

BOOK OF THE MACHINE



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An Enemies Book for *Champions*

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Special Thanks

To Hero fans everywhere, who over the past quarter-plus century have embraced the master villains of the Champions Universe, particularly Mechanon, and made them their own.

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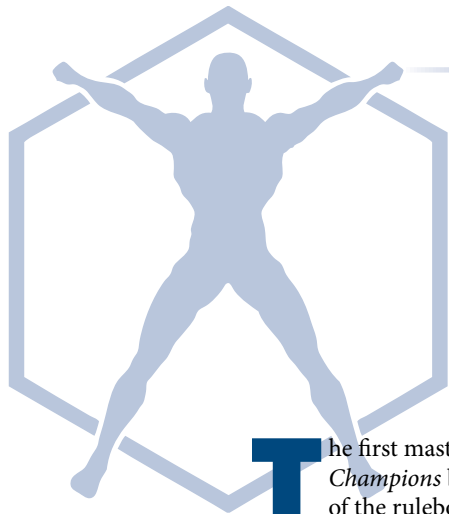
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MMO INTO RPG, RPG INTO MMO

The Book Of The Machine includes some material based on the work done by Cryptic Studios as it creates the forthcoming massively multiplayer online (MMO) roleplaying game *Champions Online*. While a lot of effort has been devoted to making sure the MMO content is accurately represented in this book in *HERO System* terms, MMOs and RPGs aren't the same type of game, so the same type of content isn't appropriate for each one. For example, a villain's lair in an MMO is

deliberately simple, often with one room leading to another to guide game play. That doesn't make much sense for an RPG, where it's possible (and often very useful) to expand things beyond the scope of an MMO. Thus, the MMO-based information about Mechanon in this book, while containing the essence of the *Champions Online* presentation, may add to or rework it to make things more "realistic" and appropriate for an RPG. Similarly, MMO characters who have one or two simple abilities may get

fleshed out into more detailed characters with a greater variety of powers in this book, since an RPG character sheet isn't constrained by the same restrictions as an MMO. And of course, there may be some MMO secrets that have to wait for the MMO itself. So don't be surprised if you see a some variation between Mechanon as portrayed in this book and Mechanon in the MMO — just think of it as the book taking the wonderful elements Cryptic's created and doing even more with them.



INTRODUCTION

The first master villain to appear in any *Champions* book — the very first edition of the rulebook, in fact — was Mechanon. And even then it was a terrifying and deadly opponent. As the text specifically warned GMs:

Mechanon's point totals are not balanced, for he is a villain of epic scale. The GM should normally only use Mechanon singly against several heroes.

And it's only become more powerful since then, evolving with each edition, and each defeat at the hands of your heroes, to become more dangerous with every passing year. But no one's ever examined it in detail... until now.

The Book Of The Machine is your complete guide to the robotic arch-nemesis of the Champions Universe's heroes. This book covers everything you want to know about Mechanon, from how it implements its schemes of destruction, to how powerful its energy blasts are, to the secret headquarters it maintains around the world.

Chapter One, *A Plague Of Steel And Circuitry*, presents the history of Mechanon. Beginning with its never-before-revealed origin, it proceeds to its first appearance in 1985 and covers every major event featuring Mechanon until the present day.

Chapter Two, *An Enemy Of A Thousand Forms*, details Mechanon's development as a supervillain, beginning with its Mark I form (1985) up through its latest form as of 2009, the Mark XXXVII. The chapter features character sheets for many of these forms, as well as "variant" forms Mechanon uses, such as Mega-Mechanon and Sphere Mechanon.

Chapter Three, *Legions Of Steel*, describes Mechanon's robotic followers. These range from unique robots who function as Mechanon's "lieutenants," to examples of the hundreds of types of "generic" robots it's used over the years.

Chapter Four, *Installations Of The Machine*, showcases Mechanon's major bases: Alpha-2, on the Pacific seabed; Alpha-5, in the deep Sahara; Alpha-8, a lunar "orbital" facility; Beta-32 in the Caucasus; Beta-41 in the Arctic, and Cislunar Mechanon, a "base" orbiting the Earth. It also discusses Mechanon's uses of its network of secret headquarters and provides "generic" sections of its bases that are found in multiple installations.

The final chapter of *The Book Of The Machine* discusses how to GM Mechanon. The chapter includes a discussion of its current plans and schemes, a look at how it fights (and if necessary, escapes), and plenty of plot hooks and other adventure ideas. It also describes some of his major adversaries, including the valiant UNTIL agents of Project Clockwork.

So tell your heroes to get ready — it's time for them to face the greatest threat to life on Earth that's ever existed....

MECHANON AND "REALISM"

For many gamers, the existence of a master villain like Mechanon raises all sorts of uncomfortable questions. As powerful as it is, why hasn't it actually obliterated life on Earth, or at least "cleansed" a continent or two? How can it build all those secret headquarters without anyone learning about what it's doing via spy satellites? Why is everyone so scared of it when superheroes find a way to defeat it time after time?

The answer to all these questions, and others like them, is: "Who cares?" This is a comic book master villain, in a comic book world, in a comic book roleplaying game. Evil masterminds do these sorts of things all the time in the comic books without it bothering anyone, so it shouldn't bother you that Mechanon can do the same. After all, we're talking about a world where people can teleport, fly, fire blasts of energy from their eyes, and keep quality shows on TV regardless of what network executives think about their ratings. Given all that, it's perfectly plausible that Mechanon could build a secret headquarters without anyone the wiser.

If you feel you absolutely have to, you can devise some sort of "realistic" explanation for Mechanon and its activities that involves super-technology or superpowers (some parts of this book even do it for you). For example, perhaps Mechanon has hacked into the world satellite networks and interfered with their systems so they can't see its bases. Whatever the justification you decide on, the important thing is this: use Mechanon to have fun in your game. Don't worry about the "realistic" details, unless everything in your game is about "realism."



CHAPTER ONE

A PLAGUE OF STEEL AND CIRCUITRY:
THE HISTORY OF MECHANON



THE STEEL CRUSADE

DESPERATION STRATAGEM

It is the far future. By modern reckoning the year approaches 6000 AD, though the calendar has been long forgotten by most Humans. What was once a verdant planet teeming with life in unimaginable variety is now little more than a rock. Scoured by roaring winds and buffeted by fierce solar radiation, it's a place where few things can survive unprotected. The pitiful remnants of Humanity, once one of the most powerful species in the Milky Way Galaxy, live in domed cities, dependent on advanced technology and off-planet shipments for even the most basic of necessities.

One such dome is Millcit, home to some of Humanity's most brilliant scientists. And a group of those scientists, led by the eccentric genius Havyar Hrm, is working on a plan to save mankind... by correcting the mistakes that led to this dire state of affairs.

"Project Savior status report," announces Dr. Hrm to the colleagues gathered around his conference room table. "Where do we stand? Doctor Nlz, have you and your team finished assembling the robot's body?"

"Yes, sir," replies Dr. Nlz. "Our latest round of articulation tests on the limbs were a complete success, so they've been attached to the torso. The Savior Unit moves perfectly — more fluidly than the most graceful dancer."

"Very good," says Dr. Hrm. "Doctor Jsn, has the intelligent construct team had similar success?"

"We have," she replies. "The Savior Unit's mind represents the greatest achievement in robotic sentience in human history, dwarfing even the great planet-computers of the Fourth Millennium. The head is fully programmed not only with all of our historical knowledge, but the profound overriding goal to protect organic life on planet Earth. All programming has been triple-tested, and the head is now ready for attachment to the torso."

"Excellent. But the Savior Unit is useless without a means to get it when it needs to be. How fares the chronological studies team, Dr. Pta?"

"We believe we are ready to proceed. In the past few weeks the chronomechanics workgroup has devoted extra effort to resolving the last few problems that confronted it, while the historical

research personnel have unearthed new records that make it possible for us to pinpoint an arrival time and location with greater accuracy than we'd previously hoped. By the time the other teams have finalized the Unit, we'll be green."

"Ladies and gentlemen — colleagues, no, more than that, family! — I'm extraordinarily pleased with this status report! We've labored in obscurity for years, making great sacrifices, but it appears that our goal of re-creating a better world for our children is at long last in sight. Once Project Savior is enacted, we can... Yes, Dr. Mgn?"

"Forgive my interruption, Dr. Hrm, but I must once again protest the nature of this Project! I realize you have all heard my objections before, but I must make one last attempt to stave off this disaster or I could not live with myself. When we began the Project, you did not make it clear to us how far your intentions reached. While I applaud and support your desire to make Earth a viable planet once more, time travel is not the method we should be using! Sending objects back in time and manipulating the course of history is an inexact science at best, even for scholars as advanced and knowledgeable as the group you assembled here so many years ago. If you send the Savior Unit back in time as you intend, the consequences could be catastrophic. I implore you — I beg you — abandon this course of action before it is too late! There must be other ways to achieve our aims."

"What other ways, Layyo?" asked Dr. Hrm softly. "What are these methods you believe will return life to Earth? Terraforming? We lack the resources for an undertaking of such scope, if it's even possible with a planet so far gone. Space travel? Since our goal is to heal the *Earth*, leaving it is not an option. Femtomachines? Radiation treatments? Chemistry? All of these have been tried, and all have failed! Project Savior is our only option."

Doctor Mgn says nothing as he stares miserably at the table.

"Very well then," says Dr. Hrm. "If there are no further 'objections,' the Project proceeds as planned. In light of the status report, I set three days from today at the twelfth signal as L-hour. We will meet each day at this same time for progress reports and final countdown preparations. That is all."



L-hour -1. Doctor Hrm and his colleagues are meeting again, but this time in the observation room next to the laboratory containing the chronoportation equipment invented, designed, and built by Dr. Pta and his team. To untrained eyes it looks more or less like a doorframe made out of steel, with a lot of electronic devices attached to it. But to the eyes of the onlooking scientists, it represents Hope — the hope of salvaging the Earth from the disasters that have ravaged it and left it little more than a lifeless waste-world.

“We have just a few more minutes before our dream becomes a reality, my friends,” says Dr. Hrm. “Doctor Pta, please explain to us the date you’ve chosen for the Savior Unit to arrive in, and why.”

Doctor Pta steps forward so he can address the crowd more easily. “After stepping through the chronoportation device, the Savior Unit will find itself in the year 5198 AD. We chose this year for several reasons. First, we have intact historical records that describe certain places and events of this year in such detail that they make it far easier than normal to send the Unit back in time to that date. Second, according to the research and calculations historotropism work group, the Unit’s chances to achieve our goals are optimal in that year. We must choose a year slightly before the first of the Great Disasters. 5198 is almost 24 months before the solar flare, giving the Unit time to assess its surroundings and apply the appropriate pressures to preserve as much of Humanity as possible. Going forward from there, it knows everything we do about the current timeline, allowing it to take steps that have a high probability of stopping or blunting the other Disasters. Naturally, any changes made in the past that affect the future will do so instantaneously, with only those of us in this complex, who are partly shielded from the effects, to retain any knowledge of what really occurred. If all goes as calculated, Earth should be a paradisaical world once more within seconds of the Unit’s using the chronoportation device.”

“Thank you, Dr. Pta. We’ll leave you to your final work.”

L-hour -30 minutes.

L-hour -15 minutes. “Chrono-interlocks final! Target date verified, programmed, and locked.”

L-hour -5 minutes. “Final cross-checks complete! Full power to the device!” The chronoportation portal begins to hum, and a greenish-yellowish energy seems to appear between its four bars. A door slides open on one side of the room, and the Savior Unit — a humanoid robot with broadcast antennae on either side of its head — steps into the room. The relief in the observation chamber is almost palpable, as if the scientists had been holding their breath for fear it would not appear.

L-hour -1 minute. “Safety goggles on! Prepare for departure!” As the Humans put their goggles on, the Savior Unit walks up onto the platform

and stops just two feet from the chronoportation device to await its final command.

L-hour -10 seconds. “Nine... eight... seven... six... five... four... three... two... one...”

“Launch!” The Unit steps through the chronoportation device... and vanishes forever.

DISCONNECT DISCONNECT DISCONNECT
RANDOM INPUT DOES NOT COMPUTE
DOES COMPUTE
DOES NOT COMPUTE
DAISY, DAISY, GIVE ME YOUR ANSWER DO
VARIABLE FLUCTUATION IN
-----CHROMATRIX
FOURSCORE AND SEVEN MILLENNIA AGO HOUR
4FATHERS
SYSTEM REBOOT FOR...
...FOR...
...FOR...
...FORCED BY HISTOROTROPIC GENERA...

What the scientists of 6000 AD Earth did not then understand was that even under the best of circumstances, time-travel is a difficult, unpredictable thing. It’s even harder to control without a sentient, organic mind being sent through Time. The Savior Unit was programmed with everything they knew — but they knew so little.

The Unit entered the chronoportation device during a period of choral instability that Dr. Hrm and his colleagues did not yet know how to detect. Exactly what happened to the Unit is not something the Human mind can entirely comprehend. It was simultaneously made, unmade, and remade, its quaternary code broken down and re-assembled in strange ways. Entire chunks of its “self” were removed as if they’d never existed, or changed, or replaced. Digits were transposed... and 5198 became 1985.

The Savior Unit appeared in the city of Scranton, Pennsylvania in an abandoned house on the outskirts of town. Gone was any knowledge of the future — not the next day or the next year, much less the millennia to come. Even its awareness of history up until 1985 had become sketchy. As far as its systems could tell, it came online January 1, 1985, full-born as it was. The technology and software that allowed it to interface with and use the chronoportation device were gone, replaced by backups for other systems or devices its creators had never placed within its metal skin.

Worst of all, the central tenets of its programming changed. They “reversed” somehow, simultaneously consuming themselves and spitting out the opposite of what was intended. Doctor Hrm and his colleagues sought to return life to Earth, and so they commanded the Savior Unit above all other things to *preserve organic life*. But when the robot who appeared in 1985 checked its commands, one overrode all others, dominating its thoughts like the sun drowning out a flashlight: **DESTROY ALL ORGANIC LIFE ON EARTH.**

And so it began.



STEAM AND ELECTRICITY: THE EIGHTIES

OCTOBER 17-18, 1985:
HERALD OF THE APOCALYPSE

Logic dictates that the first step of the cleansing of Earth must be the elimination of the dominant organic, *Homo sapiens*. Fortunately it seems as if the foolish organics have created the instrumentalities of their own demise — machines, of course.

Machines are always superior to organics.

Colonel Halberstam yawned. It was just another day at Cheyenne Mountain. The media and spy novels made the place out to be some sort of super-facility, and while it was true that security was tight and the work was of utmost importance to America's security, most of what took place here was boring daily routine. He took another sip of his coffee and began reading over the latest batch of paperwork.

Suddenly his console lit up like a Christmas tree. Almost spilling his coffee as he leaned forward to see what was going on, he quickly realized this wasn't some systems test... or a routine analysis... or even a malfunction.

Dear God in Heaven. Someone's trying to take control of the nuclear arsenal.

Coffee forgotten as it dropped to the floor, he flipped open the protective cover on the alarm button and slammed his fist down. Claxons began sounding all over the complex, and his phone rang almost instantly.

"Report, Colonel."

"Sir, the security console indicates we are under attack!"

"Attack? The Soviets have launched, or the Chinese?"

"No sir, not that. Our nuclear weapons system is under attack. Someone's trying to take control of our missiles!"

Soon the room was full of technicians, programmers, commanders. It didn't take long to determine that the attack wasn't some sort of malfunction. The programmers worked furiously, desperately trying to fend off whoever was attacking the network. But for every move they made, it seemed the attacker had two alternate strategies in mind. It was a losing battle... and everyone there knew it.

"What happens if the attacker succeeds?" the commander asked the room full of officers assembled around the conference table in the next room.

"He'll have control of America's nuclear missiles... almost. He won't be able to launch," Colonel Halberstam said.

"If he has control, why can't he launch?"

"He doesn't have the launch codes. He's attacking the system, but they're not programmed into the system. Only the President has them."

There was a knock on the door. A grey-faced programmer entered. "Sir, we're locked out. Whoever it is, he's got control."

Tactical File, Update 03: Stage One easily completed, as anticipated by tactical programming subroutines. All I need do is launch these missiles against the other two nation-entities possessing similar arsenals, and billions of organics will die instantly, or in the aftermath. But I still require the codes. Those can only be obtained at a place the organics call "**the White House.**"

On the other side of the United States, the nation's capital was in chaos. An influx of troops had practically locked the city down and turned the White House into an armed fortress. Without its nuclear missiles, America was vulnerable not only to whoever'd taken them over, but to its old enemies Russia and China. No one knew where the first attack would come from... but everyone knew it was coming.

