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ROAD STRIKER II

R. TALSORIAN
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INC.

WITH RULES CONVERSIONS FOR

Cyberpunk

Four On The Floor!

"I've got a major bad feeling about this," groused 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 Mini Fighter, 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 yelped. "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 cornset, 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 it's 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, it's 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 stridingto 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

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ROAD STRIKER II

The Transformable Vehicle Supplement for MEKTON II

SPEED
300
Km/h
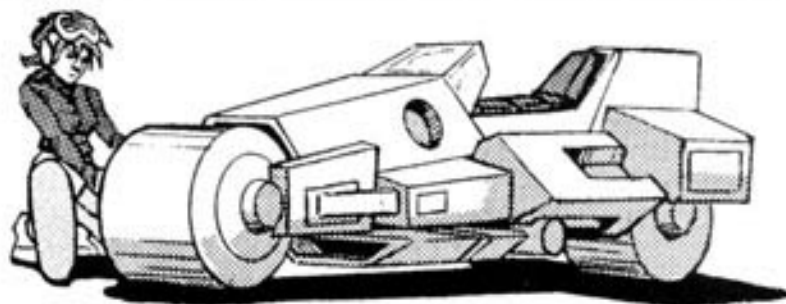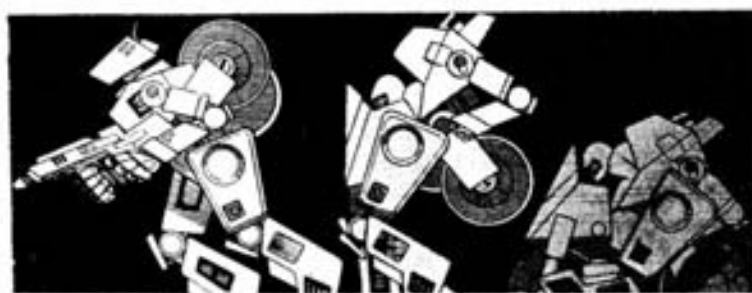
"It's so nice to get out to a movie once in a while, "cooed Rachelle, as they walked back through towards Jeff's waiting car. "I mean, don't you ever get tired of all the fighting and missiles and stuff?" Jeff grunted noncommittally. If left to his own devices, he figured he'd much rather be out tackling 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

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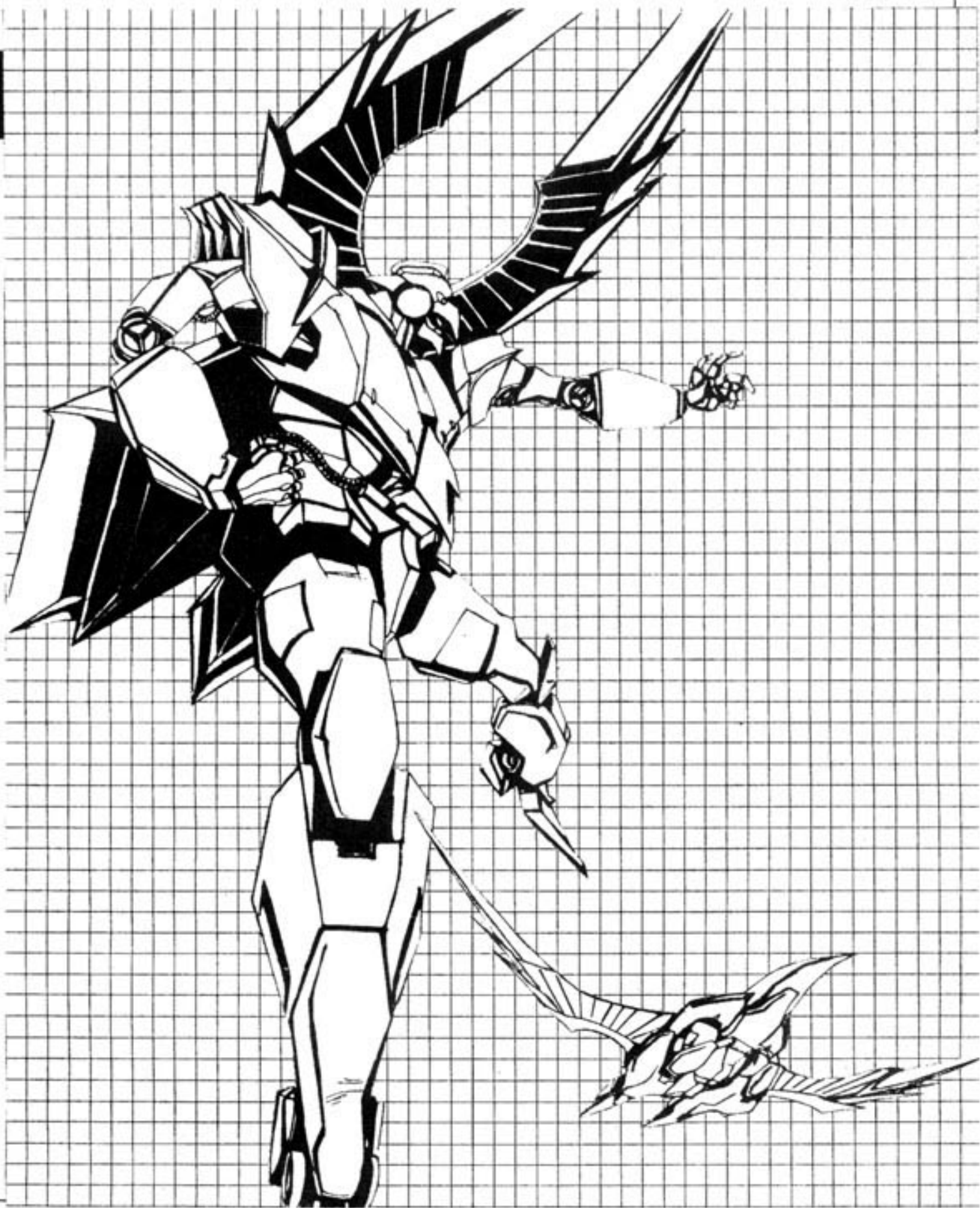
The first generation of Roadstrikers included a variety of ground vehicles, including:

· **Mechabikes:** These are small, two-wheeled "motorcycles" with the ability to reconfigure into a humanoid mecha suR. 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 anime shows as *Mospeada* or *Megazone 23.*

Medium and Heavy Bikes are designed to fully enclose the rider's bodyó 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 anime 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 mechacar designs will cover designs from the anime shows *Galvion, Dorvack, Dairugger 15* and *Transformers.*

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

SECOND GENERATION ROADSTRIKERS

After four years of development, several improvements nave been made on the original Roadstriker class. These second generation Roadstrikers are also far more varied than the previous designs. Besides the well-known mechabike, power armors and mechacar 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 apowerful tool in intelligence gathering and landing assault teams.

· **Helostrikere:** Mini autogyros and helicopters fortroop 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.

· **Beaststrfkers:** 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 anime 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 Roadstrikerclass, 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 tempermental 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 (irst 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 ot 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 powercells. 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 aN 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.
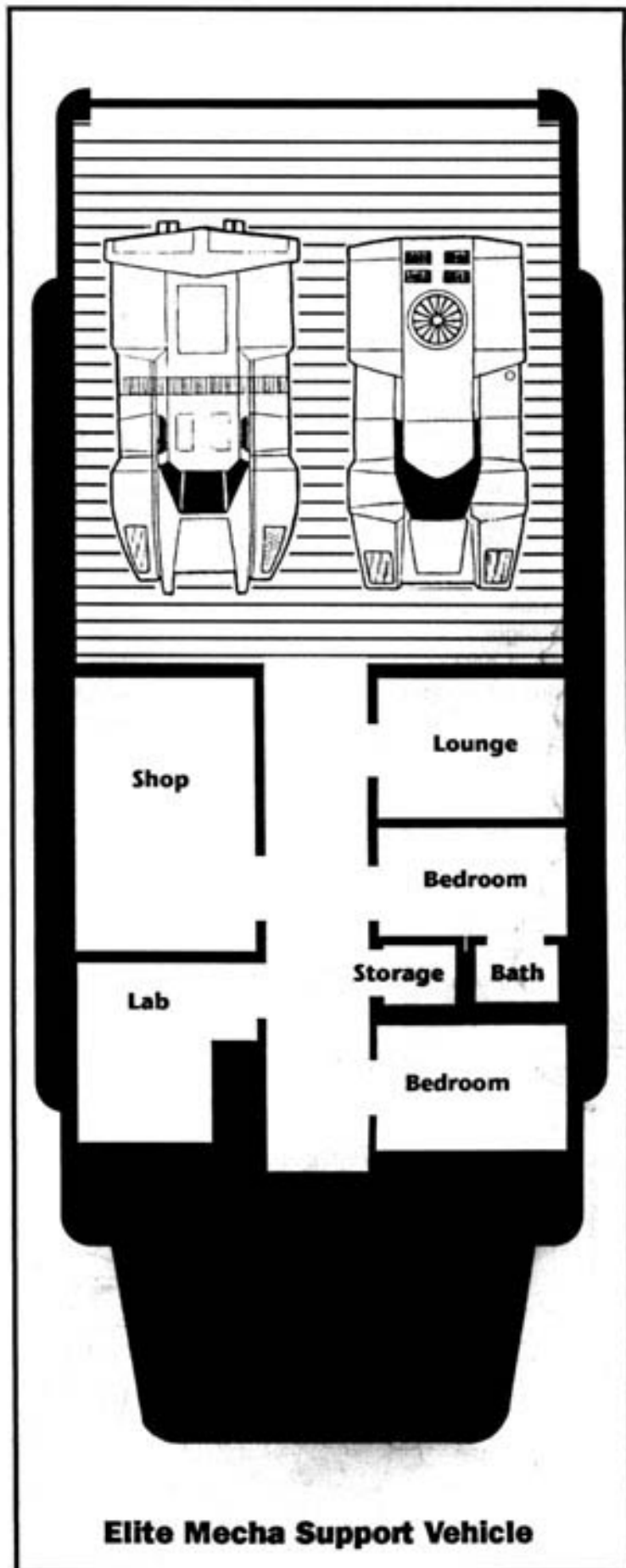
Elite Mecha Support Vehicle

