of reinforced concrete. One mecha launch pad can barely be seen behind one of the larger reinforced structures.

A helicopter pad is adjacent to a parking lot filled with hover trucks and jeeps of various sizes; all in the northeast corner of the base. Closer to you, at the north gate, stands a small guard shack. There is also a row of brick buildings running from the northwest to the southwest area of the base. There's a dock a ways to the south with a ship unloading boxes, as well. Overall, there seems to be lots of activity around the base.

Roll of 15: (Plus above) "The towers appear to have spotlights that sweep the cleared ground around the fences. They also seem to have autocannons (size unknown) mounted on swivel mounts to allow a wide range of fire. The fences look to be electrified. The large reinforced buildings on the east side could be hangers for mecha or Roadstriker units of some sort. The brick buildings on the

west side are probably barracks of some sort. A patrol of six soldiers as well as two KA-6 Broadwords sweep the perimeter every 5 turns.

Roll of 20 (Plus above): "The northwest brick building appears to be base HQ by the number of officers going in and out. There are also Kargan military advisers checking up on patrols and base security. A quick glimpse can be seen of a large battlesuit walking into one of the hangers.

GM NOTE: This might be a good time for a player to spot one of his old enemies (say, a Kargan roadstriker pilot or a Kargan military advisor) just to make it interesting.

The players will have to do something very dumb in order to be spotted by a guard. The guards normal AWA is not high enough to see the characters at night in the jungle, unless the players give them a reason to fire off a flare. (If this happens, have the guards beat a roll of 15 on AWA to spot the players.)

THE KILADA RAID LEAVES & THE RUN TO THE PLANTATION

Around midnight, as the players watch, the base commander gets the order to launch a raid against the plantation. The players will get a first-hand view of troops loading into hover-trucks and Strikers moving out of a hanger to join the convoy. The rebels accompanying the players will immediately return to base at top speed to warn the others (hopefully, the players will too, since that's where their Roadstrikers are parked!).

Start the players towards the plantation in pursuit of the rebels as they move ahead. As they get closer to the plantation they will hear helicopter noises in the distance and the roar of gunfire and explosions.

THE PLANTATION RAID

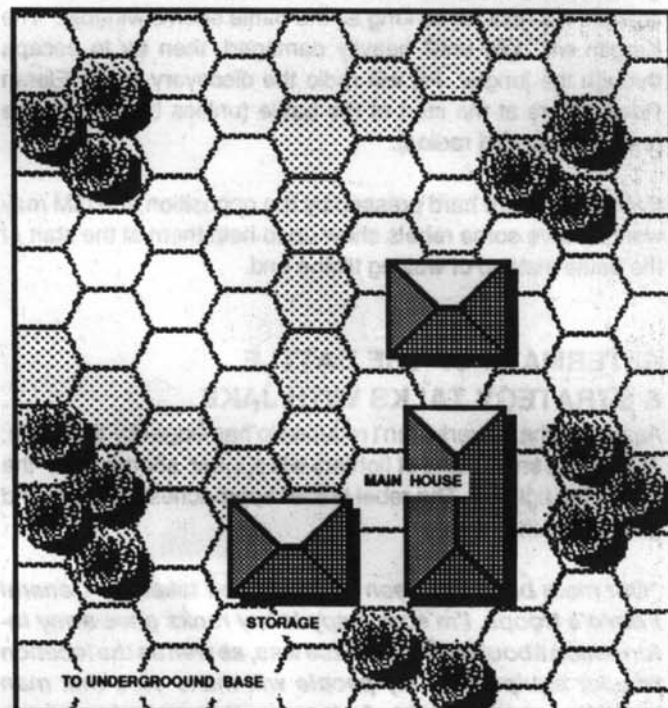
When the players can see the plantation, read them the following description:

Kiladan soldiers can be seen everywhere as the plantation house burns. A KAH-1 Havoc helicopter passes overhead with spotlight sweeping through the jungle about 20 meters away from your position.

A group of captured rebels are encircled by a squadron of at least 9 Dagger- & 3 Broadword-class Roadstrikers. In the middle of this group the woman Mongoose can be seen tied up and unconscious.

If the players try and rescue the Rebels now it will be pretty suicidal. Even if they had their Roadstrikers, the cost in lives wouldn't be worth it.

THE PLANTATION



As the players watch, the rebels will be forced into a hover truck and driven back to the main base. After a while, one of the surviving rebels will come running in from the jungle to tell them that their machines are in danger—a Kilada patrol has found them.

IT ONLY GETS WORSE

Thanks to a spy in the insurgent forces, the player's Roadstriker storage area will be known to the Kiladans unless the players have gone to great lengths to keep the location from the rebel group. In any event, the Kargans and the Kiladan military will have found the Roadstrikers moments before the players arrive on the scene. When the players show up, read them this description:

The small clearing has about eight Kiladan soldiers in it uncovering the camouflage nets on your Roadstrikers. Three Daggers in motorcycle form and one Broadword in humanoid shape stand in the open area with their crews marveling at your Roadstrikers. There is also one large Powered Armor standing with its back to you. It has a Kargan Special Forces logo on an arm plate.

GM NOTE: If the players try to sneak up on the soldiers have them make a Stealth roll (REF+STEALTH skill + 3 (for Jungle) +D10). The Kargan (in the KABS-120 Battlesuit) and the Kilada troops will have to beat this roll to spot them.

The players should (if they're lucky) be able to ambush the Kiladan patrol and get back their Roadstrikers. If not, they are

going to have to scrub the rest of the mission. The Kiladan soldiers will fight for as long as the battle seems winable. The Kargan will fight until heavily damaged, then try to escape through the jungle. He will radio the discovery of the Elaran Roadstrikers at the start of the battle (unless blocked by the team's enhanced radios).

If the players are hard pressed by the opposition, the GM may want to have some rebels show up to help them at the start of the battle instead of waiting till the end.

AFTERMATH OF THE BATTLE & STRATEGY TALKS WITH JAKE

Assuming the players aren't reduced to hamburger by the battle, Jake and a small band of fighters will appear shortly after the end of the fighting. The rebel leader approaches the team and gives them the news:

"Our main base has been attacked and taken by General Franlo's troops. I'm sure a spy in my ranks gave away information about where the base was, as well as the location of your equipment. My people will make sure that man won't live another night. As for myself, I was lucky enough to be out on patrol at the time, so I escaped capture."

