

ROBOT GLADIATORS™

A

CHAMPIONS
THE SLIPPER ROLE-PLAYING GAME™

**ROBOT
WARRIORS™**

SUPPLEMENT

By
Steve Perrin



ROBOT GLADIATORS™

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Printed in U.S.A., First Printing May 1988

Produced & Distributed by Iron Crown Enterprises, Inc., the exclusive manufacturer of Hero Games.

Stock # 35

ISBN 0-55806-012-X

INTRODUCTION

Robot Gladiators presents the outline of a campaign revolving around robot arena combat, which can be run by itself, or as part of an existing campaign. It can be linked to the campaigns in the *Robot Warriors* rules book, and is adaptable to any *Champions*, *Super Agents*, or futuristic *Danger International* campaign.

Since this campaign is centered around arena combat, there is an intrinsic amount of violence involved. Presented here is a variety of robots, mostly in the "200 Class" that seems to successfully model the basic fighting robot, but a few in larger packages. These robots should fit into any campaign and be helpful to both the GM and the player. Pilots have also been included for each robot along with personal histories to encourage role-playing. These can be replaced with your own characters if you desire, or even eliminated if you are mainly interested in the tactical aspect of the game.

Since these robots reflect the basic design philosophy followed in designing the rules, I'll take this opportunity to answer one of the usual questions: Why are the robots so vulnerable? A decent-sized weapon can put at least a few points through almost any armor.

The answer here is simple. That's the way it happens in the Japanese anime we take as our model. Compared to *Danger International*, for instance, most of our robots don't have equivalent armor to the front of a modern-day main battle tank. Again, this is simply to model the situations we see in the anime.

PENETRATION TABLE

3D6 + Damage	Effect of Hit
3-15	No effect
16	Low point sensor disabled
17	Lowest mass weapon disabled
18	Fire control: -1 to all attacks
19	Low point general system disabled
20	Fire control: -1 to all attacks, +1 to enemy attacks
21	Motive power: 1 movement halved
22	Limb disabled: Roll D6, 1-3 arm, 4-6 leg
23	High point sensor disabled
24	Pilot killed
25	x1/8 lift capacity
26	Communications disabled
27	Fire control: -3 to all attacks if moved this phase
28	A weapon gains 11- Activation Roll
29	Power plant: all movement x1/2, force field Activate 14-
30	Fire control: may move or shoot, not both
31	Motive power: 1 movement system destroyed
32	Highest mass weapon disabled
33	Pilot stunned
34	Motive controls: move every other turn
35	Power plant: move or use 1 weapon or use force field
36	Escape pod gone
37	Power plant: only 1 robot powered weapon usable a turn
38	No life support
39	High point general system disabled
40	Power plant: no movement or force field
41	1D6-1 turns until robot blows up
42+	Divide damage by 2 & reroll on this Table twice

USE FOR CHAMPIONS

Here are a few things you need to know about *Robot Warriors* (*RW*) if you want to use this module, but don't have the game. You start with *Champions*, and note the following rules changes.

- 1) Robots get a full move in addition to two half-phases on their phase, as opposed to non-robots, which only get two half-phases per phase.
- 2) Robots may use a *Gang Fire* maneuver, which allows them to fire each of their weapons in the same half-phase, with a -1 OCV for each fired weapon after the first.
- 3) In *RW* (and in this book), the dice listed are in *Killing Damage*, unless otherwise noted.
- 4) The *construction point Base* of a Robot is roughly the *Champions* character point equivalent.
- 5) *Combat scale* is always based on smallest combatant: Real size of a hex in meters = 2 raised to the (Size Class) power Normal robot scale 1 hex = 16 meters (Size Class 4) Normal man scale 1 hex = 2 meters (Size Class 1)
- 6) The *Follower* disadvantage refers to Package Deals, which is a way of buying a pre-defined collection of Skills and Disadvantages, with the idea that all characters buying this Package Deal are members of the same organization. The Follower disadvantage describes what type of restrictions go with being a member.
- 7) If a Pilot doesn't have the same DEX or SPEED as his/her Robot, use the lower values.
- 8) Use this optional *Strafing* rule for firing during movement: -2 OCV, -2 DCV, 1/2 Range Modifier, and no actions left after the Full Move.
- 9) The *Tunneling* limitation is not very combat efficient, the dice are rolled, and the resulting total is the number of METERS (not hexes) the robots can move. As the usual Robot scale is 16 meters per hex, this is not very far.
- 10) The *Leap* system refers to hexes leaped **across**, not **up**.
- 11) Characters in *RW* do not have Physical Limitations because it is assumed that Robot Pilots are in good shape. However, what the Interstellar Gladiator Association doesn't know...
- 12) A 3 point level allows a +1 with all of a Robot's weapons. A 5 point level allows a +1 with any action involving the Robot: weapons, movement, control rolls, etc.
- 13) For each attack, roll the dice listed (*Killing Damage*), and compare the total against the target's defenses (*Armor*). If any gets through, the excess is subtracted from the target's *BODY*, and the attacker gets to roll again on the above Penetration Table. Add 3d6 to the amount of damage that got through the target's armor, and see which system is damaged. Notice that some Robots (namely Cruiser) have Penetration Table Armor, that is, this armor only applies against damage that hits a certain area of the Penetration Table. Follow the procedure described above, but if the target has Penetration Table Armor covering the specified location, compare the excess damage with that armor to determine if that location was penetrated. If some damage gets through this second barrier, roll again on the Penetration Table, using as excess the amount of damage that got past the Penetration Table Armor.

GLADIATOR CAMPAIGN

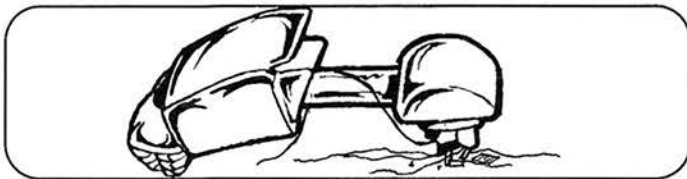
The time is many centuries after the events of the three *Robot Warriors* campaigns. The premise is that the Galaxy has been colonized by humans and several other intelligent races (perhaps including the Slissii). There is no overall government of the galaxy. Instead, each planet is a self-sufficient, independent state.

If the "Devourer of Worlds" is the background for this campaign, assume that governments such as the Sirian Principality are ceremonial enabling organizations on the order of the United Nations, rather than a centralized star-spanning government.

INTERSTELLAR GLADIATOR AUTHORITY (IGA)

All authorities on warfare agree that interstellar combat is too expensive, and conquest is out of the question. Most planet-based defenses are too powerful for a space fleet to overwhelm without economy-crippling expense.

However, occasionally there occur interplanetary disputes involving ownership of asteroid mining rights, points of planetary pride, etc. To avoid the expense of maintaining space fleets and armies to settle these disputes when diplomacy fails, the planetary governments have agreed upon a method for expedient conflict resolution. The planets hire mercenaries (the Gladiators) to be used as champions for quick settlement of these planetary disputes. Presiding over these disputes is the Interstellar Gladiator Authority (IGA).



UNITED ROBOT SPORTING ASSOCIATES (URSA)

Since establishment of the IGA, the number of disputes has declined, leaving many Gladiators with little to do. Human nature racing to fill this void, the United Robot Sporting Associates (URSA) was formed to promote robot gladiator duels as major galaxy-wide sporting events.

Media coverage of robot gladiator fights rank consistently highest in the ratings, as the public is captivated by the concept. URSA makes sure the public is satisfied on a regular basis. Tapes of past duels are always at the top of the charts in most of the entertainment forums of the galaxy.

As with any other entertainment phenomena, the robot sporting industry has spawned new sources of revenue. Some planets operate full-time arenas for robot combat, while others offer otherwise-barren asteroid belts as "theater-in-the-round" for spectacular robot combats. Legalized gambling on the outcomes of robot duels brings in revenue to the planets involved, and really popular Robot Gladiator pilots, if allowed by their sponsors, may enter into licensing and merchandising agreements, with a nominal cut going to URSA.

THE INTERSTELLAR GLADIATOR AUTHORITY

The Interstellar Gladiator Authority (IGA) is an organization whose mission is to maintain control over interplanetary conflict resolution.

The IGA derives its power from the planets whose disputes it presides over, known as the Associated Planets. It is governed by a Board of Directors, made up of representatives appointed by each participating planet, for terms not to exceed one year. Consecutive terms are not allowed by common agreement of the governments of the Associated Planets. The Chairman of the IGA is a board member elected by the board itself, also for a term of one year. Currently, the Board has appointed a very polite and thoroughly boring man with no aspirations for power named Fen Tarsus.

The IGA bureaucracy employs approximately 15,000 people spread through-out the Galaxy, mostly concentrated on the IGA's Headquarters planet, Makon. Makon also happens to be the biggest and perhaps the most powerful of the Associated planets. The IGA is organized as three divisions, each containing several sub-divisions.

The Administrative Division on Makon is responsible for handling the logistics involved with organizing interstellar conflicts. It contains the following offices: Personnel, Licensing & Merchandising, Gambling, Media Control, Contracts & Legal, and the IGA Archives.

The Research and Development (R&D) Division is responsible for keeping the IGA at least a decade ahead of the state-of-the-art in many areas of scientific endeavor. It is sub-divided into several laboratories, located all across the Galaxy. Due to this arrangement, nobody outside the IGA really knows how big the R&D Division actually is. The largest laboratory, of course, is the Robotics Lab, headed by Dr. Anton Wolcott. Other labs include Computer Research, Materials, Architecture, Battle Management & Intelligence (BMI), and Sensors.

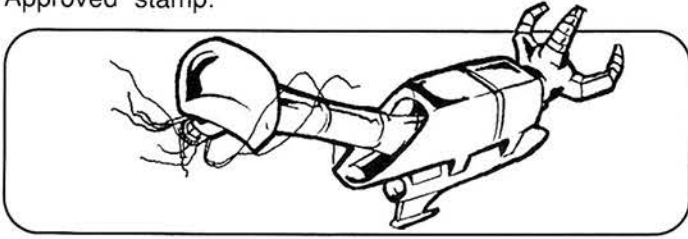
The Operational Division of the IGA is responsible for actually running the show. The following groups provide an environment conducive to resolving interstellar conflict: Arena Maintenance, Security, Rules, Record Keeping & Statistics. The Pilot Academy is responsible for training gladiators and handing out IGA Pilot's licenses. The Judges & Referees group is responsible for officiating conflicts, Judges from the scorer's booth, and Referees (Lightning Wolf pilots) from the combat field. Finally, there is a Team of Robot Enforcers responsible for overseeing the conflicts and enforcing the outcomes.

Since the IGA maintains its own fleet of Robot Enforcers, they must necessarily be bigger and better than most participating robot combatants. The IGA Honor Guard is a select group of IGA enforcers, which preside over special IGA events. The most visible of these is the Mighty Panthron, the latest attempt at building a Robot Referee, replacing the earlier Lightning Wolf referee robots.

The IGA gets its funding from the participating planets, pilot license fees, media and gambling revenues, merchandising percentages, product endorsements, ticket sales, and concessions. Essentially, they have their finger in everything. They will eventually get to the point where they won't need the planetary contributions, and there is the possibility that they may become an independent governing body. But until that time, the IGA serves many purposes, including:

- (1) license robot pilots for Gladiator work
- (2) patrol the scenes of territorial disputes to make sure that no violations of the code of conduct occur
- (3) enforce the outcomes of interplanetary disputes

The IGA also gets income from providing sports franchises with rules for conflict and for their official "IGA-Approved" stamp.



PILOT'S LICENSES

Piloting a Robot Combatant is not easy work. It is a high-visibility, high-pressure job which demands a life-time commitment. To maintain an atmosphere of fairness and safety around the duels, it is necessary that pilots be fully-qualified in robot combat. Pilots who meet the IGA's high standards may purchase the IGA Pilot Package Deal (see below), which comes equipped with complementary protective flak suit.

IGA PILOT LICENSE PACKAGE DEAL

Robot Driving	3
Robot Piloting	3
KS: IGA Rules and Laws (11-)	2
Familiarity w/ IGA Bureaucracy (8-)	1
Familiarity w/ Gladiator Robots (8-)	1
Weapon Familiarity w/ own robot	1
Flak Suit (8 PD 8 ED)	—
Total:	11

Disadvantages:

Follower: IGA	6
Characteristic Minimums:	
DEX: 13 CON: 13 SPD: 3	4
Package Bonus:	1
Total:	11

By purchasing the above package deal, a character demonstrates he or she has the physical capability of being an IGA pilot (Characteristic Minimums disadvantage), and agrees to follow the IGA Gladiator Code of Conduct (CoC) (Follower disadvantage). Subscribing to the CoC is worth 6 points because IGA pilots have many restrictions, very dangerous work, and the consequences for disobedience are fairly harsh.

CODE OF CONDUCT (CoC)

The major function of the CoC is to protect this new industry by ensuring the employment of the mercenaries. Another function is protecting the IGA's revenue. The CoC thus contains many restrictions governing what an IGA pilot can and cannot do. Restrictions governing life in the arena are called Rules, and those governing life out of the arena are called Laws. The IGA Laws are:

- 1) Gladiators are set apart as national champions and thus must always act to "uphold the Heroic Ideal of Human Virtues."
- 2) Gladiators may only operate Robot Weapons for IGA-Approved purposes*. AMENDMENT: Operation of weapons in Self-Defense IS IGA-Approved, as long as Just Cause can be established, subject to validation by an IGA Barr† Psycho-Verification scanner.
- 3) Gladiators must always obey the Mighty Panthron, Lightning Wolves, and other official IGA representatives at all times.

* Internal conflicts, such as rebellions, revolutions, or terrorist operations, are NOT IGA-Approved.

† Registered trademark of the Barr Technical Measurement Corporation, provider of official IGA measuring equipment: "Nothing Measures Up To A Barr."

ADDITION: When in a Declared Arena (q.v.), Gladiators must obey the Rules of Conflict.

Arena combat is very dangerous. Due to the serious risk of death during robot combat, The first Rule of Conflict makes wearing a flak suit mandatory. Early testing showed an 80% fatality rate, a good number of the remaining 20% were crippled for life.

Violations of the Code of Conduct can result in a variety of punishments, from temporary suspension of the violator's Pilot's License, to blacklisting, to imprisonment. The IGA is empowered to mete out this punishment by agreement of all its constituent planetary governments. If necessary, this punishment can be enforced by, who else, the IGA's Robot Enforcers.

UNITED ROBOTIC SPORTING ASSOCIATES — URSA

U.R.S.A. is an organization formed to pick up where the IGA left off. Although the IGA licenses robots and pilots for competitions, they are only concerned with combats between interplanetary champion Gladiators, whether those bouts are IGA "practice" tournaments, known as "Contests of Champions," or fights to settle interplanetary disputes, known as "Death Combats." Unfortunately for this system, there are far more IGA licensed robots than there are planets in need of champions. This is where URSA comes in, supplying the rest of the robot contingent with combats and sporting events in which to compete and hone their skills.

URSA is the brainchild of Barry Sheldon, President of the Far Reach Corporation, and current Commissioner of URSA. He contacted various companies, planets, betting organizations, and entertainment concerns, as well as the IGA. When the dust finally settled, URSA became the first (and to this date ONLY) organization dedicated to creating

and overseeing contests for robots solely for the amusement and entertainment of the public. URSA employs approximately 2000 people across the Galaxy. Other robot sporting associations are forming, but the expense involved in this type of venture is beyond the capital of most interstellar entrepreneurs.

URSA currently runs two leagues, the Minors and the Majors. The URSA Minor league is a scaled-down (and less dangerous) version of the Real Thing, and provides a training ground for would-be Robot Gladiators. After all, most prep schools and colleges don't offer Robot Athletic programs yet. The URSA Major league runs robot sporting events under IGA combat rules. Events include One-on-One Arena Dueling, Capture the Flag, and Theme Obstacle Course Scenarios.

New events are being developed continually, for example, on the boards for next season is the new Team War-Games event. Every year URSA holds the Annual Gladiatorial Games, where each participating planet or concern sends a team to compete for honors and prizes.

All robot pilots competing in URSA events must have valid IGA licenses. This was the first rule Sheldon established, as the companies involved could not get insurance coverage for non-licensed robots. The agreement between the IGA and URSA was that URSA would provide rules for the individual sporting events, and in return, the IGA would provide referees (The Lightning Wolves) for the competitions, who maintain discipline and enforce both URSA and IGA rules. URSA also pays a fee to cover any extra expenses the IGA might incur while supporting an URSA event.

Individuals and Corporations form and sponsor their own teams and pay a registration fee to URSA each year. A sponsor may enter a team in an unlimited number of events, but may not enter more than one team in any single event. For example, T.N.N. can have three teams, one of which competes in Grav Hockey, one in Interplanetary Racing, and one can compete in Robot Boxing and Team War-Games. There are also events for individual robots and a pilot can either provide the registration fee himself or find a sponsor.

URSA gets its revenue from registration fees, and fees paid by various networks for the right to broadcast various events. Several legalized gambling organizations also pay a fee to URSA and the IGA to have gambling facilities in arenas. Planets and Corporations also bid for the right to host URSA events, either on a single event basis or on an annual basis. Some tournaments have regular places in which they are held, such as the Corizone Open on the planet Sin Corizon, which is the largest regular RoBiathlon in the Galaxy. Others, such as the Annual Gladiatorial Games, move from planet to planet each year. Team sponsors also build facilities, some of which reap massive profits because games may be held there on a weekly or sometimes daily basis.

Almost all the sports URSA backs are violent, but there are very strict rules (such as Rule 1 - all pilots must wear appropriate IGA-approved safety equipment) to avoid any unnecessary deaths. As one of URSA's goals is to provide entertainment for the masses and to give them individuals and teams to rally behind and bet on, much of this sentiment would be lost if players were dying on a regular basis.

NOTE: *The Press Release / Flyer on this page can be handed out to the players.*

FOR IMMEDIATE RELEASE GAMES 2488

Every year, URSA holds the Gladiatorial Games, where each participating planet or organization sends a team to compete for honor and valuable prizes. This year, 2488, it is being held on the planet Beccraddor.

Combatants qualify by winning regional or planetary competitions. This is their opportunity for the big honors.

As usual, the Games run over a long weekend, with each day divided into two time-slots, with several events going on simultaneously. Once again, the Games will be featuring their most popular event, 1-on-1 Arena Dueling, as well as the Annual 5-Man Grav-Hockey Tournament. While in the city, don't forget to visit the fabulous Babylon Gardens, located in the capitol.

ITINERARY

WED. (PM)

Introductions, Celebrity Banquet: where pilots, their sponsors, and the officials can relax before the events. Actually the Media considers the Banquet to be an event in itself.

THURS. (AM)

Opening Ceremonies:

- Display of the IGA Honor Guard
- Speech by URSA Commissioner Barry Sheldon

Preparation:

- Registration
- Drug testing
- Equipment check

THURS. (PM)

1-on-1 Arena Dueling — Round I (8 players, 4 matches)
Grav-Hockey — Round I (16 teams, 8 matches)

FRI. (AM)

Theme Obstacle Course — Round I (32 players)
Capture the Flag — Round I (8 teams, 4 matches)
Tag Team — Round I (4 teams, 2 matches)

FRI. (PM)

1-on-1 Arena Dueling — Round II (4 players, 2 matches)
Grav-Hockey — Round II (8 teams, 4 matches)

SAT. (AM)

Theme Obstacle Course — Round I (32 players)
Capture the Flag — Round II (4 teams, 2 matches)

SAT. (PM)

Grav-Hockey — Round III (4 teams, 2 matches)
Tag Team — Round II (2 teams, 1 match)

SUN. (AM)

1-on-1 Arena Dueling — Round III (2 players, 1 match)
Theme Obstacle Course — Round II (8 players)
Grav-Hockey — Round IV (2 teams, 1 match)
Capture the Flag — Round III (2 teams, 1 match)

SUN. (PM)

Awards Presentation

Closing Ceremonies: Presentation of the Graham Holo-cup
Celebrations
Departures

**Promotional Fees paid for by the
Beccraddorian Horticultural Society**

SCENARIO: "STARDUST GETS IN YOUR EYES"

FOR THE GM'S EYES ONLY

Presented here is the sketch of a scenario which uses the above material. There should be enough details here to run it with little preparation. Feel free to embellish or change parts to fit your own situation. Characters have been provided with backgrounds already tied into the scenario, or you can use your own. The scenario is presented in five parts:

- (1) General background describes the plot outline,
- (2) Rules for One-on-One Arena Dueling,
- (3) Description of Dickerson Memorial Arena Complex,
- (4) Scenes suggestions is a list of encounters for the players, including a cast of non-player characters, and
- (5) Resolution describe possible outcomes to the scenario.