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 Nuclleonic 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 arcltogy 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 Loriel. 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 Andorto Kandar. The GREAT HIGHROAD travels from Kandar to Arcol, passing through Koriel and Loriel 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 standstilló 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)

Mike Ebert

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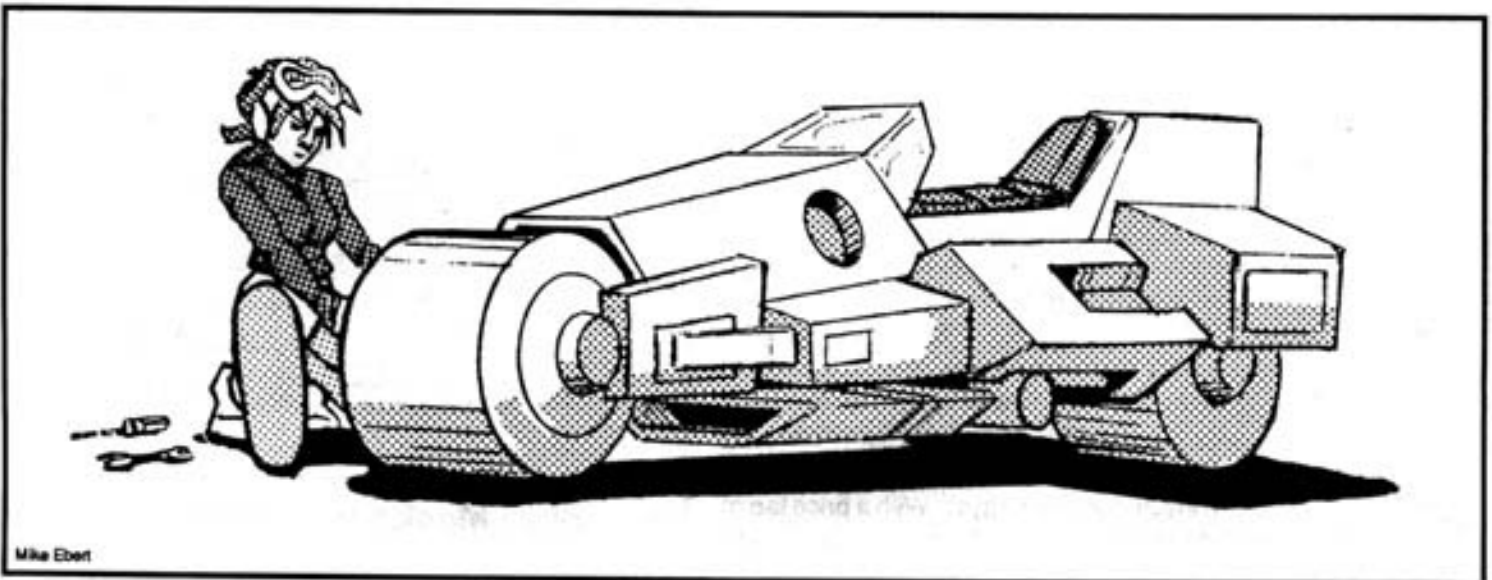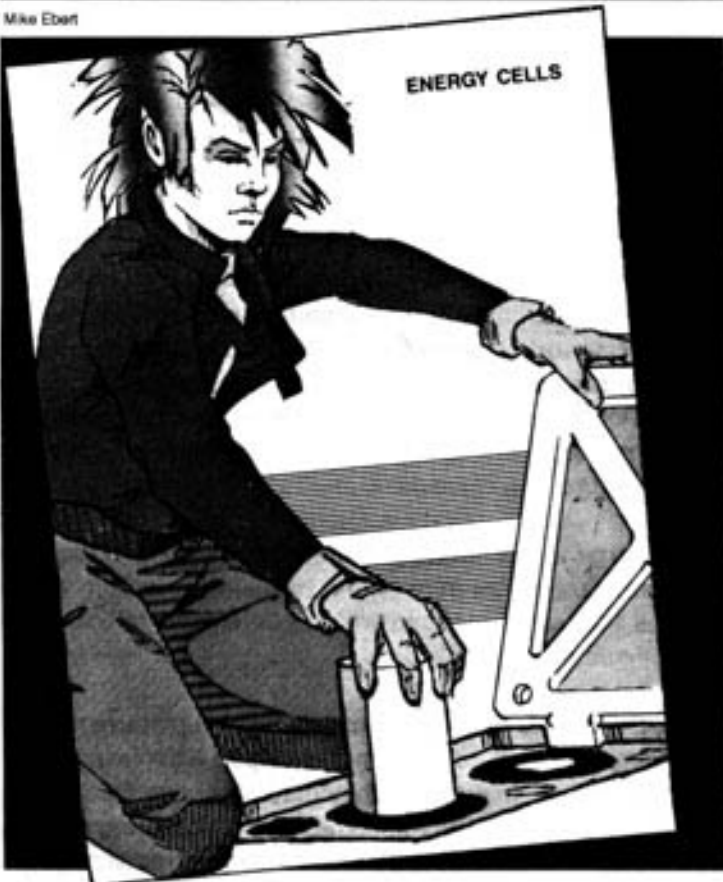
within ten square feet of an opened fuel cell will die of radiation poisoning within 12 hours. Opening cells is NOT recommended.

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 indestructable 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 ï 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 smartó 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 \vanna-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 cant 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	HandToHand+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. I twas 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.

Mechacop Enforcement Team
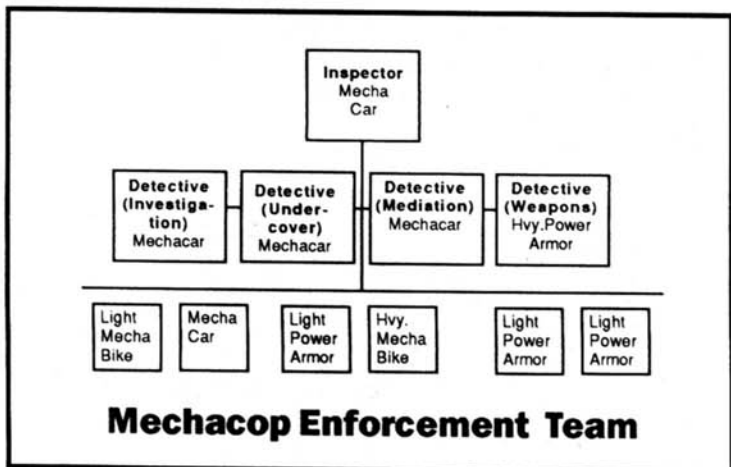
Each Enforcement Team consists of a Commanding Officer or Inspector, two or three Detective Officers, and a varying number (4-6) Patrol Officers. Each team member has a strong grounding in POLICE SKILLS, as well as one or more Specialist Areas (such as INVESTIGATION, TACTICAL. UNDERCOVER WORK, MEDIATION 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 battlefieldó in fact, in some cases, they are divided into two typesó 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:............................?
LUCK:............................5
ATT:................................9
BODY TYPE: 8

SKILLS:

Handgun+8	HandToHand+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 Loriel 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 elimate the fearsome gang has hit a major stall, howeveró the Dragon's new leader, *Goron,* an enigmatic rebel as attractive as he is deadly.

Military Table of Organization

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                    │    UNIT     │
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                 │ ROADHAULER   │
                 │  SUPPORT     │
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  │ Medium   │   │   MECHA      │      ┌────────┐
  │Mechacar  │   │  SUPPORT     │      │ Heavy  │
  └──────────┘   │  VEHICLES    │      │ Power  │
                 └──────────────┘      │ Armor  │
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 │Med. ││Med. │                     ┌──────┐┌──────┐
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 │Bike ││Bike │                     │Power ││Power │
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 │ Medium   │                       ┌──────────┐
 │ Mechacars│                       │ROADHAULER│
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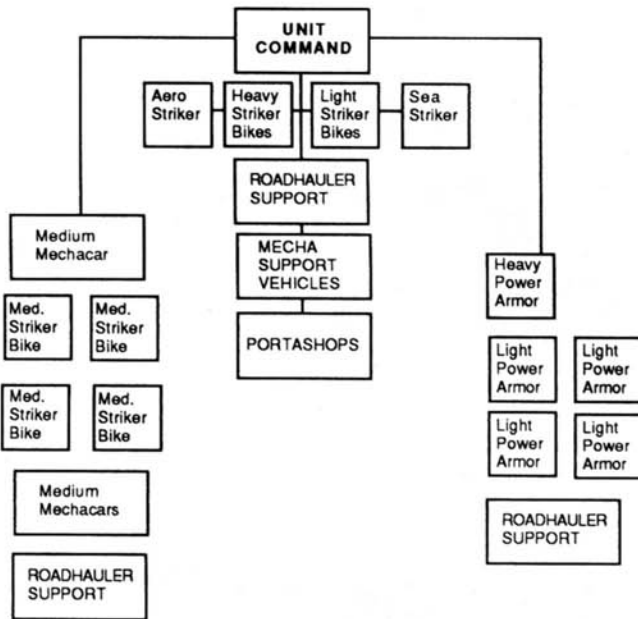
Armor Platoon, while four Platoons make up a Company. A normal assault on an infantry-held position will employ about two Platoons at any one time, supported by MEKTONS only when the opposition is well dug in.