"This enemy of the people of Kilada will not live to enjoy his victory; the invasion of his palace will be tonight instead of tomorrow. I have my people already moving into position to attack the city and its defenses."

"As for your group, I hope you'll decide to attack the base tonight. If you strike tonight I can spare a group of Rebels to shell the base while the attack occurs, plus some troops on foot to help rescue the hostages who are in the base HQ. I will let you talk among yourselves as to a decision."

If the players do not help the Rebels, the rebels will certainly be annihilated by the superior mechapower of the base. The Rebels will probably hold this against them, tipping the future political balance against the Elaran government. Can you say international incident?

ATTACK ON THE BASE

The attack on the base will be a very confused, fast-paced part of the game. Breaching the fence should not be very difficult.

Once inside the base, the fun begins. At the start of the attack throw the base defenses piecemeal at the players (for example, have a Kiladan patrol turn the corner of a building to see the team destroying the storage hanger). Once the team has lost the advantage of surprise, the Kiladan soldiers will be more aware of the enemy and smarter in their attacks on the players.

Bring the Kargan battlesuits in as the highlight of the battle—they're the only real opposition our heroes are going to face.

The Kargans: Since their commander sleeps in the hangar with the Battlesuits, the Kargans will be ready for action within three turns. The Kargans first move will be to advance in groups of two and try to hunt down the attacking units in the usual Kargan fashion (i.e. rip them apart). Note: Unless warned by the Kargan unit from the last battle, they will not be expecting Elarans in advanced Roadstrikers.

The Kiladan Military: These guys will fight in small groups until the base command can get organized. At the beginning of the raid, the small patrolling groups will fire at anything that they don't recognize (and probably at anything that moves). The first units the team encounters will be small (Six soldiers or two KA-3a + 1 KA-6B).

- Every 3 turns after the base has been alerted, the number of Kiladan units will grow by three soldiers or 1 KA-3a Roadstriker.

- After 6 turns, a KAH-1 Havoc helicopter will be launched (unless destroyed on the heli-pad).

- After 9 turns an A-1300 Viper mecha will launch from the mecha pad (unless it has been previously destroyed).

The Rebels: If the players decide to help the insurgents, a group of ten soldiers will accompany the group to prep for the attack on the base. The mortar crew will stay hidden in the jungle and fire two rounds every turn for effect (treat mortar round as grenades). The rebels will help the players as long as they aren't used as cannon fodder. Remember that these are intelligent people and will not throw their lives away without a good reason. Once the fence is breached, the rebels will try and reach the jail and free the captives. Each guerrilla on the raid will be armed with a KA-MPML.

The Players: Hopefully, they'll have the advantage of surprise (and their Roadstrikers) to do as much damage as possible. Their major problem will be time, as the Kiladan Military will get stronger the longer the raid goes on.

NOTES ON BASE DEFENSES & BUILDINGS:

For damage results to buildings see *SFX Table*1, Obstacle Impacts* (MEKTON II pg. 50)

GUARD TOWERS: (9 Meters Tall / Move down 2 levels on SFX Table*1) They are armed with mecha machinecannon on swivel mounts that can fire inside the base. The towers also have 2 spotlights with a range of 50 meters. If a target is spotted (15 + d10 vs Object's DEF Roll) then all rolls to hit against that

object are at a +3 as long as the target stays in the spotlight. At any time there will be from 3-6 guards in a tower.

GUARD POSTS: (Move down 3 levels on SFX Table*1) These are little more than wooden shacks that the Kiladan soldiers use for shelter at the gates. There will be one Kiladan soldier at each post all the time.

ELECTRIC FENCE: (2 kills to create a 4 meter-wide hole; must be by explosive or energy weapons) Does 2 Hits of damage to any body location that touches the fence while in operation (ignore armor). If a Roadstriker hits the fence while electrified then it will take 1 Hit to all servo locations.

HANGAR 1: (No modifier on SFX Table*1). Contains 1 KAH-1 Havoc being repaired. It also contains 12 KA-3a Daggers + 6 KA-6B Broadwords that are powered down. Three Kiladan soldiers are always on guard in this hangar as well as assorted technicians working on the Roadstrikers and helicopters.

HANGAR 2: (No modifier on SFX Table*1). Contains the majority of the Kargan forces on the island. A total of five KABS-120 Battleaxe Roadstrikers are unpowered and being cleaned by their crews. One KABS-120 (with Sharken inside) will be unpowered but ready for action one turn after the base is alerted (Sharken always sleeps in his battlesuit. There are five Kargan advisors guarding this building at all times. Also in the hangar is an A-1300 Viper Mecha being reloaded (when the battle starts it will have only three rounds in its 300mm cannon).

STORAGE: (Move down 1 level on SFX Table*1) Contains ammo and parts for the base equipment. If an attack breaches the wall there is a 30% chance that it will cause the ammo to explode. (Anything within 5 meters will take 2 Kills) At the time of the attack, this building will be locked.

POWER PLANT: (Move down 2 levels on SFX Table*1) If an attack breaches the building, there is a 25% chance per attack that the base generator will be damaged. All power will be lost for 1D6+2 turns until the backup generator (in the HQ Building) is turned on.

HOSPITAL AND BARRACKS: (Move down 2 levels on SFX Table*1) The barracks is where the majority of the personnel live. Any attack that breaches the building during the first three turns will wound or kill 1D10 Kiladan soldiers and technicians. At the time of the attack the Hospital will be closed.

MOTOR POOL: There will be 6 KAJ-11A fanjeeps + 8 hover-trucks parked in this area. 2 Kiladan guards patrol this area at all times.

HELICOPTER LAUNCH PADS: There is one Havoc helicopter on this pad preparing to take off (See GM Notes on above).

MECHA LAUNCH PADS: There are no Mecha on the pads at the time of the attack.

HEADQUARTERS: (Move down 2 levels on SFX Table*1) This is the nerve center of base operations. Inside are the jails (with the Rebels inside) and the Base Commander's office (he is in the capital at the moment).

AFTERMATH OF THE ATTACK

Once the players have struck the base and withdrawn, half the Kiladan military establishment will be on their heels. The players should head for the pickup as soon as possible. Put constant pressure on the players to proceed to the pickup point by using the Viper Mecha and Havocs to harry them, flying overhead, raining down explosives and laser bolts with wild abandon. Throw in a few roadblocks (the local militia) along the way. This part of the adventure could be played very well to the music from *Peter Gunn*.