GENERAL BACKGROUND

Every year, URSA holds the Gladiatorial Games, where each participating planet or organization sends a team to compete for honor and valuable prizes. This year, 2488, the Games are being held on the planet Beccraddor, which is noteworthy for several reasons:

- 1) It is rich in trees, vegetation, and exotic plant life, thus providing a home for the re-knowned Beccraddorian Horticultural Society (BHS).
- 2) It boasts one of the most well-equipped Robot Arena Complexes, Dickerson Memorial Complex, located on the outskirts of Beccraddor's capitol city of Babylon.
- 3) It is the home of current Graham Holo-cup winner and leading Robot Champion, Dom Locar, pilot of the Blue Beagle.

Beccraddor is also a great source of exotic controlled substances, such as Stardust, a highly addictive opiate derived from the White Briar Lily (which seems to grow especially nicely here on Beccraddor). The Controlled Substances Cartel (CSC) operates illegal White Lily farms in the Beccraddorian countryside and has a pipeline for manufacturing and distributing Stardust across the galaxy. This is against the law on most Associated Planets.

Planetary customs is always a problem, as drug-detection devices have come a long way. Very few things are exempt from Narco-scanners, the primary exceptions being Diplomatic attachments, and the IGA Honor Guard. The former are watched carefully, and embassies are monitored around the clock. The IGA Honor Guard, however, can go anywhere they please, and usually do. Extra cargo spaces present a fabulous opportunity for an enterprising Honor Guard pilot. Fortunately, Honor Guard pilots are chosen because they are honorable, and thus above this temptation.

It was only a matter of time before the CSC noticed this route past the narco-scanners and took advantage of it. Although messing with the Honor Guard is unhealthy (even for the CSC), there is a better way. The URSA Robot Arena Champion each year is appointed temporary member of the Honor Guard, without really receiving full IGA protection, so this makes him/her very accessible.

For the past year and against his will, the current champion, the Blue Beagle has been smuggling Stardust into planets with heavy customs screens. Sometimes, CSC agents will cause incidents on these planets just to attract the IGA's attention, which results in a visit from the Honor Guard soon thereafter.

The Blue Beagle is determined to maintain his position as Robot Champion. He has no choice: his fiance is hopelessly addicted to Stardust and he needs the CSC connections for her supply. Otherwise, he'd have to pay for it, and he'd be a pauper for the rest of his life (which could be short, if he's caught).

Naturally, the CSC is responsible for the condition of his fiance. They would like to see him continue as Champion as well, if only to minimize loose ends. They have arranged for the Iannetti brothers to be entered in this year's competition, their orders being to make sure that the Blue Beagle wins the tournament. Actually, this is not critical, as CSC agents will try to kidnap a Friend of ANY tournament winner during the Closing Ceremonies and celebrations, and addict them to Stardust. Within a couple days, they will approach the winner (out of armor) and present their deal.

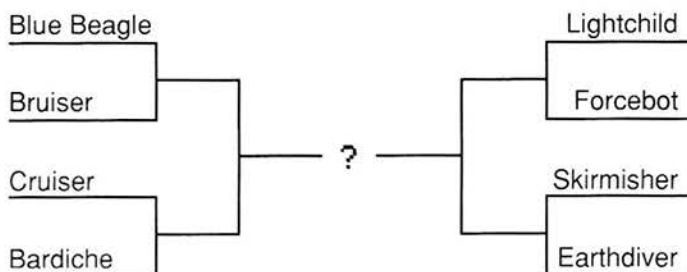
Hopefully, the players will detect this plot before falling victim to it themselves. If the Blue Beagle is a PC, he will have to make some difficult decisions should he lose the tournament.

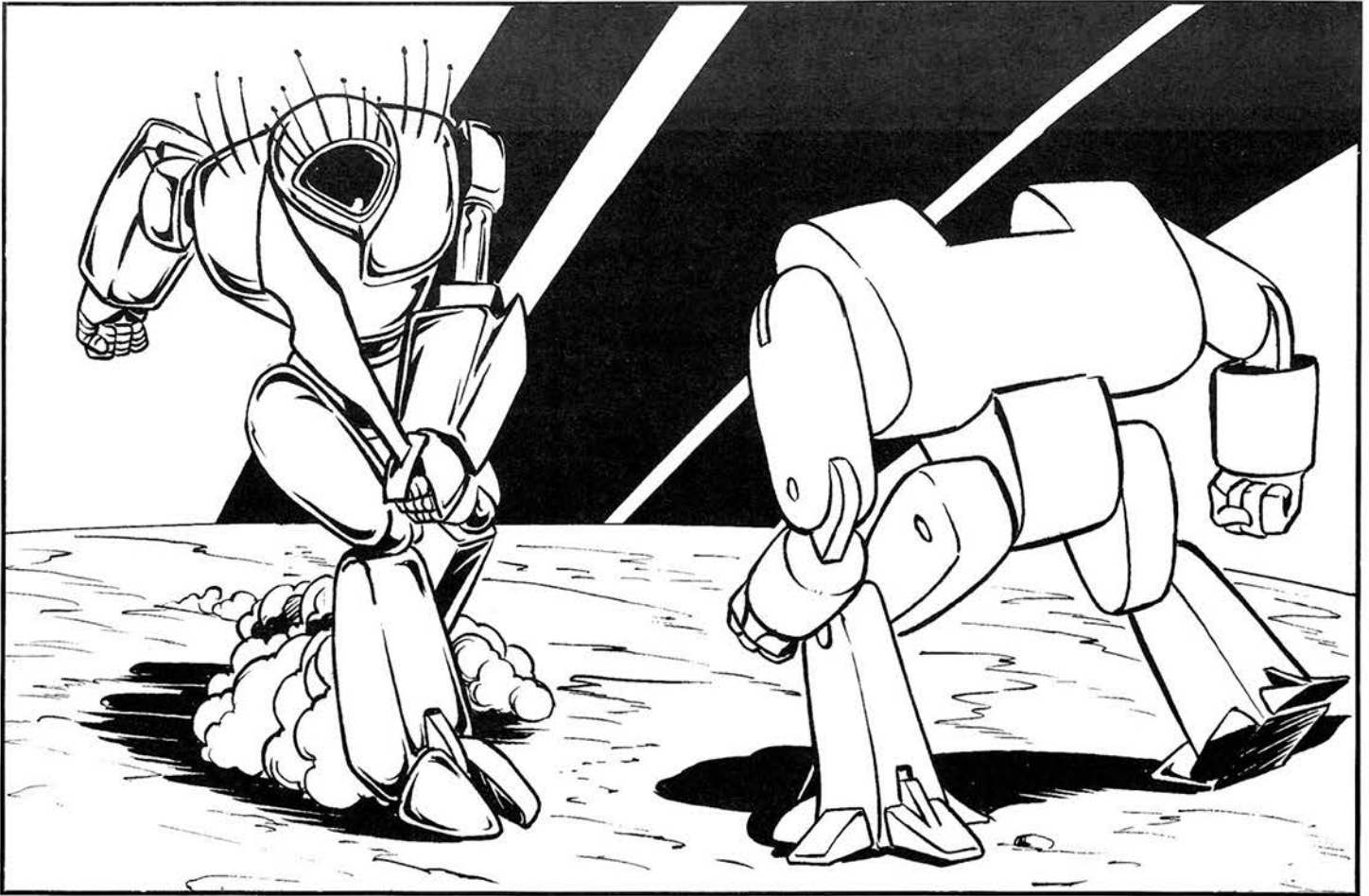
ONE-ON-ONE ARENA DUELING

By far the most popular event at the Annual Gladiatorial Games, One-on-One Arena Dueling (OOD) presents robot combat at its most savage. Open to Robots in the 200 to 350 Class range, OOD is an 8 player single-elimination tournament in three rounds. Participants are selected from the current crop of top ranking planetary Duelists, according to their Associated Combat Rating. Of course, the current champion (The Blue Beagle) receives a bye into this year's tournament. This year's participants are:

Robot	Pilot
1) Blue Beagle	Dom Locar
2) Bruiser	Vinnie Iannetti
3) Cruiser	Tony Iannetti
4) Bardiche	Rik Savage
5) Lightchild	Delilah "Dazzler" Dawkins
6) Forcebot	Veronica "Ronnie" DuMont
7) Skirmisher	Christopher Brant
8) Earthdiver	Isu "Mole" Takira

The match-ups are determined randomly just before the Games begin, and aren't made public until the morning of the first day. For example, these could be the match-ups if the above characters were used, and if nobody thought to bribe the officials:





TOURNAMENT RULES

- 1) The object is to render your opponent motionless for one turn (12 seconds). Motionless is defined as less than two sigmas of standard variance as registered on the URSA judges' official Barr* Statistical Kinetoscope.
- 2) Lethal force or the intentional infliction of injury is prohibited. Violator's intent or lack thereof is subject to validation by use of the URSA judge's official Barr* Psycho-Verification Scanner. Violators who are not Barr-validated are subject to IGA license revocation, planetary expulsion, imprisonment, or death.
- 3) If at any time the Lightning Wolf referee lowers its staff, combat must immediately cease.
- 4) The winner of Round III of elimination, after validation, is proclaimed URSA Robot Arena Champion for this year, and receives the following compensation:
 - An engraved Chrono-plaque in the URSA Corridor of the Stars
 - Possession of the prestigious Graham Holo-Cup for a period of one year
 - \$500,000 Interstellar Credits (intercreds)
 - One year's membership in the IGA's prestigious **Robot Honor Guard** and all privileges thereby accorded

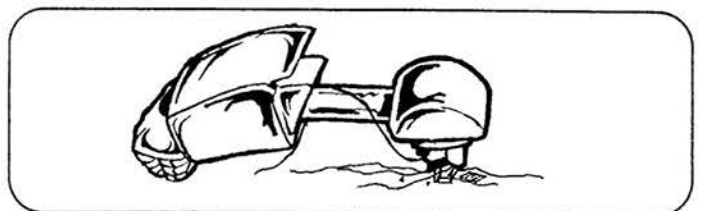
* registered trademark of the Barr Technical Measurement Corporation, provider of official URSA measuring equipment: "Nothing Measures Up To A Barr."

DECLARED ARENAS

IGA Robot combat may only take place in a Declared Arena. Only an official IGA referee may declare an area to be a Declared Arena, and he/she may do so at his/her discretion. Any type of area can be a Declared Arena, a deserted building, a flat prairie, an asteroid field, etc. Once a Declared Arena is in effect, the combatants are bound to the Rules of Conflict, which the declaring official will relate to them.

For example, before the One-on-One Arena Dueling, a Lightning Wolf will bring the two combatants onto the fighting field and Declare it as an Arena. Then the Wolf will repeat to them the Rules of One-on-One Dueling. This is all an IGA formality designed to imbue the contestants with the Gladiator spirit, and help them to focus on the upcoming conflict.

While any place can be a Declared Arena, most combats takes place in some kind of stadium (the residual income is better). It is relatively easy to create your own arena, or you could use those spare Danger Room designs from Champions. Presented below is a fighting field from the Dickerson Memorial Arena Complex on Beccraddor, where the above scenario takes place. Feel free to adapt it to your own needs.



DICKERSON MEMORIAL ARENA

Located on the outskirts of Babylon, the Dickerson Memorial Arena Complex attracts sports enthusiasts from all over the Galaxy to Beccraddor. Named after the first Robot Champion of Beccraddor, the Complex boasts facilities to accommodate up to 12 simultaneous events involving everything short of Faster-Than-Light robot combatants. Spectators can observe events in absolute safety, due to Dickerson's unique Dual Pavilion Holo-Links*.

Dickerson's One-on-One arenas are designed to be fair to all combatants. They all have the following features:

- Synchronized entrances.
- Preemptive shot barriers.
- Easily-Accessible Cover.
- Handy weapons.
- Accommodations for Tunnelers, Swimmers, and Fliers.
- Holo-Links* to a safely remote Spectator Grandstand.
- 2 IGA-approved Lightning Wolf Referees.
- Sealed Judge's Bunker.
- Closed-circuit radio links between the field and the Judges and Referees.

Each of the 12 Remote Spectator Grandstands have the following features:

- 100,000 seating capacity.
- 3-Dimensional Holo-Link (Patent pending, Interstellar Gladiator Authority) to the event arena, with full acoustics.
- Enclosed club room with dining facilities.
- 250 concession stands, featuring something for every palette, from Popcorn to Poi-Poi to Pig Part Pie.
- 10 T.N.N. 24-hour betting centers. (Odds are posted around the clock).
- 2 Fully-Appointed Press Boxes.
- Event Announcers: One-on-One is announced by Big Rod and Adventure Dog Jenkins.

Presented here is a tactical map of one of Dickerson's One-on-One Dueling Arenas. Since most action is expected to take place in the Arena, maps of the Remote Grandstands or other parts of the Complex are not shown. Feel free to improvise these as necessary.

CAST OF CHARACTERS

Mayor Emil Blondian: Mayor of Babylon, Capitol of Beccraddor. He's a dry, boring greying older man. He should be used to give general information about the setting.

Mrs. Peggy DuMont: Veronica (Forcebot) DuMont's Mother, she disowned Veronica years ago when Ronnie ran off to become a Robot Pilot, and they haven't spoken in years. Mrs. DuMont is the President of the Beccraddorian Horticultural Society, and is also a boring speaker.

Benjamin Bernard: IGA Local Director of Security. The Robot Gladiator compound, where all the competing robots are parked, is under his protection around the clock. He also arranges match-ups for the tournaments. He can be bribed if approached with the proper respect and courtesy. His bodyguard is larger than life.

ARENA MAP KEY

Scale: 16m per Hex

Size of Arena:

- 520m long axis
- 200m floor to ceiling (12 hexes)
- ~150m floor to bedrock (10 hexes)

Construction:

- Walls & Ceiling:** DEF: 20 BODY: 27
Armored Steel (30m)
- Bedrock:** ~10km DEF: 5 BODY: Enough
- Floor:** DEF: 0 BODY: 16/Hex (1 per m)
Packed Dirt (Floor to Bedrock)
- Pool Walls:** Concrete (12cm) DEF: 8 BODY: 5
(filled with normal clear water, or can be empty)
- Sand:** DEF: 0 BODY: 8 (1/2 per m)
If dry, otherwise as dirt (varies 0-50m deep)

Obstacles:

- Preemptive Shot Barriers:** DEF: 20 BODY: 17
Armored Steel (70m tall, 1m)
- Concrete Pillars:** DEF: 8 BODY: 19
Reinforced Concrete (floor to ceiling, 16m)

Objects:

- Steam Pipes:** DEF: 20 BODY: 15
Duralloy Steel (100mu, 70m x 1m diameter)
(steam, just pretty special effects) usable as weapon for 1 hex reach or thrown
- Drums:** 250mu DEF: 5 BODY: 5
Robots with Fuel Disadvantage can refuel in one phase if they pick the right one ... 12: 3 each of:
 - (1) Water
 - (2) Fuel: appropriate to the combatants' needs
 - (3) Acid: 5D6 + 1 damage
 - (4) Foam: Fire suppressant, Base to counter-act Acid

Mellissarius Trobin: Wealthy businessman, sponsor of a Gladiator Robot, he is on here for a short vacation. Despite that, he's never too relaxed to make money if it is offered.

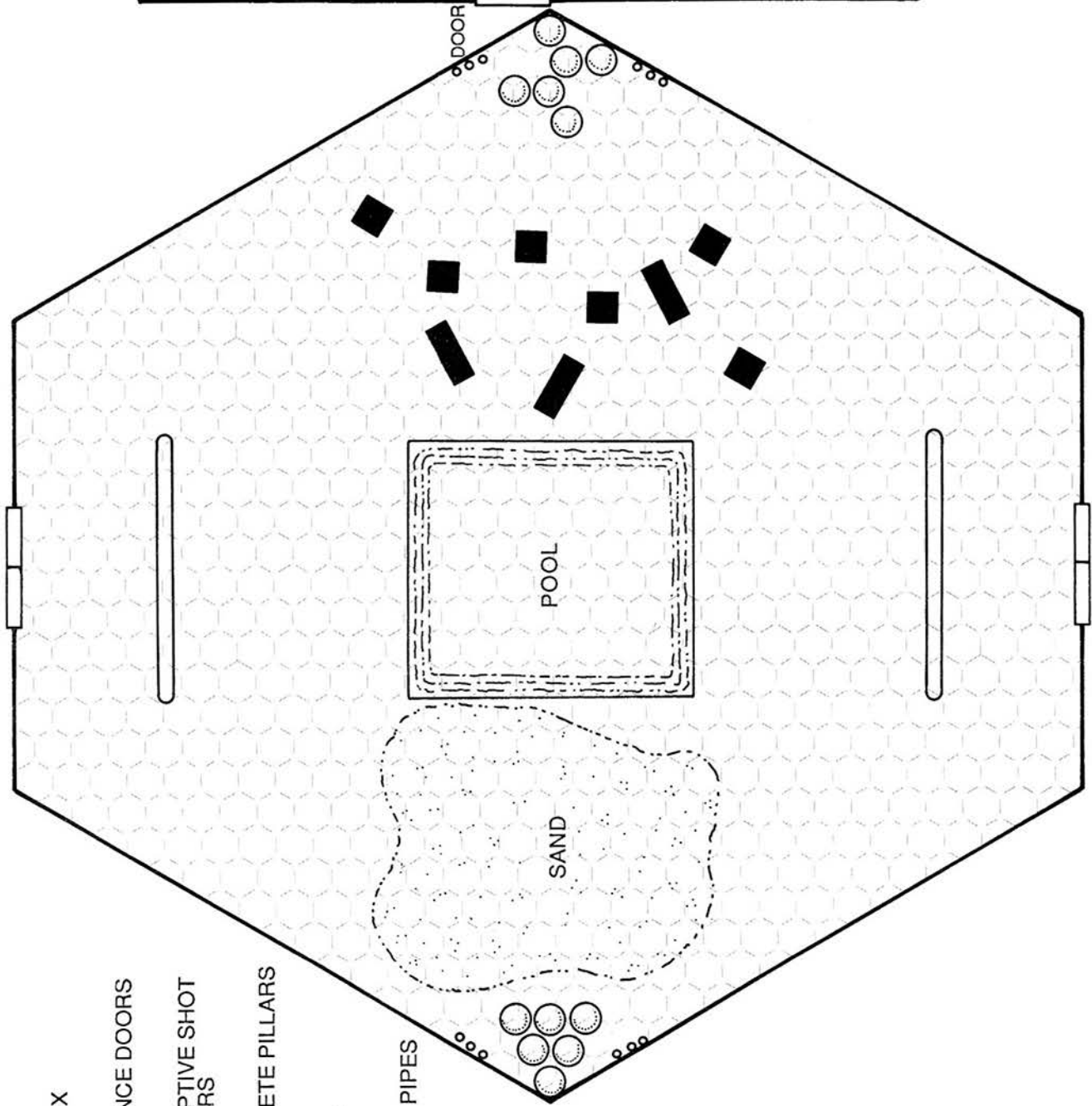
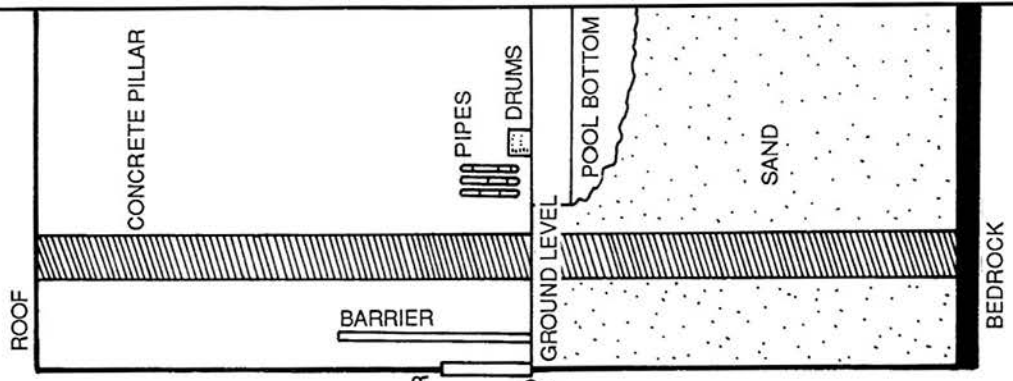
Giovanni Iannetti: The local "Don" to the Mob, Uncle of the Iannetti Brothers, he's also the Treasurer of the Beccraddorian Horticultural Society and occasional escort to Mrs. Peggy DuMont. He holds the override controls for Bruiser and Cruiser to keep his young upstart nephews in line.

Monica Bach: Dom (Blue Beagle) Locar's fiancee, she is addicted to a drug called Stardust. She tends to shift moods rather rapidly (and suspiciously) in public. At the banquet, she will exhibit one of these violent mood swings.

Following her back to her room, they can see her indulging in the drug. Following her further will lead them to a meeting with her supplier, a local pusher, Raul Jorgenson. Following Raul will lead to one of the White Lily farms in the country. Following Raul also will lead to a meeting with one of Dom's sponsors, the treasurer of the Horticultural Society, Uncle Giovanni. Finally, there will be a heated discussion between Dom and Uncle Giovanni. If the players haven't caught on by now, they never will.