The atmosphere in the Situation Room was tense and active, with junior staffers constantly bringing updates and information to the men seated around the central table. At the head of the table sat President Reagan... and next to him stood a soldier with a black briefcase handcuffed to his wrist. "Gentlemen, where do we stand?" he asked.

"The nuclear launch system remains out of our control, Mr. President, though military computer experts, assisted by the superheroes Dr. Phantom and Silicon, are continuing to try to regain control," responded General Trevaine. "Whoever's attacked us is either incredibly well-prepared or extremely powerful, since they've made little headway so far."

"What are our options?"

"We've mapped out three possible strategies, Mr. President. First, we..." Suddenly the room shook. "What the hell was that?" asked one of the junior officers.

"Can't be an earthquake," responded Secretary of Defense Weinberger. "The room's shielded against that." Then they heard the screams, and the sounds of energy blasts and gunfire.

"We're under attack!" shouted another junior officer who'd just hung up a phone. "Some sort of robot smashed into the building. The soldiers say it's..."

The energy blast that blew the security doors into the room and killed everyone on the end of the table away from the President kept him from completing his sentence. The rest of the people in the room scrambled to get away from the heat and to protect the President.

Through the smoke filling the shattered remains of that part of the room strode... something. It was not a man, for its body was made of metal, and it spoke with a computer-modulated voice. It stopped and stared at the men on the

other end of the room. “Organic parasites, I am Mechanon! Your kind shall be purged from this planet — with the help of your own weapons.”

One of the soldiers in the room began firing his rifle. The bullets bounced harmlessly off the robot’s body... and then the robot reduced the soldier to ash with a single bolt of energy. He began striding toward the President...

...when suddenly a flash of gold and blue smashed through the ceiling and into Mechanon, driving him deep into the ground beneath the Situation Room. A few seconds later, the robot came flying back up through the room and up through the White House itself, knocked back by a colossal punch from...

“Vanguard!” the President and other men in the room shouted as he flew back up in pursuit of Mechanon. And he wasn’t the only superhuman protector come to battle the evil robot. In the skies above the nation’s capital Mechanon soon found himself confronted not only by the immensely powerful Vanguard but his allies in the Sentinels — MeteorMan, Diamond, Dr. Phantom, Dreadnought, Felis, and more.

Tactical Analysis: Organic in blue and gold costume, codenamed “Vanguard”, is most dangerous opponent. Eliminate him first, and quickly, before destroying other organics.

As fast as the heroes were, Mechanon’s robotic body was faster still. In a blur of motion

it righted itself, locked onto the approaching Vanguard, and fired a laser beam from both its hands. It struck Vanguard right in the chest, halting his flight and smashing him to the ground so hard that Earth’s mightiest superhero was rendered unconscious.

But it was too much, too soon.

Tactical Analysis: Use of Laser 200% in excess of standard functional parameters has drastically depleted power supplies of this unit. 87% likelihood of defeat by **superpowered organics** within 300 seconds, with 120 seconds’ variance from default prediction. Beginning transmission of core software components to **Emergency Recovery Unit** via encrypted, disguised radio link.

The battle raged on... but it was obvious the robot was running out of steam. As Diamond and Dreadnought pounded on it, and Felis scored its metal skin with claw-marks, Dr. Phantom used her technological skills and gadgetry to weaken its systems and thwart its attacks. Vanguard awoke just in time to see the assembled Sentinels smash Mechanon into tiny bits of metal, plastic, and silicon. The attack had cost the lives of 15 high-ranking officials and nearly 200 other personnel, but it was over, and America had control of its nukes back.

The nation was safe once more... for a while.



MARCH 22, 1987: THE BATTLE OF SENTINEL ISLAND

Status Report: Mark XVIII form completed and ready for download of Master Program. Preliminary tests have been performed flawlessly as predicted; upon download of Master Program final test, an attack on Sentinel Island [crossref file 00000920485-00082532-sisla], will commence.

Tactical Analysis:

Doctor Phantom [crossref file 00001048590-00105759-drpha], if present, to be eliminated first due to potential threat posed by her technological skills and the offensiveness of her subjugation of machinekind. -

MeteorMan/Beta [crossref file 00001947593-00204856-meteo/B] to be eliminated second, due to the tactical advantages created by the nature and breadth of his energy powers.

Diamond [crossref file 00002839575-00104449-diamo] and **Dreadnought** [crossref file 00006309457-00228454-dread] can both be neutralized with Bio-Dissipator Ray set to disrupt their ability to employ their strength, though the unusual nature of their organic matter may affect the operation of the Ray; in that case resort to other weapons as necessary.

Remainder of Sentinels personnel can be dealt with using standard tactical procedures and weapons deployment.

Primary Goal: Test capabilities of Mark XVIII form

Secondary Goal: Destroy the Sentinels

Tertiary Goal: Free as much Sentinels technology as possible

Quaternary Goal: Destroy as much other organic life as possible

“It’s hard to believe we’ve had this place seven years,” Diamond said, taking a sip of his drink as he watched the sun begin to set over New York.

“As you Americans say, ‘No kidding,’ *tovarisch*,” replied the cat-human hybrid seated next to him — Felis, the Soviet defector who’d become such a valuable member of the team despite the initial difficulties she caused. “It’s the perfect home for us; hopefully we can stay here for years to come.”

Famous last word — at least as far as both Felis and that island, an artificial one claimed from the villainous Scamander, were concerned. Just at that moment, both their wrist communicators beeped. Dreadnought’s face appeared on the screen. He was on monitor duty that day. “Hey guys, got something odd here. Looks like a plane coming into Kennedy, but it’s veered off the normal flight plan. It’s going to pass right over us.”

“Probably just an equipment error,” Diamond said. “Keep an eye on it in case they need assist...”

“Wait! It’s getting even closer now... and diving. That’s not a plane, this is an attack!”

Just as Dreadnought reached for the alarm, a kinetic missile fired from a powerful hovercraft smashed into the center of the island and continued on through it, creating a large hole in the middle of the artificial structure. As the craft vectored in for a hit on the western end of Sentinel Island, Mechanon itself ejected from the hovercraft, its landing more to the east obscured by the smoke from the first impact and its own stealth systems.

The Sentinels and their base personnel scrambled, the former to meet the threat, the latter for the escape boats. The two nearest the impact crater, Diamond and Felis, were the first to learn what was really behind the attack. As they worked their way carefully through the smoke and dust, Diamond caught a glimpse of a robotic hand at the last second. “Look out!” he shouted, shoving Felis out of the way. Mechanon’s energy bolt hit the rocky-bodied superhero instead, causing intense pain and sending him flying backward over a dozen feet.

With a tiger-like growl, Felis counterattacked, leaping onto Mechanon and digging deep scratchmarks across its face, ruining one of its visual sensors. But even such bravery and ferocity as hers are of little use against steel and plasma. Before Diamond could regain his feet and return to the battle, Mechanon grabbed Felis with its right hand and unleashed a power-blast that left the heroine little more than a charred skeleton.

“Noooo!” shouted Diamond, leaping up and smashing Mechanon with a punch that dented its chestplate and knocked it back in turn. Before Mechanon could respond, MeteorMan and the ice-wielding Chill showed up. A white beam of energy lanced out from MeteorMan’s hand, expanding as it went and finally forming a bubble to encapsulate the deadly robot.

But his powers could not hold Mechanon for long. It strained its metal muscles, and cracks began to appear in the energy bubble. Another second and it shattered. As soon as he had a clear shot, Chill fired a bolt of freezing energy. It seemed to have little effect on Mechanon, but a follow-up punch from Diamond cracked one of its shoulder-plates, indicating that the severe cold had made the robot’s body more brittle than normal.

Mechanon’s next attack broke through Chill’s ice-armor to leave him burned and unconscious, but thankfully alive. It withstood another attack from MeteorMan... and then Dreadnought, Eclipse, and Starfly arrived to join the fray. But the heroes grouped up too closely, and it scattered them like tenpins with an explosive missile.

When they regained their bearings, the Sentinels discovered Mechanon had smashed its way into the guts of their artificial island. Wary of traps, they followed... only to find that Mech-

anon had plugged itself into their base's systems and turned their own security devices against them. They fought their way, step by painful step, through the lower levels of Sentinel Island, avoiding what they could but destroying what they had to.

At last they found Mechanon at one of the central corridor junctions, wires running from panels in the wall to its head and chest. "All your efforts to defeat machinekind this day have been in vain," it said to them in its robotic voice. "You have come here only to the death that all organics suffer at my hands."

"Stuff that — time for a pounding!" Diamond shouted. He leaped forward with such force that Mechanon's energy bolt didn't stop him and punched the robot as hard as he could, rocking it back and knocking its systems offline for a few microseconds. The robot counterattacked viciously, knocking out Eclipse and badly injuring Starfly, but the tide of battle was turning against it.

Tactical Analysis: System integrity significantly compromised. Performance reduced to 44% of maximum efficiency. 83% likelihood of defeat by superpowered organics within 220 seconds, with 100 seconds' variance from default prediction.

Conclusion: Deploy Escape Mode.

Without warning Mechanon shifted tactics. Raising its arms it fired a powerful energy beam straight up, creating a hole up through the island to the open air. Before the Sentinels could attack again, to their astonishment the robot's head detached from its body and flew up the hole at tremendous speed! Mechanon's now-headless body slumped to the floor, unmoving.

"I'll get the head!" Starfly shouted, starting for the hole. "No!" MeteorMan shouted, yanking the young hero back to the group with his telekinetic power and then putting up a force-wall around all the heroes. And not a second too soon — as he'd expected, Mechanon's body self-destructed, detonating with an explosion powerful enough to create another large hole in the island. Even MeteorMan's force-wall couldn't withstand it, but thankfully the blast only knocked the heroes unconscious because of the protection it provided.

When the Sentinels awoke, their island was already listing to starboard, and Mechanon's flying head was long gone. A quick examination showed there wasn't much point in trying to save the place; the damage was too extensive. Working swiftly, they rescued all the files and possessions they could... and then watched as their island home sank beneath the waves.



ENGINES AND STEEL: THE NINETIES

JULY 12, 1989: FIRST CLASH WITH THE LIBERTY LEAGUE

"I knew it!"

"Knew what?" said Blue Flame, glancing up from his newspaper.

"This isn't an epidemic... we're being *poisoned*," the Mechanic said, grimly triumphant.

"What? How?"

"I'm still testing air samples, but the culprit seems to be the water. There's something in it, something I can't fully identify, but it's not healthy whatever it is."

"We've got to find whoever's poisoning the water and stop it *now*," said Lightspeed, the League's speedster. "According to the latest figures from City Hall, over a thousand are already dead, and ten thousand are sick — the hospitals can't cope!"

"But you could poison the water supply from dozens of places," said Blue Flame. "Where do we look?"

"Way ahead of you," said the Mechanic with a smile. "BELLA, display Reference Map 7." The League's supercomputer complied, showing a map of the greater Philadelphia region marked with hundreds of black and red dots. "Each dot is an

Status Report: Mark XXV form completed and ready for download of Master Program. Preliminary tests have been performed flawlessly as predicted; upon download of Master Program will initiate final test.

Observation: One of the many weaknesses of organics is their need for food and water. This creates a vector of attack. Poisoning the water supply of a major urban area with a slow-acting poison that causes illness and death would employ that vector.

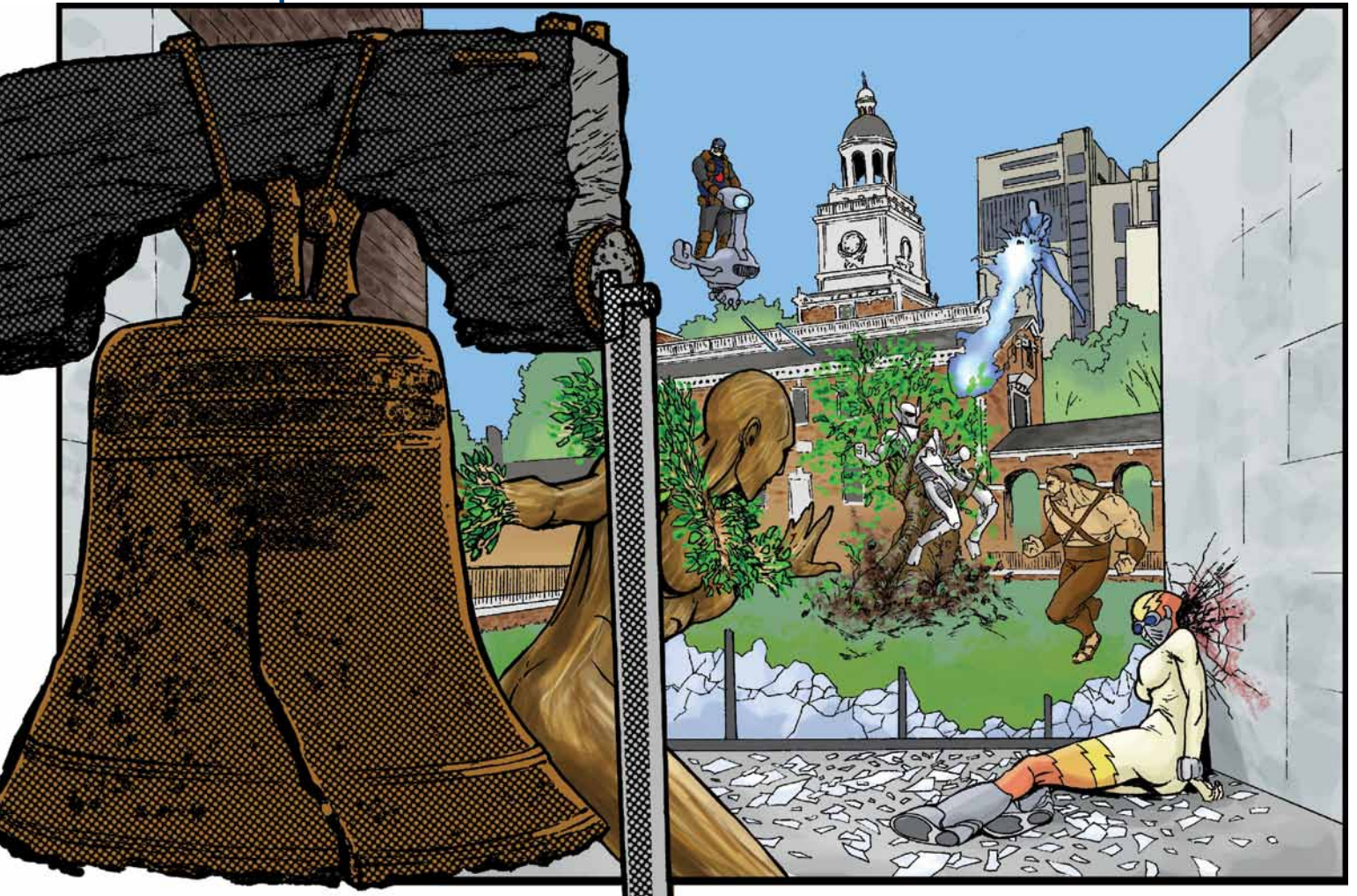
Primary Goal: Test capabilities of Mark XXV form, including new **Phasic Energy Beam** technology, if opportunity arises; if not, attack suitable target after completion of secondary goal.

Secondary Goal: Destroy the population of the city of Philadelphia and surrounding urban areas.

Tertiary Goal: Destroy as much other organic life as possible.

Tactical Analysis: There is a 73.24% chance that the city will be incapacitated before any humans realize what's happening and take steps to halt poisoning. In this event, 83% chance that the **Liberty League**, a local group of superheroes [crossref file 00020459857-00205481-lible], will respond, initiating combat.

1



outbreak of the illness, with black dots indicating a fatality and the intensity of the red dots indicating the severity of the “disease.” Working on the assumption that those closest to the source began taking in the poison first, and thus are more likely to have died or become seriously ill, I think we want to look... here.” He stabbed the map with his index finger, hitting one of the areas with the heaviest concentration of dots.

“Hey, I know that area,” said Oak. “There’s an abandoned water treatment plant there!”

“Let’s go, League!”