In the air is a A-1300 Viper (from Hangar 2 unless it was destroyed in the battle.) It will follow the players and blast anything it can. Two Havocs from Kilada City will join it after 1D6+3 turns (one is piloted by a very angry General Franlo). The Viper & the helicopter gunners will be at -3 to hit the player's Roadstrikers from the air as long as the players stick to the cover of the jungle roads.

WHEN ALL LOOKS DIM...THE CAVALRY COMES!

Read the players this description when they reach the beach:

You're running down the jungle path at blinding speed while explosions rock the earth all around. They're closing in with everything they've got, but it's only a few more yards to the beach and—

Nothing.

By now the players should be seriously hurting and determined to get the hell off the island as soon as possible. Play up the tension of the scene as the players arrive at the beach, pursued by certain death and find out it's empty.

Turning to face your pursuers for the final time, all seems quiet as the pursuing mecha close in.

Just when it seems like the players are up against the wall, have missiles from Elaran Attack Fighters sweep in and destroy the Kiladan aircraft.

Suddenly, the air is shocked by massive explosions as the Kiladan mecha disappear in bursts of flame and metal. Overhead three Elaran Fast Attack Mecha streak through

a field of flak as the volcano-mounted 300mm Cannons open up.

From a dozen yards off the beach, four huge UMLC rise from the waves. Ramps open as Elaran Fast Attack Squadrons pour onto the sand, firing past your group towards the enemy beyond. An officer roars up to your group and with a crackle of loudspeakers, tells you to clear the hell out of the combat zone. Before you can ask any questions, he quickly transforms his Fensor to humanoid mode and disappears up the beach.

Your commanding officer appears from a UMLC and strides up to your group with a case of beer under his arm. He smiles broadly and hands the brew around before speaking:

"You guys did a great job today and did the Elaran government proud. Anyway, I thought you'd like to know that the new government of President Jake De Freehand will be having an awards ceremony for your team at the capital tomorrow. I understand that a major of the new Kilada Army, a woman named 'Ms. Mongoose', made a special request that (any player that began a Romantic Interest with Mongoose?) be there.

"But, the Elaran army has had to turn down the offer on your behalf because of the need to have your team return to Elara for full technical debriefing on the new Kargan weapons discovered here. So drink your beers and start loading your equipment back aboard the Ark. And just to show you that the Elaran military knows how to take care of its soldiers, I've even arranged for a week of sking patrol and R+R at Kaol after the reports are done. You don't need to thank me, hell, it's all in a HARD DAY'S PAY."

CREDITS ROLL ON SCREEN END ADVENTURE.....

ADVENTURE PERSONNEL

JAKE DE' FREEHAND

INT:8 REF:9 COOL:10 TECH:3 ATT:10 LUCK:6
BT:10 EDU:7 MA:8 M/F:4 AGE:26 HT:5'11" WT:75 Kilos
SKILLS: Rifle-3 Pistol-6 Auto weapon-3 Tactics-5 Engineering-4
Hvy Weapons-3 Leadership-4 Political Knowledge-4 Guerilla
Tactics-7 Infiltration-7 AWA/Notice +5 Dodge+4

PERSONAL EQUIPMENT:

4 SP Armor Jacket & Pants with a Tech 21-ADF Flight Helmet, EDF A-13 Rifle w/3 30rnd clips & Gyrojet Pistol w/2 clips

HISTORY: Jake was born on Kilada and raised there until he left for Elara University to study Engineering and Political Science. While there he entered the ROTC Program and had almost decided to

become a Elaran officer when General Franlo took over. He left college and returned to Kilada to liberate his people. He likes Elarans more than Kargans, but his first mission is to free the people from the dictator. The Elaran goals are last on his list of things to do.

MONGOOSE

INT:7 REF:10 COOL:10 TECH:3 ATT:10 LUCK:7
BT:8 EDU:5 MA:8 M/F:1 AGE:23 HT:5'8" WT:65 Kilos
SKILLS: Rifle-5 Pistol-2 Auto weapon-3 Martial Arts-5 Knife -4
Hvy Weapons-3 Guerilla Tactics-4 AWA/Notice -5 Infiltration-4
Dodge +7

PERSONAL EQUIPMENT:

5 SP Armor Jacket & Kargan Advisor Helmet (SP7), 12rnd Pump Shotgun & Large Knife

HISTORY: Found running wild in the jungle at the age of five by Jake's father, she was named Mongoose after his nickname. When he was killed by Franlo's thugs, Mongoose began her own war against the government. Only when Jake came back to the island did she start working with the rebels.

AVERAGE REBEL

INT:5 REF:6 COOL:5 TECH:3 ATT:5 LUCK:5
BT:5 EDU:5 MA:5 M/F:3 AGE:18+ HT:5'10" WT:60 Kilos
SKILLS: Rifle-3 Auto weapons-2 Hvy Weapons-2 Guerilla Tactics-4
AWA-3 Infiltration-5 Dodge-2

PERSONAL EQUIPMENT:

3 SP EDF Flack Jacket, EDF A-10 Rifle w/2 20rnd clips or EDF SMG w/3 30rnd clips, 2 HE Grenades plus various equipment

HISTORY: These are field workers by day and guerillas by night. They believe in the Cause and have popular support.

GENERAL FRANLO

INT:6 REF:7 COOL:5 TECH:5 ATT:4 LUCK:10
BT:8 EDU:10 MA:3 M/F:8 AGE:43 HT:5'10" WT:80 Kilos
SKILLS: Pistol-5 Leadership-8 Tactics-5 Roadstriker Pilot-6
Roadstriker Wps-5 Politics-5 Dodge-4

PERSONAL WEAPONS:

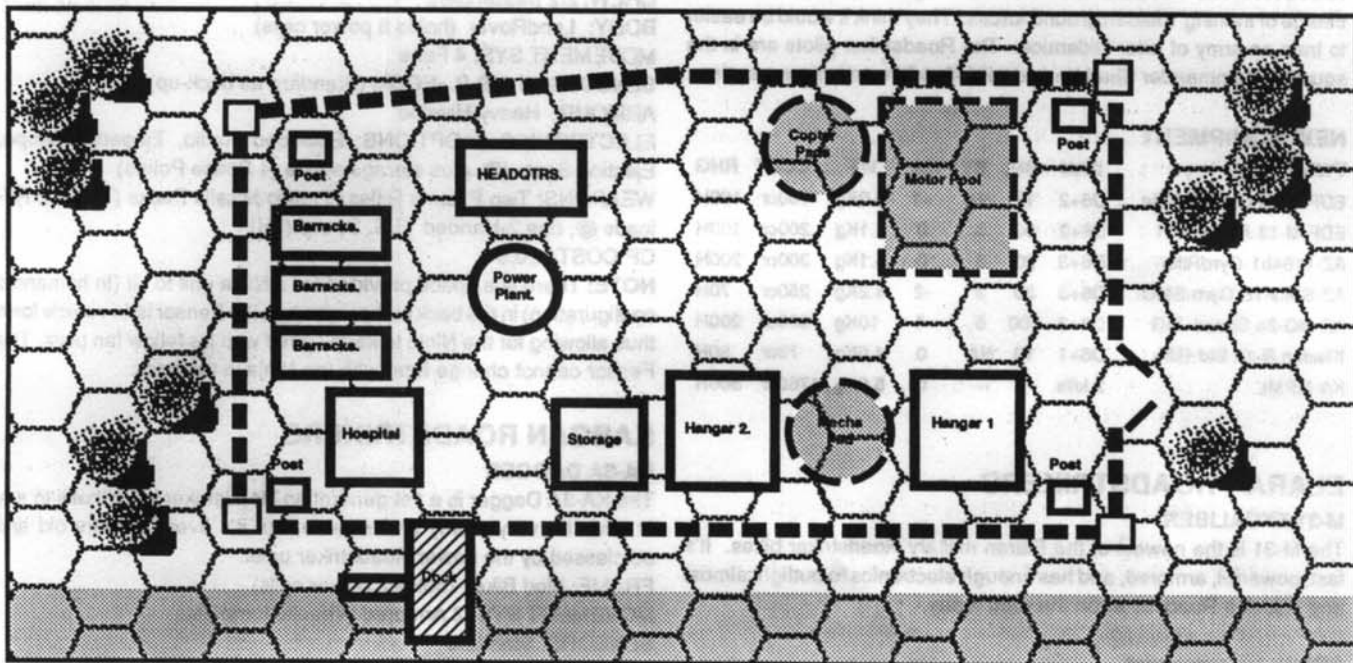
5 SP Body armor & ADF-21 Helmet, GyroJet Pistol w/Laser Sight & 2 clips, KA-6B Broadsword Roadstriker

HISTORY: Born and raised on Kilada, Franlo has always been ambitious. He rose quickly through the ranks with his ruthlessness, and eventually came to command the Kiladan Defense forces. When he wanted to expand Kiladan influence in the Islands, he met opposition from the then President. With Kargan help he quickly dealt with all opposition and now sees himself setting up an empire under the Kiladan flag. He doesn't trust the Kargans, but needs their support to reach his goals.

KILADAN SOLDIERS

INT:4 REF:5 COOL:5 TECH:5 ATT:4 LUCK:5
BT:5 EDU:4 MA:5 M/F:4 AGE:22-30 HT:5'10" WT:65 Kilos
SKILLS (by profession):

THE BASE



Soldiers: Rifle-3 Vehicle-2 AWA-3 HTH-3 Dodge +2 Hvy. Weapons-3

Roadstriker Pilots: Roadstriker Pilot-3 Roadstriker Wps-3 Pistol-2 Mecha Repair-3

Mekton Pilot: Mecha piloting-4 Beam Wps-3 Missile Wps -3 AWA-2 Pistol-3

PERSONAL EQUIPMENT (all):

Soldiers: 4 SP Old Kargan Flack Jacket & Steel Pot Helmet (SP 4) KA ZA-1184 Gyro Rifle & 3 10rd Clips & 2 HE Grenades. Note: 1 out of 6 will have a KA MG-2A with 1 100rnd Belt and 1 out of 3 will have a KA MPML.

Roadstriker or Mecha Pilot: 3 SP Old Kargan Flight suit & ADF Flight Helmet ADF 7.62 Automatic & 2 clips

Roadstriker Used: KA-3A Dagger or KA-6B Broadsword

Mecha Used: Viper

HISTORY: These men think they are the elite of the elite and could fight anyone (but know there are Kargan drill instructors who would eat them for lunch). They will fight hard until they think they're at a disadvantage, then unless backed up with lots of firepower, they'll break and run.

KILADAN MILITIA

INT:5 **REF:**4 **COOL:**4 **TECH:**3 **ATT:**5 **BT:**5 **EDU:**3 **MA:**4 **M/F:**3 **AGE:**18-50 **HT:**5'10" (+/-) **WT:** 60 kilo (+/-)

SKILLS: Rifle-2 HTH-2 Hvy Wps-1 Vehicle-2 Dodge-2

PERSONAL EQUIPMENT: Steel pot helmet (SP 4) & Kiladan R-1A with 2 clips Note: 1 out of 6 has a KA MPML

HISTORY: These are peasants with bolt-action rifles that have no stomach for a fight. They will usually fire a few rounds then run like hell if there are no normal troops to keep them in line.

COMMANDER KARDAN SHARKEN

INT:8 **REF:**10 **COOL:**9 **TECH:**4 **ATT:**4 **BT:**10 **EDU:**10 **MA:**7 **M/F:**3 **AGE:**31 **HT:**6'6" **WT:**104 Kilo's

SKILLS:Roadstriker pilot-6 Roadstriker Wps-5 Pistol-5 Knife-8 Battle axe-6 HTH-8 Infiltration-6 AWA-6 Survival-5 Leadership-5 Tactics-4 Poisons knowlege-8 Athletics-5 Dodge-5

PERSONAL EQUIPMENT: 7 SP Combat Suit + ADF Flight Helmet GyroJet Pistol+2 clips + Battle Axe (D6+2 / +1 WA), KABS-12Q Battle Axe Hvy Powered Armored Roadstriker (Type 1)

HISTORY: This man goes out every morning, hunts down a three meter snake, kills it with a knife, and eats it for breakfast. He has arrived at this post through a combination of poisoning, backstabbing, and sheer ruthlessness. He is in charge of Kargan forces on Kilada and will take no backtalk from anyone. To him, it's just a matter of time until Kargans take over this island, but Sharken knows for now that it's better to put up with the General and pretend to be allies.