Raul Jorgenson: Local Drug pusher, meets people in the Hanging Gardens, supplies Monica with Stardust during her stay. He also makes infrequent (and secret) visits to Uncle Giovanni, one of his bosses.

SIDE VIEW



Phylo Rockford: Photographer/Holographer, spends much of the time poking around, taking photos and holos of the Pilots and Robots. He will be taking pictures at the Banquet, and will visit each of the One-on-One contestants at least once for their picture. Actually, he is an agent of the Controlled Substances Cartel (CSC), and he is casing their Friends so his bodyguards, uh, assistants can kidnap them after the final victory. If he is accosted and searched, he is carrying a small vial of Stardust, but shows no signs of addiction; a clue to his real purpose.

His method: he arranges for a photo session with the victim and arrives carrying some heavy expensive equipment, but no assistants. After the first few shots, he'll want to take some location shots, but "doesn't want to lug this heavy junk around." Since it's too expensive to just leave lying around, he asks the victim who they would trust to leave the equipment with. If this fails, he will ask if they have someone to pose with in the pictures.

SCENES

1) BANQUET

The Pre-Games Banquet, held in the Babylon Gardens Hotel, is an ideal place for the players to meet prior to the official activities. The more famous pilots are announced as they arrive. The food is good, and the speeches are boring. The sponsors are seated at a special table. This is probably the best place to feed information to the players, as they're already gathered in one place. The following things can happen at the banquet:

- Mayor Blondian will perform as the Banquet's Master of Ceremonies.
- The sponsors are each recognized individually.
- The Horticultural Society president, Mrs. Peggy DuMont, will welcome all present.
- Benjamin Bernard, is introduced, and it is announced that he is responsible for posting the order of battle for One-on-One Arena Dueling (he can be bribed to change the posted order).
- One of the waiters serving Delilah Dawkins is really a reporter for the Galactic Examiner. He has bugged the salt shaker in front of her in search of a story.
- Dom Locar's fiancée, Monica Bach, is accompanying him, and it should be deduced from her moody behaviour that she has some kind of problem. Perhaps they even recognize symptoms of Stardust addiction. She can be followed; See her description in the above Cast of Characters.
- Ronnie and her mother have a cold reunion after 14 years. Also, Mrs. DuMont's escort is the Uncle of the bozos trying to waste Ronnie and Chris. Weird things are bound to happen.

2) TROPHY ROOM

Prior to the combat, the Graham Holo-cup is displayed, under guard, in the main pavilion. There is a card telling of its colorful history. This is not essential to the scenario, but gives the players something to look at and worry about. This, my friend, is known as a Red Herring.

3) COMBAT ROUNDS

Robot combat will take place during the day according to the Games Itinerary. During scheduled combat, the players will have plenty to keep them busy. Results of other events are constantly being broadcast, so the players can keep up-

to-the-minute. Only rules for One-on-One Arena Dueling are presented here, but if you make up your own rules for other events, you can run them at the same time as OOAD.

4) IN BETWEEN ROUNDS

There is plenty of time to fill between rounds, and as the tournament progresses, more players will be eliminated, and thus be idle. During this time, anything can happen:

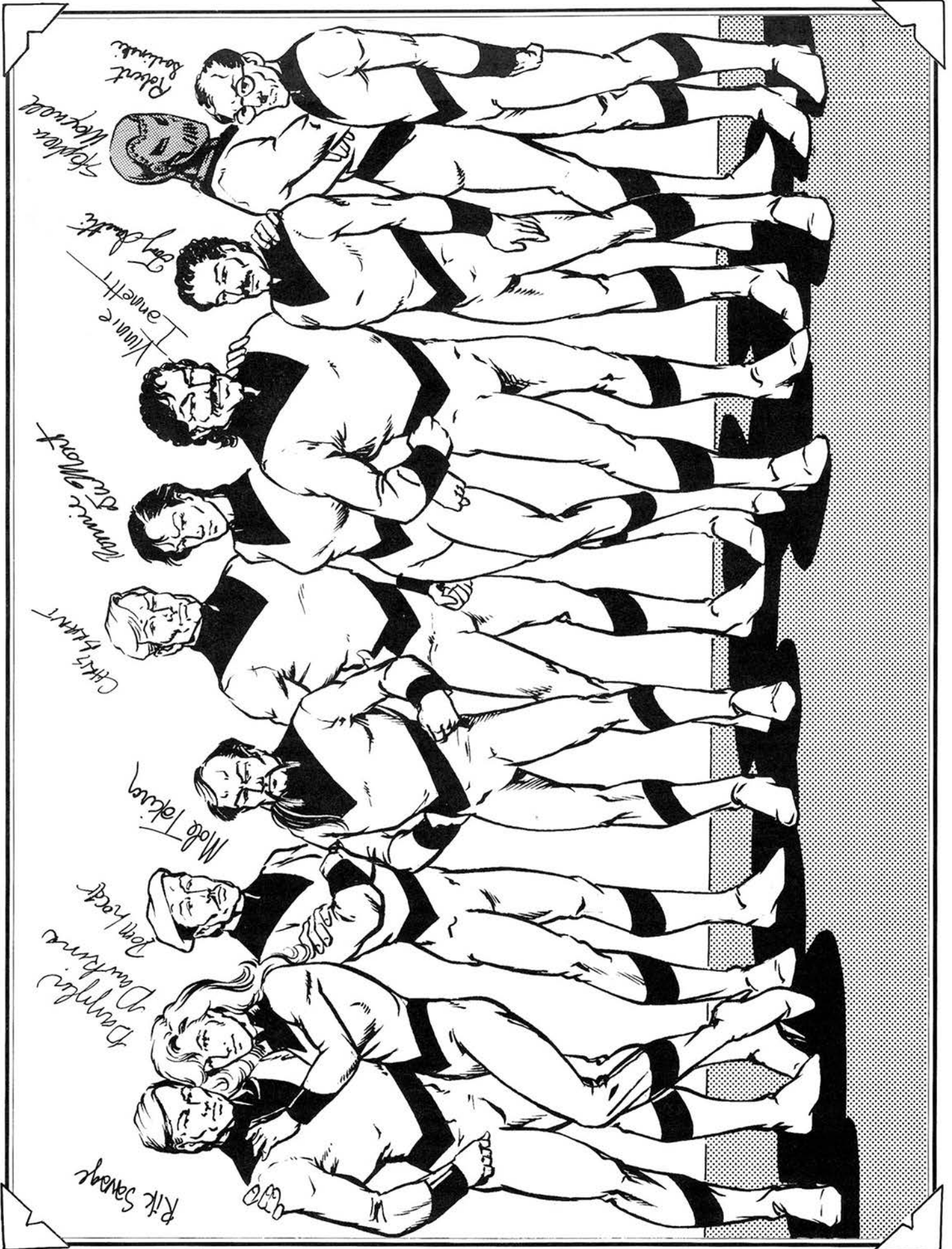
- a) Players can meet local characters:
 - Illegal book-maker who can point them in the right direction should they want a good time.
 - Unemployed street folks who will do anything honest for small change. (One of them may even be a plant for someone. Approaching them should be the players' idea!)
- b) Combatants can be interviewed by the media (reputable or otherwise). Note: Dazzler must behave perfectly during the weekend. Any odd actions (such as scrutinizing salt shakers), sneaking around, bar fights, or the like will be exposed within hours by the reporters that watch her every move. They record all they can, and even try to provoke her for better stories. Remember that Rik is caught up in this too. They are celebrities, and are recognized on a 14 or less. Of course the other hazard is being too boring, forcing the reporters to make up their own stories...
- c) Players can meet famous society people or celebrities.

Example: *Holo-film actress Stella Bright, with the hots for anybody, male, female, or automaton, meets the players. Maybe she's being blackmailed by one of the combatants? Or, conversely, she could be blackmailing one of the combatants.*
- d) Rik Savage is Hunted by another Gladiator, who is almost certain to know of Rik's presence on Beccraddor, and come looking for him.
- e) If the players are ignoring clues to Monica's strange behavior, help them along with this scene: They come upon a man of questionable looks slapping a young woman around in an alley. Upon breaking it up, they find the young girl is Monica, getting slapped around by Raul Jorgenson because even in her drugged haze, she did not warm to his advances. Upon recognizing the players, she will vehemently deny that anything is wrong, and that this was all a misunderstanding. Raul, of course, will try to get away. This puts the players on his trail.
- f) Once the players are on the Stardust trail, perhaps they could indulge in a romantic trip out to the local White Briar Lily fields. They could get shot at by the CSC's local security forces, composed of some high-tech guns and old Guardian robots. They could get told to butt out, or they die.

Remember: Players will generally not be able to leave the tournament grounds with their robots. They'd first need their sponsors' permission, and all equipment leaving and re-entering the Games must be re-registered (this may take anywhere from five minutes to 4 hours, depending on how busy they are), to discourage tampering. Also, operation of Robot Weapons in this situation may be a violation of the Gladiator's Code.

5) AFTER THE TOURNAMENT

Amid the celebrations, a Friend of the Robot Champion is kidnapped by the CSC, and addicted to Stardust.



THE GRAHAM HOLO-CUP HISTORY

Originally called the Graham Cup, named after the founding Chairman of the IGA, this exquisite piece of workmanship was awarded for one year to the winner of the IGA's Annual "Contest of Champions," the predecessor to URSA's Annual Gladiatorial Games. Forged in scintillating rare metals, this masterpiece took a year to create, and cost a small planetary budget.

The last person to win the Cup was a fellow named Roy Dickerson, whom Dickerson Memorial Arena Complex was named after. It was coincidentally the last year for the Contest of Champions before URSA was launched. Roy fought hard and won the Contest, but suffered a severe head wound which caused his demise about a year later. It was drawing towards the end of Roy's reign as winner, and URSA was just starting up a new organized robot competition, when one day Roy decided he couldn't bear to see anyone else holding HIS Cup. So, just before his term expired, he hid the Cup in an abandoned radioactive waste dump.

After some weeks had passed, the IGA investigated and found the Cup, with Roy's body sitting a few feet away. Not knowing what to make of this, and trying to keep his affliction low-key, they dedicated an Arena to him.

But what to do about that beautiful, expensive Cup? The IGA couldn't stand to see this wonderful (albeit glowing) piece of art be destroyed, but it was too dangerous to be kept around people. So, they decided to create an elaborate Hologram of the Cup in all its glory, to take its place as a trophy. Weeks were spent accurately depicting the Cup in light, and at last it was ready. The IGA finally unveiled it in public, only to find that the new Holo-Cup represented the original Cup so accurately, that it was even radioactive.

Fortunately for the IGA's budget, the radiation levels around the Holo-Cup were so minimal that Leaded Glass eliminated most of its harmful effects. So we have the Graham Holo-Cup of today, an exquisite Hologram of an exquisite object of art, carefully mounted in a Leaded Glass display case. This is what goes to the Robot Arena Champion each year.

RESOLUTION

This section is designed to give the GM an idea of where the scenario might be headed.

The major plot line concerns the Blue Beagle and his fiancée. If the Beagle wins the tournament, he is off the hook for another year, but should realize that he can't be the Champion forever. Eventually he will have to deal with the CSC. If the Beagle loses, he will probably want to deal with the CSC immediately, and accept the consequences to his career and his life.

Once the Beagle decides to act, he may or may not try to enlist the other players' help. Even if he goes it alone, the other pilots have had several clues that something is wrong, and may try to investigate themselves. It is also possible that the IGA's Security man could get involved.

No matter how it starts, the CSC is a Galaxy-wide operation, and could take a life-time to track down completely, if at all. This scenario can form the springboard into an entire Space campaign.

A sub-plot which probably should get resolved is the Vinnie Iannetti- Veronica DuMont feud. Regardless of the outcome in the Arena, Vinnie will not be satisfied until Veronica goes through much more suffering. He and Tony may even have to step on some Mob toes to persecute her. Fortunately for Ronnie, they cannot step too far out of bounds without their Uncle Giovanni stepping in and deactivating their robots. After all, personal vendettas aren't always good for Mob business.

USING THIS MATERIAL

The Gladiator campaign outline can be independent of any other **Robot Warriors** campaigns, or take off from one of the three presented in the rule book.

The original three campaigns presented in the **Robot Warriors** rule book were basically exclusive of each other. It is possible to string them all together into a rough timeline if the GM chooses. One way would be to assume that "The Devourer of Worlds" comes first, and provides a background of robot technology for mankind to use against the "Alien Invasion." Unfortunately, the war against the Slissii did not end very well, leaving the world in the post-Holocaust situation presented in "The Kestrel Campaign." It's a possible, though rather gloomy, timeline. The Gladiator campaign can be considered a successor to any of these.

In this campaign, characters are the Robot Gladiator pilots who find themselves in strange situations all over the Galaxy, both in and out of the arena. A simple version of the campaign has scenarios based around simple gladiatorial combat. More complex campaign scenarios deal with the possible ways this arrangement can go wrong. There are a number of questions the Robot Gladiators' GM should ask himself about the system as outlined above.

Presented here are some scenario ideas, followed ideas for running different types of campaigns.

SCENARIO IDEAS

NON-ASSOCIATED PLANETS

Out on the fringes of civilization are many planets without the luxuries of robot combat arenas or robot building facilities. This isn't a problem, if they have the cash, manpower, or resources to make up for it. Otherwise, these planets have little to offer the mainstream planets, and will probably be left alone.

What happens if some such world comes under attack as Earth was by the Slissii? If a trader were to come upon the Earth after the Slissii-type invaders have established their conquest, what can anyone do? By the rules of the IGA, the invaders are effectively the planetary government. Gladiators are forbidden by the Code to get involved with the internal situation of the planet. What does the gladiator who came from this backwater planet do?

Non-space-faring planets are in particular jeopardy. Anyone could pull a Slissii on them, just as the Slissii did on Earth (if they did so in your campaign). What if the Earth-like world did have some way of contacting other worlds and asked for help. Surely any right-minded Gladiator pilot would want to help, particularly if the alien invaders are known scuz-balls anyway. But would the IGA let them?

If the attacker is an Associated planet, then the IGA, the only real interstellar authority, is probably responsible for protecting it. The IGA should provide a robot champion, free of charge, to defend any impoverished or non-space-faring planet ("If you cannot afford a champion, a champion will be provided for you at no cost"). This is great for the IGA's public image, especially when there are always those paranoid types who claim the IGA is taking over as a centralized government. The only problem is, it violates the IGA's own Gladiator Code of Conduct, which forbids IGA gladiators from interfering with individual planets. But then, they were ASKED to do it...

If the attacker is a non-Associated planet or hostile alien, then things are a bit more decidable. After all, the threat may turn on an Associated planet, and then it is the IGA's moral responsibility to protect its constituents. Notice that in doing so, the IGA is acting like a centralized government, which is sure to bother some people.

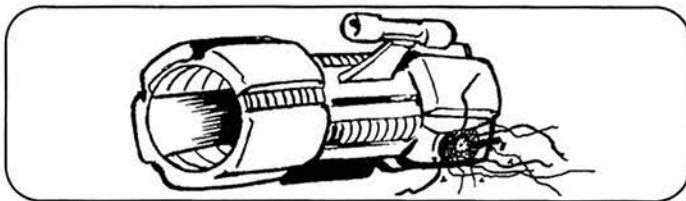
RIGGING THE CONTESTS

The IGA is supposed to be aloof and immune to tampering. If you believe this, I have a lovely world for you at a bargain rate. It's just one big beachfront property...

What if someone is tampering with the IGA? Perhaps some megalomaniac has decided to attempt interstellar conquest by infiltrating the IGA. If the would-be conqueror could arrange for potential rivals of his own mercenaries to be destroyed in various arena combats, he has a clear field for winning all of his territorial disputes.

Gladiators who start to realize what's happening take their case to the IGA. There they find the IGA is turning a blind eye, and have quite a task cut out for them to try to stop this conspiracy. At this point, who in the vast IGA bureaucracy can they trust?

And, of course, someone could be rigging the contests just to make money on the betting...



OUTLAWS

With the Authority capable of pulling the license of Gladiators for misdemeanors, what are the unlicensed Gladiators going to do? Some might get positions in planetary armed forces, but that's a pretty dull job in this era of battle-by-mercenary, particularly when they are specifically barred from participating in any conflict involving IGA-approved mercenaries.

Some, of course, arrange to hijack their robots and go rogue. They hire out to unscrupulous companies and individuals who have tasks for a Gladiator that the IGA would not approve of.

Player pilots might find themselves brought into this kind of situation by being framed and/or careless — getting their licenses pulled and then having to deal with predatory sharks on the outskirts of the law.

Other player pilots could find themselves on a legitimate errand which runs afoul of such outlaws. It's their duty to blow the whistle on these unethical practices, and, of course, try to prevent them.

ENABLING DEVICE

One of the nice elements of this campaign is that it is an excellent enabling device for assembling a crew of robots, many of whose pilots hate one another, in one place to confront them with some other problem. Just tell the players that you're going to run a good old fashioned Gladiator combat, bring their best designs. Then hit them with the inter-dimensional terror (use the "Devourer of Worlds" as a guideline) as a device to unite them into one semi-cohesive band of adventurers. From there, you can take them anywhere.

THE IGA TAKES OVER

The one you were waiting for. The IGA has everything a government has, so why isn't it a government? The answer is, it IS a government, but nobody has recognized that fact just yet. It has money, physical power, law-making abilities, what more could you ask for?

CAMPAIGN IDEAS

GLADIATORS

The obvious campaign idea is for players to be gladiators, fighting as planetary champions or as sporting contestants.

IGA ENFORCERS

One possibility is for players to take the roles of the IGA, IGA enforcers, and IGA inspectors. Due to the amount of power they would wield, their presence can induce a certain amount of fear to rules violators and outlaws, as well as the GM. Notice that it is generally dangerous to give this kind of power to the players, and that the GM should trust them not to abuse it.

This idea gives the players a chance to role-play without Robot Armor. Naturally, violence occurs during the course of most investigations...

ROBOT INSURANCE ADJUSTERS

Due to the tremendous damage which could occur around Robot combatants, the IGA requires that all planetary combats and URSA events be insured. Most concerns with enough money to buy robots can afford to insure themselves, but those that can't, will use regular insurance companies. When an insurance claim is filed, the insuring company usually sends out an investigator to substantiate the claim. Perhaps the players can be Insurance Adjusters, seeking out fraud and tracking down false claims, while bringing swift re-compensation for the valid ones.

Okay, so it's a dumb idea, but try it.

OUTLAWS

What if all the players are outlaws, on the run from the IGA for their own reasons. None of them may hold valid IGA Pilot's licenses, and there's plenty of trouble they could get into on the outskirts of society.

NARCOTICS ENFORCEMENT OFFICERS

The Controlled Substances Cartel is very active in illicit operations across the Galaxy. Perhaps the players are interplanetary police officers on the trail of the CSC. Perhaps they are investigating smuggling charges brought against certain members of the IGA Robot Honor Guard. There are many possibilities here.