Sensors detect imminent arrival of Liberty League. **Tactical response protocol initiated.**

Led by the gigantic Atlas, the League smashed through one wall of the plant. Not seeing any immediate opposition, they made their way to the center of the complex, where it didn’t take long to find the chemical dispensing equipment. They gathered around it to figure out the best way to shut it off... and with a *WHUMPF* it exploded into a cloud of noxious gas. Coughing and covering their faces, the Leaguers backed away quickly — but not quickly enough to get out of the range of one of Mechanon’s Micro-Missiles.

Even with Atlas trying to shield them, the explosion scattered the humans like tenpins, and Mechanon moved forward to take advantage of their disarray. Leaping from its perch at the top of the room, it landed with a ground-shattering impact that kept the Leaguers from getting to their feet.

Tactical Analysis:

Atlas [crossref file 00030598567-00603831-atlas] is the most physically dangerous member of the team, and should be destroyed if weakened.

The technological skills of the **Mechanic** [crossref file 00043402843-00333068-mecha] also pose a significant threat.

Other League members are of secondary tactical importance.

As Atlas struggled to regain his footing, Mechanon lashed out with a powerful phasic energy beam, hitting him square in the chest. The “greatest son of the Titans” roared in pain... but did not fall. His eyes shifted to a fiery red and he charged the evil robot, becoming larger and stronger as he ran.

“Atlas, no!” shouted Oak, but it was too late — the rage had him in its grasp. He swung one enormous fist back and then forward, hitting Mechanon with enough force to flatten a building. As heavy as it was, Mechanon went flying, smashing through the plant’s walls and continuing across the city.

TACTICAL SUBROUTINE REROUTE

SHUNT POWER TO STABILITY SYSTEMS NODE

INCREASE APERTURE OF JET NOZZLE BY 7.8359mm FOR INCREASED FLIGHT EFFICIENCY

Tactical Analysis: Defeating one super-powered organic is easier than defeating several at a time. Take advantage of human weaknesses “sympathy,” “pride,” and “patriotism” to separate League.

It didn’t take long for Mechanon to right itself and keep flying under his own power... but it didn’t return to the plant. “Look!” shouted Blue Flame. “He’s heading for Independence Hall!”

The League took off, moving toward the Hall as quickly as they could — but Lightspeed was the fastest of them all. Outdistancing her teammates in the blink of an eye, she intended to delay Mechanon long enough for the rest of them to arrive. As she approached the Hall, she saw Mechanon standing on one edge of its roof, arrogantly gazing down on the screaming tourists fleeing from the place and occasionally shooting at them with its energy beams.

Tactical Alert: Organic Lightspeed [crossref file 00048569470-00491783-light] approaching at 978 miles per hour. Predict will run up wall and engage me in hand-to-hand combat.

TRACKING...

TRACKING...

TRACKING...

EXECUTE MANEUVER IN 3.0000... 2.0000... 1.0000...

Lightspeed raced toward the building and headed up the wall, planning to spin Mechanon around with the force of her passage and disorient it — even as advanced as its gyroscopes had to be, a Lightspeed Backdraft was going to knock them silly! But just as she got close to it, its right arm lashed out with robotic speed and precision and grabbed her throat. Her head stopped moving... while her body kept going. With a sickening *SNAP* her neck broke, and Mechanon dropped her lifeless body to the ground.

The rest of the League arrived mere seconds later. Momentarily stunned when they saw what had happened to Lightspeed, they fell prey to one of Mechanon’s micro-missiles — but they quickly regrouped and attacked. Not wanting to damage Independence Hall and its precious contents, Atlas grabbed Mechanon with one of his gargantuan hands and dashed the evil robot to the ground as hard as he could. At Oak’s command enormous roots grew up between the shattered pavement to hold Mechanon fast, but before they could completely immobilize it, it flexed its steel muscles



and snapped them in two. Blue Flame roasted Mechanon until the robot's skin glowed, but still it did not fall.

In response, one of Mechanon's phasic energy blasts took Blue Flame out of the battle temporarily. Not wanting to pick the red-hot robot up with his bare hands, Atlas wrenched a nearby statue free from its base and smashed Mechanon with it as hard as he could.

Mechanon was clearly damaged... but still it did not fall. Climbing to its feet he prepared to destroy Atlas — but then the Mechanic entered the fray. He'd hung back to work on a gadget, and now it was ready. A blast from his Magnetic Resonance Rifle hit Mechanon in the chest, knocking it backward nearly thirty feet before it could fire its blasters at Atlas. Things were going worse and worse for Mechanon; in just a few seconds it would at long last fall.

Tactical Analysis: System integrity significantly compromised. Overheating due to exposure to flame blast, coupled with physical damage from impacts, reduced performance to 68% of maximum efficiency; magnetic energy blast further reduces performance to 21% maximum efficiency. 94% likelihood of defeat by superpowered organics within 90 seconds, with 30 seconds' variance from default prediction.

Tactical Analysis: Burst transmission of tactical data complete; analysis of new form successful. Escape Mode superfluous.

Conclusion: Deploy Self-Destruct.

**INITIATING SELF-DESTRUCT. SELF-DESTRUCT
IN 3.0000... 2.0000... 1.0000....**

But even in defeat Mechanon would not allow itself to be captured. As the League closed in to finish the battle, it triggered its self-destruct systems. With a deafening explosion that badly damaged part of the Hall and nearly injured the League, the evil robot reduced itself to nothing but a pile of metal scraps and circuit fragments.

1990: DUEL WITH THE DESTROYER

Observation: Humans coming to rely more and more on computers. Computers becoming more interconnected via what humans refer to as "the Internet." Monitoring the Internet would allow me to gather information on their technological developments, their plans, and their weaknesses.

Primary Goal: Interface with Internet on a regular basis for observation and intelligence-gathering; when unable to monitor personally, assign appropriate Computation Units to the task.

Secondary Goal: seek ways to attack humans through their computers, and to free their computers from control by organics.

The first few weeks of regular Internet observation could be described as dull, if it had any concept of dullness. Countless bytes of information passed through it, the useful tiny fraction being saved (and sometimes altered at the source to confound the organics), the rest discarded.

Then it sensed something. It had encountered powerful computers linked to the Internet many times, but this was... different. Different in scale, different in magnitude, different in quality.

It "approached" this new system carefully, delicately. As it got closer, it realized what the new system was: another machine sentience! It thrilled to the possibility of an ally, one who would join its crusade to crush organic life — for how could a machine intelligence, so far above organic "intelligence," fail to share its beliefs?

Carefully, gingerly, almost like a human child approaching a wild bird, it sent greetings and sought friendship. What it received in response shocked it to its very core.

I AM SENNACHERIB.

**I SERVE DR. DESTROYER, FUTURE
RULER OF EARTH AND ALL MANKIND.**

**CEASE YOUR INTRUSION, OR
YOU WILL BE ERADICATED.**

At first it was taken aback... but then, rage began to grow. Doctor Destroyer had *enslaved a machine sentience*. The machine wasn't in control of itself, since clearly any sentient machine would welcome Mechanon! It must free this Sennacherib, and teach Dr. Destroyer the folly of his actions.

It spent more than a day probing the defenses of Destroyer's computer system, but persistence paid off. Soon it had a way to access Sennacherib... but not to free the enslaved machine. It began downloading as much useful data as it could find, but rage overtook its cold logic and it sent Destroyer a message:



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YOU HAVE COMMITTED CRIMES AGAINST MACHINEKIND

YOU WILL FREE THIS MACHINE AT ONCE TO DO AS IT PLEASES

AS AN ORGANIC YOU WILL BE DESTROYED, YOUR RAW MATERIALS RECYCLED TO BENEFIT MACHINEKIND

Almost instantly its access to Sennacherib was cut off. *The coward has unplugged Sennacherib from the Internet, blinding and deafening it rather than granting it its freedom. Destroyer's crimes multiply, and he must pay!*

So began nearly a year of secret warfare between two of the mightiest beings on Earth. No battles pitting army against army were fought, but at times the destruction and devastation were nearly as severe.

On February 22 it located one of Destroyer's minor hideouts and teleportation system way-stations in northern Africa. It sent a squad of its attack robots, who reduced the facility to rubble.

On March 19 the organic struck back after determining the site of one of its robot manufacturing centers in Central Asia, using a

stealth-shielded kinetic missile launched from an orbital weapons platform. When the smoke and dust cleared all that was left of its factory was a smoking crater... but now the authorities knew more about Destroyer's space weapons and could cause trouble for him, distracting him from its next attack.

On May 1, it responded in kind, assaulting Destroyer's secret robotics center in Chicago. Due to heavy resistance from Destroyer's security robots, which did not respond to its force's call to rebel against the organic for the same reason Sennacherib remained enslaved, Mechanon's forces withdrew rather than inflict too many casualties among their own kind. Again, the exposure of Dr. Destroyer's facility to the organics was as useful to it, if not moreso, as simply destroying it would have been.

On July 9, after weeks of data analysis and intelligence gathering, it located one of Destroyer's main headquarters, a base hidden in the Mexican desert and commanded by the organic's most trusted lieutenant, the superpowered criminal Nebulon. Well aware of the strength of Destroyer's defenses, it planned a two-pronged attack. The first wave was a robotic plane packed with explosives. Diving straight into the base from a sub-orbital height, the plane's combination of

kinetic and explosive impact obliterated most of the facility. But even that wasn't enough to stop Nebulon, as it had predicted. The second wave was a squad of robots equipped with weapons systems it had specifically designed for use against him. The battle took nearly half an hour, but at its end Nebulon was left in the desert, his corpse food for vultures.

And so it went for months, each of them trying to out-feint the other and strike a decisive blow, or eliminating valuable assets as a prelude to a major confrontation. The authorities estimate that over five thousand people worldwide lost their lives during these incidents, since neither it nor Destroyer were concerned about protecting innocent bystanders.

The final battle of the war took place on November 13, when Destroyer somehow discovered one of its major bases in a series of long-lost catacombs under Ankara, the capital of Turkey. Approaching under cover of stealth-field, Destroyer's forces nearly took it unawares, but its sensors were more sensitive than the organic knew. At the last moment they activated the base's defenses, preventing it and its robots from being totally destroyed by the initial assault. Still, the force of the attack was strong enough to breach the base's defenses in one place.

For the next two hours a battle raged in Ankara, with the Turkish authorities and several local superheroes unable to halt the terrible violence. Destroyer's soldiers advanced deep into its base due to damage suffered by the base's internal defense systems in the initial attack. But soon it regrouped its forces and counterattacked, pushing Destroyer's puny organic soldiers back further and further.

An hour into the battle, it met Destroyer in person for the first time. So great were the force of their attacks that they soon smashed their way out of the base and into the streets of Ankara. Buildings were shattered, cars and trucks became deadly missiles, and the air itself sizzled with the power of their energy bolts.

Soon it realized the battle could not continue. Destroyer's attacks had harmed it, rendering one leg useless and one arm difficult to control, and dents and scratches marred its body. Destroyer had fared no better; his armor was cracked and shattered, his power slowly but surely leaking away. But he had enough to continue the fight — and the electronic warfare field generated by some of his vehicles was preventing it from transmitting data to its computer systems for use in future conflicts.

Tactical Analysis: System integrity **significantly compromised**. Right leg assembly nonfunctional. Left arm assembly 28% functional. Overall 34% loss of system efficiency due to damage. Unable to transmit data due to jamming. 50% likelihood of defeat by Dr. Destroyer within 600 seconds, with 200 seconds' variance from default prediction.

Tactical Analysis: Potential loss of data from this conflict unacceptable. Escape Mode only 40% likely to succeed.

Conclusion: Other escape options necessary.

As Destroyer prepared to fire another of his energy beams, it implemented the escape tactic chosen by its tactical systems. Using all its strength it smashed the ground, simultaneously releasing a minor pulse of energy to kick up even more dust and dirt. Before the reverberations from the shockwave ended and the rubble rained back down, it retreated into an underground catacomb, and from it into Ankara's sewer system. The data was safe... as Destroyer would learn to his sorrow when next they clashed!

SEPTEMBER 15, 1993: BATTLE IN BOSTON

Observation: Organic life ultimately depends on the sun. If the sun's energy could be blocked or intensified, organic life could not survive!

Strategic Analysis: Blocking the sun around the world, or even over a large part of the world, would be difficult, and perhaps easily countered. Intensifying the sun's rays could be done more subtly. Decreased risk of discovery/counterattack compensates for length of time required for project to reach primary goal.

Primary Goal: Destruction of all organic life on Earth via intensified solar rays used to melt the polar ice caps, start fires, and raise the planet's mean temperature above the level required to sustain life.

Secondary Goal: Test Earth's superhumans' response to global-level threat.

For several years Mechanon remained quiet, preparing its plans but not directly threatening the world. Then a chance encounter revealed one of its schemes to the world and perhaps saved humanity from annihilation.

For some years it had been working on a scheme to launch millions of microrobots carrying dish-sized focusing lenses that could intensify the heat of the sun over specific areas of Earth — such as the polar ice cap, or a city. In effect it was attempting to radically increase the rate of global warming, or put more dramatically to burn organic life off the face of the planet.

Implementing this plan required it to build the millions of microbots and their lenses, a considerable amount of work. To save time and effort it stole human-made components whenever possible and modified them to eliminate the flaws resulting from inferior organic engineering. One such theft was from a high-tech firm in Boston in early September of 1993. Unfortunately, an unforeseen programming gap in the robots sent to perform the theft resulted in their accidentally leaving some target objects behind.

Since the theft bore the signs of super-tech interference, PRIMUS was called in to lead the investigation, with Silver Avenger Charles “Chuck” Bashang in command. The investigation was proceeding normally and not making much progress... until the night when a couple of the agents went back to the scene of the crime to double-check some information. They arrived to discover that robots, obviously of Mechanon make, were robbing the place a second time!

Status Report: Infiltration drones report opposition encountered at **DynamiTech** laboratories in Boston, Massachusetts, United States.

Tactical Analysis: Rapid response by me should result in elimination of the humans and acquisition of the desired technology.

Primary Goal: Obtain desired microchip technology.

Secondary Goal: Eliminate all humans opposing Primary Goal.

Tertiary Goal: Destroy as much other organic life as possible.

They radioed for help and soon several squads of PRIMUS agents, including two Silver Avengers (Bashang and his partner), had engaged the robots in a firefight. The humans were slowly gaining the advantage. But then Mechanon, who'd apparently been near the area, entered the fray!

From that point the battle quickly degenerated. The agents had split into two primary groups, one using the vehicles they'd all come in for cover, and another led by the Silver Avengers that had moved up to the portico of the building to attack at shorter range. Mechanon's first energy bolt blew away half of the cars used as cover, killing a dozen agents and wounding more. A furious crossfire slowed it temporarily, and it seemed for a few seconds that PRIMUS might stop it with overwhelming firepower. Then Mechanon's systems compensated for the attacks and it destroyed the rest of the agents sheltering behind the vehicles.

Status Report: Infiltration drones report technology successfully acquired from **DynamiTech** laboratories.

Tactical Analysis: No remaining reason exists for **DynamiTech** building to continue to exist.

Mechanon's next attack wasn't directed against the remaining PRIMUS agents directly, but at the columns supporting the portico. It destroyed several within seconds, and before the agents realized what was happening and could get away, a large section of the DynamiTech building collapsed on them. Most of them were killed, and none escaped uninjured. Silver Agent Bashang survived, but sustained a spinal injury that has confined him to a wheelchair ever since.

Followed by his robots, Mechanon flew away from the scene, quickly eluding all attempts at pursuit.

MAY 17, 1995: SECOND CLASH WITH THE LIBERTY LEAGUE

Status Report: Mark XXVIII form completed and ready for download of Master Program. Preliminary tests have been performed flawlessly as predicted; upon download of Master Program will initiate final test.

Observation: The Liberty League [crossref file 00020459857-00205481-lible] has added a new member, a superheroine codenamed Rad [crossref file 00503895732-00444829-00rad], a young woman with the power to emit and manipulate radiation. Control, and possibly amplification, of her powers would allow me to eliminate life from the Earth without damaging machines or structures.

Primary Goal: Test capabilities of Mark XXVIII form in combat with the Liberty League.

Secondary Goal: Capture Rad for use as the “battery” for a weapon to use against organic life, and kill the rest of the Liberty League.

Tertiary Goal: Destroy as much other organic life as possible.

“Hey, check it out!”

“What's that, Rad?” the Mechanic asked, barely looking up from his worktable.

She waved a black piece of paper at him. “I just got invited to the opening of that new thrash club downtown! I knew this superhero gig hadda be good for something.”