KARGANS

INT:5 **REF:**7 **COOL:**6 **TECH:**4 **ATT:**5 **LUCK:**5 **BT:**8 **EDU:**8 **MA:**7 **M/F:**5 **AGE:**24-30 **HT:**6'2" **WT:**92 Kilos

SKILLS: Advisor: Rifle-5 Hvy Weapon-5 Knife-3 HTH-4 AWA-3 Teaching-3

Roadstriker Pilot: Roadstriker Pilot-5 Roadstriker WPS-5 Pistol-2 Mecha Tech-3 AWA-3 Autoweapon-3

PERSONAL EQUIPMENT:

Advisor: 6 SP Combat Uniform & 7 SP Helmet

KA AZ-1184b1 Ast Gyro Rifle w/3 20rd Clips & Gyrojet pistol w/2clips

Roadstriker Pilot: 6 SP Combat Uniform & ADF Flight Helmet, KA-SMG-3A1 w/2 clips & GyroJet pistol w/2 clips, KABS-12Q Battle Axe Powered Armor-class Roadstriders.

HISTORY: The advisors are fearless Kargan Marine veterans in charge of training Kiladan ground forces. They think it would be easier to train an army of killer Hidemice. The Roadstriker pilots are in the squad of Commander Sharken and will follow him anywhere, anytime.

NEW EQUIPMENT

TYPE	DAM	SH	BV	WA	WT	COST	RNG
EDF M-10 Old Std Rifle	D6+2	12	NA	+1	5.0Kg	100cr	100H
EDF M-13 Ast. Rifle*1	D6+2	30	3	0	4.1Kg	200cr	100H
AZ-1184b1 GyroRifle	D6+3	20	3	0	6.1Kg	300cr	200H
AZ-SMG-1B Gyro SMG	D6+3	30	3	-2	4.2Kg	250cr	70H
AZ-MG-2a Squad MG	D6+3	100	5	-1	10Kg	800cr	200H
Kiladan R-1a Std Rifle	D6+1	10	NA	0	4.0Kg	75cr	80H
KA-MPML	2 kills	1	—	0	5.0Kg	1750cr	300H

ELARAN ROADSTRIKERS

M-31 EXCALIBUR

The M-31 is the newest of the Elaran military Roadstriker bikes. It's fast, powerful, armored, and has enough electronics to outfight almost any midsize Roadstriker on the road today.

CREW: 1/1 passenger

BODY: Heavy Bike (holds 4 power cells, space for 3 extra)

MOVEMENT SYS: 2 Fans /Jump Jets

SENSORS: M.A.S.P.+ ECCM (Standard version as back-up)

ARMOUR: Heavy Hiveloc

ELECTRONICS & OPTIONS: Extended Radio, Targeting Scope, Ejection Seat

WEAPONS: One Plasma Rifle (T), one Shield, two Energy Sabers OR

One Energy Gun (T), one 75mm Rifle (2H)+ 2 Reloads

OR

One Energy Gun (T/V), one Lt. Autocannon (2H)+ 3 Reloads

TOTAL CP COST: 12.9/11.3/11.5

M-27 NINJA

The M-27 Ninja is a hightech driving system that's hard to beat as far as Roadstrikers go. The Ninja is designed for support, not heavy combat.

CREW: 1/1 passenger

BODY: Heavy Bike (holds 3 power cells)

MOVEMENT SYS: 2 Armored Wheels /Jump Jets

SENSORS: M.A.S.P.+ ECM+ ECCM (M.A.S.P. as back-up)

ARMOUR: Heavy Hiveloc

ELECTRONICS & OPTIONS: Extended Radio, Targeting Scope, Night Driving System, Ejection Seat, Silent Running Option (-1 on Notice rolls)

WEAPONS: One Auto GL (2H), no Reload, one Missile Pack(T/V) + 2 Reloads

TOTAL CP COST: 13.4

LX-5a FENSOR

The LX-5a Fensor is a team support and artillery platform. It is designed to operate with Excaliburs and M-27 Ninjas as a support vehicle.

CREW: 2/2 passengers

BODY: LandRover (holds 8 power cells)

MOVEMENT SYS: 4 Fans

SENSORS: M.A.S.P.+ECCM (Standard as back-up)

ARMOUR: Heavy Hiveloc

ELECTRONICS & OPTIONS: Extended Radio, Targeting Scope, Ejection Seats (2), plus storage space (4 Space Points)

WEAPONS: Two Plasma Rifles (T), two Missile Packs (T/V) + 2 Reloads @, one 2-Handed R.S. Sword (2H)

CP COST: 20.8

NOTE: There is a space provided for a Ninja unit to sit (In humanoid configuration) in the back of the unit when the Fensor is in vehicle form thus allowing for the Ninja to keep speed with it's fellow fan units. The Fensor cannot change form with the Ninja in the back.

KARGAN ROADSTRIKERS

KA-3A DAGGER

The KA-3A Dagger is a 1st generation Roadstriker bike; that's to say at least it's very sturdy and reliable, but it's over 10 years old and outclassed by the newer Roadstriker units.

FRAME: Med Bike (holds 2 power cells)

MOVEMENT SYS: 2 Armored Wheels/Jump Jets

SENSORS: Standard

ARMOUR: Medium Plastcitex

ELECTRONICS & OPTIONS: Targeting Scope, MultichannelRadio

WEAPONS: 75mm Rifle (2H), no Reload

CP COST: 7.4

KA-6B BROADSWORD

The KA-6B Broadsword is a better Roadstriker than the Dagger but suffers from the same lack of electronics of all 1st generation Roadstrikers. The Broadsword is still very dangerous and is used widely by Kargan Auxiliary units. The Island Defense Forces have just added energy guns to the weapon systems of their units, plus more armour.

BODY: Heavy Bike (holds 3 power cells)

MOVEMENT SYS: 2 Armored Wheels/Jump Jets

SENSORS: M.A.S.P.

ARMOUR: Heavy Plastcitex

ELECTRONICS & OPTIONS: Extended Radio, Targeting Scope

WEAPONS: Rocket Pod (T/V) + 1 reload, Energy Gun (1H)

CP COST: 10.5

KABS-12Q BATTLEAXE

The KABS-12Q Battleaxe is one of the newest and most feared of the Kargan powersuits. The few Elaran pilots who have met this unit in battle haven't lived to tell about it. It is an armored giant among pigmies.