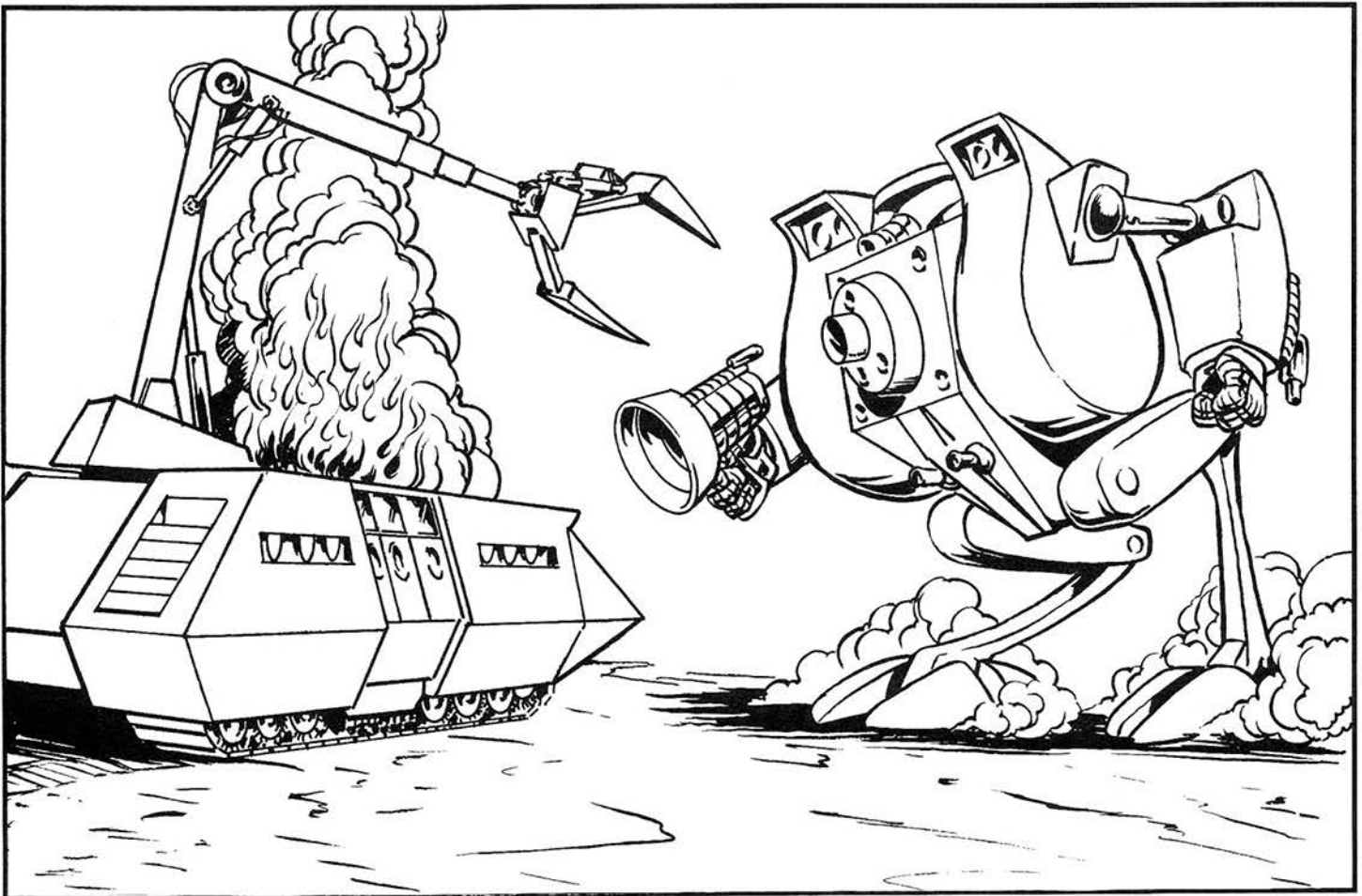
GLADIATOR ROBOTS AND PILOTS

Presented here are several IGA-Approved Gladiator Robots, along with their IGA-Approved Pilots. Feel free to change whatever you can't use in your campaign. In the interests of space, many of the Systems, Hardware, and Skills listed in the Robot and Pilots write-ups have been abbreviated.

ABBREVIATIONS

"	hexes
(14-)	"on a roll of 14 or less"
(15+)	"on a roll of 15 or greater"
60 arc	60 degree arc of fire
7.5d6	7 1/2 d6
Act.	Activation Roll
Adv	Advantage
AVLD	Attack Versus Limited Defense
AVSS	Attack Versus Specific System
B/O	Burnout
CAP	Capacity
DA	Delayed Activation
DCV 0	DCV drops to 0 when power is used
DEX	Dexterity

DS	Delayed Strike
ESC	Escape Pod
Fam	Familiarity
FF	Force Field
flu	fluent
HTH	Hand-To-Hand
Inc	Increased
IR	Infrared Vision
KB	Knockback
KS	Knowledge Skill
Lim	Limitation
LS	Life Support
lvls	levels
mu	mass units
NND	No Normal Defense
PP	Points Piercing
pts	points
SPD	Speed
UV	Ultraviolet Vision
w/	with
w/o	without



EARTHDIVER

The Earthdiver is not an overly powerful robot, but it is designed for its tunneling capabilities to compensate for this. Opponents from larger classes have had cause to hate and fear the distinctive whine of Earth-diver's sonic tunneler in their microphones.

Pilot Name: Isu "The Mole" Takira				
Robot Name: The Earthdiver				
STR: 10	DEX: 20	CON: 13	BODY: 8	INT: 18
EGO: 8	PRE: 8	COM: 8	PD: 3	ED: 3
SPD: 5	REC: 6	END: 26	STUN: 20	Cost: 66
Pts. Skills				
11 Robot Driver (17-)				
3 Robot Pilot (13-)				
9 Mechanics (14-)				
3 Streetwise (11-)				
10 Basic Martial Arts				
2 KS: IGA Rules & Laws (11-)				
7 KS: Underground navigation (16-)				
1 Fam: IGA Bureaucracy (8-)				
1 Fam: Gladiator Robots (8-)				
1 Weapons Fam: Earthdiver Robot				
9 +3 w/ Earthdiver weapons				
66 Characteristic Cost				
124 Total Cost				
75+ Disadvantages				
11 IGA Package Deal Disadvantages				
10 2d6 Unluck				
5 Unrequited, unreturned love for "Dazzler" Dawkins				
3 Recognized on 11-				
5 Hates direct sunlight				
4 Watched by Chris Brant (11-)				
1 Distinctive Looks, concealable, weaselly				
10 Experience Points				
124 Total Points				

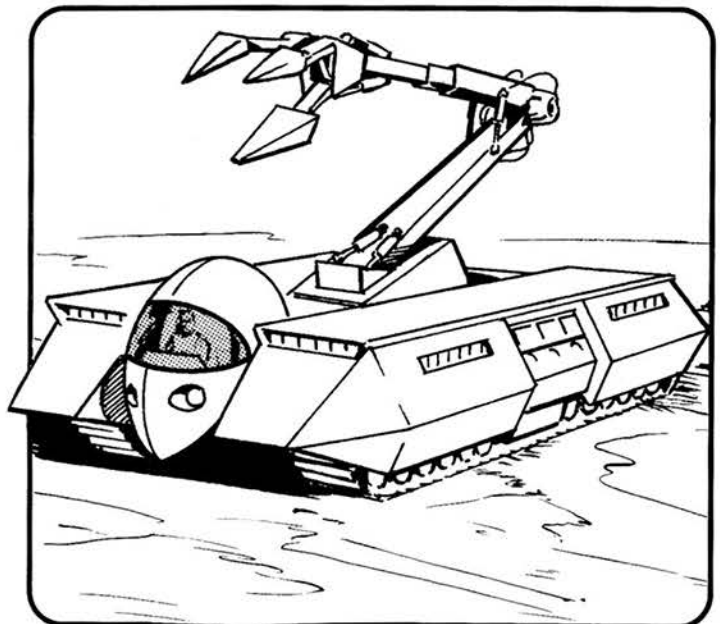
The Mole has a reputation as a shady opponent who loves to use his robot's special tunneling ability to offset the sometimes greater armor and firepower of his opponents. Many times opponents have suddenly found themselves confronted with the Earthdiver blasting out of the bottom of the arena, or through a building wall. Earthdiver is owned by Interstellar Harvester, an asteroid mining conglomerate. Mole was chosen to drive the 'Diver because of his reflexes and instinct. Of all the 1-on-1 contestants, only the Mole has no trainer, just a mechanic to help him service the robot.

The Mole is being Watched closely by the IGA because he is suspected of rigging combats. Perhaps he has. Certainly his robot is sufficiently weak that he must have some edge. Many other pilots refuse to believe his extraordinary reflexes and quick mental facilities. Few know of his Find Weakness program for his main weapon, The Claw.

There is no real **reason** the Mole is disliked, because technically he hasn't done anything wrong. He is naturally unlucky, and tends to rub people the wrong way. So it is not really known which side he'd take in a final conflict.

In matches where the class of the robot is important, The Earthdiver is pre-eminent among the "200 Class" gladiators. Opponents from the larger classes have also had cause to hate and fear the distinctive whine of Earthdiver's sonic tunneler in their headphones.

Robot Name: Earthdiver	Pilot: Isu "Mole" Takira
Systems	Construction Pts
Dexterity: 20	30
Speed: 5	20
Camouflage: -5 to sight & hearing	10
Damage Control: 16-	15
Lack of Weakness: -5	5
Find Weakness w/ Claw on 15-	45
Martial Arts	20
Base Mass: 125	100
+ Additional: 50 (+2.5mu/pt)	20
= Total Mass: 175 Mass Units (Size Class 3)	
Total Construction Pts:	265
Hardware	Mass Units
Chassis & Power Plant, Capacity: 250mu Body: 28	16
Crew: 1: Pilot/Gunner, Basic LS, ESC	9
Armor: Base Defense: 17 — Size Class 3 = 14	64
Modifiers: 7 pts. only in forward 180° (+2 Lim)	
Final Defense: Armor 16 pts. Front, 7 pts. Back	
Ground Movement: 10 hexes (2 mu/hex)	20
Type: Tracks Non-Combat Move: x2 = 20 hexes	
Lifters: Capacity: 250mu, 6d6 + 1 Martial Arts	16
Sensors: Passive Sonar,	
Inoperable w/o solid medium, Act. 14-	16
Radio: 2-Way, Limited Band	4
5.5d6 Claw, No Range, B/O 15+, No KB	8
6.5d6 Sonic Tunneler, Act 14-,	
Inoperable if immersed, DCV 0	16
Cargo Space: Capacity: 40 mu	2
Spares	3
Total Mass Units:	175
Disadvantages	Base Construction Pts: 200
Common Fuel: Gasoline, 2 hours	25
Color Blind — Black & White monitors	5
Susceptibility:	
1d6 + 15 Permanent from immersion in water	20
1d6 Unluck	5
Watched by Interstellar Gladiator Authority on 11-	10
Total Construction Pts:	265



BARDICHE

The Bardiche is shown here as it came off the assembly line as a Guardian Mark II robot. This was the second, and much more successful, series of Guardian robots. Some of the basic flaws in the Guardian design were corrected in the Mark II, though the radiation leak problem was still unsolved in the upright models, as shown here.

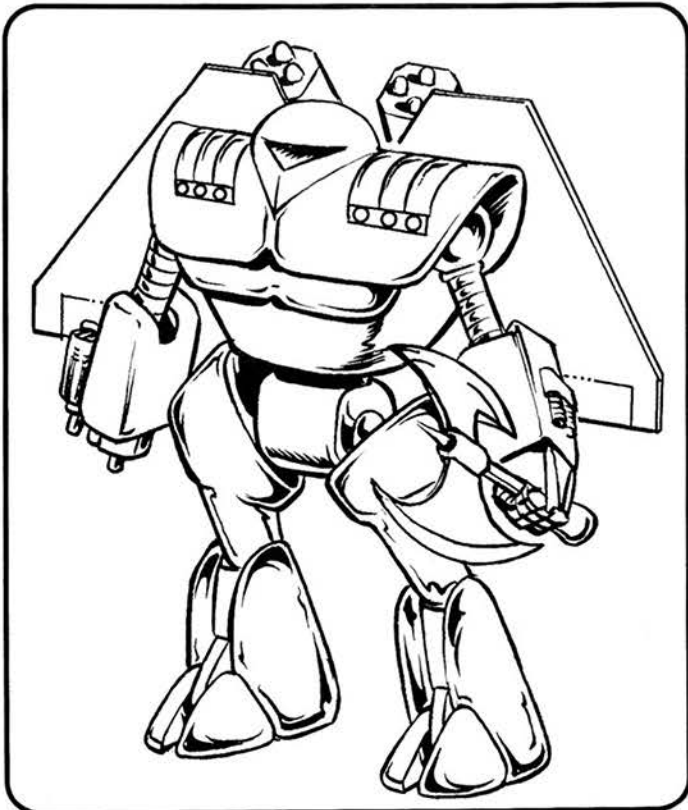
The Bardiche was one of the last of the Mark IIs, and saw little action as a Guardian before it became obsolete and was sold into the private sector. Its last pilot, Rik Savage, bought it from his accumulated savings as a patrolman and took the Bardiche into service as a Gladiator.

Savage also used the Bardiche as a rob-of-all-work for special explorations, rescues, and anything else that came into his mercenary hands. Frequently, he ended up providing the Bardiche's services for free or for a pittance, mostly because of his unfailing knack for getting into the middle of no-win situations.

When Rik Savage purchased the Bardiche, he managed to get the training robot thrown in with the deal. Savage uses the training Bardiche for training, but also for Gladiatorial events which are restricted to a certain weight class. For example, he has performed well in One-on-One Arena Dueling, an event open only to Robots in the 200 — 300 Class.

The Bardiche training robot is a scaled-down version of The Bardiche Guardian Mark II robot. A standard deal offered by robot manufacturers is to provide a smaller-powered training version of each robot sold, to allow its future pilots to work with the robot without actually wielding the power.

The training version made the sacrifice of mass for additional shielding and so did not have the now-famous radiation leak problem, but for some reason has trouble operating correctly in magnetic fields. If it isn't one thing, it's another.



Robot Name: "Bardiche"		Pilot: Rik Savage
Systems		Construction Pts
Dexterity: 20		30
Speed: 4		10
Damage Control: 13-		9
Leap		10
Missile Deflection: 13-		20
Lack of Weakness: -6		6
Camouflage: -5 to Vision & Perception Rolls		10
Find Weakness w/ Sword: 15-		45
Martial Arts		20
Base Mass: 4000		350
+ Additional: 2400 (+80mu/pt)		30
= Total Mass: 6400 Mass Units (Size Class 5)		
Total Construction Pts:		540
Hardware		Mass Units
Chassis & Power Plant, Capacity: 8000 mu Body: 43		500
Crew: 1: Pilot/Gunner, Full LS, ESC		10
Passengers: 5: Full LS, ESC		35
Armor: Base Defense: 22 — Size 5 = 17		2000
Modifiers: 9 pts Hardened (-2 Adv)		
8 pts Carried (+2 Lim), Act 14- (+2 Lim) (Shield)		
Final Defense: Armor 7 pts Hardened, + 12 pts on 14-		
Ground Movement: 5 hexes (64 mu/hex)		320
Type: Legs Non-Combat Move: x2 = 10 hexes		
Flight Movement: 7 hexes (125 mu/hex)		875
Type: Wings Non-Combat Move: x7 = 49 hexes		
Lifters: Capacity 8000 mu, 6.5d6 HTH		500
Sensors: +4 Enhanced Vision, Ultraviolet, Radar		40
Radio: 2-Way, Full Band		8
8.5d6 Battleaxe, Carried, No Range, Act 14-, No Other Power While Using		2000
7d6 Back Missiles, Missile, 1 Phase DS, No KB, 60 arc		64
5d6 Eye Beam, 8 PP, Act 14-, 0 arc, B/O 15+		16
Cargo: Capacity 400 mu		20
Spares		12
Total Mass Units:		6400
Disadvantages		Base Construction Pts: 500
Common Fuel: Gasoline, 8 hours		20
Susceptibility: 2d6 + 15 in Areas of High Radiation		10
Watched by Interstellar Gladiator Authority on 8-		5
Points Invested by Rik Savage (Experience)		5
Total Construction Pts:		540

Pilot Name: Rik Savage	
Robot Name: The Bardiche	
STR: 13	DEX: 18 CON: 15 BODY: 10 INT: 18
EGO: 11	PRE: 10 COM: 14 PD: 3 ED: 3
SPD: 4	REC: 6 END: 30 STUN: 25 Cost: 61
Pts.	Skills
5	Robot Driving (14-)
5	Robot Piloting (14-)
3	Computer Programming (13-)
2	Contact: in IGA's Operations Division (11-)
5	Mechanics (12-)
5	Robotics (14-)
3	Paramedic (13-)
3	Streetwise (11-)
7	KS: IGA Rules and Laws (16-)
1	Fam: IGA Bureaucracy (8-)
1	Fam: IGA Gladiators and Pilots (8-)
2	Weapon Fam: Small Arms
1	Weapon Fam: Guardian Class Robots, Bardiche & Trainer included
3	Breakfall
5	1d6 Luck
10	Basic Martial Arts
2	+1" Running
6	+2 w/ The Bardiche Weapons
5	Points added to Bardiche
61	Characteristic Cost
135	Total Cost
75+	Disadvantages
11	IGA Package Deal Disadvantages
10	Code of Chivalry, total commitment
5	Watched by Interstellar Gladiator Authority (8-)
4	Hunted by Former Gladiator, 8-
4	(8) Overconfidence
1	Distinctive Looks, Easily Concealable (Red Hair)
5	Recognized (14-)
3	Romance with "Dazzler" Dawkins (NOTE: +2 if she is a PC)
17	Experience Points
135	Total Points

Rik Savage started his career as a Patrolman for the Interstellar Gladiator Authority (IGA), the organization responsible for administering the known Galaxy's gladiatorial combats and other use of robot Gladiators. During this time, he found a Gladiator in serious violation of the Code and got his license removed. However, the Gladiator hooked up with an illegal operation, then managed to get reinstated. He now hunts Rik for the chance to kill him.

At the end of his term, Rik found that the robot he had used, which he had affectionately named "Bardiche" after the massive axe it used for a main weapon, was also being decommissioned. He spent almost all of his savings on the machine and its smaller trainer, refurbished them as best he could and embarked on a career as a Gladiator. He is known as a stickler for the rules but is never afraid to tackle any opponent.

His romance with Delilah "Dazzler" Dawkins is the talk of the Gladiator set, and has earned him the jealousy of some of the other pilots on the tour. His entourage also includes his trainer, Butka Kapatsky, a retired instructor from the IGA Pilot Academy, who has helped Rik work out in both his Trainer Bardiche and the full-sized Bardiche.

Robot Name: "Bardiche"(Trainer)		Pilot: Rik Savage
Systems	Construction Pts	
Dexterity: 20	30	
Speed: 4	10	
Damage Control: 13-	9	
Lack of Weakness: -5	5	
Base Mass: 1000	250	
+ Additional: 920 (+20mu/pt)	46	
= Total Mass: 1920 Mass Units (Size Class 4)		
Total Construction Pts:	350	
Hardware	Mass Units	
Chassis & Power Plant, Capacity: 2000 mu Body: 37	125	
Crew: 1: Pilot/Gunner, Full LS, ESC	10	
Armor: Base Defense: 20 — Size 4 = 16	500	
Modifiers: 8 pts Hardened (-2 Adv)		
6 pts Carried (+2 Lim), Act 14- (+2 Lim) (Shield)		
Final Defense: Armor 2 pts, +6 pts Hardened, + 10 pts on 14-		
Ground Movement: 7 hexes (16 mu/hex)	112	
Type: Legs Non-Combat Move: x2 = 14 hexes		
Flight Movement: 10 hexes (32 mu/hex)	320	
Type: Wings Non-Combat Move: x10 = 100 hexes		
Lifters: Capacity 2000 mu, 4d6 + 1 HTH	125	
Sensors: Ultraviolet Vision, Radar	24	
Radio: 2-Way, All Bands	8	
7.5d6 Battleaxe, Carried, No Range, No Other Power While Using	500	
7d6 +1 Back Missiles, Missile, 1 Phase DS, No KB, 60 arc	125	
5d6 Eye Beam, 8 PP, Act 14-, B/O 15+	64	
Cargo Space: Capacity: 60 mu	3	
Spares	4	
Total Mass Units:	1920	
Disadvantages	Base Construction Pts: 300	
Common Fuel: Gasoline, 8 hours	20	
Susceptibility: 3d6 + 15 from Strong Magnetic Fields	15	
2d6 Unluck	10	
Watched by Interstellar Gladiator Authority on 8-	5	
Total Construction Pts:	350	

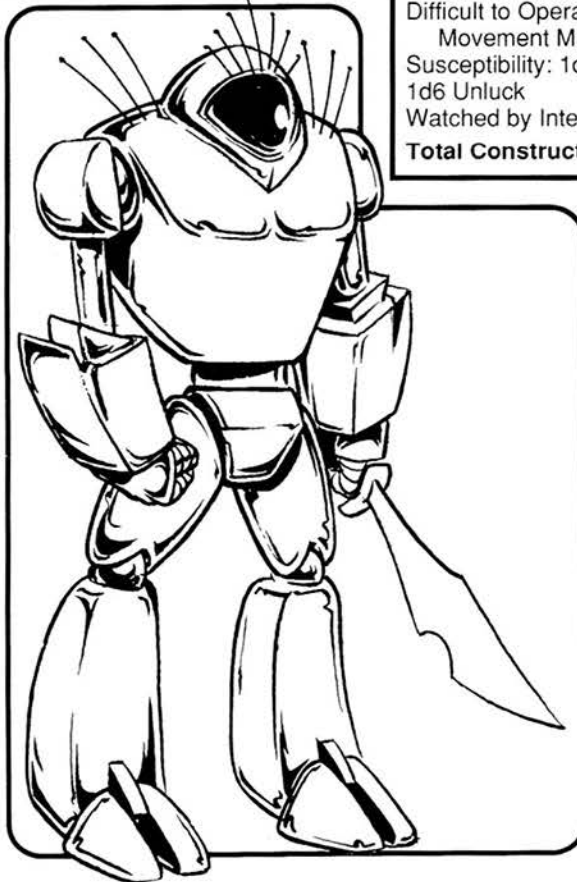
BLUE BEAGLE

The Blue Beagle is one of the top "200 Class" robots. Its one major failing in gladiatorial combat was its loss to the ostensibly weaker Earthdiver in one battle two years before. This has caused its pilot, the redoubtable Dom Locar, to actively hunt opportunities to oppose the Earthdiver and its weaselly master once again.