Mecha Vehicle Squads are usually based on a combination of Medium Mechabikes and Medium Cars. Each Squad normally has tour 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 lf. 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 ó it the opposition is too stiff, they use their speed and manueverability 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	HandToHand+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 mecha-nized 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 some-what 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	HandToHand+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 Kar-gan would probably have additional Skills in Knife (+4). Infiltration (+6), Intimdation (+6) and Gamibling (+4).
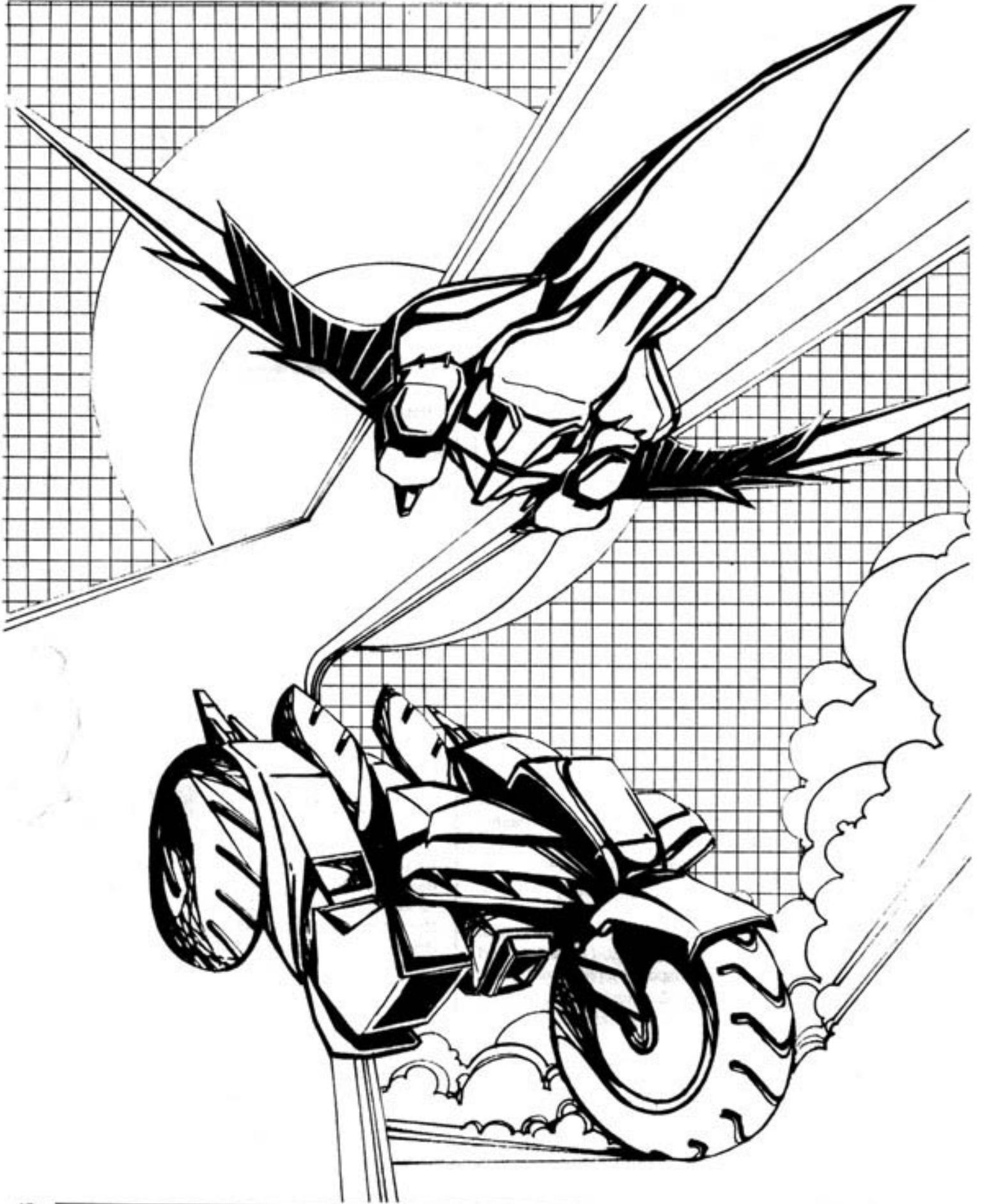
"Oh no!" groaned Elly. "Not again!"

Jeff shrugged. "Okay, so it's a weirddesign.Iadmitit.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 óisóa 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 rote, 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 tone 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). Off loading 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 bke tor 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 ot 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 leftside 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 useabte either in air or wafer, but not both (for example, a water turbothruster would be adapted to Rushing 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 Aerostrikers, while Water Turbothrusters would be used in Seastrikers. 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 Helostrikers 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).
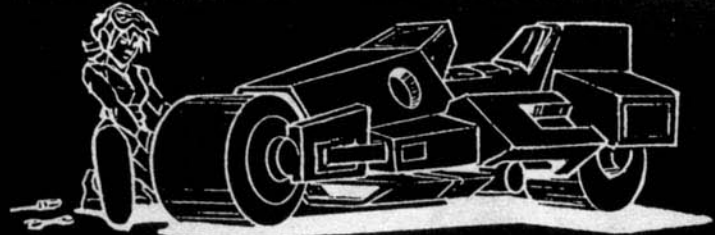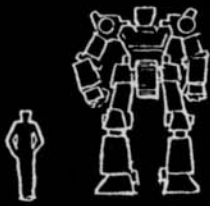
MECHABIKES

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
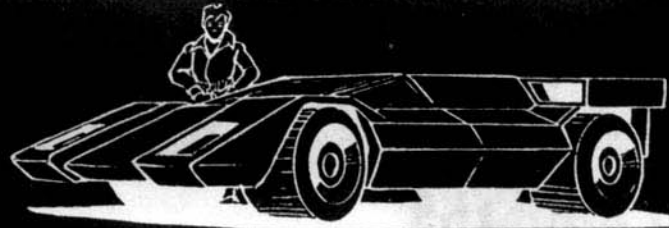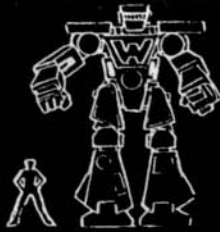
MECHACARS

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
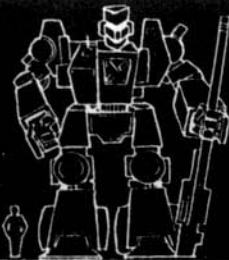
HELOSTRIKERS

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
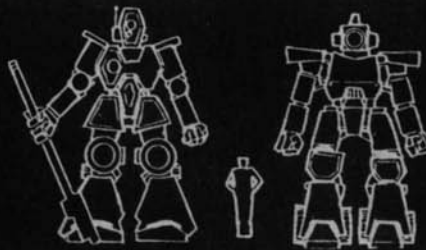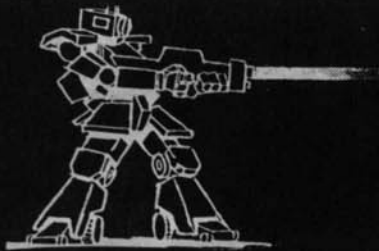
POWERARMORS

CLASS	COST	TONNAGE	KILLS			TORSO SPACES	MAX		
			TORSO	LIMBS	HEAD		PASS	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
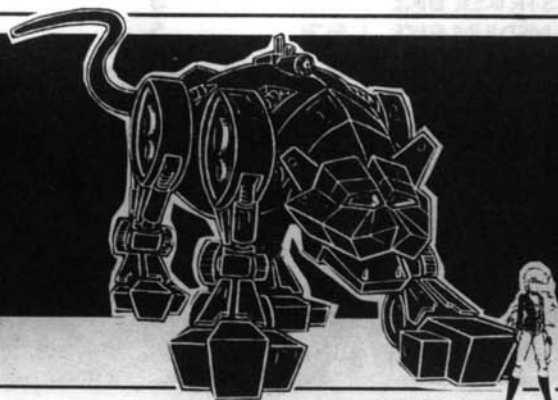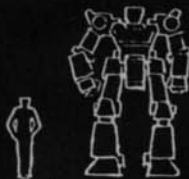
BEAST STRIKERS