BODY: Heavy PowerSuit (holds 3 power cells)

MOVEMENT SYS: Zip Rollers/Jump Jets

SENSORS: M.A.S.P.+ECCM (M.A.S.P. as back-up)

ARMOUR: Heavy Hiveloc

ELECTRONICS & OPTIONS: Extended Radio, Targeting Scope (KABS-12W has the Submersible package useable only with weapon suite #1)

WEAPONS: One Rocket Pod (T)+ 2 Reloads, one Energy Gun (1H),

one 2 Handed Energy Axe (2H)

OR

Two 75mm Rifles (T)+ 1 Reload @, one Shield (1H)

CP COST: 15.6/14.6 (Submers. +2CP)

KAH-1 HAVOC MECHA-CLASS HELICOPTER

The KAH-1 Havoc is an old Kargan Light Attack Helicopter still used in militia units today. It's heavy firepower makes up for it's poor armor.

MV: -1 MR: - APT: - FLT MA:10 CP:38.6 Tons:19.3

Powerplant: Superlight [2 kills] Main Body: Lightweight [2* kills/4 Spaces] ARMOR: Superlight [1 Kill] WINGS: 2 at Superlight (No Armor)

Movement System: Rotorblades [2 kills + May Hover for no MA]

SENSORS: Normal Mecha

OPTIONS & EXTRAS: Open cockpit in torso (1 Pilot), 3 torso spaces converted to troop-carrying area with room for 2 door gunners and 4 soldiers, lift wire, 2 spotlights, weapon linkage for Machinecannons

WEAPONS: Two Machinecannons (Wings)+1 Reload @, two Lt. Autocannons for the door gunners+ 1 reload @

NOTES: Because of the cramped internal space, the soldiers carried inside may not fire out of the Mecha with hand weapons. The Door Gunners are at a -1 to Hit when troops are carried because of the lack of space to move.

A-1300 VIPER MECHA

This is a standard Viper from MEKTON II (Pg.33)

KAN-3 BATTLEFOIL

This is an old Kargan surplus Battlefoil given to the government of Kilada. Now it's used for routine area patrol.

KILLS:4 ARMOR:1 Kill MA:4 (Water) CREW:12

SENSORS: normal mecha type

OPTIONS & EXTRAS: 2 spotlights

WEAPONS: 150mm Gun (front) and 2 Autocannons (port/starboard)+ reloads for all weapons

NOTE: Cannot go within 100 meters of shore.

KAJ-P11A FAN JEEP

This is fan jeep out of MEKTON II (pg.30) with a Lt. Autocannon.

COMBAT CHARTS

Remember, combats with Roadstriders are fast and deadly. Two Roadstriders blasting away usually last about 10 seconds—until one manages to get a good hit on the other. Man vs Roadstriker is always a slaughter as the Roadstriker is just as fast as a man but packs heavier armor and weapons. When a Roadstriker faces a MEKTON, the Roadstriker had better kill the MEK before it gets a chance to use any Mekton-level weapons. A 300mm Cannon does not need to hit a Roadstriker to kill it; if the round is a near miss (missed by 1 or 2) then half damage is done to everything within 20 meters (3 Kills to a Roadstriker Torso is messy).

IMPORTANT NOTES: The KA-3 Daggers and the KA-6B Broadwords were built with 1st Generation technology and will

probably prove not to be much of a challenge to the players.

The Viper Mecha is more than a match for the players unless they get lucky or use concentrated fire. Use the Vipers to "steer" the group, not to kill them.

PERSONAL COMBAT CHART:

CHARACTER	REF	ACT	BT	PW	DAM	ATR	DEFR
Jake	9	3	VS	EDF A-13	d6+2^	12+d10	13+d10
Mongoose	10	3	ST	Shotgun	d10	16+d10	17+d10
Kiladan Rebel	6	2	AV	EDF A-10	d6+2	10+d10	8+d10
Gen. Franlo	7	2	ST	Gyro. Pistol	d6+3	14+d10	11+d10
Kiladan Soldier	5	2	AV	AZ-1844	d6+3	9+d10	7+d10
Kiladan RS Pilot	5	2	AV	ADF-7.62	d6	7+d10	5+d10
Kiladan Militia	4	1	AV	Kilada R-1a	d6+1	6+d10	6+d10
Kardan Sharken	10	3	VS	Gyro. Pistol	d6+3	15+d10	15+d10
Kargan Advisor	7	2	ST	AZ-1844b1	d6+3^	12+d10	7+d10
Kargan RS Pilot	8	2	ST	KA SMG-3A1	d6+3^	8+d10	7+d10

NOTE: REF=REFLEX ACT=Actions per Turn BT=BodyType PW=Personal Weapon (They might have more than one but this is the standard one they will use) DAM=Damage of Personal Weapon (Note that the ^ after the damage means the weapon can fire a burst) ATR=Attack roll (The sum REF+PW WA+WP Skill) DEFR=Defense Roll (The sum of REF+DEF Skill)

VEHICLE COMBAT CHART:

CHARACTER	TYPE	MA/		VATR	VDEFR
		ASA	APT		
Gen. Franlo	Broadsword RS	7	2	15+var+d10	12+d10
Kilada RS Pilot	Broadsword RS	5	2	9+var+d10	8+d10
Kilada RS Pilot	Dagger RS	5	2	9+var+d10	8+d10
Kilada Soldier	Fan Jeep	5	2	7+d10	8+d10
Kilada Mecha Pilot	Viper A-1300	5	3	8+var+d10	9+d10
Kardan Sharkan	Battleaxe RS	10	3	17+var+d10	15+d10
Kargan RS Pilot	Battleaxe RS	8	2	13+var+d10	12+d10

NOTE: TYP=Type of unit used MR/RSR=Mecha REFLEX/Roadstriker REFLEX APT=Actions per Turn VATR=Vehicle Attack Roll (Sum of Pilots REF+WP Skill+RS Target scope option (If equipped)) (Note that the Var stands for the Vehicles Weapons WA) VDEFR=Vehicle Defence Roll (The sum of the pilots REF+Piloting skill)

NOTES ON THE ISLAND OF KILADA

Description: The Island of Kilada is a classic "banana republic." The Kiladans don't really care who runs the government; to them, one form of government is just the same as another. They don't like Kargans, though, and tend to think of General Franlo as a thug and most of his army as well. The Kargans have built up quite a military force on the island and are using it to test out some of their Special Forces units.

Size: About 60 kilometers in diameter.

Population: 125,321 **Alliances:** Kargan

Rebel Organization: About 220 allied with Elaran.

Weather: Hot, humid jungle weather. In summer, highs in the upper 100's with 90% humidity.

Natural Resources: Oil(off shore), uranium, fishing, agriculture (notably an orange-like fruit called *new sun*).