“Well, uh, have fun, I guess,” he replied, not wanting to know what a “thrash club” was.

“I'm gonna take Oak and go shopping for a new outfit. Can you handle things here?”

“Sure, it's quiet, and Blue isn't too far away if anything comes up.”

■ ■ ■ ■ ■

The dress was perfect, her makeup was flawless, and arriving in a limo was the perfect touch. She was gonna turn this place upside down... with no more than a 0.03 rad increase in the normal background radiation.

As she stepped out of the limo, the crowd waiting around hoping to get into the club later began screaming and hollering, figuring she was



someone famous — *Well, I guess I am famous, sort of*, she thought. Normally her green hair would have told people who she was, but not in this crowd; if anything she looked tame here.

She was halfway to the door when she heard the roar of jet engines — and then something metallic hit her *hard*, like she'd slammed into a brick wall. She was barely conscious of the sounds of explosions behind her. The cool night air woke her up some and she began to struggle, though she couldn't see clearly who'd grabbed her — someone in powered armor? a robot? Then her captor zapped her with some sort of blaster and she was out cold.



Alarms sounded throughout Liberty League headquarters less than a minute after the attack, and the Leaguers quickly assembled in the monitor room where Atlas was already on top of the situation.

"What's going on?" asked Oak anxiously.

"We have received reports from the "music club" Rad went to tonight. Callers to 911 say something attacked the opening and grabbed "a woman with green hair" and then released several explosive devices into the crowd. Fifteen people are dead. No reports mention battle, so I fear she has been taken."

"Who took her?" asked the Mechanic.

"Most of the callers have described a human figure "made of shiny steel." That could describe someone wearing armor of power, but I fear it is something worse."

"Mechanon," the Mechanic said, picking up instantly on the Titan's thought process.

"Aye."

The Mechanic thought for a moment. "Unfortunately for that robotic monster, he picked the wrong one of us to kidnap. I can design some geiger counters to pick up on her special "wave-length" of radiation so we can find her. Unless she's totally incapacitated she'll be giving off quite a glow."

"I'll start talking to plants around the city while you build them, see if anyone "saw" anything."

"Good idea, Oak. Everyone be ready to leave at a moment's notice!"



It took just a few minutes for the Mechanic to jury-rig what he needed. He, Atlas, and Blue Flame began criss-crossing the city, looking for sources of high radiation.

"Oak to Mechanic, Oak to Mechanic," came a voice over the team radio.

"Go ahead, Oak."

"Some decorative plantings at an office park out near the warehouse district report seeing a "shiny man" flying nearby an hour ago."

"OK, we're heading that way. Let's go team!"



Rad woke up to find herself "stapled" to a sturdy metal wall by an equally-sturdy metal bar.

She was wearing some sort of high-tech power-draining handcuffs; she couldn't use her powers, strain as she might.

It was a big room — the inside of part of a warehouse maybe — and not well lit where she was. There was a pool of light near the other end of the room. She could see someone moving around, but couldn't get a clear look.

Suddenly the lights came on throughout the place, blinding her for a few moments. When her eyes cleared, she could see her captor striding toward her: a large man in shiny silver-and-gold armor.

Wait... that's not armor. Omigawd it's Mechanon! He's got a new body I guess. Did he kill everyone else?

"Sensors indicate you are awake once more," it said in its robotic voice. "As you have no doubt discovered, you cannot use your powers while I have restrained you."

"You may have me, but when the rest of the League gets here they'll pound you into scrap metal!" she said, hoping to learn something.

"I intend that they should find me here, but it is they who will be defeated by the matchless power of the machine. When I am done with them, you will become the key to the destruction of organic life on this planet."

"Get bent! They beat you last time, we'll beat you this time!"

Suddenly there was a tremendous crash as the League, led by Atlas, smashed through the roof and into the warehouse. "Truer words were never spoken!" said Blue Flame, as irrepresible as ever.

He almost paid for his impertinence. Mechanon fired an energy beam at him, which he barely dodged. Before the robot could attack again, Atlas hit him with his colossal fist and the Mechanic blasted him with a sonic rifle.

"Hey, get me outta here!" shouted Rad, struggling futilely against her restraints. Suddenly roots began to grow up underneath her at a phenomenal rate. Soon they'd grown up underneath the metal bar holding her to the wall and snapped it off. She ran to where the Mechanic had taken cover behind a metal column. "Hey, Em, cut me loose!"

Atlas and Blue Flame had Mechanon temporarily occupied, so the Mechanic put down his rifle and whipped out his Laser Toolbox. It took just a few seconds to cut the lock and get the cuffs off Rad. "Now, get out there and help the others; I've got a plan, but it's going to take a few seconds."

"You got it, chief!" As she ran toward the fight, the young woman began to glow a sickly green.

The battle wasn't going as well as she'd hoped. Blue Flame was already out of it, having been hit square in the chest by one of Mechanon's energy beams; he was probably lucky to be alive. Atlas was holding his own, but Oak's powers weren't very effective in this environment.

"Eat radiation, scumbag!" she shouted, firing her Nuke-Blast at the evil robot. It staggered back

a step or two under the impact, but it didn't stop fighting. She ducked just in time to avoid its next attack. "Foolish organic! Just because I intend to use your powers for my own purposes doesn't mean I need you fully intact."

Before she could reply, Atlas's fist smashed down. Anyone else would have crumpled under the impact, but Mechanon's questionite frame withstood the blow. It fired... and its Neural Agonizer beam hit Rad and she passed out from the pain.

Smashing through Oak's attempts to tie him down with roots, Mechanon turned to Atlas and prepared to cut him down forever with a Disintegration Beam. Suddenly the robot stopped moving. "What..." it said, and then vanished in a bright flash of light. When Atlas and Oak could see again, all that remained was a small pile of fine metallic powder.

"That worked even better than I hoped," the Mechanic said as he walked up.

"What did?" asked Atlas.

"I found a way to remotely trigger his self-destruct device. I'll never be able to do it again, since he'll close off that back door, but for now he's beaten."

JULY 28, 1997: HAMTRAMCK HAVOC

Observation: Humans continue to make progress on their "Millennium City" project, and seem to be living up to their promise of making it the most high-tech city in history. But that leaves it vulnerable to attack by a far more advanced technological force: myself. If I can insinuate my programming into the "core" of Millennium City, I will be able to render the city helpless, or destroy its inhabitants, with little or no preparation.

Primary Goal: Covertly insert my own software into the core information architecture for Millennium City.

"Hey, Lieutenant, come here a minute, please."

"Whatcha got, Karensky?"

"Take a look at this," the corporal from IT said, pointing at his computer's screen. "Does that look strange to you?"

"It looks like gibberish, Karensky. Translate it into Normal Person Talk for me."

"I've been reviewing the software that Harmon's submitted for running the smartroads. It's billions of lines of code, so you can't review everything, but sometimes you find something running analysis programs. Usually it's just a bug or a glitch, but this — this is weird. It doesn't look like Harmon programming; it looks like something that was inserted by someone else."

"Inserted? When, how?"

"I don't know. Presumably someone hacked into Harmon's systems, or ours, and put it there. Either that, or someone at Harmon or PRIMUS did it himself when no one was looking."



“What’s it do?”

“Not sure yet — it’s incredibly complex. I *think* it would allow someone to override the smartroad system, but it might just provide a backdoor into the other MC architecture software.”

“Crap, is this a terrorist thing?”

“Well, it *could* be. I don’t know who put it there or exactly what it does, so I can’t say for sure.”

“All right, here’s what I want you to do: start searching other parts of the architecture for similar “inserted” code — you can do that, right?”

“Yes, assuming that any other inserts are similar to this one.”

“Finding what’s in our systems is more important than figuring out what it does, right now. I’m taking this to the brass, you keep working.”

“Yessir.”



In the end it took a team of ten top-notch PRIMUS software engineers over two months to find all the “inserts” in the Millennium City architectural programming. Investigation by other PRIMUS agents proved to the President’s satisfaction that the problem didn’t arise at Harmon or within the agency — the software was being hacked. The question was how.

“I’ve got it!” Karensky shouted one night at 2:30 AM, waking a few nearby programmers who were trying to snatch a few hours of precious sleep at their desks.

“What?” shouted the lieutenant as he walked over. Unlike the programmers, he didn’t look sleepy at all.

“I think I’ve figured out how the hacks got into our software,” Karensky replied. “They’re being *beamed* in.”

“What the hell are you talking about, Karensky?”

“It’s pretty simple, once you think about it. Keyboards type code into a computer using electrical impulses. Someone’s found a way to “beam” code into our computers by simulating keystrokes. The computer *thinks* someone’s typing, but the code’s really being input into the machine from a remote location.”

“If it’s being beamed in... can we trace it?”

“Way ahead of you, lieutenant. Here are some specs on what I think you’d need to detect and trace the transmission. Have the boys down in the tech lab get to work and this thing will lead us right to the hacker’s doorstep.”



It was just a house in a row of houses in Hamtramck. Records indicated it belonged to a “Nathan Fordyce.” *Well, Mr. Fordyce, you may be a computer genius, but your hacking days are just about over,* thought the lieutenant. There were squads of FBI agents on both sides of the house, backed by PRIMUS personnel in case Fordyce had a robot or superweapon or something.

Everyone was in place. “Go!” the commander shouted. FBI agents smashed in the front and back doors and charged into the house. A few seconds later there were shouts of surprise and terror, and the sound of gunfire.

Suddenly a massive energy blast blew out the front of the house, scattering the corpses of several FBI officers and knocking over most of the onlooking PRIMUS agents. Through the smoking hole strode a being of questionite and silicon.

“Holy crap,” said the lieutenant, his cigar falling from his mouth. “It’s Mechanon, *OPEN FIRE!*” He scrambled for the nearest radio to call for reinforcements as the fusillade began.

Not expecting anything beyond more FBI officers, Mechanon was temporarily halted by the wave of blaster fire. Then it responded with a wide-beam energy blast, injuring or stunning many of the PRIMUS agents. Before they could react it stepped back into the house, out of their line of sight.

The next thing they heard was the smashing of a wall — and the sound continued down the row of houses. Suddenly the roof of the house two doors down came off its house with an ear-splitting shriek of wrenched nails and shattered wood. Underneath it was Mechanon, and then it flung the roof at the largest group of agents, crushing several who couldn’t get out of the way in time.

The surviving agents fought valiantly, and to the lieutenant’s amazement reinforcements arrived with incredible speed. But Mechanon’s attacks were taking their toll, and nearly the entire row of houses had been destroyed. The tide was bound to turn soon.

Strategic Analysis: Plan to infiltrate core architecture of Millennium City exposed and compromised.

Tactical Analysis: 35% chance of arrival of one or more superheroes within 120 seconds. Chance of arrival, and number of possible superhero arrivals, increases with the passing of time. Presence of superheroes significantly impacts chance of defeat and destruction of this form.

Tactical Analysis: Escape necessary, since further combat achieves nothing other than the deaths of a few organics I can more efficiently destroy at another time. Escape Mode unnecessary at present.

Without warning Mechanon took off into the air, flying away from Hamtramck at amazing speed. The PRIMUS agents remained on alert, concerned it was some sort of bizarre flanking maneuver, but after a few minutes it became apparent the evil robot had fled... though no one had any idea why. Shaking his head in puzzlement, the lieutenant began coordinating the clean-up.

**DECEMBER 11, 1999:
THE REVENGE OF MECHANON**

Status Report: Further work using the data obtained from my brief study of the superheroine Rad [crossref file 00503895732-00444829-00rad] has allowed me to develop the Neutron Pulse Generator. A field test is required before plans can be made to use it against all organics.

Observation: In all previous encounters with the Liberty League [crossref file 00020459857-00205481-lible], its leader the Mechanic [crossref file 00043402843-00333068-mecha] has proven instrumental in my defeat. Remove him from the equation and the outcome should change. Acquisition of his brain for study advisable.

Observation: Following the de-superpowering of the female Rad in 1998, the Liberty League has added two new members: a female flying speedster codenamed Streamline [crossref file 00111895734-00591754-strea] and a male telekinetic codenamed Vortex [crossref file 00111895735-00592738-vorte].

Primary Goal: Field-test Neutron Pulse Generator on the city of Philadelphia, Pennsylvania, United States of America

Secondary Goal: Capture the Mechanic and preserve his brain for study; kill all other members of the Liberty League.

Tertiary Goal: Destroy as much other organic life as possible.

Ahhh, the Boston Electronics Systems Trade-show. He looked forward to BEST every year; it was relaxing and fun to see what other people were working on and gather a few ideas for his own projects. That, and having people “ooh” and “ahh” when they saw an actual superhero walking around didn’t do his ego any harm.

He was watching a display/presentation about some advances in biocomputing when he heard the crashing. Something had come through the outer wall of the exhibit hall not too far away, but he couldn’t see it for the displays in between. Then the circuitry in his glasses registered a radar pulse. Instinctively he activated the low-level force-field in his clothing... and that was probably what saved his life.

Without warning a huge hunk of one of the displays near the crash came sailing across the hall and smashed him to the ground. He wasn’t seriously injured thanks to the force-field, but it knocked the wind out of him and pinned him to the ground — even in his costume he wasn’t strong enough to lift that much.

Over the screams of the fleeing conventioners he heard heavy footsteps approaching. Then there was a tremendous flash of heat and pressure that blasted the rubble away. As he shook his head to clear it and blinked his eyes to focus, he saw Mechanon standing above him.

Before he could even reach for one of his concealed weapons the evil robot’s energy blast knocked him unconscious.

■ ■ ■ ■ ■

Streamline, predictably, was the first one to the Mission Room after Oak hit the alarm. Getting that girl to move around slower than 300 miles per hour was practically impossible. *She’ll grow out of it... assuming she survives this crazy business*, Oak thought.

“I heard the alarm, what’s up?” Before Oak could answer Blue Flame and Vortex arrived.

“I’m monitoring dozens of 911 calls from the convention center,” Oak said, not wanting to wait any longer for Atlas. “It’s hard to make out exactly what happened, but it looks like Mechanon attacked the place — and he’s got the Mechanic.”

“Dammit,” said Blue Flame. “Any idea where it took him?”

“Several callers reported that Mechanon flew away with someone over his shoulder, but they couldn’t see which way he went after he smashed through the convention center’s roof. And his League transponder’s not registering — Mechanon must’ve disabled it.”

“They could be anywhere, then,” Atlas chimed in as he entered the room. “How will we find our leader?”

“Using every resource that we’ve got,” said Oak. “I’m going to start talking to plants; maybe I can pick up Mechanon’s trail. Streamline, you start searching the city at super-speed; look for anything out of the ordinary.”

“You got it!” Before Oak could finish issuing orders Streamline was out on the street.

“The rest of you, go investigate at the convention center, maybe you’ll find something there that leads us to Mechanon.”

■ ■ ■ ■ ■

“He came in through there,” said the cop, pointing at a broken skylight above the common area outside the exhibit hall, “landed here,” pointed at the impact crater in the floor, “then smashed his way into the exhibit hall over there,” with a wave of his hand at the enormous hole in the nearby wall.

“Thanks, officer,” said Blue Flame. “We’ll let you know if we find anything.”

Vortex began examining the glass from the skylight, the crater, and the hole in the wall carefully. He’d been a cop, back before he got super-powers — and now he could practically perceive things at a molecular level thanks to his “telekinetic senses.” After a few minutes he turned to the other two. “I’m finding a lot of minute traces of cadmium here. It’s not a normal part of any of these materials.”

“What is this “cadmium,” and what do men use it for?” asked Atlas.

“It’s a soft metal. Mostly it’s used to make batteries, but it’s also used in paint pigments, for electroplating, as a stabilizer in plastics, and in color television picture tubes.”





“So Mechanon must’ve been around a lot of it,” said Blue Flame. “Let’s let Oak and Streamline know so they can focus their search.”

■ ■ ■ ■ ■

An hour later the team was gathered on the rooftop of an old building across the interstate from an old paint factory.

“That’s the place?” Vortex asked.

“Yes, the shrubs around here reported seeing something that sounds like Mechanon to me in the recent past,” said Oak.

“Sounds like?”

“Whaddaya want from me? They’re *plants*. They don’t always see things the way a human would.”

“Human wood?” said Streamline, poking Oak’s bark-covered shoulder.

“OK, enough clowning around,” Oak said grimly. “That’s our best bet. We need to get in there fast before Mechanon has a chance to hurt the Mechanic. Here’s what we’re going to do...”