CLASS	COST	TONNAGE	KILLS			TORSO SPACES	MAX		
			TORSO	LIMBS	HEAD		PASS	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	MAX		
			TORSO	LIMBS	HEAD		PASS	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	MAX		
			TORSO	LIMBS	HEAD		PASS	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
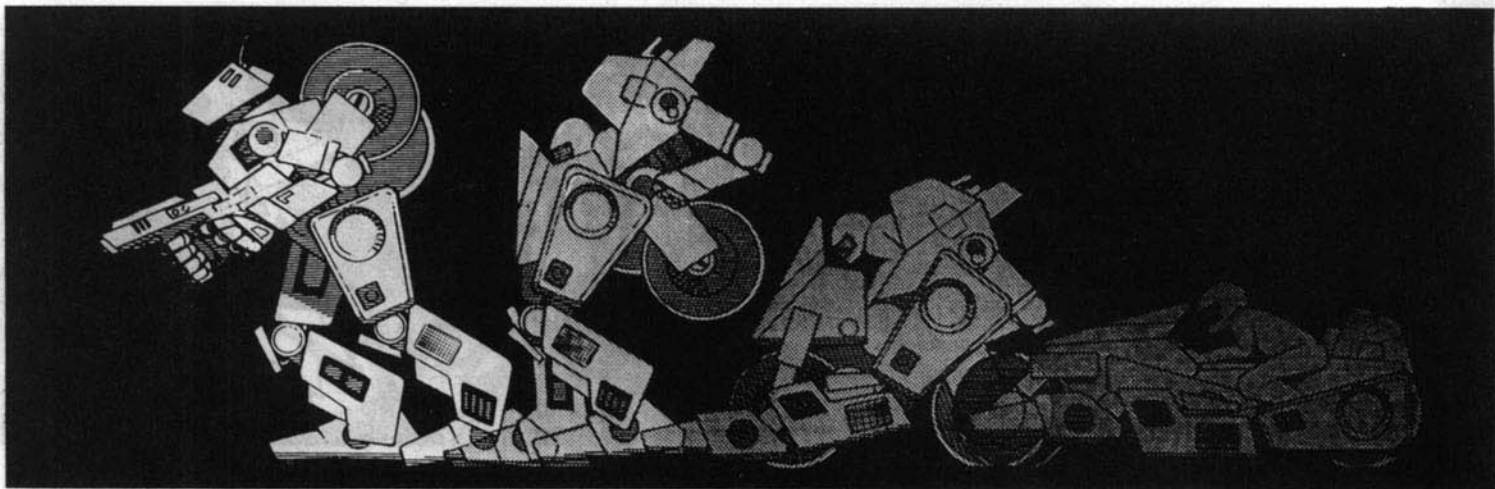
WEAPONS

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 tower 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 ot 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 salvoes 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/@	-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=1bogged hex.

@ 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
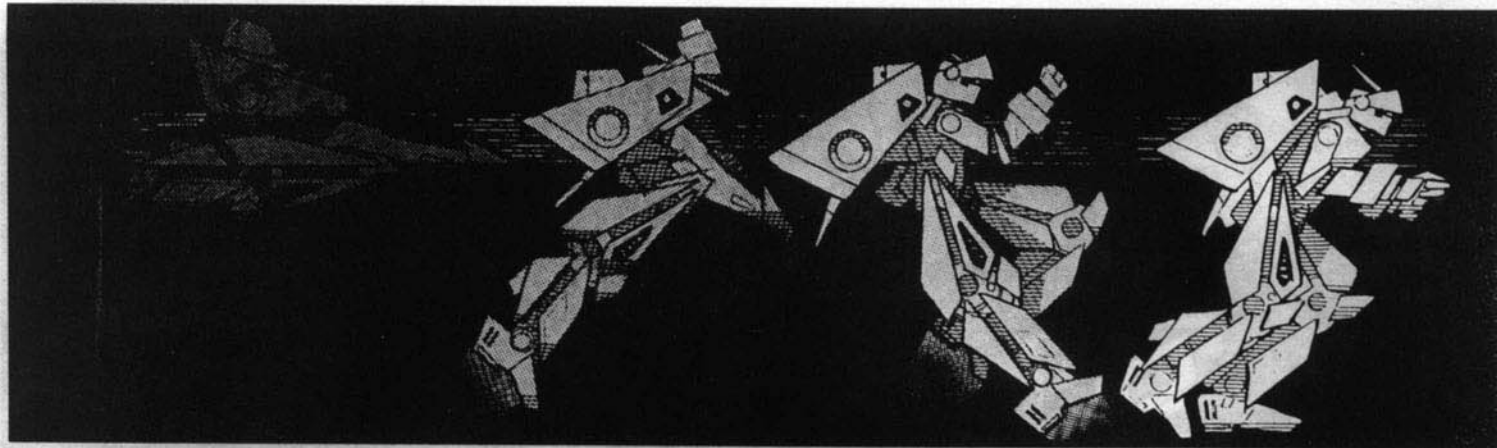
roll 1D10 divided by 2 (round all fractions UP) to see how many of the salvo hit. Each rocket does 1 Kill damage. Use the Rodwt Table in MEKTON 11, page 51 to determine hit locations.

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 Roadsiriker 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 electro-static 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+2 hits 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
Camoflage	.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
Hydroslick 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 Roadstrikers.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 toad 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 distinquishing your Striker from a normal vehicle, you can buy points of CAMOFLAGE OPTION. This makes your unit look mom lke what is supposed to resemble in it's "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-.andBeaststrikers.

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 Seastrikers to function day or night, in any weather.

Submersible Options: Usable by Mechacars, Mechatrucks, Seastrikers 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.

HydrosIIck 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 deptoyed exactly as hydroslick, but does not evaporate.

Smoke Dispensers: When used (counts as an action), a smoke cloud 1 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+DIO vs. signal strength(15 for mecha, 20 for Roadstrikers/backpack radios, 25 for hand corns.)+D10]

Extended Sensora: 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 sheetrockwall 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 tour "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 Roadstrikers, M.A.S.P. is primarily for roleplaying purposes, like the extended sensors. It contains a thermoscanner (see above), advanced visuals equal to binogasses 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 searchs. taking one action. A roll of INT+ELECTRONIC WARFARE Skill+a d10 vs. a difficulty of 15 (Roadstriker Sensors) or 20 (Mocha 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-Countormeaaures): 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.

ROAD STRIKER

Name ZETA RAPIER 3

Type BIKE (M) **Tons**

☐ MV	☐ HUMANOID MV	
☐ MR	☐ OTHER MA	
☐ ACTIONS	☐ +ADD	

SENSORS ☐☐ **HYDRAULICS** ☐
POWERPLANT ☐

	Kills	Armor	CP
HEAD	☒☐	☒☒☐	
TORSO	☒☒☐☐	☒☒☐	
L.ARM	☒☐	☒☒☐	
R.ARM	☒☐	☒☒☐	
L.LEG	☒☐	☒☒☐	
R.LEG	☒☐	☒☒☐	

R.Wheels
☒☐ ☐☐ ☐☐
☒☐ ☐☐ ☐☐

L.Fans
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

L.Wheels
☒☐ ☐☐ ☐☐
☒☐ ☐☐ ☐☐

R.Fans
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

R.Turbos
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

Rotors
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

L. Turbos
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

Jumpjets
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

WEAPON	CP	WA	RN	DM	K	Shots
BEAM S.	.5	+1	1	1K	-	20
ROCKETS	1	-2	3	1K	-	15

Fill this area with your Maneuver value (MV), Mecha Reflex (MR), Actions per turn, your MA while in Humanoid Form, your MA in your Striker Form, and Damage Adds for striking attacks

Each time your Hydraulics, Sensors or Powerplant take Internal hits, cross out one box. When all your boxes are gone, that section is destroyed. Note: If you have more than one sensor pack, each pack is worth one box.

Put a slash through each box to represent how many Kills that area has. When you take damage, put in another slash in the other direction (to make an X). When all boxes in an area are X'ed, the area is destroyed.

These boxes represent wheels, fans, turbothrusters, rotors and jumpjets on your Striker. Most of these will take 1 or 2 Kills. Put a slash through each box to represent how many Kills that movenent area has. When you take damage, put in another slash in the other direction (to make an X). When all boxes in an area are X'ed, the area is destroyed.

This is where you will list all weapons, both internal and external, on your Striker.
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.

ROAD STRIKER

Name		
Type		**Tons**

- ☐ MV
- ☐ MR
- ☐ ACTIONS
- ☐ HUMANOID MV
- ☐ OTHER MA
- ☐ +ADD

SENSORS ☐☐ **HYDRAULICS** ☐
POWERPLANT ☐

	Kills	Armor	CP
HEAD	☐☐	☐☐☐	
TORSO	☐☐☐☐	☐☐☐	
L.ARM	☐☐	☐☐☐	
R.ARM	☐☐	☐☐☐	
L.LEG	☐☐	☐☐☐	
R.LEG	☐☐	☐☐☐	

R.Wheels
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

L.Fans
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

L.Wheels
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

R.Fans
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

R.Turbos
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

Rotors
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

L. Turbos
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

Jumpjets
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

WEAPON	CP	WA	RN	DM	K	Shots

ROAD STRIKER

Name		
Type		**Tons**

- ☐ MV
- ☐ MR
- ☐ ACTIONS
- ☐ HUMANOID MV
- ☐ OTHER MA
- ☐ +ADD

SENSORS ☐☐ **HYDRAULICS** ☐
POWERPLANT ☐

	Kills	Armor	CP
HEAD	☐☐	☐☐☐	
TORSO	☐☐☐☐	☐☐☐	
L.ARM	☐☐	☐☐☐	
R.ARM	☐☐	☐☐☐	
L.LEG	☐☐	☐☐☐	
R.LEG	☐☐	☐☐☐	