ENCOUNTERS

There is a 30% chance of an encounter every 2 hours. The chance increases to 40% if island defenses are alerted.

JUNGLE/PLANTATION FIELDS

(+2 to roll if island defenses alerted)

1 Jungle Floaters (2-4) ambush group. Players must roll better than a 18+d10 on INT+Awa/Notice+ Enhanced Sensor modifiers+d10 or lose the first round of combat.

2 Find a Gunfark trail! If followed for 100 to 600 meters the players will find a Gunfark (50% awake). If provoked or awakened by the players, it will attack on a 1-4 (d10), otherwise leaving the players alone.

3 Hidemouse attempts to steal something if the players have stopped moving and are out of their Roadstrikers. Players must beat a roll of 20+d10 vs INT+AWA/Notice+d10 or have something small stolen (such as a pair of Roadstriker keys?).

4 The players wake/alert a group of Song Lizards that will begin to sing quite loudly, attracting nearby animals & people. Roll for two more encounters and have them happen at once.

5 A friendly Ookloo watches the group. If fed and treated nicely, it will stay with the group (as a mascot?). If not, it will wander away.

6 The players stumble onto a patch of Deathgrass. They must make a roll of 18+d10 vs [same combo as encounter 1#] or step into the area. If a person steps into the Deathgrass, a roll of 14+d10 vs person's Body Type+athletics skill+d10 or be held down on the ground, unable to move, while taking 2H per turn. A person may try once per turn to free themselves. Roadstrikers automatically win in a Deathgrass tug-of-war. The patch can take up to 3 kills of damage before dying but only by Explosive or Energy Weapons.

7 The players encounter a group of peasants (1-10) who will treat the players with kindness (possibly telling them where Kiladan troops are) if treated likewise. If treated badly, they will flee and tell local authorities where the players are.

8 Players encounter a rebel group (3-6 Rebels) running from an local Kiladan Roadstriker patrol (5 Daggers + 2 Broadwords) searching for them. If helped, (by attacking the patrol or causing a distraction) they will show the players to their stronghold.

9 A militia group (2-20) is looking for a Gunfark that has been attacking a local plantation's farm machinery. They are armed with standard Rifles, but three of them have KA MPMLs. If fired at, most will simply run away while the ones with the MPMLs will fire at players, then run.

10 A Kiladan army patrol (10 men + 3 Daggers + 2 Broadwords) looking for rebels (if the island has been alerted, it's the players instead). Six of the soldiers will be armed with standard weapons, while one is armed with a KA MG-2A, and two have KA MPML's. If they spot the players, they will attack and call for support (3-18 turns latter a HAVOC Attack Helicopter with 4 troopers will arrive for support).

CITY/VILLAGE: (If at day an automatic encounter/at night 50%, +3 If Island Defenses are Alerted)

1-4 Villagers (see #7 on Jungle/Plantation Encounters)

5- A Rebel will try and contact the group and if possible lead them to the stronghold.

6-8 Militia unit of 2-20 (standardly equipped) with two fan jeeps will attempt to stop players. If fired upon, will fire back for 1 to 2 turns then run and call for help (Encounter 9-10 will occur in 2-6 turns if players stay in town/village).

9-10 A Kiladan Soldier Unit (10 soldiers +2 fan jeeps+4 Dagger RS + 2 Broadsword RS) is stationed at the village. If players are found, they will call for help (Same help as in encounter 10# Jungle/Plantation table) and try to attack players.

FLORA & FAUNA

JUNGLE FLOATER: (From Mekton 1, pg.91) REF:8 ACT:3 NARM: 2SP DP:13H ATR:14+d10 DEFR:10+d10 NADAM: 1-6 Hits+ Crush 1-3 pts. MV: 8 Hexes (Floating)

DESCRIPTION: A camouflaged globular gas-filled balloon body and a infrared sense that allows them to see their prey up to 20 miles away. They then drop onto prey and strangle it with their tentacles.

GUNFARK: (From Mekton 1, pg.92) REF:6 ACT:2 NARM:1 kill DP: 3 Kills ATR:11+d10 DEFR:6+d10 NADAM: 10+d10H Hits Bite (each head can make a Bite attack per action) MV:30 Hexes

DESCRIPTION: A massively armored reptilian herbivore with two independently moving heads that is quite peaceful till annoyed. When it gets annoyed—Watch out!

HIDEMOUSE: (Mekton 1, pg. 92) REF:10 ACT:3 NARM: none DP:2Hits ATR:- DEFR:17+d10 NADAM:- MV:8 hexes

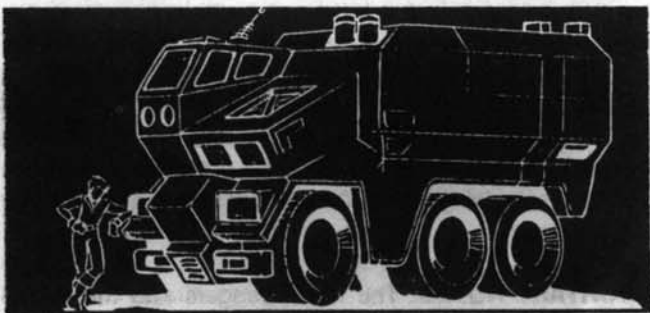
DESCRIPTION: A small, hamsteresque rodent that loves to steal things. It is quite choosy in what it steals, and can tell the difference between a fake object and the real one.

OOKLOO: (Mekton 1, pg.93) REF:7 ACT:2 NARM:1H DP:6H ATR:10+d10 DEFR:13+d10 NADAM: 2H (bite) MV:12 Hexes

DESCRIPTION: A small omnivorous (looks like a possum) marsupial with huge green, hypnotic eyes that can put semi-intelligent creatures in a daze. It's quite intelligent, and it's favorite food is the Hidemouse.

DEATHGRASS: (Mekton 1, pg.91) REF:0 ACT:0 NARM:0 DP:3 Kills per 3 meter patch ATR:See below DERF:0 NATDAM:see below MV:1 Hex

DESCRIPTION: A deadly mimic of the normal blue-green grass of Algol. If a person steps into the Deathgrass patch, a roll of 14+d10 vs Person's BODY+Athletics skill+d10 is needed or he will be held on the ground, unable to move while taking 2H per turn (via digestive enzymes). A person may try once per turn to free themselves. A humanoid Roadstriker or Mecha automatically wins in a Deathgrass tug-of-war. The patch can take up to 3 kills of damage before dying, but only from Explosive or Energy Weapons.