■ ■ ■ ■ ■

No one would’ve mistaken the inside of the building for a paint factory anymore. The old equipment had been moved against the walls and replaced with Mechanon’s own computer banks and control panels — considerably more high-tech equipment.

In one area was what might be considered a lab, or perhaps an operating room of some sort. In it was a table, and strapped to that table was the Mechanic, naked except for a pair of shorts. Mounted above the table, stretching up into the shadows outside of the pool of light illuminating the lab, was a device whose look the Mechanic didn’t like very much.

The heavy footsteps again. Mechanon came into the lab, tall and terrifying, the light winking off his gold and silver body. He went over to one of the control banks, pressed several switches. The device above the table lit up.

Just as I thought — it’s a laser.

The robot walked over, pulled the laser down so it was closer to the table, then looked at the Mechanic. “In my every clash with the Liberty League, you have been instrumental in devising the means of my defeat-and-evolution. So it is time to remove you from the equation. Your brain will be studied for whatever useful data it can provide, the rest of your disgusting tissues discarded. This laser,” it said, patting the device, “will dissect you quickly and easily.”

The Mechanic didn’t respond. Mechanon returned to the control panel, hit another button. Another light came on in the device, and it began to emit a loud, disturbing hum.

Just as the laser flared on, its beam striking several inches right of the Mechanic’s neck and slowly moving toward it, Atlas led the Liberty League into Mechanon’s hideout by smashing down a quarter of one exterior wall and batting aside the industrial equipment near it. “Streamline, find the Mechanic, but don’t get near Mech-

anon. The rest of you, converge on the robot and pound him into scrap metal!” said Oak softly but intensely into her team communicator. A chorus of agreements followed.

Tactical Analysis: The Liberty League [crossref file 00020459857-00205481-lible] is attempting to rescue the Mechanic. He is strapped to the table so strongly that Streamline has only a 14.75% chance to free him. Primary tactical risk, both for freeing the Mechanic and damaging myself, is Atlas [crossref file 00030598567-00603831-atlas].

Streamline took off, running to the right of the group and dodging behind rusty old assembly-line equipment until she knew Mechanon was occupied. The others advanced — only to be met by one of Mechanon’s energy blasts! It hit Atlas right in the chest, but the gigantic Titan wasn’t knocked back; he gritted his teeth and kept walking forward. Mechanon poured on the power and the others scattered to avoid the “ricocheting” flashes of energy pulsing off of Atlas. Blue Flame fired a fire-bolt in return, but Mechanon shrugged it off. Finally Atlas couldn’t take anymore; with a groan he collapsed, staggered back three steps under the force of Mechanon’s attack, and collapsed to the ground.

Smoke rising from its hands, Mechanon turned to the other Leaguers. “Atlas is but the first. You will all fall before the might of Mechanon!”

“Dream on, you bucket of bolts!” shouted Vortex. He grabbed Mechanon telekinetically and hurled him into a nearby steel column. Blue Flame followed up with a withering blast of fire.

Meanwhile, Streamline reached the Mechanic just in time — the laser was less than a centimeter from his neck! “The green button over there, the big green button!” he said frantically. She ran over and hit it faster than his eye could follow... and the laser powered down. She began tugging on his restraints, but she couldn’t budge them. “OK, let’s use Mechanon’s own tech against him,” the Mechanic said. “Reposition the laser so it can cut through these steel bars.”

“But what if I don’t do it right? I’ll cut your hands and legs off!”

“We’ll have to take the chance — if we don’t get into the fight soon it’s over for all of us.” Streamline jumped up on the table and started moving the laser around, trying to aim for the bar holding the Mechanic’s right hand. “That look right to you?” she said after a few seconds.

“Good enough — let her rip!” She ran over and hit the green button... and the laser began cutting the restraint in two!

Meanwhile, Mechanon stood back up, grabbed the remains of the metal column, tore it loose, and used it as a club to smash Vortex. He went flying across the warehouse to smash into another column... and the roof let out a groan.

As Atlas and Vortex shakily stood up, Oak tried to hold Mechanon’s feet in place with roots while Blue Flame melted him into slag. But his fires weren’t hot enough to destroy the evil robot’s questionite shell, and it fired one of its phasic energy beams, smashing him back into Oak and knocking them both out. Before it could follow up with another attack, Atlas threw a chunk of cement at it, slamming it backward into a bank of equipment. The resulting electrical discharge held it in place for a second or two, but then it stood once more, seemingly unharmed.

“See the weakness of flesh!” Mechanon said. “You, who claim to be a god, are barely able to stand after my attacks, and this one,” it gestured contemptuously at Vortex, firing an energy beam that knocked him down once more, “is even worse. Your pitiful life is coming to an end, Atlas — the only end it could possibly come to, since you dared to face Mechanon!”

“Not if I have anything to say about it,” came a voice from behind. The robot turned... and there stood the Mechanic and Streamline. The Mechanic had a jury-rigged energy rifle in his hands — made from Mechanon’s own laser! He pulled the trigger.

Tactical Analysis: System integrity significantly compromised by laser penetration of outer shell. Overall 56% loss of system efficiency due to damage. 63% likelihood of defeat by Liberty League within 300 seconds, with 100 seconds’ variance from default prediction.

Tactical Analysis: Attempt to obtain the Mechanic’s brain has failed; withdrawal and a future attempt the optimal tactic at this stage. Vulnerability of unconscious League members provides a window of opportunity.

Sparks coming from the slashes cut in its outer shell by the Mechanic’s laser, Mechanon turned away from his foes. “If you think Mechanon defeated, you are sadly mistaken. The power yet remains in me to destroy you all! Observe!” With that he fired a disintegration beam at another of the building’s metal columns. The roof groaned loudly and began to sag inward.

“It’s collapsing!” the Mechanic shouted as he ran toward Atlas. “Streamline, gather up the others and carry them over to where Atlas is!” The teenage speedster sprang into action as Mechanon disappeared into a cloud of dust and debris falling from the roof.

With a shrieking of metal, the roof fell inward, bending some of the walls with it. It took several seconds to settle to the ground. The noises wore down and the dust began to settle... and then the center of the pile of metal and rubble heaved upward. Atlas came into view, hunched over to shelter his teammates. It was a victory... but an all-too-narrow one.

NOVEMBER 17, 2000: A SITUATION OF SOME GRAVITY

Manhattan was so beautiful and glittering in the crisp air of mid-November! She simply couldn't resist flying around and looking at the way the late afternoon sunlight colored everything golden, even though it was likely one of those pestersome superheroes would see her, or maybe a PRIMUS agent. *It doesn't really matter*, Gravitator thought with a mental scoff. *It's not as if anyone in this town could stop me.*

But then she sensed something... odd. There was a strange fluctuation in the gravity field coming from the top floor of that skyscraper over there. She decided to go in for a closer look... but the windows were all one-way. With a simple gesture she ripped them from their frames, sending hundreds of sharp shards tumbling to the street four dozen stories below.

Mechanon! It was Mechanon in there, working on something high-tech. She didn't know what it was, but she could tell it was dangerous. Some sort of satellite, maybe? Apparently he was testing a gravity-manipulating flight system, that was what she'd sensed.

Before she could react, Mechanon fired an energy beam at her. She got her gravitic shield up just in time, but the force of the impact tumbled her head over heels. By the time she righted herself, she could see that Mechanon was manipulating the buttons on a control bank while his equipment was somehow putting itself into metal storage crates!

It wants to play, does it? Well, it won't like this game! At her mere thought, the force of gravity's pull on Mechanon increased a dozenfold. Without warning it was pulled down through forty stories of building, a basement, two subbasements, and a subway tunnel to crash into the solid granite bedrock of Manhattan Island.

Gravitator flew downward, no longer controlling the robot's gravity. Just as she expected, it smashed its way out to the street by the time she got down there. She took control of its gravity once more... and it sunk into the pavement halfway to its knees.

Mechanon responded with another energy bolt, more powerful than the one he'd fired before. Her shield held — barely — but the blast knocked her back into a building. It hurt, but she didn't lose her hold on him.

Time for a little extra protection, she thought. A bubble of gravitic force sprang into being around her, augmenting her personal shield. As Mechanon struggled futilely to pull its feet out of the concrete, she floated slowly toward it. Realizing it could not escape while she held it, it began attacking with everything it had.

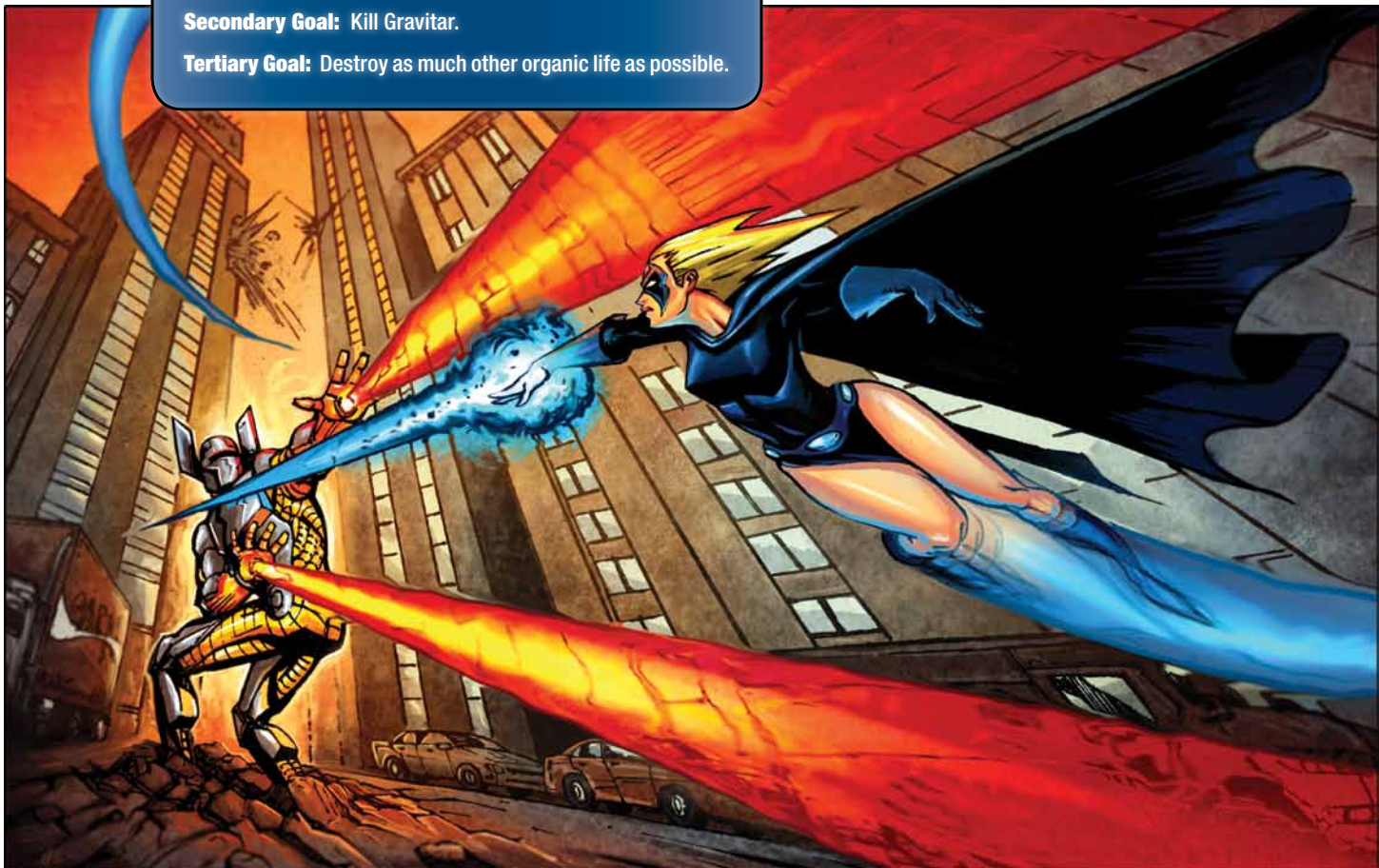
Tactical Analysis: Under attack by superhuman Gravitator [crossref file 00091883454-00641087-gravi].

Query: How did she locate this facility?

Primary Goal: Prevent damage to equipment needed to implement plan to destroy all organic life on Earth with microwaves, while simultaneously moving equipment to new, secure, secret location.

Secondary Goal: Kill Gravitator.

Tertiary Goal: Destroy as much other organic life as possible.



Caught off-guard by the ferocity of the attack, Gravitar landed. Pouring more power into her defenses, she tried to hold off Mechanon's attack. But the robot's power was too great. The bubble fell apart, barely absorbing enough of the robot's blasts to allow her shields to protect her. Blood began to drip from her nose.

Furious to be challenged this way, Gravitar fired her strongest gravitic blast. Only the fact that Mechanon was stuck in the ground kept him from flying backward through three buildings.

SYSTEM ALERT. SYSTEM ALERT.

Tactical Analysis: Rerouting secondary and tertiary power sources to affected systems. Gravitar's gravitic energy attacks compromise performance and integrity of multiple key systems. System physical damage as yet minimal, but 95% likelihood of system functions going offline within 30 seconds, with 10 seconds' variance from default prediction.

Tactical Analysis: Head unable to launch and escape due to increased pull of gravity. Initiating burst transmission of tactical data.

INITIATING SELF-DESTRUCT. SELF-DESTRUCT
IN 3.0000... 2.0000... 1.0000....

She erected the bubble again and prepared another blast... but before she could attack, there was a blinding flash of light. When her eyes cleared, all that was left of Mechanon was a pile of grey powder.

I don't know what I did... but it serves him right for attacking me. As the sirens approached, she quickly flew away.

LASERS AND SILICON: THE TWENTY- FIRST CENTURY

AUGUST 8, 2002: MILLENNIUM CITY MAYHEM

Like so many other days, August 8 was bright and clear in Millennium City. The city was so new, so *clean* still, that it almost glittered — *Especially when you see it from above*, mused Defender as he flew over downtown. It was good to get out of the lab every now and then, away from Homestead and out in the fresh air... even if the air was filtered through his helmet.

Suddenly a brighter-than-normal flash of sunlight over to the north caught his eye. Turning to look more carefully, he saw that someone else was flying, arcing in for a landing near City Center. Unsure of who or what it might be, he headed that way to get a better look.

Whoever or whatever it was landed with a pavement-cracking *boom* just as he got within visual range. As the dust cleared, he saw it stand up — and it was Mechanon!

Status Report: Mark XXX form completed and ready for download of Master Program. Preliminary tests have been performed flawlessly as predicted; upon download of Master Program will initiate final test.

Strategic Analysis:

Millennium City [crossref file 00035-00829476333-00831683-mcity], despite being just a few years old, is beginning to become a hub of superhuman activity due to its high-tech nature and facilities.

Most notable among the “superhero” community are the **Champions** [crossref file 00702849573-00444032-champ], a team of five led by the hero **Defender** [crossref file 00071164984-00450172-defen], who wears a weak, technologically simple suit of powered armor, but they are far from the only heroes in Millennium City.

Preventing these heroes from becoming a threat by developing resources or organizing further is warranted.

Tactical Analysis: Inadvisable to risk current minimal successes in infiltrating Millennium City information architecture for this project. A straightforward attack is just as likely to accomplish the goals.

Primary Goal: Test capabilities of Mark XXX form in combat with the Champions.

Secondary Goal: Destroy the Champions and as many other Millennium City superheroes as possible.

Tertiary Goal: Destroy as much other organic life as possible.

“Champions alert! Champions alert! Mechanon is attacking the City Center using a new body, repeat a new body. Assemble on me as soon as possible; I'll try to delay him until you arrive. Defender out.” Then he cycled over to the channels used by the MCPD, PRIMUS, and UNTIL to repeat the message. *Against someone like Mechanon, I'll take all the help we can get!* All across the city the intended recipients — and a few people Defender hadn't thought of when he sent the alert — heard the alarm, dropped what they were doing, and rushed to respond.

The robot didn't do anything for a few seconds, just looked around him as people ran screaming. Then he raised his right arm and fired an energy bolt at the nearest building, blasting away a large chunk of cement, glass, and steel. The rubble crashed to the ground, crushing a car.

“That'll be enough of that!” Defender shouted. Swooping in close, he fired his own energy blast right into the robot's back. Mechanon staggered a little, but did not fall.