Pilot Name: Dom Locar			
Robot Name: The Blue Beagle			
STR: 13	DEX: 20	CON: 13	BODY: 10 INT: 10
EGO: 10	PRE: 13	COM: 12	PD: 3 ED: 3
SPD: 4	REC: 6	END: 26	STUN: 25 Cost: 54
Pts.	Skills		
1	Fam: IGA Bureaucracy (8-)	9	Robot Driving (16-)
1	Fam: Gladiator Robots (8-)	3	Robot Piloting (13-)
1	Weapon Fam: Blue Beagle	7	Mechanics (13-)
10	+2 w/ Blue Beagle Robot	3	Brawling (+1d6)
5	KS: Electrical Engineering (14-)		
5	KS: IGA Politics and Laws (14-)		
10	Find Weakness w/ Punch (11-)		
54	Characteristic Cost		
109	Total Cost		
75+	Disadvantages		
11	IGA Package Deal Disadvantages		
5	Distinctive Looks: Tall, rail thin, cadaverous.		
3	Romance w/ Monica Bach		
6	Watched by Controlled Substances Cartel (CSC) (11-)		
8	Loner		
1	Experience Points		
109	Total Points		

Dom Locar (accent on the second syllable) grew up idolizing the Robot Gladiators. He set out to become one of their august ranks and managed to ingratiate himself into membership in the Electric Warriors, a group of free-lance Gladiators who specialized in electric-motif weapons. First as a technician, then as a pilot, Dom distinguished himself within the group. When the co-leaders of the Warriors killed each other in a duel over the ultimate command, Dom took his robot and left, becoming an independent free-lancer in an ever-growing market.

The Blue Beagle is sponsored by the Beccraddorian Horticultural Society, and Dom's trainer is a quiet fellow named Marcel. After winning the One-on-One Arena Dueling event last year, a small incident occurred where his fiancee Monica Bach disappeared for a few days. Dom found her in a seedy part of town, addicted to a drug known as Stardust. Unable to break her addiction to the no-



torious drug he has kept this a secret, and has taken care of her.

Shortly after this, representatives from the Controlled Substances Cartel (CSC) approached him with an offer. They would supply Monica with Stardust, gratis, in exchange for certain services. As winner of One-on-One and honorary member of the IGA Honor Guard, The Blue Beagle could get past narco-scanners on planets with strict customs practices. So, for the past year, Dom has been an unwilling smuggler for the CSC.

Now that his year as reigning champion has drawn to a close, he must keep his title for the sake of his fiancee, Monica. Once he loses his IGA honorary position, he is of no further use to the CSC, and may be expendable. At the very least, he will have to start paying through the nose for Monica's habit, which will render him a pauper for the rest of his life.

Robot Name: The Blue Beagle		Pilot: Dom Locar	
Systems		Construction Pts	
Dexterity: 20		30	
Speed: 4		10	
Damage Control: 16-		15	
Leap:		10	
Base Mass: 250		150	
+ Additional: 125 (+5mu/pt)		25	
= Total Mass: 375 Mass Units (Size Class 4)			
Total Construction Pts:		240	
Hardware		Mass Units	
Chassis & Power Plant, Capacity: 500mu		Body: 31	32
Crew: 1: Pilot/Gunner, Basic LS, ESC			9
Armor: Base Defense: 18 — Size 4 = 14			125
Modifiers: 7 pts Act on 14- (+2 Lim) (Shield)			
Final Defense: Armor 7 pts., + 9 pts. on 14-			
Ground Movement: 12 hexes (4 mu/hex)			48
Type: Legs Non-Combat Move: x2 = 24 hexes			
Lifters: Capacity: 500mu, 3.5d6 HTH			32
Radio: 2-Way, Limited Band			4
6d6 Electrical Auto Blaster, Carried, B/O 15+, No KB			64
7d6 Electro-Sword, Carried, B/O 15+, No KB, No Range, Cannot Move and Use (+1 Lim)			32
8d6 Electro-Flash Grenades, Flash, Carried, Act. 14-, 3 Charges			16
5d6 Shaped Charge Punch, 10 PP, No Range, 2 Charges, 1d6 + 15 Permanent Damage Susceptibility			8
Cargo Space: Capacity: 60 mu			3
Spares			2
Total Mass Units:		375	
Disadvantages		Base Construction Pts: 200	
Common Fuel: Water, 8 hours		10	
Difficult to Operate: Robot Driving roll needed for Movement Maneuvers		10	
Susceptibility: 1d6 + 15 from Immersion in Water		10	
1d6 Unluck		5	
Watched by Interstellar Gladiator Authority on 8-		5	
Total Construction Pts:		240	

LIGHTCHILD

Lightchild is the reigning queen of the "300 class" robots. Unlike other robots described in this book, Lightchild is pictured here after some additions from the experience gained by the pilot. In actual fact, Lightchild was originally a DEX 18 robot, but Dawkins has improved its perceptors and response motors to correspond to her own improvements in reflexes after diligent training. Lightchild is owned by Dazzler Dawkins, who is backed by a small group of inter-galactic banking investors.

Pilot Name: Delilah "Dazzler" Dawkins				
Robot Name: Lightchild				
STR: 10	DEX: 23	CON: 13	BODY: 8	INT: 13
EGO: 12	PRE: 13	COM: 18	PD: 3	ED: 3
SPD: 4	REC: 5	END: 26	STUN: 20	Cost: 72
Pts. Skills				
3	Contact: Financiers (12-)	5	1d6 Luck	
5	KS: IGA Bureaucracy (14-)	5	Robot Driver (15-)	
1	Fam: Gladiator Robots (8-)	5	Robot Pilot (15-)	
6	+2 w/ Lightchild weapons	3	Conversation (14-)	
15	Points added to Lightchild	3	Persuasion (14-)	
72	Characteristic Cost	3	Streetwise (12-)	
1	Weapon Fam: w/ Lightchild Robot			
3	KS: IGA History, Rules & Laws (12-)			
6	+2 w/ Conversation & Persuasion (already figured in)			
136	Total Cost			
75+ Disadvantages				
11	IGA Package Deal Disadvantages			
3	Distinctive Looks, Concealable, (Knockout Blonde)			
11	Overconfident, Strong intensity			
3	Romance with Rik Savage			
2	(4) Watched by Scandal Magazine Reporters (11-)			
5	Recognized (14-)			
26	Experience Already Earned			
136	Total Points			

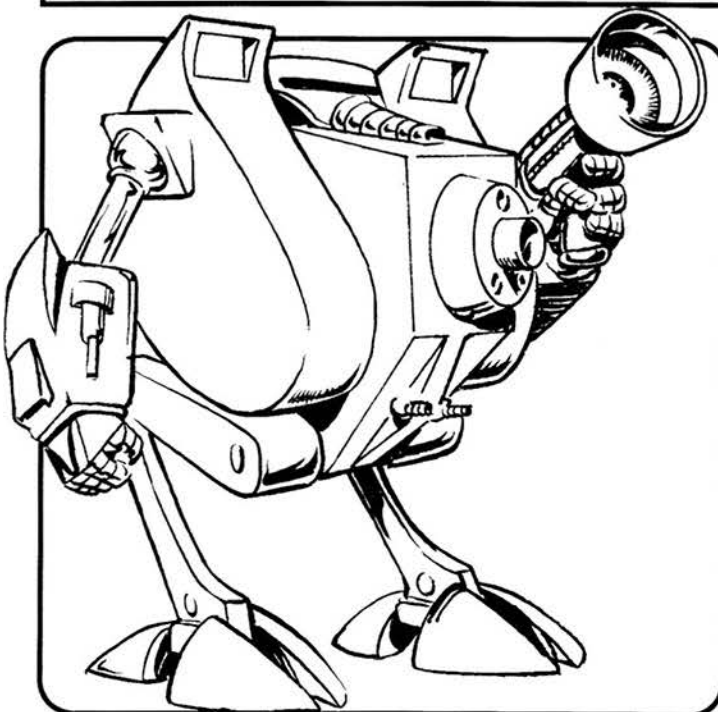
Lightchild and its pilot, "Dazzler" Dawkins have carved out quite a legend among the Gladiator pilots, as much for Dazzler's beauty and romantic escapades as for the robot's efficiency. The ranks of the Gladiators are mostly male (except for the Mellinarians, whose females are traditionally the main aggressors and defenders of home and hearth and make the best robot pilots). None of the few female pilots have made the impression on the media and fellow pilots that Delilah Dawkins has, since she first substituted for her stroke-ridden father and piloted his robot to victory without anyone knowing the identity of the substitute.

At first, Delilah said she was just substituting for her father until he got better. Instead, he died, leaving her debt-ridden and facing IGA charges. At first, the IGA indicted her for operating without a license, but as her popularity exploded, they relented and allowed her to test for her Pilot's License. She passed, and was then commended for "Going Above and Beyond the Call of the Code of Conduct."

Somehow she persuaded investors to toss good money after bad to bring her father's old "200 class" robot, "The Nova," up to "300 class" specifications. Reborn as the Lightchild, the robot has been a rising star on the Gladiator firmament ever since.

Delilah is romantically entangled with Rik Savage, pilot of The Bardiche. She travels with him, and they share the same trainer, an old gentleman named Butka Kapatsky, from the Old Country.

Robot Name: Lightchild		Pilot: Delilah Dawkins	
Systems		Construction Pts	
Dexterity: 23			39
Speed: 4			7
Damage Control: 11-			5
Base Mass: 500			200
+ Additional: 490 (+10 mu/pt)			49
= Total Mass: 990 Mass Units (Size Class 4)			
Total Construction Pts:			300
Hardware		Mass Units	
Chassis & Power Plant, Capacity: 1000mu Body: 34			64
Crew: 1: Gunner/Pilot, Full LS, ESC			10
Armor: Base Defense: 20 — Size 4 = 16			500
Modifiers: 8 points Hardened (-2 Adv)			
Final Defense: Armor 8 pts, + 6 pts Hardened FF = 14 pts			
Ground Movement: 4 hexes (8mu/hex)			32
Type: Legs Non-Combat Move: x2 = 8hexes			
Flight Movement: 10 hexes (16 mu/hex)			160
Type: Anti-Grav Non-Combat Move: x10 = 100 hexes			
Lifters: Capacity: 1000 mu, 4d6 HTH			64
Flash Defense: 15 pts			12
Sensors: +1 Visual			2
Radio: 2-Way, Limited Band			4
6d6 Autofire Eye Laser (B/O 15+), No KB			125
7d6 Chest-Mounted Fusion Cannon, 0 arc, No KB, Only 1 lvl, Act 14-, 8 uses			8
6.5d6 Flash Blazer, Flash, Carried, 4 shots			4
Cargo Space: Capacity: 40 mu			2
Spares: 3			
Total Mass Units:			990
Disadvantages		Base Construction Pts: 250	
Very Common Fuel: Water, 8 hours			10
1.5x effect from non-Piercing physical attacks			15
Susceptibility: 1d6 + 15 from Ultrasonic effects			10
Points invested by pilot (experience)			15
Total Construction Pts:			300



BRUISER

The Bruiser is a relatively small, close in hand-to-hand fighter. It often acts as the muscle in tag team matches where it is teamed with the Cruiser. The Bruiser is owned by a company named T.N.N., which is actually a front for the Mob. So, we know what the Cargo Space is for ... smuggling.

Pilot Name: Vinnie Iannetti				
Robot Name: The Bruiser				
STR: 20	DEX: 15	CON: 20	BODY: 13	INT: 9
EGO: 9	PRE: 15	COM: 10	PD: 8	ED: 8
SPD: 3	REC: 8	END: 40	STUN: 33	Cost: 66
Pts. Skills				
7 Robot Driver (14-)				
3 Robot Pilot (12-)				
3 Demolitions (11-)				
3 Streetwise (12-)				
2 KS: IGA Rules & Laws (11-)				
2 KS: Cheating (11-)				
1 Fam: IGA Bureaucracy (8-)				
1 Fam: Gladiator Robots (8-)				
1 Weapon Fam: The Bruiser				
1 Weapon Fam: Knives				
2 Weapon Fam: Small Arms				
2 Contact: Explosives/Weapons Smuggler (11-)				
3 Brawling (+1D6)				
10 Basic Martial Arts				
3 +1 w/ The Bruiser weapons				
8 +1 w/ all combat				
3 Points added to Bruiser				
66 Characteristic Cost				
121 Total Cost				
75+ Disadvantages				
11 IGA Package Deal Disadvantages				
3 Distinctive Looks (scarred face)				
6 Bad Reputation 11-				
5 1d6 Unluck				
3 Rivalry, Professional (Ronnie DuMont and Forcebot)				
6 Male Chauvinist				
5 (10) Watched by URSA on 14-				
6 Experience Points				
121 Total Points				

Vinnie and Tony Iannetti are the sons of a robotic scientist and weapons expert who is in the employ of the Mob. When the Mob approached their father, Anthony Sr., to construct robots for the Gladiator circuit, part of the deal was that Vinnie and Tony train to be the operators. It was natural that when the robots were completed and christened "The Bruiser" and "The Cruiser" that Vinnie, a known muscleman in the mob, be given "The Bruiser" to call his own, and that Tony, the slicker of the two, would get "The Cruiser."

Tony was given "The Cruiser," with which he has gained a reputation (a good one with The Mob, not so good with the other Gladiators). Tony is held in high regard by his superiors due to his skill in managing to pull off a variety of crimes right underneath the noses of the IGA. He makes full use of his contacts even to the point of getting specifications on the other Gladiator's Robots. This is where his knowledge skill comes from.

Robot Name: Bruiser		Pilot: Vinnie Iannetti	
Systems		Construction Pts	
Dexterity: 15		15	
Speed: 3		5	
Damage Control: 11-		5	
Lack of Weakness: -5		5	
Find Weakness w/ Punch 10-		20	
Martial Arts		20	
Base Mass: 250		150	
+ Additional: 190 (+5 mu/pt)		38	
= Total Mass: 440 Mass Units (Size Class 4)			
Total Construction Pts:		258	
Hardware		Mass Units	
Chassis & Power Plant,			
Capacity: 2000 mu Body: 37		125	
Crew: 1: Pilot/Gunner, Basic LS, ESC		9	
Armor: Base Defense: 18 — Size 4 = 14		125	
Modifiers: 7 pts Hardened (-2 Adv)			
Final Defense: Armor 7 pts. + 5 pts. Hardened			
Ground Movement: 10 hexes (4 mu/hex)		40	
Type: Legs Non-Combat Move: x2 = 20 hexes			
Lifters: Capacity: 2000 mu, 6d6 Martial Arts		125	
Sensors: InfraRed Vision		4	
Radio: 2-Way, Limited Band		4	
Cargo Space: Capacity: 160 mu		8	
Total Mass Units:		440	
Disadvantages		Base Construction Pts: 200	
Common Fuel: Kerosene, 2 hours		25	
Difficult to Operate: Movement Maneuvers (needs Pilot Roll)		10	
Susceptibility: 1d6 + 15 from High-Radiation Areas		5	
Watched by the Mob, override (11-)		15	
Points Invested by Vinnie Iannetti		3	
Total Construction Pts:		258	

The infamous Iannetti brothers have been the scourge of the Gladiator set from the beginning of their careers. Twice their licenses have been suspended for allegations of contest-rigging and unsporting conduct, but their lawyers had managed to get the charges dropped and their licenses reinstated. Both of them still remain under suspicion in each and every contest they enter.

Recently, Vinnie and Tony came up against the team of Veronica DuMont and Chris Brant (Forcebot and The Skirmisher) in a tag team match which the Iannetti's lost. After the contest, the four met in a local bar and a fight broke out between Vinnie and Veronica. For the second time in one day Vinnie was beaten, and to make matters worse, he was beaten by a woman! This was something he just couldn't live down and he constantly causes trouble for Ronnie and the Forcebot. The resulting encounters have brought DuMont and Brant to the attention of the Mob, which Vinnie does not appreciate, since he feels he can handle "one broad and a fairy prince" on his own.

Since Vinnie and Tony are real Gladiators, they have trainers like the other pilots. Their trainer is an honorary family member named Vic Scarpelli, who comes from a long line of training families. Vic loves the Iannetti's like they were his, but he loves money more. He also knows that their Uncle Giovanni holds a button which can disable their robots from afar, but he hasn't told them this yet, just because he's a jerk.

CRUISER

The Cruiser is more of a jet plane than a robot which specializes in making strafing runs on ground targets or dogfights with other robots in the air. It is especially devastating when combined with its partner, The Bruiser. Like its companion, though, its internal circuitry is poorly shielded for intense radiation shielding. The Cruiser is owned by a company named T.N.N., which is a front for the Mob.

Pilot Name: Tony Iannetti
Robot Name: The Cruiser

STR: 13 DEX: 20 CON: 10 BODY: 10 INT: 18
EGO: 14 PRE: 13 COM: 10 PD: 3 ED: 3
SPD: 4 REC: 5 END: 20 STUN: 22 **Cost:** 63

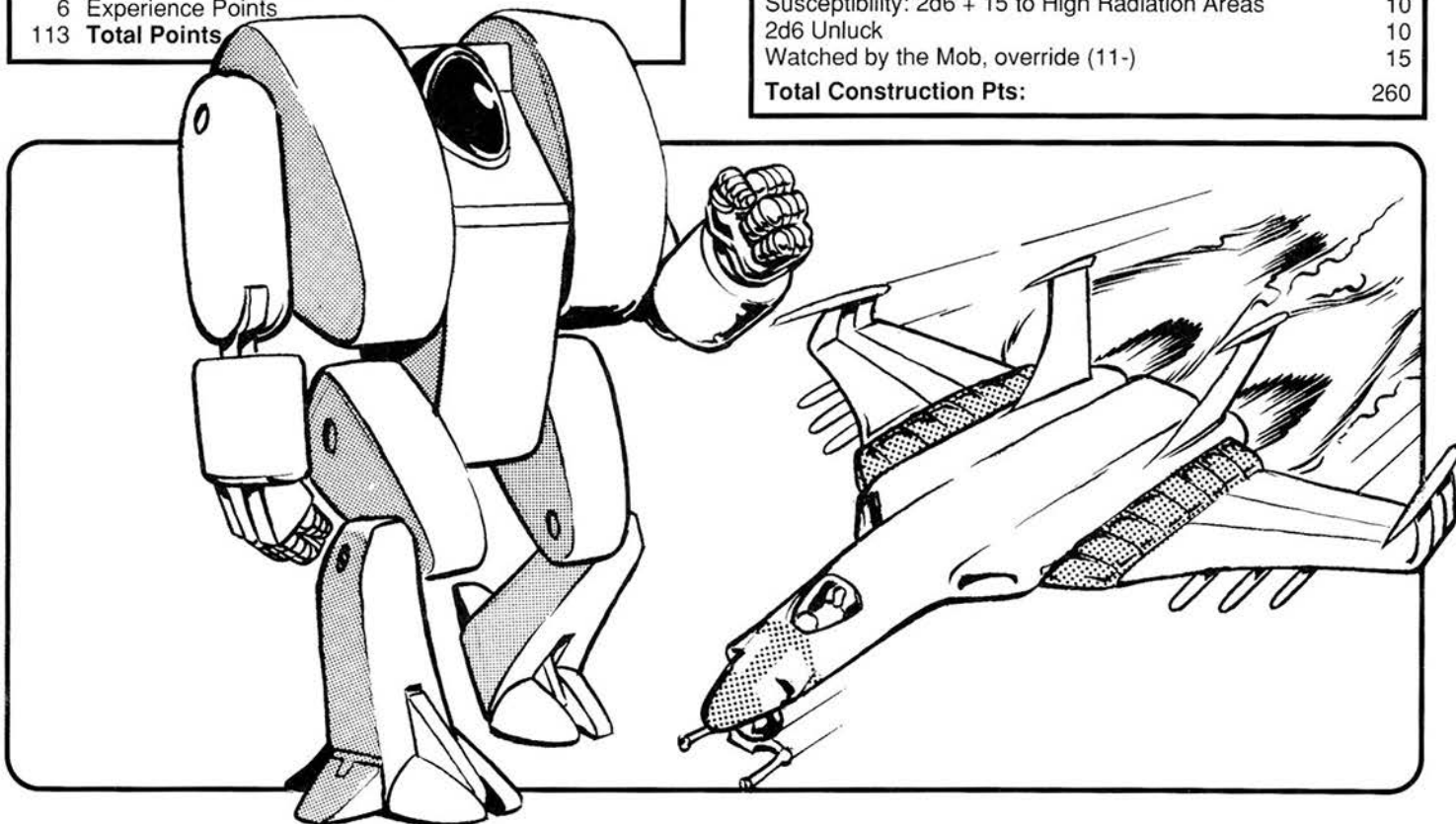
Pts. Skills

- 3 Robot Driver (13-)
- 7 Robot Pilot (15-)
- 3 Concealment (13-)
- 3 Security Systems (13-)
- 5 Stealth (13-)
- 3 Streetwise (12-)
- 2 Contact: Mob Boss, extra useful (8-)
- 2 Contact: T.N.N. President (11-)
- 5 KS: T.N.N. Company and The Mob (14-)
- 2 KS: IGA Rules & Laws (11-)
- 3 KS: Gladiator Robots (12-)
- 4 KS: Cheating (13-)
- 1 Fam: IGA Bureaucracy (8-)
- 1 Weapon Fam: The Cruiser Robot
- 6 +2 with The Cruiser Weapons
- 63 Characteristic Cost
- 113 **Total Cost**