CYBERPUNK MEETS MEKTON

Unholy Alliances in the Animé Zone

"Giant Robot Suits in *CYBERPUNK*?" we scoffed. "No way!" Face it—the logic of gigantic war robots duking it out in the mean streets of Night City seems to really push the boundaries of reality. However, logically, if you can build cybernetic interfaces, artificial limbs and electronic biofeedback systems, you *can* build a mecha suit.

Which brings us to the Japanese, who are *nuts* about combining the idea of mecha with the cyberpunk genre. From the extremely popular *Bubblegum Crisis* series (now in its fourth incarnation), through the successful *Megazone 23* (known here as the *Robotech Movie*), there are dozens of instances where giant mecha and cyborgs meet. Before you laugh, we really do urge you to check out these excellent examples of the animé-cyberpunk genre—they can offer a lot to any *Cyberpunk* campaign.

There are obviously a few catches here. While we've given you conversions that will allow you to build even the largest MEKTONS into a *Cyberpunk* campaign, we warn you that you're better off sticking to Roadstriders—twenty ton mecha loose on the streets will soon tip your game into the *superhero* zone. We also suggest that you make even the Roadstriker-class mecha very expensive and hard to locate; perhaps the focus of an entire campaign to gain a new weapon or tech source. For example, in *Megazone 23*, the hero's transforming mechabike is a secret prototype which is to be used in an upcoming military takeover. Sound *Cyberpunk* enough for you?

CONVERSION DATA

WEAPON RANGES FOR CYBERPUNK

1 hex=50 meters. If a weapon range is 1 hex or less it is equal to 4 meters (@12 feet). This is because mecha weapon combat is somewhat stylized, while CP combat requires a more realistic approach.

CONSTRUCTION POINTS TO EURODOLLARS

1 CP=\$10,000

.1 CP	\$1,000
.2 CP	\$2,000
.3 CP	\$3,000
.5 CP	\$5,000
1 CP	\$10,000
5 CP	\$50,000

Example: a standard unit like the V.O.F.A.M. Power Armor would cost \$104,000.00 Euro. A Delta Minifighter would ring in about \$122,000.00.

DAMAGE

We have given you the values for converting HITS to standard *Cyberpunk* damage, rather than using a conversion formula. This is because MEKTON II personal weapons are drastically underpowered compared to the average CP handgun (for example, a EDF A-13 rifle does 1D6+2 damage as opposed to its 5.56 real world equivalent (doing 4—5 D6). However, as there is no equivalent for mecha weapons in *Cyberpunk*, we have provided the following conversion formula:

1 Kill=25 points of Damage, rounding down

1 Kill	2D10
2 Kills	5D10
3 Kills	7D10
4 Kills	10D10
5 Kills	12D10
6 Kills	15D10

Example: a Plasma Rifle would cause 7D10 in damage, while a standard MEKTON Laser would cause only 2D10. Note that Roadstriker Missiles and Rockets would cause 5D10 and 2D10 respectively, as compared to the *Cyberpunk* Missile (5D10) and rocket (4D10). However, the Roadstriker weapons are actually a "mini missiles" based on the EDF A Man Portable launcher, not the MEKTON II full scaled weapons. These would do 12D10 and be equivalent to a Hughes AIM Phoenix or Exocet in size.

WEAPONS TABLE

Weapon	Range (In)	Damage	Cost	WA
Plasma	300m	7D10	\$30,000	-1
Missile Rack	200m	5D10	\$10,000	+0
Rocket Pod	150m	2D10	\$10,000	-2
75mm	250m	5D10	\$10,000	+0
Energy Gun	250m	2D10	\$15,000	+2
Energy Saber	4m	2D10	\$5,000	+1
2H E.Saber	4m	5D10	\$10,000	+1
Melee Weapon	4m	2D10	\$2,000	-1
2H Melee Weapon	4m	5D10	\$5,000	-1
Mag. Grapples	100m	—	\$3,000	+1
Shield	4m	2D10	\$5,000	+0
Lt. Autocanon	100m	7D6+2	\$10,000	+0
Flamer	100m	4D6†	\$10,000	+1
Gren. Launcher	100mm	As Grenade	\$10,000	-1

† Plus 1D6/2 secondary damage for 3 turns afterwards.

KILLS TO STRUCTURAL DAMAGE

1 Kill=25 SDP

1	25 SDP
2	50 SDP
3	75 SDP
4	100 SDP

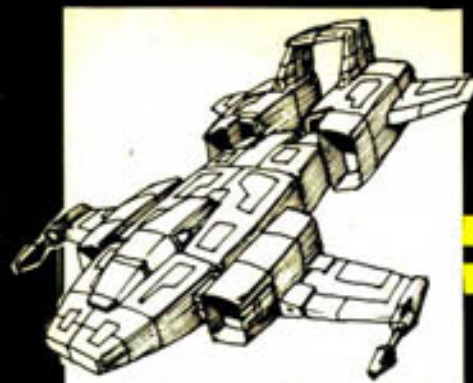
Example: a Medium Mechacar would have

Torso	50SDP
Limbs/Head	25SDP
Max Armor	50SP

ARMOR KILLS TO STOPPING POWER

Light Hiveloc	12SP
Medium Hiveloc	25SP
Heavy Hiveloc	50SP
Extra Hvy Hiveloc	75SP

ROAD STRIKER II



THE BEST GETS BETTER!

Take the action to the streets with this expanded and enhanced supplement for **MEKTON II™: The Japanese Robot Combat System**. With **ROADSTRIKER II™**, transforming Mechacars, Armorbikes, Power Armors, Minijets, and Minicopters are at your command! And now, with new rules for Combining, you can assemble entire teams of mini-mecha into powerful combat machines capable of tackling even the toughest MEKTONS!

Also included in this supplement are expanded rules for **ADVANCED TRANSFORMABLES**—new rules for designing full scale transformable MEKTONS. Astrofighters, Tanks, Walkers, Beastmecha; even your own designs can all be added to your MEKTON II campaign! And as a special bonus, we've included new rules for converting Roadstrikers into our hit **CYBERPUNK™** system.

ROADSTRIKER II™. Now the Streets belong to you!

**R.TALSORIAN
GAMES
INC.**

R.Talsorian Games, Box 7356, Berkeley, CA 94707
Stock # MK 1102 ISBN #: 0-937-279-14-5



Compatible with MEKTON II
CYBERPUNK™ and all
Interlock System Games