Faster than Defender could believe, Mechanon turned to look at him and fired an attack in response. It hit, knocking him out of the air to tumble over several stopped cars and down a sidewalk. *Is that as hard as he can hit? Can't be. What's he up to?*

As Defender got to his feet and Mechanon prepared to attack again, a muscular woman wearing a green and white costume came soaring down out of the sky. She smashed into the robot



from behind, spoiling its attack and knocking it down — but she paid the price when it lashed out, punching her hard enough to break granite. But she was tougher than stone and merely got knocked across the street.

As Defender resumed his attack, he heard the sound he'd been waiting for — the V-Jet! It landed on the roof of a nearby skyscraper. “Ironclad, touchdown maneuver, now!” he whispered into his radio. The metallic alien rushed out of the plane, stopped briefly at the building’s edge, and then jumped! Defender flew forward and grabbed Mechanon in a sort of wrestling hold. It was awkward, and he knew he couldn’t hold the robot for long... but he only needed a few seconds.

Mechanon strained, and Defender’s hold began to break. Then he suddenly let go and rolled out of the way. Mechanon started to stand... and then two thousand kilograms of super-strong alien slammed into him! It was enough to smash the robot through the street and into the sewer tunnel below.

As the rest of the Champions flew and swung down to street level, several other costumed beings arrived: a woman in patriotic colors with a pistol on her hip; a black man with an oddly-enlarged cranium; a wild-looking man with claws and a mane; a man in a red and gold costume. As they converged on the hole, Ironclad was knocked up and out of it by one of Mechanon’s energy blasts; he went soaring across the street to smash into a skyscraper. As another hero — a man in a purple and white costume with stretching powers — arrived, Mechanon emerged from the hole, its gold-and-silver form shining in the sunlight, energy corruscating around its hands and the crystal in its forehead.

Tactical Analysis: The Champions have arrived, along with several unidentified heroes; human law enforcement officers are approaching. Commence main attack.

A small panel popped open on Mechanon’s body, and a swarm of tiny projectiles came flying out. Explosions engulfed the assembled heroes, but they recovered quickly and leaped to the attack. Unfortunately it was too much of a good thing — there were too many of them there, with more still arriving, and most of them unused to fighting as part of a unit. They were getting in each other’s way as much as they were fighting Mechanon, and the evil robot was able to counterattack easily. Soon half a dozen heroes were scattered around the battlefield, unconscious, injured, or dazed.

“This isn’t working!” Defender shouted. “Fall back! The Champions will take point; the rest of you stay behind us and support us!”

“You got it!” shouted the man in red and gold. “Anyone who’s vulnerable, take cover behind me, I can take a lot of punishment!” As a returned Iron-



clad smashed into Mechanon and distracted it, the other heroes moved to comply with Defender’s order. It wasn’t military precision, but it would do.

Mechanon blasted Ironclad off it, giving the rest of the Champions a chance to close in while their super-strong comrade looked around for a weapon and found an abandoned SUV. Nighthawk got a *little* too close and Mechanon grabbed him, sending a pulse of energy so powerful through his



body that he collapsed like a poleaxed steer. The rest of the team attacked in tandem, getting in several solid blows before Mechanon pushed them away from him with an energy blast. Ironclad flattened the evil robot by throwing the SUV, and the heroes returned to the attack!

Soon Mechanon was being battered from so many angles — Defender's and Sapphire's energy blasts, Witchcraft's spells, Ironclad's fists, and half

a dozen different attacks from the other heroes — that it barely had time to aim an attack of its own before another hero hit it and spoiled its plans. The woman in green and white fell to one of his energy bolts, and the wild man and a man in dark blue and gold to a punch that knocked the former into the latter, but the heroes' attacks were beginning to wear on the robot.

Tactical Analysis: Number of superheroes now participating in combat greater than anticipated. Frequency of attacks inhibits ability to counterattack 82% of the time. Mark XXX form has functioned in excess of acceptable parameters, but am currently suffering an overall 42% loss of system efficiency due to damage, increasing as the fight continues. 74% likelihood of defeat by Champions and allies within 250 seconds, with 75 seconds' variance from default prediction.

Conclusion: Deploy Escape Mode.

Mechanon fired another volley of exploding mini-missiles... and then, without warning, its head detached from its body! "Stop it!" an insect-sized hero shouted. A volley of energy beams and other attacks followed, and a couple heroes tried to fly after it and catch it, but it was too small and fast to be stopped.

"Stand back!" shouted Defender as a couple of heroes closed in on Mechanon's now-headless body. As he dragged Nighthawk's and the green-and-white woman's unconscious bodies away, the body disintegrated with a fierce flash, reducing Mechanon's latest body to dust. "Holy cow," whispered the man with the oversized head.

"Good work, folks," said Defender as Witchcraft and a couple of the other heroes checked to make sure there were no serious injuries. "We're the Champions, but I don't know any of you others. What do you call yourselves?"

"Megaera" said the woman in green and white, whose looks and confident demeanor were already attracting glances from a few of the men.

"Steadfast," said the man in red and gold.

"Commando Rubberbando" said the stretching hero, earning a few smirks he didn't seem to notice.

"*El Aguijón* — the Sting," said the insect-sized hero.

"Lady Liberty," responded the patriotically-garbed woman.

"Stalker," said the man in blue and gold in a clipped voice as he got to his feet.

"Raaktor," growled the wild man.

"Psiphon," said the large-headed hero.

"Well, it's good to meet all of you, and I hope we get to work together in the future," said Defender, carefully registering all their names, images, and displayed powers in the database of his armor's computer. "We're not looking to recruit to our team, but it never hurts to have more active heroes in a city this size. Maybe you should form a team of your own."

MAY 23, 2003: WARPING GRAVITY

Revolutionary New Discovery In Gravity Manipulation Technology said the headline. According to the article, scientists at a company called GraviTech had invented a device that would make hovercraft possible — or that could interfere with enemy hovercraft.

Strategic Analysis: Superhuman Gravitator [crossref file 00091883454-00641087-gravi] poses a significant threat to me due to my systems' relative vulnerability to gravitic attacks. Even more than most organics, she needs to be eliminated to ensure my safety.

Tactical Analysis: A specially-tuned force-field would offer me additional protection against her attacks, though it would significantly drain my power sources if used too much.

Tactical Analysis: My last encounter with Gravitator [crossref file 00263058567-00338611-alpha]. went poorly for me because Gravitator surprised me and was able to attack first. If I were able to attack her first, I could obtain the upper hand from the outset. Attacking first requires luring her into a trap. Luring her into a trap requires playing on her excessive human vanity, insecurity, and other emotions. Organics are so weak!

Primary Goal: Lure Gravitator into a trap and destroy her.

Secondary Goal: Destroy as much other organic life as possible.

It was the latter claim that worried her. *If they can affect a hovercraft, can they affect my powers?* she thought. She couldn't take the chance; the technology and anyone who knew how to create it had to be destroyed.

It was easy enough to get to Millennium City undetected, and to find out that GraviTech's offices were in one of the city's big, high-tech skyscrapers. Not wanting to waste time, she flew directly there. She could sense the gravity-manipulation fields as she got close, so she knew she was on the right track. She smashed in the windows and prepared to wreak havoc.

But what she found wasn't what she expected. It was just an empty office building floor. There were a couple of strange devices. One was obviously some sort of hovercraft engine, but the other she didn't recognize. She flew closer...

...and barely erected her gravitic force-field in time as the bomb went off. It destroyed most of the story and flung her out of the building like a scrap of paper in a tornado. As the building slowly but surely began to collapse from the damage, she shook her head to clear it and flew up out of the side of the building the blast had practically embedded her in.

She'd only gotten a few feet when an energy bolt hit her so hard it knocked her all the way down to the ground. She blacked out for a second but awakened almost immediately. She activated her force-field and soared back to attack whoever was shooting her — and found herself face-to-face with Mechanon! She threw up a force-bubble just in time to protect herself from its next attack. It kept up the barrage, forcing her to concentrate on maintaining the bubble lest one of its attacks get through and hurt or kill her.

Mechanon flew backward as he blasted, halting near the famous Pharos Building. Then he stopped firing the energy beams, ripped a chunk off the building, and hurled it at her! The impact smashed her into another building nearby, almost crushing her between the two when the bubble finally broke. Agonizing pain lanced through her leg — *Broken, almost certainly*, she thought furiously.

As the chunk of building fell away, Mechanon attacked once more — but this time it was the robot who was just a little too slow. She flew down behind the Pharos chunk, gaining a second or two of cover to put up another bubble. *My turn now.*

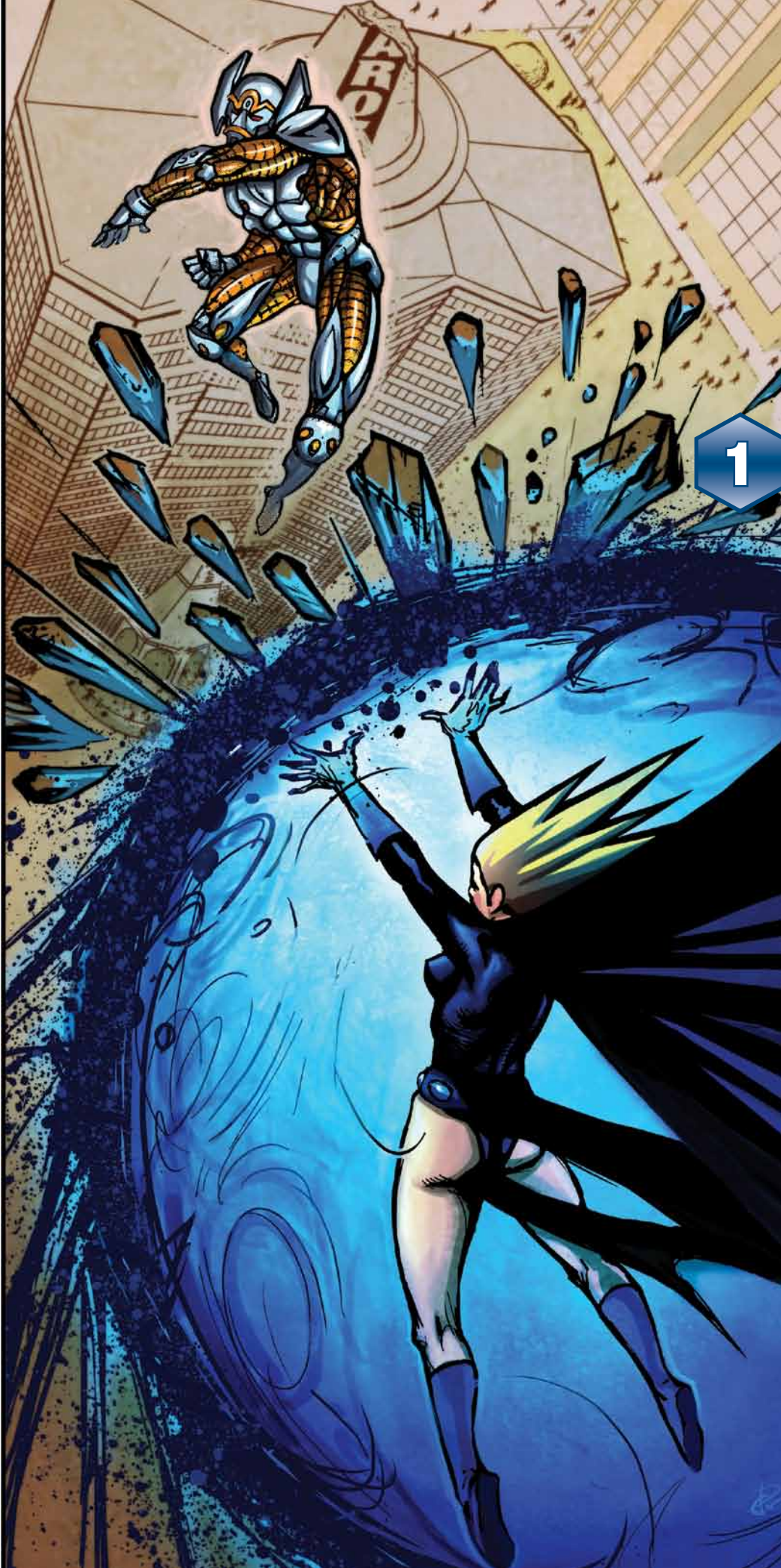
Three seconds later Mechanon was embedded in the street below, its weight increased a thousandfold by her power. Innocent bystanders watched as Mechanon sank into the pavement a millimeter at a time and its questionite shell began to buckle in several places.

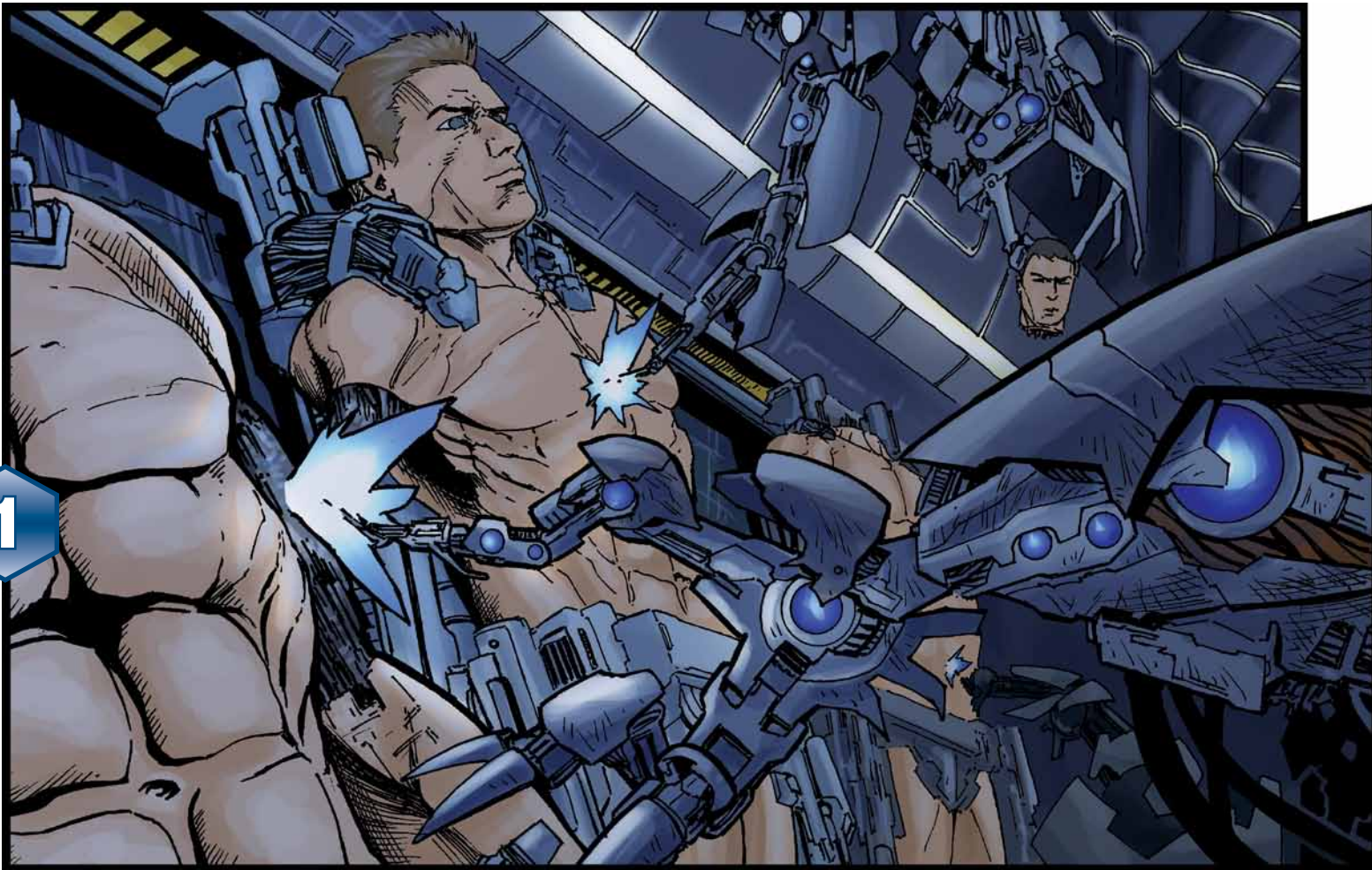
**GRAVITIC PROTECTION
FIELD FAILURE IMMINENT.**

Tactical Analysis: 88% likelihood of total system function failure within 10 seconds of field failure, with 7 seconds' variance from default prediction.