75+ Disadvantages

- 11 IGA Package Deal Disadvantages
- 10 2d6 Unluck
- 6 Bad Reputation (11-)
- 5 (10) Watched by URSA on 14-
- 6 Experience Points
- 113 **Total Points**

Robot Name: Cruiser		Pilot: Tony Iannetti	
Systems		Construction Pts	
Dexterity: 20		30	
Speed: 4		10	
Camouflage: IR (-5), UV (-5), Radar (-6)		16	
Damage Control: 11-		5	
Base Mass: 250		150	
+ Additional: 245 (+5 mu/pt)		49	
= Total Mass: 495 Mass Units (Size Class 4)			
Total Construction Pts:		260	
Hardware		Mass Units	
Chassis & Power Plant, Capacity: 500 mu		Body: 31	
Crew: 1: Pilot/Gunner, Basic LS, ESC (ejection seat)		9	
Armor: Base Defense: 18 — Size 4 = 14		125	
Modifiers: 7 pts only covers Locations 18-21, 24-27, 29-31, 35, 36, 40 (+4 Lim)			
Final Defense: Armor 7 pts, 18 pts on locations shown			
Ground Movement: 1 hex (4 mu/hex)		4	
Type: Wheels Non-Combat Move: x4 = 4			
Flight Movement: 12 hexes (8 mu/hex)		96	
Type: Jets Non-Combat Move: x12 = 144			
Lifters: Capacity: 250 mu, 2d6 HTH		16	
Sensors: Radar		16	
Radio: 2-Way, Limited Band		4	
6.5d6 Rockets, 2x Range Mod, Missile, 60 arc, 1 Phase DA		64	
4d6 + 1 Autocannon, Autofire (no B/O), 8 PP, 60 arc		125	
Cargo Space: Capacity: 40 mu		2	
Spares		2	
Total Mass Units:		495	
Disadvantages		Base Construction Pts: 200	
Common Fuel: Jet Fuel, 2 hours		25	
Susceptibility: 2d6 + 15 to High Radiation Areas		10	
2d6 Unluck		10	
Watched by the Mob, override (11-)		15	
Total Construction Pts:		260	



SKIRMISHER

The Skirmisher robot was constructed by the government of the planet Valimar as a first line of defense. The model quickly proved to be quite capable on the Gladiator circuit and competitions developed among the various pilots of the Skirmishers to determine who would represent Valimar in the arena. This honor was captured and subsequently held by one of King Brant's sons, Christopher. Although Chris can practically do what he pleases with the Skirmisher, it still technically belongs to the planet of Valimar.

Pilot Name: Christopher Brant				
Robot Name: The Skirmisher				
STR: 15	DEX: 18	CON: 15	BODY: 10	INT: 13
EGO: 13	PRE: 20	COM: 18	PD: 3	ED: 3
SPD: 3	REC: 6	END: 30	STUN: 26	Cost: 64
Pts. Skills				
6 Perks: Diplomatic Immunity, Race Car Driving License				
5 Points added to Skirmisher Robot				
1 Weapon Fam: Swords (Fencing)				
1 Weapon Fam: Skirmisher				
5 Robot Pilot (14-)				
8 Robot/Automobile Driver (15-)				
3 Culture (13-)				
2 KS: IGA Rules & Laws (11-)				
3 Persuasion (13-)				
2 KS: Bar room Games (11-)				
3 Conversation (13-)				
1 Fam: IGA Bureaucracy (8-)				
5 1d6 Luck				
1 Fam: Gladiator Robots (8-)				
9 +3 w/ Swords				
6 +2 w/ Skirmisher Weapons				
64 Characteristic Cost				
125 Total Cost				
75+ Disadvantages				
11 IGA Package Deal Disadvantages				
5 Reputation (14-)				
4 Hunted by Iannetti Brothers/Mob Family (8-)				
3 Distinctive Looks, Concealable (Handsome Aristocrat)				
8 Hot-shot, Show-off				
19 Experience Points				
125 Total Points				

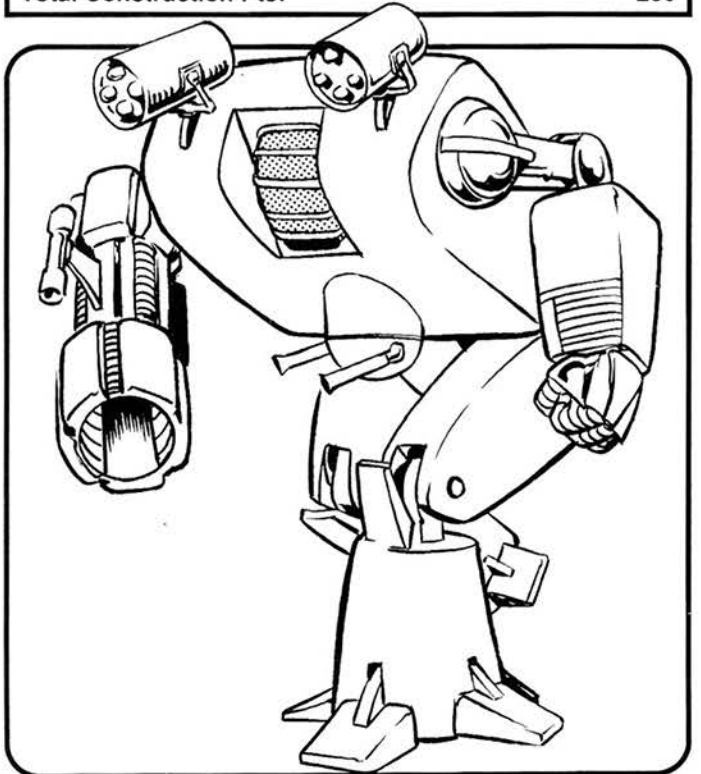
Christopher Brant is the 4th son of the King of the planet Valimar. Having all of the privileges and few of the responsibilities of royalty, Chris spent much of his time looking for diversions to pass the time, including years on the Grand Prix circuit driving cars for his family's team. When competition among Skirmisher class robots became a sporting event, he eagerly began training and rapidly progressed to his current state of planetary champion and defender.

Once on the circuit, he met a young woman named Ronnie DuMont, pilot of the Forcebot. She treated him "like one of the guys"; most women thought of him only as a bachelor prince. The two became good friends and Christopher bought out Forcebot's contract and made her his partner. They share the same trainer: Ivan Leoniak, Weapons Master of the Royal House of Valimar.

During one of their tag team matches, the two fought and defeated the infamous Iannetti brothers, pilots of the Bruiser and Cruiser robots. In a subsequent encounter with the brothers in a local bar, a fist fight broke out between Ronnie and Vinnie Iannetti, which Ronnie promptly won. The two therefore earned the ire of Tony and Vinnie and their many encounters have brought them to the attention of the Mob, which backs the Iannetti's. Chris and Ronnie have been in and out of trouble ever since.

Chris arrives at the Gladiatorial Games on Beccraddor with three purposes: (1) attempt to place first in the One-on-One Arena Dueling event, (2) survive whatever the Iannetti brothers can throw his way, and (3) fulfill the last wish of his dying Aunt Hildy back on Valimar. She told him that before she goes, she would like to see a live White Briar Lily plant. Unfortunately, they are illegal to transport and rare, so she hasn't seen one in decades. However, rumor has it that they can be found on Beccraddor...

Robot Name: Skirmisher		Pilot: Christopher Brant	
Systems		Construction Pts	
Dexterity: 15		15	
Speed: 3		5	
Damage Control: 13-		9	
Base Mass: 500		200	
+ Additional: 310 (+10mu/pt)		31	
= Total Mass: 810 Mass Units (Size Class 4)			
Total Construction Pts:		260	
Hardware		Mass Units	
Chassis & Power Plant, Capacity: 1000		Body: 34	64
Crew: 1: Pilot/Gunner, Basic LS, ESC			9
Armor: Base Defense: 17 — Size 4 = 13			64
Final Defense: Armor 13 pts.			
Ground Movement: 7 hexes (8 mu/hex)			56
Type: Legs Non-Combat Move: x2 = 14			
Flight Movement: 5 hexes (16 mu/hex)			80
Type: Rockets Non-Combat Move: x6 = 30			
Lifters: Capacity: 1000 mu, 4d6 HTH			64
Sensors: InfraRed Vision			4
Radio: 2-Way, Limited Band			4
6d6 Hypervelocity Cannon, 6 PP, Carried, 8 shots			250
5d6 Autofire (No B/O) Laser, 360 arc			125
6d6 Anti-Personnel Rocket, Explosion, Missile, 8 shots			64
6d6 + 1 Flash Bomb, Flash			16
Cargo Space: Capacity: 120 mu			6
Spares: 4			
Total Mass Units:		810	
Disadvantages		Base Construction Points: 200	
Common Fuel: Gasoline, 8 hours		20	
1.5 x Effect from Electrical attacks		10	
Susceptibility: 2d6 + 15 to Magnetic Attacks		10	
Watched by Planetary Authorities (14-)		15	
Points Invested by Christopher Brant (Experience)		5	
Total Construction Pts:		260	

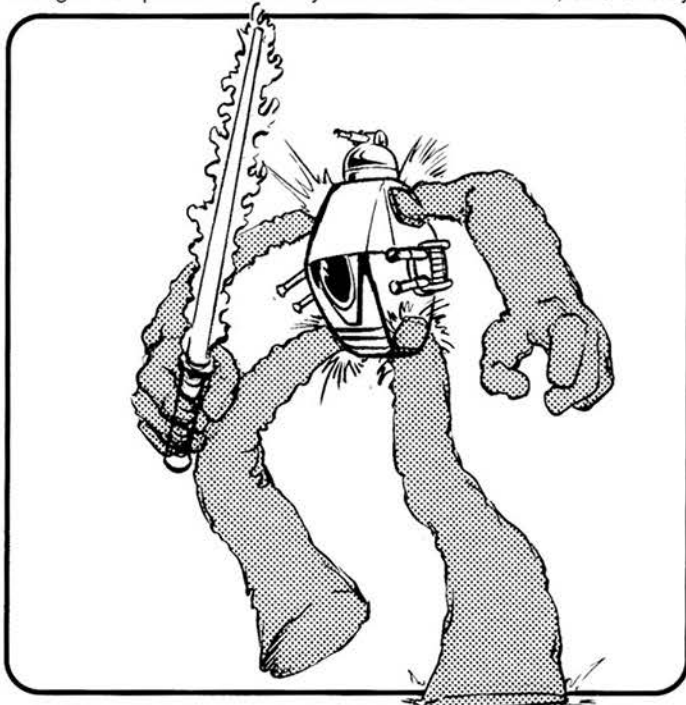


FORCEBOT

The Forcebot is an attempt to make full use of force field technology. The robot looks a little odd on the battlefield, as it walks with its force field legs, picks up things with its force field arms, etc. Only the central core, including the armor protecting the pilot and vital systems, has any material substance to it. Although Christopher Brant purchased the robot, he did so with planetary funds so that the Forcebot is actually owned by the planet Valimar.

Pilot Name: Veronica "Ronnie" DuMont				
Robot Name: The Forcebot				
STR: 20	DEX: 20	CON: 18	BODY: 10	INT: 10
EGO: 10	PRE: 13	COM: 10	PD: 5	ED: 5
SPD: 3	REC: 8	END: 36	STUN: 29	Cost: 61
Pts. Skills				
4 Robot/Airplane Pilot (13-)	3 Robot Driver (13-)			
2 KS: IGA Rules & Laws (11-)	10 Martial Arts (Basic)			
2 KS: Bar room Games (11-)	3 French: fluent			
1 Fam: IGA Bureaucracy (8-)	10 2d6 Luck			
1 Fam: Gladiator Robots (8-)				
1 Weapon Fam: Forcebot Robot				
10 Find Weakness w/ Martial Punch				
8 +1 w/ Overall Combat				
3 +1 w/ Forcebot weapons				
5 Points added to Forcebot				
61 Characteristic Cost				
124 Total Cost				
75+ Disadvantages				
11 IGA Package Deal Disadvantages				
5 Distinctive Looks, Not Concealable (6'5", Redhead)				
7 Hunted by Vinnie Iannetti and Mob Family (11-)				
3 Reputation (11-)				
8 Has Chip on Her Shoulder, Out to Prove Herself				
15 Experience Points				
124 Total Points				

Ronnie DuMont, descended from a long line of French Canadian athletes, was raised among 7 brothers, thus resulting in her rather "tomboyish" behaviour. Fascinated by airplanes, she studied hard and got her pilot's license by the time she was 14, and shortly



Robot Name: The Forcebot		Pilot: Veronica DuMont	
Systems		Construction Pts	
Dexterity: 15			15
Speed: 3			5
Damage Control: 12-			7
Lack of Weakness: -7			7
Base Mass: 500			200
+ Additional: 310 (+10mu/pt)			31
= Total Mass: 810 Mass Units (Size Class 4)			
Total Construction Pts:		265	
Hardware		Mass Units	
Chassis & Power Plant, Capacity: 1000	Body: 34		64
Crew: 1: Pilot/Gunner, Basic LS, ESC			9
Armor: Base Defense: 19 — Size 4 = 15			250
Final Defense: Armor 5 pts, + 10 pts. FF = 15 pts			
Ground Movement: 6 hexes (8 mu/hex)			48
Type: Force Legs Non-Combat Move: x2 = 12 hexes			
Flight Movement: 8 hexes (16 mu/hex) not in water, not more than 200m off surface (+2 Lim) = 10 hexes			128
Type: Force Propulsors			
Non-Combat Move: x10 = 100 hexes			
Lifters: Capacity: 1000 mu, 4d6 HTH			64
Radio: 2-Way, Full Band			8
6.5d6 Force Sword, No Range, B/O 15+			125
6d6 Tractor-Pressor Beam			64
5d6 + 1 Force Non-Obscuring Entangle, Carried, Act 14-, 4 uses			32
4d6 Force Bolt Auto-Caster, Autofire (B/O 15+), 4 PP, 60 arc			8
Cargo Space: Capacity: 80 mu			4
Spares: 6			
Total Mass Units:		810	
Disadvantages		Base Construction Pts: 200	
Very Common Fuel: Water, 8 hours			10
Physical Limitation: No fine manipulation for Lifters			10
Difficult to Operate for Movement (needs Pilot roll)			10
Vulnerable: 1.5 x effect from Electrical Attacks			10
Susceptibility: 2d6 + 15 Permanent from Immersion			20
Points Invested by Veronica DuMont (Experience)			5
Total Construction Pts:		265	

thereafter began performing in stunt shows. During a performance she came to the attention of a group of investors who were sponsoring the construction of a new robot and were looking for an operator. After striking a deal, Ronnie found herself behind the controls of the Forcebot, a prototype robot which utilizes force field technology to its fullest.

Along the way, she met Christopher Brant, a young hotshot who piloted the Skirmisher robot. Finding that they both enjoyed a good drink and a hand of poker, the two became good friends and began working together. When the owners of the Forcebot expressed their displeasure at this alliance, Brant bought them out and the two became official partners, training under Ivan Leoniak, Weapons Master of the Royal House of Valimar.

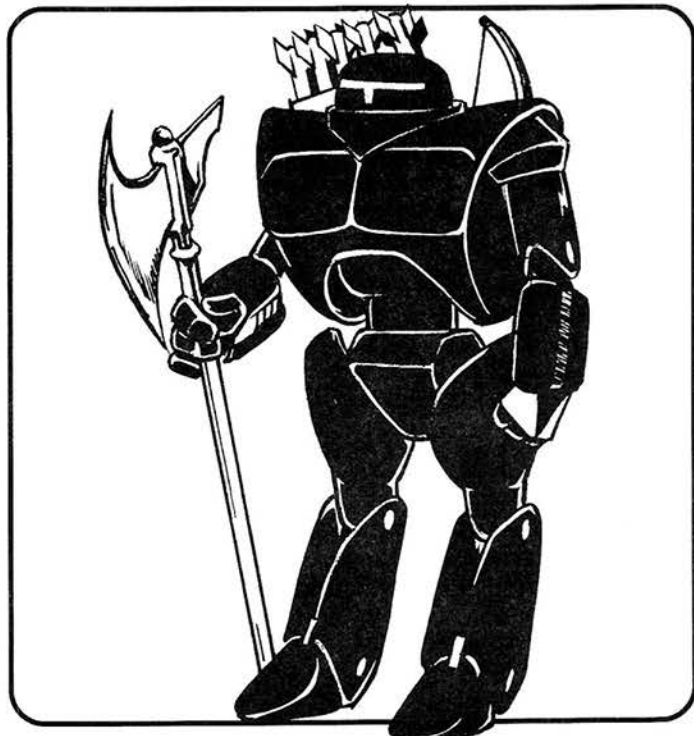
Not long ago, the two soundly trounced the Iannetti brothers (operators of the Bruiser and Cruiser robots) in a tag team event. After the match was over, Ronnie and Chris ran into Vinnie and Tony in a bar and a fight broke out between Vinnie and Ronnie. She then proved that she was just as good a fighter without her robot as she was with it as she knocked Vinnie senseless. Ever since that incident, they have been the worst of enemies, which has brought her and her partner to the attention of the Iannetti brothers' sponsors, the Mob. The resulting escapades have followed Ronnie and her partner from the Gladiatorial Arena into their personal lives.

CYBERKNIGHT

The Cyberknight is a very medieval-looking robot with a variety of weaponry, none of which is built in. This is the second version of Cyberknight, the first of which had weapons directly hooked to the central power plant, but the resulting instability caused that Cyberknight to explode. This new version was constructed, fully tested, and is owned by its pilot, Stephen Maxwell.

Pilot Name: Stephen "The Black Knight" Maxwell				
Robot Name: The Cyberknight				
STR: 20	DEX: 15	CON: 15	BODY: 10	INT: 18
EGO: 10	PRE: 18	COM: 6	PD: 5	ED: 5
SPD: 3	REC: 7	END: 30	STUN: 28	Cost: 57
Pts. Skills				
3	Weaponsmith (11-)	5	Robot Driver (13-)	
16	+2 w/ Overall Combat	3	Robot Pilot (12-)	
3	+1 w/ Cyberknight Weapons	7	Robotics (15-)	
5	Computer Programming (14-)	3	Electronics (11-)	
5	KS: IGA Rules & Laws (14-)	7	Mechanics (13-)	
1	Fam: IGA Bureaucracy (8-)			
1	Fam: Gladiator Robots (8-)			
4	KS: Medieval Weapons/Customs (13-)			
2	Weapon Fam: Melee Weapons (Medieval)			
1	Weapon Fam: Cyberknight Robot			
57	Characteristic Cost			
123	Total Cost			
75+ Disadvantages				
11	IGA Package Deal Disadvantages			
10	Distinctive Looks, Causes Disgust (horribly scarred)			
10	Chivalrous, Code of Honor			
4	Berserk if Honor Challenged, (11-/11-)			
5	Reputation (14-)			
8	Experience Points			
123	Total Points			

Stephen Maxwell was a roboticist working for CyberTech, a company which designs and constructs basic utility-type robots. When the Board of Directors decided to enter the



Robot Name: The Cyberknight		Pilot: Stephen Maxwell	
Systems		Construction Pts	
Dexterity: 15			15
Speed: 3			5
Damage Control: 12-			7
Lack of Weakness: -5			5
Base Mass: 250			150
+ Additional: 240 (+5 mu/pt)			48
= Total Mass: 490 Mass Units (Size Class 4)			
Total Construction Pts:		230	
Hardware		Mass Units	
Chassis & Power Plant, Capacity: 500	Body: 31		32
Crew: 1: Pilot/Gunner, Basic LS, ESC			9
Armor: Base Defense: 18 — Size 4 = 14			125
Modifiers: 7 pts Carried (+2 Lim),			
Act 14- (+2 Lim) (Shield)			
Final Defense: Armor 7 pts, + 11 pts Shield (14-)			
Ground Movement: 8 hexes (4 mu/hex)			32
Type: Legs Non-Combat Move: x2 = 16 hexes			
Lifters: Capacity 1000 mu, 4d6 HTH			64
Flash Defense: 10 pts.			7
Sensors: Ultraviolet Vision			8
Radio: 2-Way, Limited Band			4
6.5d6 Axe, Carried, No Range			125
6d6 + 1 Bow, Carried, 8 Arrows			64
6d6 Flash Grenade, Flash, Carried, (divide up as 2d6			
vs. vision, 2d6 vs. radar, 2d6 vs. sonar), 8grenades			2
4d6 + 1 Non-Obscuring Entangling Grenade,			
Carried, 4 grenades			8
Cargo Space: Capacity: 40 mu			2
Spares			8
Total Mass Units:		490	
Disadvantages		Base Construction Pts: 200	
Common Fuel: Kerosene, 8 hours			20
1d6 Unluck			5
Watched by IGA (8-)			5
Total Construction Pts:		230	

Gladiator race, Stephen was one of the scientists chosen to work on the project, named "Cyberknight." The robot was constructed quickly and Stephen argued that too many corners had been cut and safety features overlooked.