R.Wheels
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

L.Fans
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

L.Wheels
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

R.Fans
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

R.Turbos
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

Rotors
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

L. Turbos
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

Jumpjets
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

WEAPON	CP	WA	RN	DM	K	Shots

ROAD STRIKER

Name		
Type		**Tons**

- ☐ MV
- ☐ MR
- ☐ ACTIONS
- ☐ HUMANOID MV
- ☐ OTHER MA
- ☐ +ADD

SENSORS ☐☐ **HYDRAULICS** ☐
POWERPLANT ☐

	Kills	Armor	CP
HEAD	☐☐	☐☐☐	
TORSO	☐☐☐☐	☐☐☐	
L.ARM	☐☐	☐☐☐	
R.ARM	☐☐	☐☐☐	
L.LEG	☐☐	☐☐☐	
R.LEG	☐☐	☐☐☐	

R.Wheels
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

L.Fans
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

L.Wheels
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

R.Fans
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

R.Turbos
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

Rotors
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

L. Turbos
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

Jumpjets
☐☐ ☐☐ ☐☐
☐☐ ☐☐ ☐☐

WEAPON	CP	WA	RN	DM	K	Shots

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 (1 H)..1,5cp
Multichannel radio 0.4cp
TOTAL...14.9points

SHADOW

Medium body..3.5cp
4 Standard wheels 0.4cp
Jumpjets 3cp
Medium Hiveloc ....Icp
2 Energy guns (T/V) 3cp
1 Energy gun (1H)......................................1.5cp
Camoflage (-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 (1 H)..0.5cp
*1 Grenade Launcher (1H)............................1cp or
*1 Energy gun (1H)....................................1.5cp.
Multichannel radio 0.4cp
TOTAL ....a........................ 16.4/16.9points

CIVILIAN ROADHAULER

Minivan body 4.5cp
6 Fans (2F,2M,2B) 3cp
Light Hivetoc 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 abillity 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
1 Energy gun (1H)... 1.5cp
1 Beam saber (1H)...0.5cp
Weapon shield [Beam sab.].............................. 0.5cp
Magnetic grapnels...0.4cp
Targeting scope 0.5cp
Silent running (-3 Notice) 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
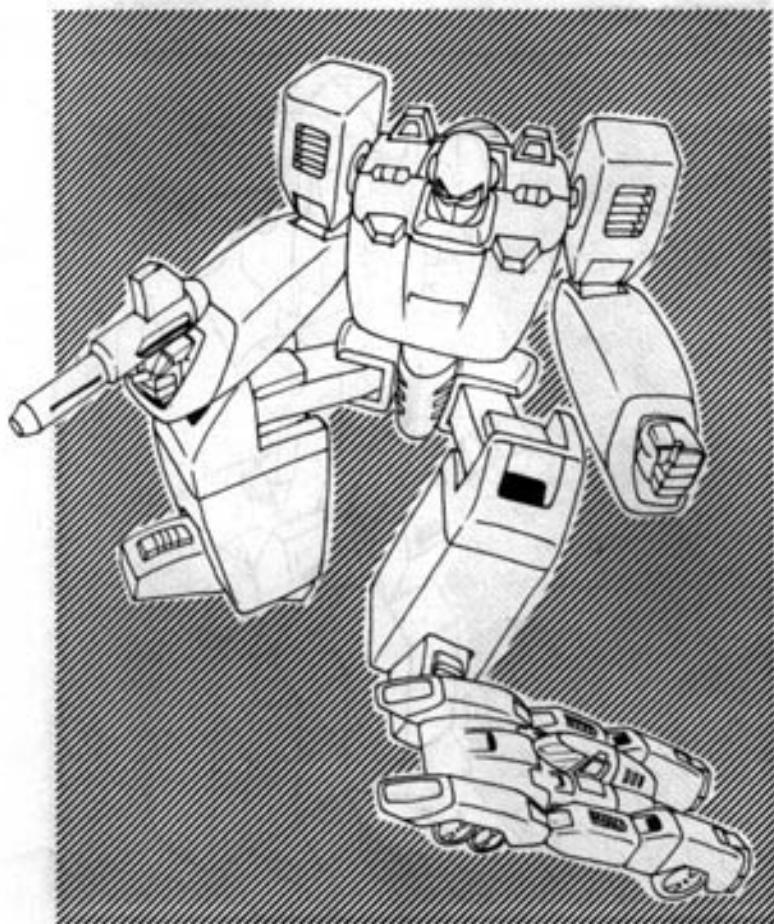
Sample Roadstrikers
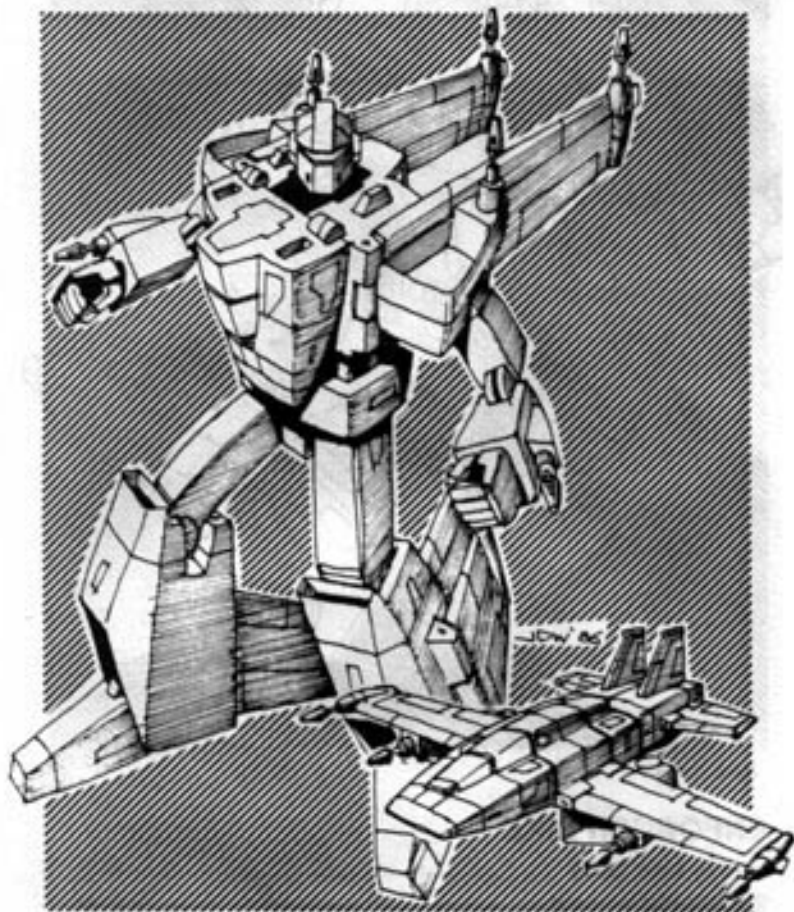
John Waltrip

MILITARY MECHABIKE

Heavy bike body	2cp
2 Fans	1cp
Jumpjete	3cp
Heavy Hiveloc	1.5cp
1 Lt. Autocannon (T/V)	1cp
1 Grenade launcher (1 H)	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 abillity	2cp
TOTAL	10.4/8.9points

GAMMAJET AEROSTRIKER

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

DELTA MINIFIGHTER

Minitighter 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
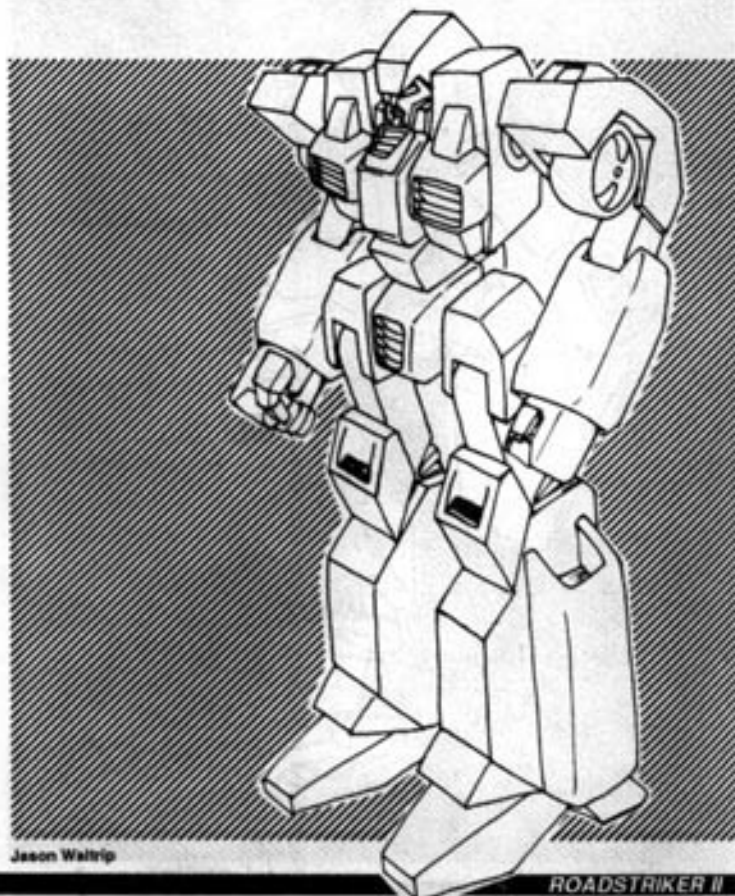
Jason Waltrip