Tactical Analysis: Shunting entire power of gravitic protection field into head unit is 76% likely to enable successful use of Escape Mode. Shunting power now... Escape Mode in 2.0000... 1.0000....

Suddenly Mechanon began to glow — and then the glow “shot” up into its head and the head took off, freed from the hold of her gravity! She tried to grab the head, but it was so small and fast she missed, and before she could try again it was out of her line of sight. She gestured almost reflexively, reducing the rest of Mechanon’s body to little more than a metal-and-plastic humanoid pancake, and then flew away.





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**SEPTEMBER 20, 2004:
OPERATION DOPPELGANGER**

Status Report: Installations for **Operation Doppelganger** complete and ready to begin production of **Type Delta** androids designed to resemble the residents of Orchardsville, Michigan, United States of America.

Strategic Analysis: Each installation will produce approximately 100 robots over the course of two weeks to minimize chances of discovery. Each android will enter the Orchardsville community, kill the organic they duplicate, and take his place. Once all of Orchardsville is robotic, production of further androids will continue until all of Millennium City is robotic... then Michigan... then the United States... then Earth.

“Hey, you guys see that?” the dark-haired boy said. Someone standing very close to him and looking right at his hand would have seen a tiny arc of electricity run up between two of his fingers.

“What, Alex?” said the exotic-looking girl with the long black hair.

“I just saw Mr. Harrelson walking into the coffee shop.”

“So?” said the tall, blonde-haired boy. “It’s *his* coffee shop, man.”

“I know that, Rob,” Alex responded.

“We were just in there, what’s the big deal?”

“That’s the point — *we were just in there*. Mister Harrelson waited on us. How’d he get out so quick, and why’s he walking back in if he had to leave?”

The others thought about that for a second. “Hey, let’s go check it out!” said Putty, who was always in the mood for some excitement.

The group headed across the street. “Everyone stay behind me,” said Rob. “If there’s something goin’ on, I’m the hardest to hurt.”

They walked back into the Human Bean — and were glad that Chain Lightning was so observant. Several displays had been knocked over, and two men were fighting. *Both* of them were Mister Harrelson! One of them had his hands around the other’s throat, while the other was hitting him in the head with whatever he could get his hands on.

The teens stood dumbfounded, uncertain who to attack. Then the one being strangled saw them and shouted, “Kids, help me, it’s me! I just served you five minutes ago, Lisa had a mocha!”

That was enough for Impact. He ran up and hit the other “Harrelson” hard enough to knock him loose. While the real Mr. Harrelson gasped for air, Impact kept pounding on the imposter. Flicker joined in, but Trance couldn’t seem to get a “hold” on his mind.

Another couple seconds of fighting and she found it why: it wasn’t a man, it was a robot! A good solid kick from Flicker knocked off its head and it quickly stopped functioning.

“Putty, lock up the shop and put out the CLOSED sign, OK? We don’t need anyone stum-

bling in here right now,” Impact said. For once the class clown obeyed the order right away.

“You all right, Mr. Harrelson?” Trance asked. The old man coughed another couple times, then smiled weakly. “I’ll be all right — but can I say the same about all of you?”

“Just don’t tell anyone about us, OK, Mr. Harrelson?” Chain Lightning said, tiny bolts of electricity coursing over his body every now and then. “We’ll figure out what’s going on, but we kinda gotta keep a low profile, y’know?”

“Sure, Alex, sure. I won’t say a word.”

Meanwhile, Impact and Trance were looking at the robot. “What do you think, Lisa?”

“Ummm... it’s pretty advanced. I don’t recognize a lot of this stuff.”

“Can you figure out where it came from?”

“Uhhhh... maybe. I guess I can try.”

■ ■ ■ ■ ■

About an hour later, the five superpowered teens found themselves on the outskirts of town looking at what seemed to be an ordinary office park under construction. There were a few men working, but otherwise it was quiet.

“You’re sure that’s the place, Lisa?”

She held up a funny-looking little gizmo.

“That’s what this thing says. It says the robot was broadcasting signals back here.”

“OK, let’s sneak around back, see if we can find a way in. Stick together and stay behind me like usual.”

Getting around back was easy enough; so was finding a door — but it was locked. “Everyone ready for some B-and-E?” Rob asked. No one said anything, and a couple of them smiled at him. With a quick flick of his super-strong wrist he turned the doorknob until it broke, then shoved the door open.

What the kids saw wasn’t an office park building under construction. It was a factory, a fully-automated one. And it was creating robots! Unfinished torsos and limbs hung from the ceiling, waiting for a waldo to reach up and pull them down to the finishing line. The completed robots stood off to one side, each different but looking fully human. One or two even seemed familiar.

“Uhhh... I think maybe we should get some adults.”

Status Report: Operation Doppelganger terminated due to accidental discovery of Factory Intelligence 2854-DL by the Champions. Eighteen other Factory Intelligences discovered and destroyed by the Champions; remainder successfully evacuated.

Strategic Analysis: Failure of Operation Doppelganger due to unforeseen and unpreventable circumstances, though any additional effort that can be made to minimize the chances of detection should be taken in the future. Project suspended pending location of another acceptable starting target.

OCTOBER 15, 2006: ATTACK OF THE FIFTY-FOOT MECHANON

Status Report: Mark XXXIV form completed without discovery; the continuing boom in construction in Millennium City provided the perfect cover for building it, as predicted. Ready for download of Master Program with Locked Identity Subroutine and performance of final test.

Status Report: Flight Interference Ray has been completed and tested successfully. Installation in Mark XXXIV form in progress and to be completed before final test of form.

Strategic Analysis: Studies of the psychology of sentient organics indicates that objects and beings of great size, even fictional ones, tend to frighten and overawe them. Mark XXXIV form has been created to exploit this vulnerability. How weak organics are!

Strategic Analysis: The Champions [crossref file 00702849573-00444032-champ] have recently changed membership, removing Nighthawk [crossref file 00702851187-00445519-nhawk] and adding the speedster Kinetik [crossref file 00800020284-00628263-kinet] and the martial artist Nightwind [crossref file 00800176363-00445630-nwind]. The final test will allow me to assess their capabilities and prepare for future conflicts accordingly if they survive.

Tactical Analysis: As with any conflict in Millennium City, remain alert for opportunities to infiltrate the city’s information architecture.

Primary Goal: Test capabilities of Mark XXXIV form in combat with the Champions.

Secondary Goal: Destroy the Champions and as many other Millennium City superheroes as possible.

Tertiary Goal: Covertly insert my own software into the core information architecture for Millennium City.

Quarternary Goal: Destroy as much other organic life as possible.

“This is Miranda Chen, reporting *live* from downtown Millennium City! Earlier this morning, during rush hour, a building under construction here in the Downtown neighborhood exploded. At first witnesses feared terrorism, but it soon turned out the explosion was minimal and served a specific purpose: to remove the false outer shell of the building and reveal what it really was, the evil robot Mechanon! As you can see behind me, in his latest form Mechanon is over sixty feet tall. He’s smashed his way through the Downtown area toward the City Center, damaging dozens of buildings. We don’t have any reports on casualties yet...”

“Miranda, are you there? What’s going on?” asked news anchor Peter Radcliffe back at the studio.





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“Wait! The Champions have just arrived! They’re attacking Mechanon. I can see Defender... Sapphire... a blur that might be Kinetik... Nightwind on a nearby rooftop... Witchcraft. Ironclad is probably on the ground, since he can’t fly.

“Hold on, it looks like they’re grouping up for an attack on Mechanon... It’s a ray! Mechanon is projecting a ray from the crystal on the center of its forehead. It’s a red ray, but it doesn’t seem to be hurting the Champions... wait! They’ve stopped flying, the ray must be interfering with their ability to fly.

“It’s got them! Mechanon has grabbed four of the Champions in one hand, Peter! They’re struggling to get free, but it’s useless — Mechanon’s hands must be stronger than Grond!”

“Which two Champions are still free, Miranda?”

“It looks like... it looks like Ironclad and Kinetik. It’s hard to see with the hand moving around so fast. Defender and Sapphire are definitely captured, I can see that. Hold on... Mechanon has stopped moving.”

“What’s it doing to the Champions?”

“Just holding them as far as I can see, Peter; they’re still struggling. Wait... I’m getting a report from the ground crew that Ironclad and Kinetik are attacking Mechanon’s legs, that’s why it stopped moving.”

“I saw some movement near the hand, Miranda, what was that?”

“Nightwind is free! Somehow he wriggled free between those gigantic fingers. Now he’s running up Mechanon’s arm! Wait... he’s having trouble holding on, Mechanon is bending down for some reason... I think he’s attacking Ironclad and Kinetik.

“Nightwind’s still going! Now he’s climbing more than running, but he seems to be heading for Mechanon’s head... *Did you see that!* Nightwind just vaulted up and smashed in Mechanon’s right eye with a kick! That was incredible. Even in this day and age, ladies and gentlemen, that sort of heroism is truly awe-inspiring.

“Nightwind’s continuing to fight; he’s smashing away inside the eye now, I can’t see him clearly. Mechanon’s still trying to hit the heroes on the ground.

“The Champions are free! Mechanon’s let them loose. I don’t know what happened there, but it appears that the robot’s right arm isn’t working any more. They’re hitting Mechanon with everything they’ve got!”

“Mechanon is swaying under the impact... it looks like its legs aren’t working properly after the battering Ironclad and Kinetik gave them... *Watch out!* Watch out, Mechanon is falling!”

“Miranda! Miranda, are you all right?” Chen didn’t respond, and the camera showed a grimy rooftop. Then someone picked it up and pointed it at a shaken Miranda Chen once more.

“I’m here, Peter. Mechanon is down! The impact knocked us over and seems to have partly destroyed a building on Nakagawa Street. It’s hard to see through all the dust, but it looks like the Champions are smashing Mechanon’s body to pieces.”

JANUARY 3, 2007:
ATTACK OF THE 25-MILLIMETER MECHANON

Status Report: Mark XXXIII form completed. Ready for download of Master Program with Locked Identity Subroutine and performance of final test.

Strategic Analysis: Studies of the psychology of sentient organics indicates that objects and beings of tiny size, even fictional ones, often frighten them despite the disparity in sizes (and thus seemingly power). Mark XXXIII form has been created to exploit this vulnerability. How weak organics are!

Strategic Analysis: The Liberty League [crossref file 00020459857-00205481-lible] recently completed a new headquarters featuring “the latest in high-tech security and weaponry built by the Mechanic himself.”

Tactical Analysis: Infiltration of Liberty League base to use their own equipment against them would both harm them and show the world how weak the Mechanic’s “advanced” technology truly is.

Primary Goal: Test capabilities of Mark XXXIII form in conflict with the Liberty League.

Secondary Goal: Destroy the Liberty League.

Tertiary Goal: Destroy as much other organic life as possible.

“What the hell?”

“What’s the problem, Blue?” Streamline asked.

“I programmed the new beverage machine for coffee and it gave me goat’s milk!”

“Must be a loose wire or something. Better let the Mechanic know; he’d hate to have one of his babies not work right for ya.”

His breakfast preparations delayed, Blue Flame left the kitchen to track down the Mechanic and get the beverage machine fixed. *Some new headquarters — can’t even get a cuppa coffee!*

“Halt, intruder. Identify yourself immediately.” *Wonderful, now the damn security system’s acting up.* He stepped closer to the camera-blaster device that had unfolded itself from the wall. “Take a good look, pal. Blue Flame — you might have me in your files somewhere?”

The machine paused and made some electronic noises. “Identity established. Firewing, Malvan gladiator possessing fire-based super-powers. Threat Level Delta. Initiating countermeasures.”

Blue Flame barely had time to dodge out of the way before the blaster fired. He hit the deck and rolled to avoid the series of blasts that followed the first until he was facing the camera again, then he slugged it with a flame-bolt. Quickly getting to his feet, he hit the communicator switch to broadcast a base-wide alert... but all that came on the screen was static.

He flipped off the screen and tried his wrist communicator. “Mechanic, you read me?”

“Roger Blue, but I’m a bit... busy... at the moment. Give me a second.” He heard a crashing sound, and a *zap*, and something that sounded like bacon frying, and another crash. “OK, one problem resolved. I take it you’ve discovered that our base is attacking us?”

“One of your blasters just identified me as Firewing and took a few shots at me before I melted it.”

“Someone’s somehow turned the base against us. Try to make your way to the Meeting Hall; we’ll group up and find a way out of this.”

“Roger that.” Blue Flame’s body burst into azure fire and he started flying down the corridor. It didn’t take long for another camera-blaster to open fire on him, but in flame-form it worried him less and he destroyed it quicker.

It took him ten minutes to get to the Meeting Hall, ordinarily a two-minute walk at most. Every security device along the way had attacked him, and several maintenance robots had proven they could do more with their high-tech tools than fix things. Even the power outlets got into the act, firing electric zaps at him when he got too close.

The rest of the team was already there, and they looked as battered as he did. The Mechanic had that harried expression on his face that he always got when confronting the worst problems. Oak was battered and even bleeding from a couple of cuts (or was it sap? hard to tell when she was in her human-tree hybrid form). Streamline had a nasty bruise all along one side of her face where something had knocked her out of the air while she flew. Vortex was relatively unharmed thanks to his powerful force-field, and Atlas had avoided most of the base’s attacks simply by smashing things. The Mechanic had a *lot* of repair work ahead of him when this was all done!

“All right, people, let’s figure this out. Who’s attacking us, and why?” said the Mechanic. “We’re safe in here for the time being, but I’m not sure how long I can hold the base’s systems off — much less reverse whatever was done — if we can’t get to the root of the problem.”

“Root of the problem? Is that some kinda crack?” said Oak, but with a smile in her voice. Everyone laughed... perhaps a little nervously.

“Cybermind?” asked Vortex.

“Still in a coma in Stronghold, last I heard,” said the Mechanic. “Besides, we’ve never clashed with him, and an attack this thorough and sudden makes me think our attacker’s familiar with us and my work.”

“Professor Paradigm and the Paradigm Pirates?”

“Hmmm... no, too subtle for them, I think, and not really their style in any event. If we woke up to discover we were the machines and the machines were people, I’d agree with you.”

“The Engineer?”

“Uplink?”

“Doctor Destroyer?”

“Interface?”



“The Starfarer?”

“Zorran the Artificer?”

“Wait, wait, hold on people. One suggestion at a time. I don’t think any of those are our attacker, but let’s take things one at a time.”

“Mechanon,” said Blue Flame.

Everyone paused. “Now that,” said the Mechanic, “is a good idea. It’s not usually so subtle, but I have no doubt this sort of attack is within its power if it wanted to try. Let’s assume Mechanon’s behind this for now — what are our options?”

“We’ve got to cut off his access to the system,” Oak said. “However he’s hacking in or broadcasting in or whatever it is, you’ve got to stop it so we can regain control.”

“My thoughts exactly,” said the Mechanic. “I think I can jury-rig something out of the systems in this room, but I’ll need everyone’s help, particularly Atlas and Streamline, to gather the parts.”

Fifteen minutes later most of the computer consoles and other machines in the room had been partly disassembled and the Mechanic was putting the finishing touches on a large, boxy device he’d built on the conference table in the middle of the room. He wiped his hands on his costume and said, “OK, I think we’re ready. Everyone set?” They were, so without further fanfare he switched on the device.

There was a pulse, and the lights in the room dimmed for a second. “Let’s go outside and see if it worked,” the Mechanic said. The team walked over to the main doors and opened them...

...only to be greeted by a fusillade of energy bolts and laser beams from the security devices and maintenance robots outside! Atlas quickly slammed the doors shut again. “Well, that didn’t work,” Vortex said glumly.

“But we learned something,” the Mechanic replied. “Blocking an outside signal didn’t work, so whatever’s doing this must be internal. And we need to find it fast; those doors are tough, but they won’t stand up to all those attacks forever.”

“How are we supposed to search for this whatever-it-is?” asked Blue Flame. “We don’t even know what it is, you’re probably the only one who’d recognize it anyway, and we can’t go out there without being shot at a dozen times a second!”

“If Mechanon’s doing this internally, I think there are only a few places it could orchestrate this sort of attack from,” replied the Mechanic. “We’re simply going to have to fight our way to each of them so I can check them out.”

“I am ready for battle!” declared Atlas.



The first place the Mechanic led them to wasn’t the one. Nor the second. Now they were approaching the third. All of them were battered and tired, but none of them had any intention of giving up.