He was ignored by his fellow workers and when lots were drawn, it was Stephen who was to be the test pilot. During the test, his fears proved to be well-founded as the Cyberknight exploded. Stephen has never been able to prove that he had been set up. Stephen was very badly scarred and very nearly killed. Due to Stephen's already compulsive nature, he became obsessed with creating a new Cyberknight and had his lawyer make it part of the settlement with CyberTech that Stephen receive the now junked robot and its plans.

Stephen reconstructed the Cyberknight and became a Gladiator. Due to the massive scars on his face, Stephen constantly wears a mask, which also compensates perfectly for his damaged vision. His appearance has earned him the epithet of "The Black Knight." After a while, Stephen took the nickname to heart and began to adopt some of the ways of Knighthood. He became famous for his sense of honour and for his rages when said honour was challenged. His competence in personal combat as well as robotic fighting has taught many a Gladiator not to insult him in this manner.

RATTLER

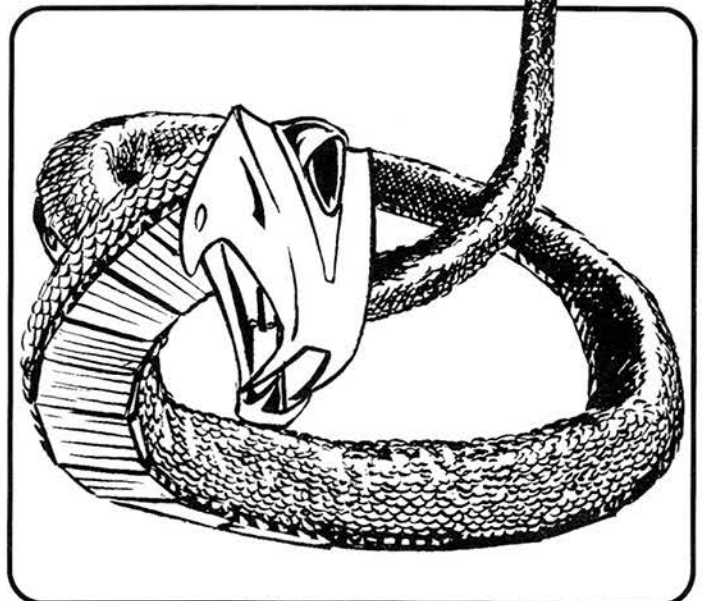
This robot strongly resembles its namesake, complete with a rattle on the end of its tail which can emit a sonic burst which disrupts a robots' stability. It travels on its belly and is designed to be able to sneak up on an opponent and disable it with its powerful acid. If the acid is ineffective, The Rattler makes use of its force beams to batter the opponent senseless. The Rattler was designed and built by Dr. Anton Wolcott (q.v.) and is owned by Mellisarius Trobin.

Pilot Name: Robert Sorlinski				
Robot Name: The Rattler				
STR: 10	DEX: 23	CON: 13	BODY: 10	INT: 13
EGO: 10	PRE: 10	COM: 10	PD: 3	ED: 3
SPD: 4	REC: 5	END: 26	STUN: 22	Cost: 65
Pts. Skills				
7 Robot Driver (16-)				
3 Robot Pilot (14-)				
3 +1 Perception				
2 KS: Gambling (11-)				
2 KS: Chess (11-)				
2 KS: Tactics (11-)				
4 KS: Accounting (13-)				
3 Computer Programming (12-)				
2 KS: IGA Rules & Laws (11-)				
1 Fam: IGA Bureaucracy (8-)				
1 Fam: Gladiator Robots (8-)				
3 +1 w/ The Rattler weapons				
5 +1 w/ Gladiator Robots weapons				
2 Weapon Fam: Gladiator Robots (Rattler included)				
5 Contact: Mellisarius Trobin, extra useful (13-)				
65 Characteristic Cost				
110 Total Cost				
75+ Disadvantages				
11 IGA Package Deal Disadvantages				
5 Friend: Mellisarius Trobin (11-)				
6 Hates to Give Up				
5 Reputation (14-)				
8 Experience Points				
110 Total Points				

When wealthy businessman Mellisarius Trobin decided to enter the field of Gladiator robots, he naturally contracted the best in the business to build his entrant. Since Dr. Anton Wolcott is the best, he got the job and the result was "The Rattler." This left Mel with one big problem; no pilot. He conducted a search and finally discovered that the best man for the job was his own accountant, Robert Sorlinski, who had been working as a pilot for other robots on the side.

A very stiff and formal man in person, Robert acts totally different behind the controls of a multi-ton behemoth. He is famous for his ruthlessness in combat and his never-say-die attitude. Despite this, he is a fair man and he follows the rules of combat to the letter. He is considered to be one of the good guys in the arena; most followers of the sport consider it most enjoyable to watch Robert and "The Rattler" in action.

Robot Name: The Rattler		Pilot: Robert Sorlinski	
Systems		Construction Pts	
Dexterity: 29		39	
Speed: 4		7	
Damage Control: 11-		5	
Camouflage: vs. Sight (-5), vs. Radar (-5), vs. UV (-2), vs. IR (-2)		14	
Stabilizers: +2		4	
Base Mass: 250		150	
+ Additional: 230 (+5 mu/pt)		46	
= Total Mass: 480 Mass Units (Size Class 4)			
Total Construction Pts:		265	
Hardware		Mass Units	
Chassis & Power Plant, Capacity: 500mu		Body: 31	32
Crew: 1: Pilot/Gunner, Basic LS, ESC			9
Armor: Base Defense: 18 — Size 4 = 14			125
Final Defense: Armor 14 pts.			
Ground Movement: 12 hexes (4 mu/hex)			48
Type: Tracks Non-Combat Move: x3 = 36 hexes			
Lifters: Capacity 500 mu (only for righting itself, no arms: +2 Lim)			8
Sensors: Active Sonar			32
Radio: 2-Way, Limited Band			4
6d6 Acid Bite, AVL D (FF), No Range, No KB, 0 arc			64
5d6 + 1 Sonic Rattler, AVL D (Hardened Armor), AVSS (Stabilizers), No Range, Area (Hexes), No KB, Act. 14-, B/O 15+, 1 Phase DA			32
6d6 + 1 Force Eyebeams, 60 arc			125
Spares			1
Total Mass Units:		480	
Disadvantages		Base Construction Pts: 200	
Very Common Fuel: Water, 2 hours		15	
Difficult to Operate: Requires Pilot roll for Aiming Maneuvers		10	
Vulnerability: 1.5x damage from Hard Radiation Attacks		10	
Susceptibility: 2d6 + 15 to Hard Radiation		10	
2d6 Unluck		10	
Watched by Mellisarius Trobin (Owner), (11-)		10	
Total Construction Pts:		265	



IGA REFEREE ROBOTS

This section contains two special types of robots (The Lightning Wolf and The Mighty Panthron) operated by the IGA as referees for robot combats. Both robots were created by the IGA's Chief Robotist, Dr. Anton Wolcott. As he may be encountered during a scenario, he is presented here.

Dr. Anton Wolcott is a robotics genius who has worked for a variety of companies and individuals and has finally settled down in the position of Chief Robotist for the IGA.

When Anton entered college, his original intention was to major in biology, but discovered his true calling while taking an elective course in electronics. His love of animals has not diminished though, and is apparent in almost all of his creations. His past accomplishments, which brought him to the attention of the IGA, include "The Mouse," a small, stealth robot designed for the government of the planet Tellak VI, "The Rattler," a Gladiator built for a private investor, and "The Wasp," a troop robot constructed for Meer Computers to patrol and defend their top secret facilities. These robots



were so successful that the IGA hired him to create their new patrol robot, "The Lightning Wolf," which Anton spent years producing.

Dr. Wolcott's latest construct is "The Mighty Panthron." Completed several years ago, it is a one-of-a-kind robot which the IGA uses to referee the major interplanetary conflicts. Mighty Panthron is also the new figure-head of the IGA, as well as the Commander of the IGA Honor Guard.

All of Anton's designs are based around a powerful, water-fueled fusion power plant which requires a massive amount of shielding. As a result, all of his robots lack external radiation shielding, since such mass would over-balance and weigh down the robot.

Dr. Wolcott is designed as an NPC to add a little background and flavor to the IGA. He is a very animated, friendly older gentleman who spends a lot of time talking and befriending various pilots. Due to his age and physical health, Dr. Wolcott cannot be a pilot himself, and is therefore fascinated with discussing the workings of his creations with their operators. He makes a very good "Friend" for IGA pilots or for people who commission him to create their own robots.

Name: Dr. Anton Wolcott

STR: 8	DEX: 14	CON: 8	BODY: 9	INT: 23
EGO: 10	PRE: 13	COM: 10	PD: 2	ED: 2
SPD: 2	REC: 4	END: 16	STUN: 17	Cost: 23

Pts. Skills

- 7 Robotics (16-)
- 9 Inventor (16-)
- 5 Computer Programming (15-)
- 9 Electronics (14-)
- 5 KS: Gladiator Robot Design (14-)
- 3 Contact: IGA Chairman Fen Tarsus, extra useful (11-)
- 23 Characteristic Cost
- 61 **Total Cost**

50+ Disadvantages

- 5 Watched by IGA on 8-
- 6 Curious about Gladiator Pilots/Piloting
- 61 **Total Points**

LIGHTNING WOLF

The Lightning Wolf was designed by Professor Anton Wolcott for the IGA. It was specifically designed to be used to monitor and referee IGA-sanctioned tournaments, and it had proven quite effective in this regard. It makes use of its concussion bombs to disengage opponents, the entangle and the Electro-Scrambler to immobilize robots, and the pulse laser as a last ditch weapon for use when other attacks are ineffective. The poleaxe is used as a signal device. When lifted from between combatants, the combat begins and when dropped, combat ends.

Robot Name: Lightning Wolf (IGA Patrol Robot)	
Pilot: Various	
Systems	Construction Pts
Dexterity: 20	30
Speed: 4	10
Damage Control: 16-	15
Stabilizers: +2	6
Missile Deflection: 13- (Repulsor Field)	20
Lack of Weakness: -6	6
Martial Arts	20
Base Mass: 8000	400
+ Additional: 7680 (+160mu/pt)	48
= Total Mass: 15680 Mass Units (Size Class 5)	
Total Construction Pts:	555
Hardware	Mass Units
Chassis and Power Plant, Capacity: 16000 mu Body: 46	1000
Crew: 1: Pilot, Full LS, ESC	10
Armor: Base Defense: 23 - Size 5 = 18	4000
Modifiers: 6 pts FF, Hardened (-1 Adv)	
Final Defense: Armor 12 pts, + 5 pts. Hardened FF	
Ground Movement: 8 hexes (125 mu/hex)	1000
Type: Legs Non-Combat Move: x2 = 16 hexes	
Flight Movement: 8 hexes (250 mu/hex)	2000
Type: Anti-Grav Non-Combat Move: x8 = 64 hexes	
Lifters: Capacity 16000 mu, 8d6 + 1 Martial Arts	100
Flash Defense: 28 pts.	25
Sensors: UV, IR, 360 Vision, Active Sonar	60
Radio: 2-Way, Full Band	8
7d6 Non-Obscuring Entangle, Carried, 60 arc, 8 uses	2000
6d6 Electro-Scrambler, NND (Ablative Armor), AVSS (Control), 60 arc	2000
6d6 + 1 Pulse Laser, Autofire (No B/O), 360 arc	2000
7.5d6 Poleaxe, Carried, No Range	500
6.5d6 Concussion Bomb, Carried, Missile, Explosion, 2 levels Inc KB, 1 Phase DA, 4 uses	64
Spares	13
Total Mass Units:	15680
Disadvantages	Base Construction Pts: 500
Very Common Fuel: Water, 8 hours	10
No Hands, No Delicate Work	10
1.5 x damage from Hard Radiation	10
Watched by Interstellar Gladiator Authority (14-), Destruct Capability	25
Total Construction Pts:	555

Pilot Name: IGA Patrolman	
Robot Name: Lightning Wolf	
STR: 13	DEX: 20
EGO: 10	PRE: 13
SPD: 4	REC: 6
CON: 15	COM: 10
BODY: 10	PD: 3
INT: 13	ED: 3
END: 26	STUN: 25
Cost: 59	
Pts. Skills	
3 Robot Driving (13-)	
5 Robot Piloting (14-)	
3 Robotics (12-)	
7 KS: IGA Rules & Laws (16-)	
2 KS: Gladiator Robots (11-)	
1 Fam: Computer Programming (8-)	
1 Fam: IGA Bureaucracy (8-)	
1 Weapon Fam: Lightning Wolf Robot	
10 Martial Arts (Basic)	
10 +2 w/ Lightning Wolf Robot	
59 Characteristic Cost	
102 Total Cost	
75+ Disadvantages	
27 IGA Patrolman Package Deal Disadvantages	
102 Total Points	

The IGA patrolman is a well-trained individual who must pass a series of physical and mental tests to be admitted into the training program. The program itself consists first of classroom time, during which the trainee must memorize and understand all of the IGA's rules and laws.

Once this part of the program is passed (an "A" is necessary), the trainee begins to learn about the "Lightning Wolf", during which he or she is taught about various weapons systems and design flaws (which no robot lacks). The only major drawback to the "Wolf" is that it requires a massive amount of heavy shielding on the power plant (which is a fusion generator), therefore not allowing for much radiation shielding elsewhere without adding too much weight.

The third stage is actual training in the "Wolf." Only the best pilots manage to complete all stages of training, so only the most talented and versatile people become IGA patrolmen.

Above are the stats for a typical IGA patrolman, your stats may vary. For those players who choose to be an IGA patrolman, the following is a package deal which may be used:

Package Deal: IGA Patrolman	
Pts. Skills	
3 Robot Driving	
3 Robot Piloting	
5 KS: IGA Rules & Laws (14-)	
1 Fam: IGA Bureaucracy (8-)	
1 Fam: Gladiator Robots (8-)	
1 Weapon Fam: Lightning Wolf Robot	
10 Martial Arts (Basic)	
3 +1 w/ Lightning Wolf Weapons	
27 Total Cost	
Pts. Disadvantages	
8 Watched by Interstellar Gladiator Authority 11-	
9 Characteristic Minimums —	
CON: 13 DEX: 18 INT: 13 SPD: 4	
6 Follower: Many Restrictions, Very Dangerous, Major Consequences	
4 Package Bonus	
27 Total Points	

MIGHTY PANTHRON

The Mighty Panthron is a large, sword-wielding robot which walks upright and bears only slight resemblance to its animal namesake. Although smaller than its predecessor, "Lightning Wolf," it is much more versatile, having the capability to transform into a four-legged Panther and five smaller, individual cat robots.

Robot Name: The Mighty Panthron		Pilot: See Below	
Systems		Construction Pts	
Dexterity: 18		24	
Speed: 4		12	
Damage Control: 18-		19	
Lack of Weakness: -5		5	
Missile Deflection: Thrown Objects, 13-		10	
Transform: to Mighty Panther		50	
Combine: (Panther Robots)		50	
Base Mass: 4000		350	
+ Additional: 2400 (+80mu/pt)		30	
= Total Mass: 6400 Mass Units (Size Class 5)			
Total Construction Pts:		550	
Hardware		Mass Units	
Chassis and Power Plant, Capacity: 8000 mu Body: 43		500	
Crew: 5: Pilot/Gunner, Full LS, ESC		50	
Armor: Base Defense: 22 - Size 5 = 17 Final Defense: Armor 17 pts.		2000	
Ground Movement: 5 hexes (64 mu/hex) Type: Legs Non-Combat Move: x2 = 10 hexes		320	
Flight Movement: 5 hexes (125 mu/hex) Type: Rockets Non-Combat Move: x5 = 25 hexes		625	
Lifters: Capacity: 8000 mu, 5d6 HTH		500	
Sensors: +4 Enhanced Hearing, Parabolic (x5), Ultrasonic		40	
Radio: 2-Way, Full Band		8	
9d6 + 1 Panther Sword, Carried, No Range, 1 Phase DA, No Other Power While Using		2000	
7d6 Back Missiles, Autofire (B/O 15+), Explosion, Missile, Act. 14-, No KB, 60 arc		250	
7d6 Flying Claw Entangle, Non-Obscuring, Missile, Move and Use, Act 14-, 60 arc, 1 Segment DA, 2 uses	Cannot	64	
7.5d6 Eyebeam, Flash, Act 14-, B/O 15+, 0 arc		16	
6.5d6 Star Beam, Area (Radius), AVLD (Armor), AVSS (Power), No KB, 0 arc, 6 Segment DA, Act 14-, 1 use		8	
Cargo Space: Capacity: 200 mu		10	
Spares		9	
Total Mass Units:		6400	
Disadvantages		Base Construction Pts: 500	
Very Common Fuel: Water, 8 hrs.		10	
No Delicate Work		10	
Vulnerability: 1.5x Damage from Hard Radiation Attacks		10	
Watched by IGA, (11-), Destruct Capability		20	
Total Construction Pts:		550	

MIGHTY PANTHER

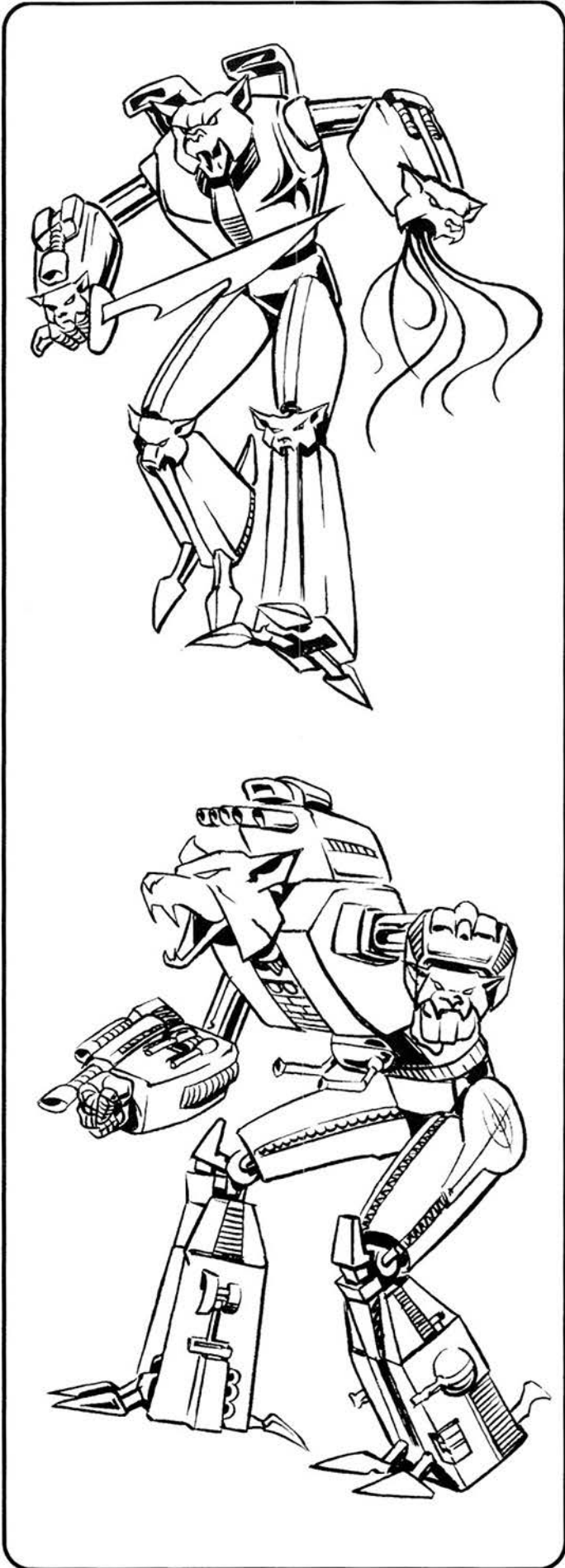
The Mighty Panther is a four-legged beast made up of five, clearly evident smaller robots, each with a different attack mode. The Panther is the head, the Lynx and Cougar the arms and the Bobcat and Jaguar the legs. It rears up on its hind legs to fire the cold and water blasts.