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

ROBORIDERô MODEL ARMO-CENTAUR

Ridebeast body...2.5cp
Jumpjets 3cp
Light Hiveloc...0.5cp
1 Melee weapon (V)...0.2cp
*1 Flamer(IH) ....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 ride (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
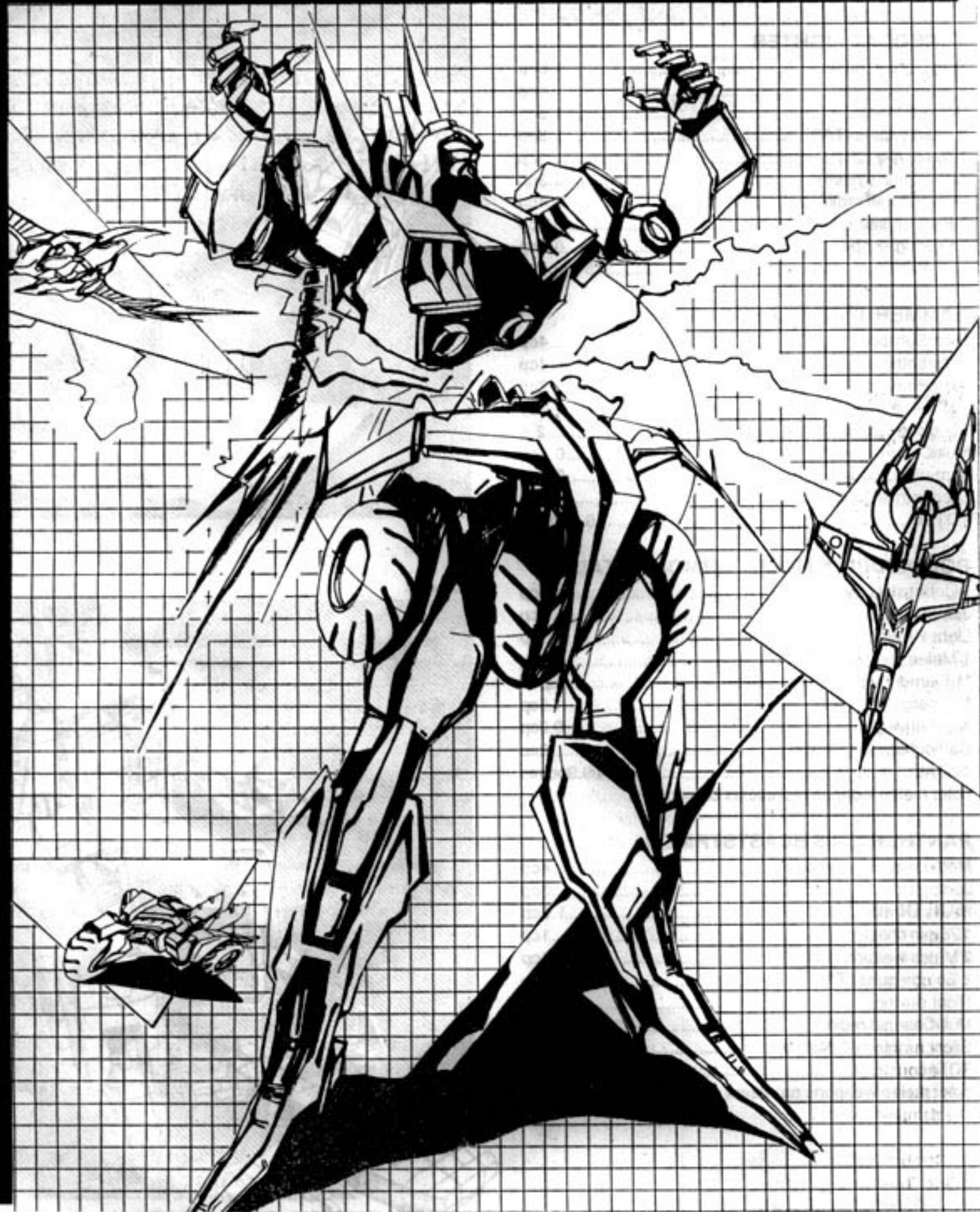TOTAL...16.5points
note: melee weapons represent claws
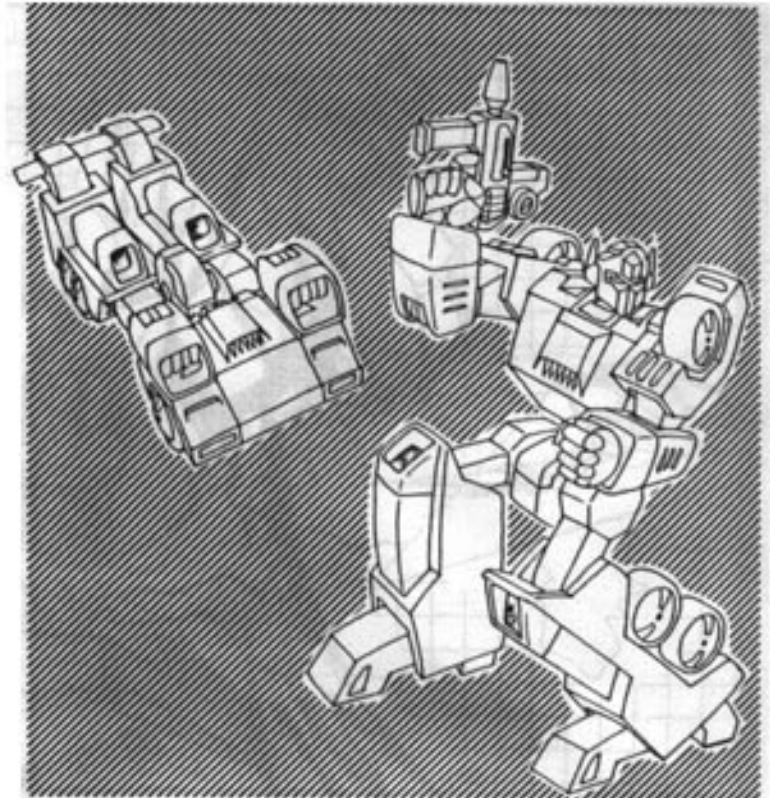
Jason Waltrip

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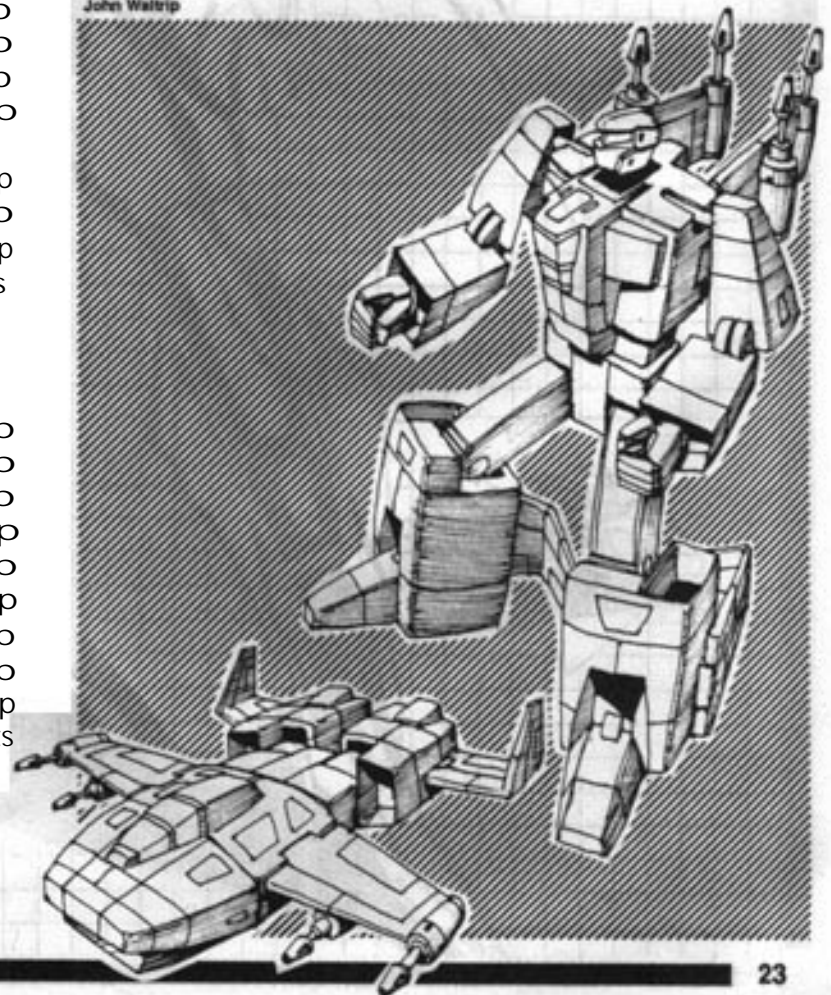
The Kargan battlesuit slammed to the deck, towering over the four tiny Roadstrikers, like a giant. "Oh frack!" Jeff groaned. Just his luck—

"Go to full combination mode!" barked Rachelle. In the Zeta Fighter, Emily 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 weaponsóReady!" yelped 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 weaponó 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 MEKTONsó 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 nave 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 told 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

Roadslrikers 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 **lair** apart. To determine the Save:

$$Save\% = (Number\ of\ pans\ x\ 3)$$

Example: Rapier Zeta is made up of three parts. It has a 9% chance of losing linkage. Daizinger15 has fifteen parts. It has a 45% chance of losing the linkage.