Robot Name: The Mighty Panther		Pilot: See Below	
Systems		Construction Pts	
Dexterity: 18		24	
Speed: 4		12	
Leap		10	
Damage Control: 18-		19	
Lack of Weakness: -5		5	
Transform: to Mighty Panthron		50	
Combine: (Panther Robots)		50	
Base Mass: 4000		350	
+ Additional: 2400 (+80mu/pt)		30	
= Total Mass: 6400 Mass Units (Size Class 5)			
Total Construction Pts:		550	
Hardware		Mass Units	
Chassis and Power Plant, Capacity: 8000 mu Body: 43		500	
Crew: 5: Pilot/Gunner, Full LS, ESC		50	
Armor: Base Defense: 22 - Size 5 = 17 Final Defense: Armor 17 pts.		2000	
Ground Movement: 15 hexes (64 mu/hex) Type: Legs Non-Combat Move: x2 = 30 hexes		960	
Lifters: Capacity: 8000 mu, 5d6 HTH damage		500	
Sensors: +4 Enhanced Hearing, Parabolic (x5), Ultrasonic		40	
Radio: 2-Way, Full Band		8	
7d6 Back Missiles, Autofire (B/O 15+), Explosion, Missile, Act 14-, No KB, 60 arc, 1 Phase DA		250	
7d6 Sound Blast, AVLD (Hardened Armor), AVSS (Sensors), No KB, Act 14-, B/O 15+, 60 arc, 1 Phase DA		250	
8.5d6 Light Attack, Flash, 60 arc, Act 14-, B/O 15+		250	
7d6 Cold Attack, Area (Hexes), AVLD (Armor), AVSS (Move), No KB, No Range, 0 arc, Act 14-, B/O 15+, 1 Phase DA		250	
7d6 Flame Attack, Area (Hexes), AVLD (FF), No KB, No Range, 60 arc, Act 14-, B/O 15+, 1 Phase DA		250	
7d6 + 1 Water Attack, Area (Hexes), AVLD (Armor), No Range, 0 arc, Act 14-, B/O 15+, 1 Phase DA		250	
7.5d6 Tractor/Pressor Eye Beams, Act 14-, B/O 15+, 60 arc		250	
7d6 + 1 Claws, 2 PP, No Range, No KB, 60 arc		500	
8d6 Bite, No Range, B/O 15+, 0 arc, DCV 0		64	
Cargo Space: Capacity: 200 mu		10	
Spares		9	
Waste Points		9	
Total Mass Units:		6400	
Disadvantages		Base Construction Pts: 500	
Very Common Fuel: Water, 8 hrs.		10	
No Delicate Work (Paws instead of Hands)		10	
Vulnerability: 1.5x Damage from Hard Radiation Attacks		10	
Watched by IGA, (11-), Destruct Capability		20	
Total Construction Pts:		550	

PANTHER ROBOTS

The Panther Robots are five small cats, each with their own form of specialized attack. Together they form the Mighty Panther, a four-legged cat which can utilize all of their offensive capabilities. Due to their smaller size and power plants, the radiation shielding sufficiently protects the robot from high intensity radiation, unlike its larger counterparts.

Robot Name: Panther, Cougar, Lynx, Bobcat, Jaguar	
Pilot: See Below	
Systems	Construction Pts
Dexterity: 18	24
Speed: 4	12
Damage Control: 13-	9
Lack of Weakness: -5	5
Stabilizer: +2	6
Missile Deflection: Thrown Objects, 13-	10
Combine: (To Mighty Panther)	10
Combine: (To Mighty Panthron)	10
Base Mass: 1000	250
+ Additional: 280 (+20 mu/pt)	14
= Total Mass: 1280 Mass Units (Size Class 4)	
Total Construction Pts:	340
Hardware	Mass Units
Chassis and Power Plant, Capacity: 2000 mu Body: 37	125
Crew: 1: Pilot/Gunner, Full LS, ESC	10
Armor: Base Defense: 19 - Size 4 = 15 Final Defense: Armor 15 pts.	250
Ground Movement: 10 hexes (16 mu/hex) Type: Legs Non-Combat Move: x2 = 20 hexes	160
Flight Movement: 5 hexes (32 mu/hex) Type: Rockets Non-Combat Move: x5 = 25 hexes	160
Lifters: Capacity: 2000 mu, 4d6 + 1 HTH damage	125
Sensors: +4 Enhanced Hearing, Parabolic (x5), Ultrasonic	40
Radio: 2-Way, Full Band	8
6d6 + 1 Claws, 2 PP, No Range, 60 arc	125
Special Weapon: Different Weapon per Individual Robot	250
Panther: 7d6 Sound Blast, AVLD (Hardened Armor), AVSS (Sensors), No KB, Act 14-, B/O 15+, 60 arc, 1 Phase DA	
Cougar: 8.5d6 Light Attack, Flash, Act 14-, 60 arc, B/O 15+	
Lynx: 7d6 Fire Attack, Area (Hexes), AVLD (FF), No KB, No Range, 60 arc, Act 14-, B/O 15+, 1 Phase DA	
Bobcat: 7d6 Water Attack, Area (Hexes), AVLD (Armor), No Range, 60 arc, Act 14-, B/O 15+, 1 Phase DA	
Jaguar: 6.5d6 Cold Attack, Area (Hexes), AVLD (Armor), AVSS (Move), No KB, No Range, 60 arc, Act 14-, B/O 15+, 1 Phase DA	
Spares	4
Waste Points	23
Total Mass Units:	1280
Disadvantages	Base Construction Pts: 300
Very Common Fuel: Water, 8 hours	10
No Manipulation (Paws Instead of Hands)	10
Watched by IGA, (11-), Destruct Capability	20
Total Construction Pts:	340



THE MIGHTY PANTHRON & ITS CREW

The "Mighty Panthron" was designed by Dr. Anton Wolcott, the IGA's Chief Robotist, as a complement to the "Lightning Wolf" IGA patrol robot. The main reason for its construction was in answer to the use of Robot Gladiators with "Combination" abilities. These multiple, smaller robots were too much for the "Wolf" to handle, so a similar style robot was needed.

It took several years and a huge budget for "Panthron" to be built, by which time the number of IGA Duels to the Death had declined and URSA had started promoting combat for sport. Combatants had no reason to turn on the referee as survival was no longer a factor, so "Panthron" became arbitrator of only the interplanetary combats.

Although "Panthron" is smaller than the "Wolf," it makes up for the size difference in sheer versatility. It is capable of transforming from a humanoid bipedal robot with a massive sword into a powerful feline with multiple combat capabilities and then splitting into five smaller cats. The five pilots each control their own individual weapons while in "Panther" form with the pilot of the robot's head handling the rest. As "Panthron," the head controls the Eyebeams and movement, the right arm controls the Sword, the left arm controls the Entangle Claw, the right leg controls Back Missiles and the left leg controls the Star Beam.

The only drawback lies in the weapons systems, which, due to the many shifting and dividing parts, are not 100% reliable. Their firing mechanisms tend to occasionally jam or melt down. Because of the intricacy of the internal circuits, its reflexes aren't as fast as the "Wolf's" and it wasn't possible to hook up as many sensors. Still, "The Mighty Panthron" is a far more powerful and effective robot than its predecessor.

Panthron's crew consists of five pilots selected from the IGA Patrolmen. They are chosen as much for their diversity and versatility as for their skill in operating robots. The following is a Package Deal which players can use to create pilots for "Panthron." Following that are write-ups for a full crew if the GM wishes to use them as NPCs.



Package Deal: Panthron Crew Member

Pts	Skill
5	Robot Driver, +1
5	Robot Pilot, +1
7	KS: IGA Rules & Laws (16-)
1	Fam: IGA Bureaucracy (8-)
1	Fam: All IGA Robots and their Pilots
1	Weapon Fam: Mighty Panthron Robot
10	Martial Arts (Basic)
6	+2 level with Panthron Weapons
5	Applied toward Computer Programming, Contacts, Culture, Electronics, Inventor, Linguist, Mechanics, Paramedic, Persuasion, Robotics, Security Systems, Survival, Weapon Skills, Weaponsmith
41	Total Cost

Pts.	Disadvantages
8	Watched by IGA (11-)
9	Characteristic Minimums — DEX: 18 CON: 13 INT: 13 SPD: 4
6	Follower, Many Restrictions, Very Dangerous Work, Major Consequences
9	Hunted by Outraged Robots/Pilots
3	Reputation (11-)
5	Package Bonus
40	Total Points

Pilot Name: Daniel Fairborne
Robot Name: The Panther (Head)

STR: 13	DEX: 18	CON: 13	BODY: 10	INT: 13
EGO: 10	PRE: 13	COM: 12	PD: 3	ED: 3
SPD: 4	REC: 6	END: 36	STUN: 24	Cost: 52

Pts.	Skills
9	Robot Driver (16-)
9	Robot Pilot (16-)
3	Persuasion (14-)
3	Conversation (14-)
6	+2 w/ Persuasion & Conversation (already figured in)
3	Culture (12-)
3	Paramedic (12-)
4	KS: Interplanetary Politics (13-)
7	KS: IGA Rules & Laws (16-)
1	Fam: All IGA Robots and their Pilots (8-)
1	Fam: IGA Bureaucracy (8-)
2	Weapon Fam: IGA Robots (The Mighty Panthron included)
3	Contact: IGA Chairman Fen Tarsus, extra useful (11-)
15	+3 with IGA Robots
10	Martial Arts (Basic)
52	Characteristic Cost
131	Total Cost

75+	Disadvantages
40	Mighty Panthron Package Deal Disadvantages
16	Experience Points
131	Total Points

Daniel is a rather unassuming, nice-looking man who worked his way up through the IGA ranks to his current position as Panthron team leader. For the most part, he tends to blend in with the background until he wants to be noticed or needs to get a point across, at which time it becomes quite evident as to how he came to be The Panther's pilot. It is said that if rules allowed, Daniel would have talked his way to victory in previous IGA tournaments.

Pilot Name: Allison Schmidt				
Robot Name: Cougar (Left Arm)				
STR: 9	DEX: 18	CON: 13	BODY: 9	INT: 18
EGO: 10	PRE: 10	COM: 10	PD: 2	ED: 3
SPD: 4	REC: 5	END: 26	STUN: 21	Cost: 47
Pts. Skills				
3 Robotics (13-)		5 Robot Driver (14-)		
5 Inventor (11-)		5 Robot Pilot (14-)		
10 Martial Arts (Basic)		7 Electronics (13-)		
5 Computer Programming (14-)				
7 KS: IGA Rules & Laws (16-)				
2 KS: All IGA Robots and their Pilots (11-)				
12 Linguist: Russian (flu), Spanish (flu), Japanese (flu), German (native, idiomatic)				
1 Fam: IGA Bureaucracy (8-)				
1 Weapon Fam: The Mighty Panthron				
10 +2 w/ The Mighty Panthron				
47 Characteristic Cost				
120 Total Cost				
75+ Disadvantages				
40 Mighty Panthron Package Deal Disadvantages				
3 Romance with William Schmidt				
2 Experience Points				
120 Total Points				

Allison and William Schmidt are one of the very few husband and wife teams in existence in the IGA. The two have been married for several years, having met in college where Allison was majoring in linguistics and computer and robotics design. The two were wed shortly after college and entered IGA training together. With her design abilities and his mechanical skills, the two work well together with or without their robots.

Pilot Name: Akihiko "Jack" Sasaki				
Robot Name: Bobcat (Right Leg)				
STR: 15	DEX: 20	CON: 13	BODY: 10	INT: 13
EGO: 10	PRE: 13	COM: 14	PD: 3	ED: 3
SPD: 4	REC: 6	END: 26	STUN: 25	Cost: 59
Pts. Skills				
10 Martial Arts (Basic)		7 Robot Driver (15-)		
3 Security Systems (12-)		7 Robot Pilot (15-)		
10 +2 w/ The Mighty Panthron		5 Stealth (13-)		
7 KS: IGA Rules & Laws (16-)		3 Streetwise (12-)		
1 Fam: IGA Bureaucracy (8-)		3 Concealment (12-)		
1 Fam: Gladiator Robots (8-)				
1 Fam: All IGA Robots and their Pilots (8-)				
2 Weapon Fam: Small Arms				
1 Weapon Fam: The Mighty Panthron				
59 Characteristic Cost				
120 Total Cost				
75+ Disadvantages				
40 Mighty Panthron Package Deal Disadvantages				
5 Paranoid: Fear of Past Catching Up With Him				
120 Total Points				

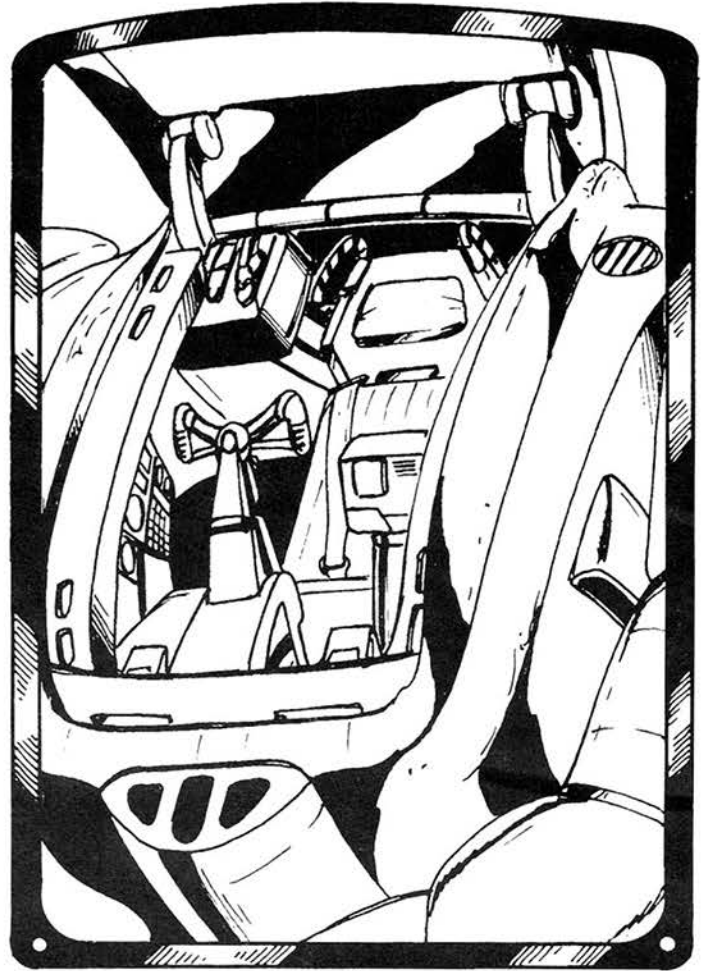
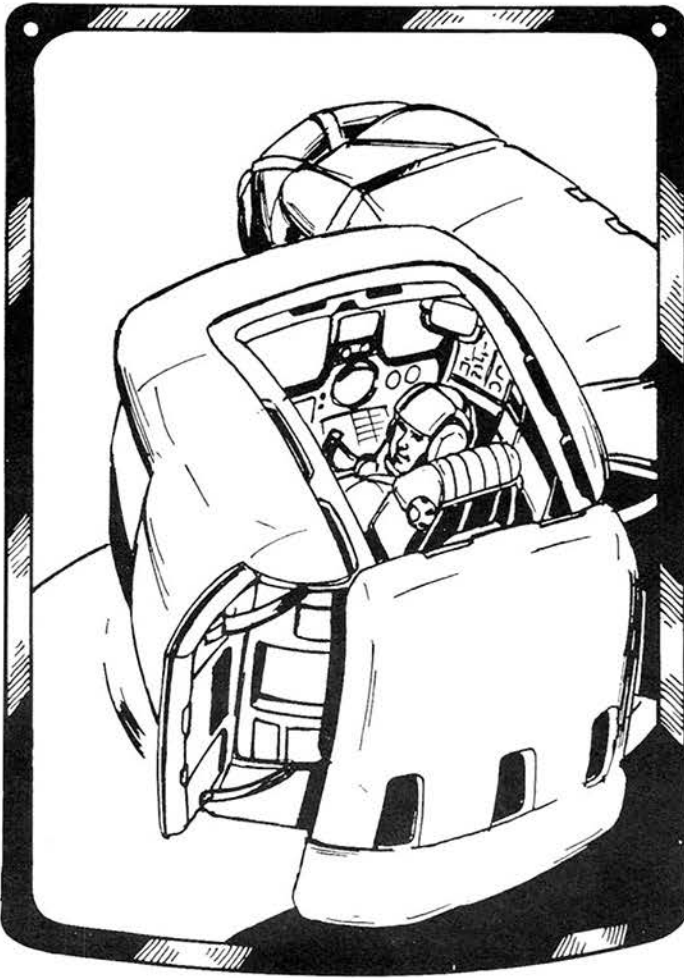
Akihiko, or "Jack" as his friends call him, was, to put it simply, a thief. While breaking into a warehouse, he got his first, up-close look at a Gladiator robot and decided then and there that operating one of these giant machines is what he wanted to do with his life. He gave up his life of crime, but still worries about whether or not he might have to pay for it should his past be discovered. He is especially paranoid around his fellow pilots when someone questions him on his past, since he considers them his friends, yet he has been too scared to tell them.

Pilot Name: William Schmidt				
Robot Name: The Lynx (Right Arm)				
STR: 18	DEX: 18	CON: 18	BODY: 10	INT: 13
EGO: 10	PRE: 13	COM: 10	PD: 4	ED: 4
SPD: 4	REC: 8	END: 28	STUN: 28	Cost: 62
Pts. Skills				
10 Martial Arts (Basic)		7 Robot Driver (15-)		
1 Fam: IGA Bureaucracy (8-)		7 Robot Pilot (15-)		
10 +2 w/ The Mighty Panthron		11 Mechanics (15-)		
7 KS: IGA Rules & Laws (16-)		3 Brawling (+1D6)		
2 KS: All IGA Robots and their Pilots (11-)				
2 KS: IGA Licensed mechanics (11-)				
1 Weapon Fam: The Mighty Panthron				
62 Characteristic Cost				
123 Total Cost				
75+ Disadvantages				
40 Mighty Panthron Package Deal Disadvantages				
3 Romance with Allison Schmidt				
5 Friend, Competent Old College Roommate (11-)				
123 Total Points				

William met Allison while he was majoring in Mechanical Engineering in college. The two fell in love and were married after they graduated. They entered IGA training together and excelled in their classes, rapidly progressing to their current positions as "Panthron" pilots. William occasionally is visited by Max Tolly, his roommate from college. Max has a knack for both mechanical things and trouble and he tends to drag William and the "Panthron" team into the thick of things.

Pilot Name: Gary "Lone Wolf" Slocum				
Robot Name: The Jaguar (Left Leg)				
STR: 18	DEX: 18	CON: 18	BODY: 10	INT: 13
EGO: 10	PRE: 15	COM: 10	PD: 4	ED: 4
SPD: 4	REC: 8	END: 36	STUN: 28	Cost: 68
Pts. Skills				
5 +1 w/ The Mighty Panthron		7 Robot Driver (15-)		
7 KS: IGA Rules & Laws (16-)		7 Robot Pilot (15-)		
1 Fam: IGA Bureaucracy (8-)		5 Survival (12-)		
1 Fam: Gladiator Robots (8-)		3 Weaponsmith (11-)		
2 Weapon Fam: Small Arms		8 +1 w/ All Combat		
1 Weapon Fam: Knives		10 Martial Arts (Basic)		
1 Weapon Fam: The Mighty Panthron				
2 KS: All IGA Robots and their Pilots (11-)				
68 Characteristic Cost				
128 Total Cost				
75+ Disadvantages				
40 Mighty Panthron Package Deal Disadvantages				
8 Overconfidence/Loner				
5 Experience Points				
128 Total Points				

Gary was raised on a wilderness world where he and his family scratched out a living from the land. When his parents passed away, Gary (only 12 years) continued on alone until he entered IGA training. There he earned his nickname as a pilot of one of the "Lightning Wolves" by constantly handling things solo. It was this brash, yet effective tactic which gained him his position on the "Panthron" team.



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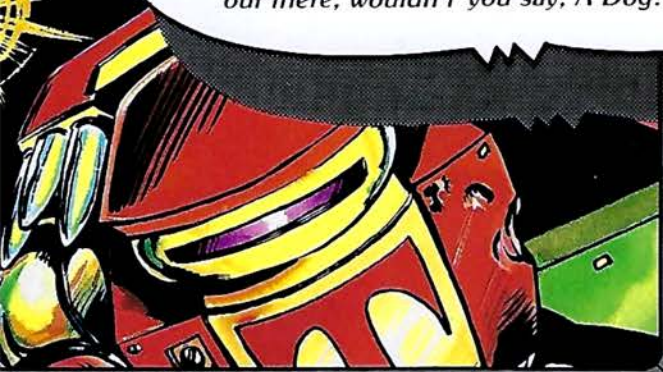
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