Magnetic linkage to 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 powerptant. While storage cells have the disadvantage of eventually running out of power, they have one big advantageó 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 Diazinger 15's left leg, now it only takes 1!*

COMBINER WEAPONS

One big problem with Roadstrikers is that they are too small to use mocha-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 dont 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.*

This is where you write in the Roadstrikers that make up your Combiner. If a Striker is used in more than one place, write it's name in all the sections in which it appears. The ROLL section of the sheet is used to assign a 1D6 value for each Striker in that specific area.

	MV		GRND MA
	MR		FLT MA
	APT		+ADD

ARMOR   TOTAL TONS

ML Save

	1D6 Roll	ROADSTRIKER TYPE	KILLS
HEAD	1-6	TTANZOR 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

CP	What & Where	WA	RN	DM	K	SHOTS

TOTAL CP COSTS

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

MEKTON II

☐ MV	☐ GRND MA
☐ MR	☐ FLT MA
☐ APT	☐ +ADD

ARMOR ☐ **TOTAL TONS** ☐

ML Save ☐

	1D6 Roll	ROADSTRIKER TYPE	KILLS
HEAD			
R.ARM			
L.ARM			
L.LEG			
R.LEG			
TORSO			

Name

WEAPONS & OPTIONS

CP	What & Where	WA	RN	DM	K	SHOTS

☐ **TOTAL CP COSTS**

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´anime, 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.
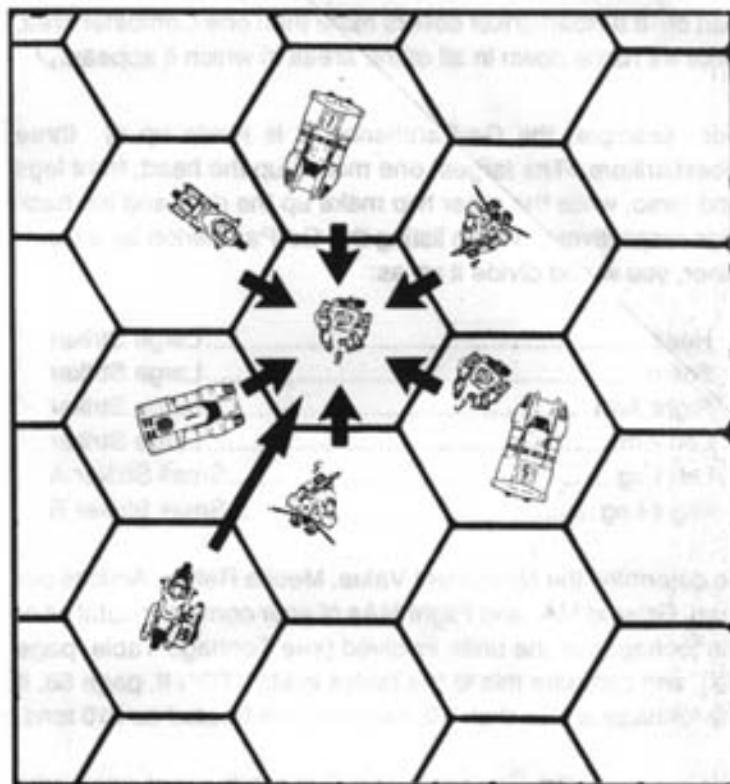
Combining follows these rules:

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 cant 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*

Above: Combining

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 (nine section of the Combiner that it is

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

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 if10 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 Patherion 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-Patherion'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 O.

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, ó "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 beween 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	ROADSTRIKERTYPE	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, tt would be listed:

ROLL	ROADSTRIKERTYPE	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, tt would list as:*

ROLL	ROADSTRIKERTYPE	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 Road-striker 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 Combiners 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.
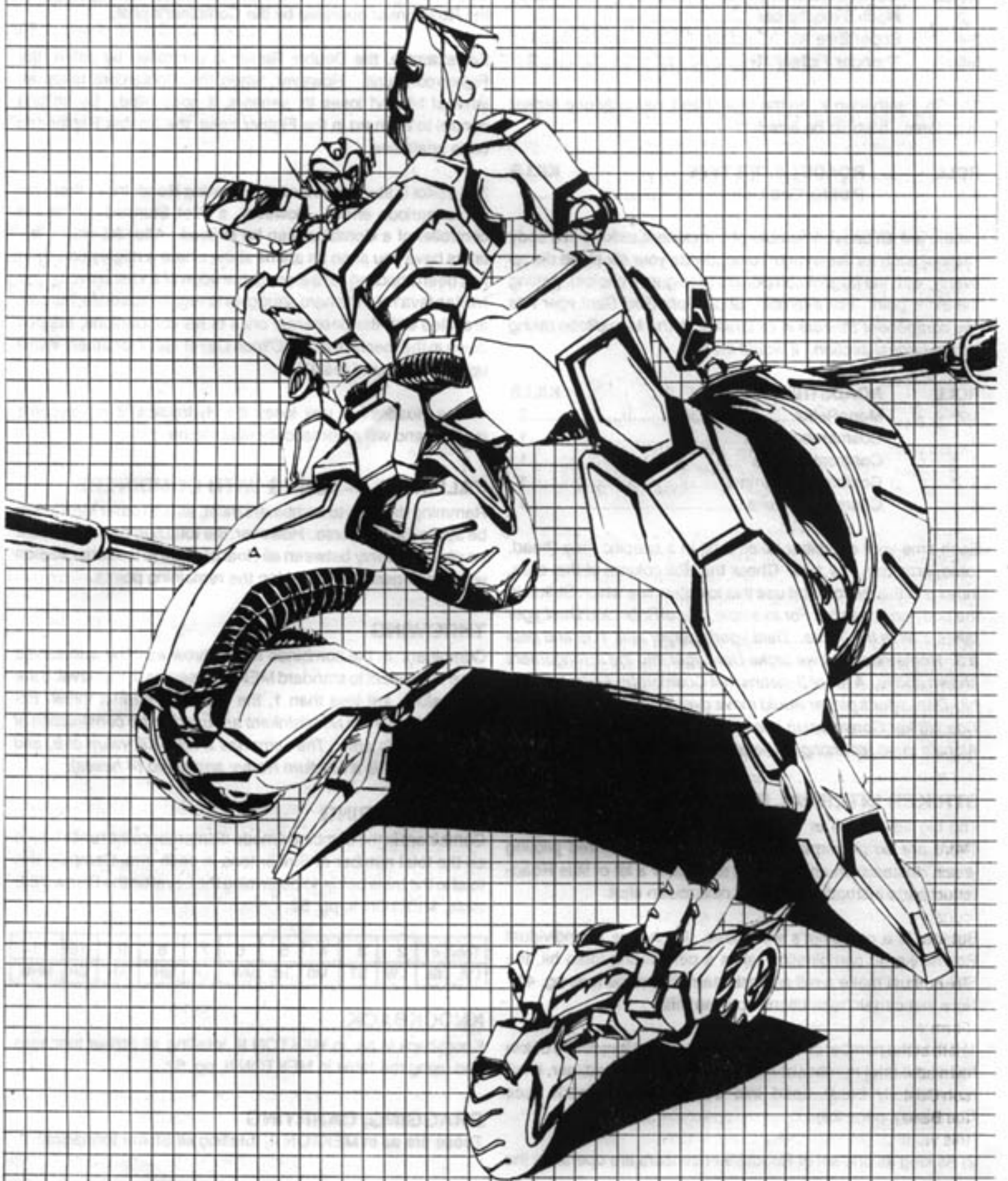
Tons	<1	2	3	4	5	6	7	8	9	10	11+
LVL	SL	LW	ST	MS	HS	MW	LH	MH	AH	SH	MHW

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 titanic shape roseó 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 stream-lining. 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 multi-forming MEKTONS. Many of these changes are meant to bring the transformable rules section of the original *ROADSTRIKER 1* 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*: 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 x .30)+(60CP x .40)+60CP Base Cost=102 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 Beast-mecha 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 1 MA 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. Walkermecha 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 1 MA. 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 ony 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 watar is +3MA.

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 the 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. Attacts on the rotor system do +2K. Cost Multiplier =.35

WEAPONS

Weapons may be selected as in MEKTON 11, 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 detemine location of damage, you will roll 1D10 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 1D10. 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 alos 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 of 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 mechafighters, surface craft and submarines. Streamlining gives +2MA to mechafighters, +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 reversed, 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 TankForm 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 MEKTONSó they are, in effect, only smaller versions of the big guys. But certain special rules apply to Roadstrikers; smaller and taster, they can do a lot of things that MEKTONs could never do.

FACING CHANGES

Like MEKTONs, Roadstrikers operate within a 50 meter hex. However, two Roadstrikers 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).
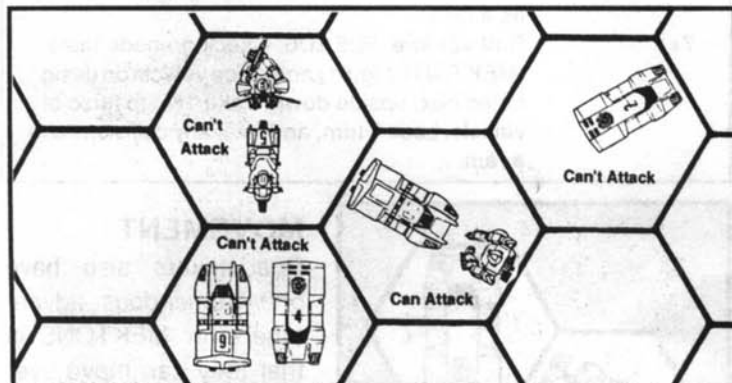
Like MEKTONs, Strikers must always enter a new hex In the direction of facing. For humanoid-formed Strikers, this is the same as MEKTONS. However, vehicle-formed Strikers must enter in the direction of the nose of the vehicle. The only exception to this are mechacars, which can move in reverse as well (at 1/2 normal MA). See the illustrations below to see the general facing for each type of Striker, and facing directions.
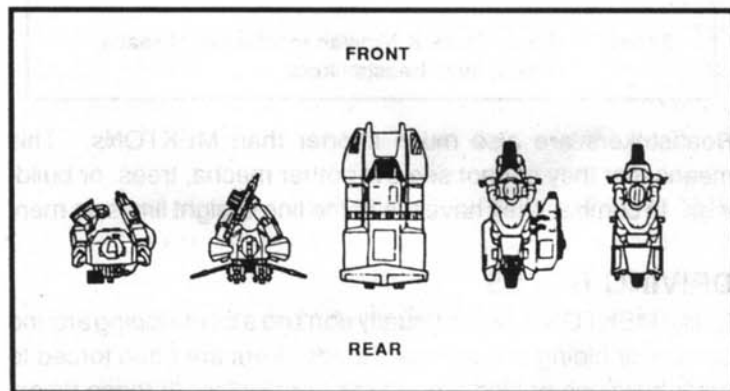
OBSTACLES

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.
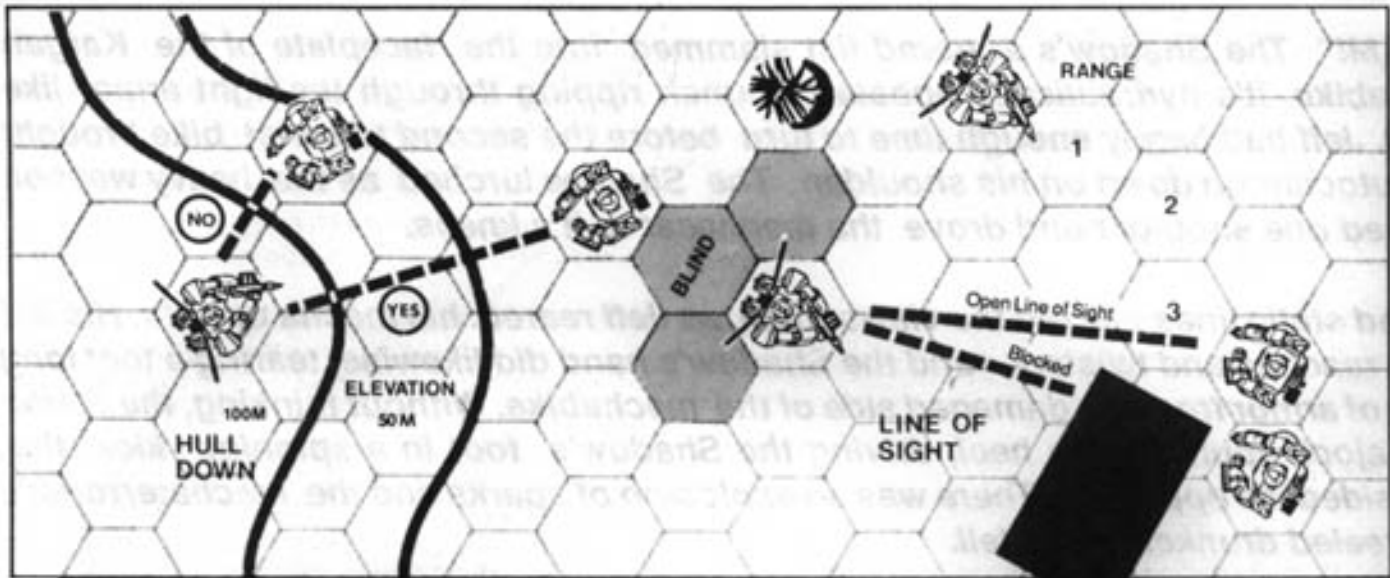
ROADSTRIKER TONNAGE TABLE

.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 but. 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 1 turn, 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 1 Kill to torso of vehicle. Lose 1 turn. and treat any collisions as a ram.
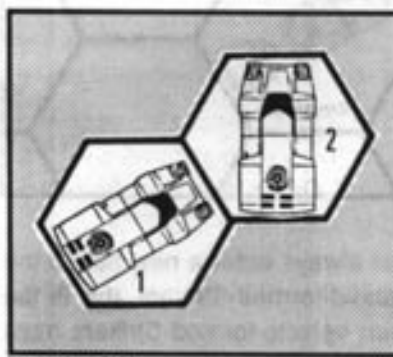
Illustration: Skid

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 Roadstrikers can speed along at speeds of 10 MA).

ROADSTRIKER MOVEMENT TABLE

Type	MA
Wheeled Roadstrker	10
Roadstriker Fans or Jumpjets	12
Humanoid Roadstriker	4
Powerarmors	4
Powerarmors with ziprollers	10
Aerostriker (Turbothrusters)	14
Seastrikers (underwater)	6
Seastnkers (surface)	4
Helostrikers	12
Beaststrikers	6

ACTIONS

Like MEKTONS, Roadstrikers 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 Roadstrikers in Roadstriker II have a Mecha Maneuver Value based on the type of Roadstriker. As you can see, smaller, lighter Roadstrikers 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
Helostrikers	-2
Beaststrikers	-I

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 atum, 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.

Roadstrikers 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 Roadstrikers, setting limits tor 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 Roadstrikers. Also, MEKTONS may *not* target specific areas of a Roadstriker; instead, they must roll damage locations randomly.

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

STRIKING ATTACKS

Roadstrikers are a lot smaller than MEKTONS. Infact, they're so small that they really can't do anything against the larger suits with their fists or feet. As a class, all Roadstrikers 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 Roadstrikers 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

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

DAMAGE

Damage to Roadstrikers 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 Roadstrikers 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, Roadstrikers 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 stepó the pilot just takes whatever damage is leftover 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.

Type	Move+*	Torso	Head	L-Limb*	R.Limb*	Rotor*	Weapon*	Wings*
Humanoid	1-4	1-4	5	6-7	8-9	NA	10	NA
Seastrlker Sub/S.Craft	1-4	5-8	NA	NA	NA	NA	NA	9-10
Mechabike	1-5	6-7	NA	8	9	NA	10	NA
Mechacar/ Tank	1-4	5-7	NA	8	9	NA	10	NA
Helostrlker/ Heli	NA	1-5	NA	6	7	8-9	10	NA
Beaststrlker/ Beast	NA	1-4	5	6-7	8-9	NA	10	NA
Aerostrlker	1-2	3-6	7	8	9	NA	10	NA
Astrofignter	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 thereóObviously, 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 Roadstrikers 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 mechacar and a 4 ton mecha truck, as opposed to a 10 ton MEKTON and a 40 ton MEKTON. Ramming damage, as Jn 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 other hand, takes damage as if it has fallen a distance equal to the number of hexes it has been thrown *For example, Kanazaki's mechabike 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 mechacar. WHAMMO! The mechacar 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

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

SPECIAL EFFECTS

Roadstrikers are far too small to create any special effects.

USING ELECTRONIC WARFARE

M.A.S.P.: The base roll to identify an object with miltary 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 (Its a mecha, it has a high energy signature, etc.')

EECM/ECCM: A roll of INT+ELECTRONIC WARFARE Skill + a dl0 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.
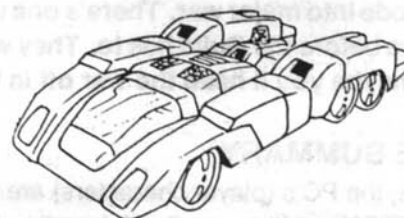
Pages 42 through 68 are adventures and will be OCRed and uploaded seperately

CYBERPUNK MEETS MEKTON

Unholy Alliances in the Anime 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 it's 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 anime-cyberpunk genreó 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 yout to build even the largest MEK-TONS into a *Cyberpunk* campaign, we warn you that you 're better off sticking to Roadstrikersó 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 teen 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
.2CP	..$2,000
.3CP	..$3,000
.5CP	..$5,000
1 CP	$10,000
5CP	$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 convening 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, an EDF A-13 rifle does 1D6+2 damage as opposed to it's 5.56 real world equivalent (doing 4–5D6). However, as there is no equivalent for mecha weapons in Cyberpunk, we have provided the following conversion formula:

1KIII=25 points of Damage, rounding down

1 Kill..	..2D10
2 Kills	..5D10
3 Kills	..7D10
4 Kills	10D10
5 Kite	12D10
6Kilte	15010

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 (4010). 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 bee quivalent to a Hughes AIM Phoenix or Exocet in size.

WEAPONS TABLE

Weapon	Range (lng)	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		$5,000	+1
Lt. Autocanon	100m	2D10	$5,000	+0
Flamer	100m	7D6+2	$10,000	+0
Gren. Launcher	100mm	4D6†	$10,000	+1
		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