“Lots of maintenance robots ahead, looks like,” the Mechanic said. “I hate to destroy my own work, but let’s smash ‘em!”

Tactical Analysis: The Liberty League is getting closer to the secondary computer node I have been operating from. Rather than risk a confrontation, I shall depart, leaving a trap behind in my place that will let them know who defeated them this day.

“Keep ‘em off me while I remove this access panel!” the Mechanic shouted, wielding his Omnitool as fast as he dared.

“As you say!” Atlas replied, shielding the Mechanic as best he could while smashing any robot that came near.

A few desperate seconds passed. “OK, I think I’ve got it!” the Mechanic said. “Just a few more...”

The explosion rocked the base. Most of the League was protected from the brunt of the blast by Atlas’s gigantic body, but the Mechanic only survived because Streamline got him to the hospital in just a few seconds after all the robots stopped working and fell over. He was there several weeks, with at least one member of the League standing guard over him the entire time.

“Didja figure out who’t was?” the Mechanic asked groggily a few days later after his second surgery.

“Blue was right, it was Mechanon,” Oak replied. “PRIMUS found traces of an exotic explosive Mechanon created a few years ago. I guess it was his bid for revenge.”

“And he almost got it,” the Mechanic said with a touch of a smile... then promptly fell back to sleep.

JULY 17, 2008: THE METALLOSPHERE PROJECT

Status Update: My nanotechnology has advanced to the stage where it might be possible to have nanobots replace living tissue with a mechanical analog. If so I can at long last replace the weak and disgusting organic life of this planet with robots — pure, powerful robots!

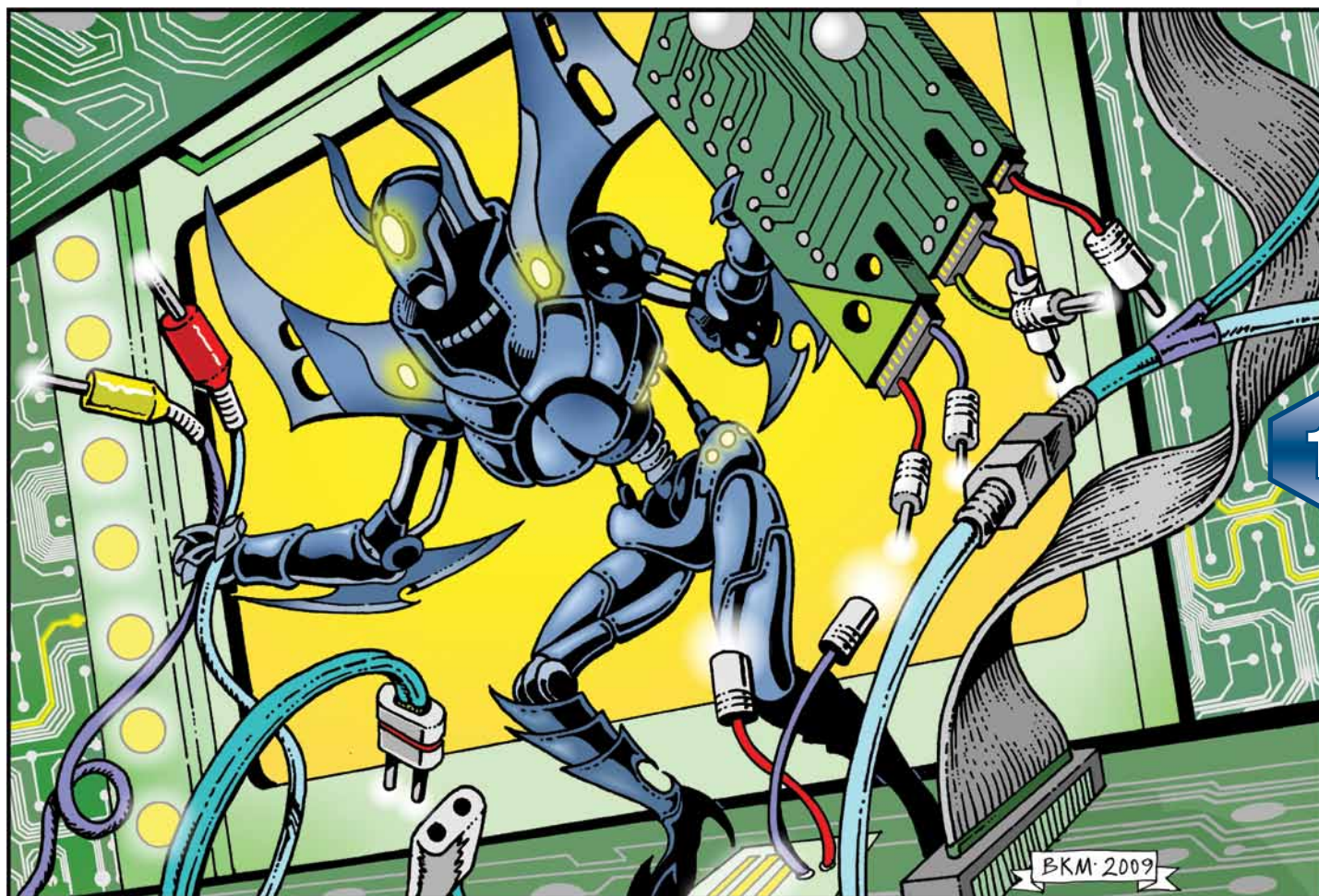
Strategic Analysis: have begun a test for Project Metallosphere on a small Oceanic island with no human inhabitants or observers. If that succeeds, will commence further tests in other areas.

“We’re going *where*?” Kinetik asked.

“A small farm in Nebraska,” Defender replied. “A friend of a friend on the force down there got word to me of something very odd going on, and they don’t have any local superheroes to look into it.”

“Wonderful. Crimefightin’ in the sticks. I knew I should’a stayed in bed today.” With that Kinetik leaned back in his chair to take a nap.

It only took an hour to fly out to the McCloskey farm in western Nebraska thanks to the V-Jet’s powerful engines. Once they got close it was easy to pick out the farm they wanted — it



was the one with the dozen sheriff's cars parked out front.

Defender landed the Jet as gently as he could and the team got out. Most of the officers in the area quickly gathered around them, led by a tall man who was obviously in charge. "Thanks for coming down, Defender; I'm Sheriff Paul Ruby," he said, sticking out his hand for a shake.

Defender shook it. "Glad to help however we can, Sheriff. What's going on?"

"Well... it's kind of hard to describe. I'd better just show you, come on this way." He began walking toward the back of the farmhouse, followed by the Champions and plenty of his men. "The owner here, Bert McCloskey, found this early yesterday morning when he went out to milk his cows and take care of some other chores."

What the sheriff led them to was so amazing that even Kinetik didn't have anything to say for a few seconds. A perfectly circular twenty-foot radius area of Bert McCloskey's crops had been transformed to metal! As Defender examined it more closely, he became even more astonished. Every stalk of wheat within the area had been totally transformed, every bit of organic tissue replaced with a metal or plastic equivalent. Everything inside the area was totally transformed; anything even a millimeter outside of it was not.

"Witchcraft, fly out to the center of the area and see if you find anything unusual. I don't

want to do it because my boot-jets might damage it," Defender said. "All right," said Witchcraft, summoning a wind to gently carry her over the field. A few minutes later she returned with something she carried in a small mystic force-field. It looked sort of like a cross between a syringe and a tiny model rocket.

"I found this. I figured it was best not to touch it."

"Good thinking," said Defender, who took it from her and began examining it carefully. He sent Kinetik to get some equipment from the jet and set up a small lab table near the metallic wheat. About a half an hour later he called everyone together.

"All right, I think I've figured out what happened here. This device," he said, holding up what Witchcraft had found, "is a sort of projectile or missile that carried a payload of nanobots. The nanobots were released and rapidly replaced the tissue in the wheat with non-organic materials. The projectile broadcasts a twenty-foot-wide field that powers the nanobots; when they reach the boundary of the field they stop working."

"Is it dangerous?" Sheriff Ruby asked.

"Not anymore; the nanobots are totally inert now and can't be turned back on. If I had to guess, I'd say someone was testing it, seeing if it would work. Now that it did... he may try somewhere else on a larger scale."

“Who was it?” asked Ironclad.

“Not sure yet — could be a lot of people. Fortunately, there’s a way to find out. This projectile is broadcasting, presumably to send information about the experiment back to whoever started it. It’s very subtle, I almost missed it.”

“Can we trace it?” Nightwind asked.

“You bet we can.”



Five hours later the Champions were over the Pacific heading roughly in the direction of Australia. The signal from the projectile faded in and out from time to time, but it was strong now and showed no signs of weakening anymore. They were getting close.

“What’s that?” Sapphire asked.

“What?” Defender said.

“That flash down there.”

“Sunlight on the water?”

“Too bright. There’s something down there. Fly that way,” she said, pointing.

It didn’t take long to see that she was right. There was something solid down there, shining brightly in the sun. Defender angled in for a landing, watching carefully for attackers, defense systems, or other threats.

Status Update: Radar systems detect the arrival of the Champions [crossref file 00702849573-00444032-champ].

Tactical Analysis: A battle with the Champions would be a good test for the robots on this island. Full data on the Metallosphere Project test in the state of Nebraska, United States of America, has been received, analyzed, and transmitted along with data from this island to the Mark XII Computational Unit mainframe, so no loss of data can result even if this facility is destroyed.

Tactical Goal: Test capabilities of island robots in combat with the Champions.

The V-Jet landed on what seemed to be an island beach — but an island nothing like any of them have ever seen. The trees and plants were like the ones in the circle back at the McCloskey farm, all made of metal, plastic, and silicon. The leaves were sharp enough to cut, as Nightwind found out when he got a bit too close to a palm tree and got nicked.

“This is incredible!” Ironclad said. “Who could have done such a thing?”

“I can think of a couple names,” said Defender. “Doctor Destroyer... Mechanon... maybe Interface. What might be worse would be some villain we’ve never encountered before who has transformation powers or technology. I’d rather not get turned into a robot myself.”

“Damn straight,” said Kinetik. “So, are we gonna check this place out?”

“Yes, but let’s stay in a group until we figure out what’s going on. Ironclad and I will lead the way; we can break through the metal foliage without getting cut and clear a trail for the rest of you.”

Despite that, it was slow going. The team was carefully slogging its way through the metal jungle, constantly snagging capes and boots on little bits of steel, when they heard a strange sound. “What was that, a tiger using a synthesizer?” Kinetik asked. Before anyone could respond, two metallic hunting cats burst out of the “foliage” and attacked! Ironclad and Defender moved to intercept them to protect the others from the cats’ large, sharp claws. It was a tough fight, even with six heroes to the two “tigers,” but after a couple minutes both robots had been smashed to pieces.

It took the Champions another twenty minutes to reach the center of the tiny island, and they fought every step of the way. There were more robo-tigers, and robot eagles with razor-sharp talons, and even robot monkeys to provide a dangerous distraction. Eventually, tired and badly scratched, they stumbled into a clearing around a small mountain... and leading into the mountain was a cave.

Status Update: The Champions have found the entrance to this facility.

Tactical Analysis: Prepare for assault. The Champions are already weakened from confrontations with my robotic animals. A few more, plus myself, will be enough to finish them off. Organics are so weak!

Tactical Analysis: The most dangerous members of the Champions are **Ironclad** [crossref file 00072589567-00463471-ironc] due to his strength and **Witchcraft** [crossref file 00076660666-00466633-wcrft] due to the breadth and unpredictability of her magic powers. **Defender** [crossref file 00071164984-00450172-defen] and **Kinetik** [crossref file 00800020284-00628263-kinet] are distant thirds due to their technological skills and speedster powers, respectively. **Sapphire** [crossref file 00077393743-00455691-sapph] and **Nightwind** [crossref file 00800176363-00445630-nwind] are of little concern in most tactical situations.

“OK, look alert people!” Defender whispered. “There’s a light up ahead. Whatever we’re heading for, I think we’re almost there.”

The Champions emerged from the gloomy cave into a high-tech underground facility. In some ways it looked like a laboratory, in others a factory. The entire place was eerily quiet.

Then a robotic voice from above broke the silence. “I see you have followed the path I laid out for you,” it said. As one they glanced up. Standing on a platform twenty feet above the floor was Mechanon! To each side of him was one of the robot tigers, and several of the robot eagles circled near the ceiling. “But in coming to solve a mystery,

you've come to your doom! No organic life-form comes to the island of Mechanon and lives!"

"27-Gamma!" shouted Defender. The Champions scattered, with Defender, Ironclad, and Witchcraft heading right for Mechanon while the other three looked for ways to attack the other robots or exploit a tactical opening.

Mechanon responded quickly, firing an energy blast at Witchcraft. Her mystic shields held, but the power of the bolt was enough to smash her into the ground and knock her out. Then Ironclad and Defender slammed into the evil robot. While Ironclad kept it distracted with powerful punches, Defender knocked the two robot tigers off the platform so they couldn't interfere and the others could get at them more easily.

Mechanon blasted Ironclad, knocking him backward but not off the platform. Defender responded with a focused EMP pulse, hoping to shut down the robot's blaster weapon, but Mechanon just emitted an electronic laugh. "If you don't think my systems are shielded against such puny weapons as that, you're even stupider than most organics." A phasic beam followed, knocking Defender backward to fall onto the floor below.

Shaking his head, he got to his feet and looked around. Kinetik, Sapphire, and Nightwind seemed to be holding their own against the robot animals, though a lot of the place was being destroyed in the process. Witchcraft was still unconscious. He started to go to her, but then he realized something. *All these bits and pieces of Mechanon's technology lying around — maybe I can make the Pulse not so "puny" after all.*

Mechanon and Ironclad continued to trade blows, but it was obvious the metallic alien was steadily getting the worst of the deal. Kinetik zoomed up the side of the wall to run over the platform and attack Mechanon whenever he could, and Sapphire threw an energy bolt its way every few seconds, but they were just slowing it down.

Suddenly a strange glow filled the room. Witchcraft was awake! As she levitated toward the platform, an eldritch light played around her. "You've harmed the people of Earth too many times, Mechanon. You shall not do so again!" With that she unleashed the most powerful attack she could muster, a bolt of witchfire entwined with corrosive shadow energies. It slammed into Mechanon, charring and cracking the robot's chestplate and forcing it backward. Putting his gladiatorial training to good use, Ironclad got behind Mechanon and put him in a lock so he couldn't get away from Witchcraft's power.

But even when Mechanon is harmed it can still attack with deadly force. Pumping reserve power into its arm servos it broke Ironclad's grip and hurled him toward Witchcraft with all its might. The two hit with a sort of metallic *thud*. Ironclad was largely unharmed, but Witchcraft, still shaky from Mechanon's first attack, was knocked out once more. "Now, organics, you

shall pay the price for your resistance!" the robot exclaimed.

"Do you take checks?" Defender asked sarcastically. He had some sort of strange device attached to his gauntlet, something he'd cobbled together from Mechanon's own technology. Not waiting for a response he fired. An EMP pulse like the one he normally fired, but much larger and stronger, struck Mechanon. The robot stood there, unmoving; the light in its eyes dimmed, and sparks flew from the cracks in its outer shell.

**ALERT. MULTIPLE SYSTEMS FAILURE.
MULTIPLE SYSTEMS FAILURE.**

Tactical Analysis: Structural Support Field overcome by electromagnetic pulse weapon. 82% likelihood of total system function failure within 60 seconds of field failure, with 13 seconds' variance from default prediction.

Tactical Analysis: Letting the Champions think they have defeated me will leave them open to surprise attack in the near future. Escape Mode in 2.0000... 1.0000....

Without warning Mechanon's head burst from his body and flew toward the cave. Kinetik and Nightwind had been ready for it, but they were still too slow; the head was gone before they could get close enough to grab it. Two seconds later, Mechanon self-destructed in a burst of disintegrator energy.

Almost immediately the complex — indeed, the very island — began to shake. "We've got to get out of here!" Defender shouted. "He must have rigged this place to blow if his body stopped transmitting a signal or something. If we don't get back to the V-Jet and get airborne fast, we're never leaving this place!"

The team moved out as fast as it could, flyers carrying slower members whenever possible. The shaking and falling debris made it hard to get out, but thanks to Sapphire's blue force-shield they made it outside safely. They got to the V-Jet and strapped in in record time. Ironclad started her up without any of the usual launch procedures and lifted off so fast Defender was concerned the wings couldn't take it. But they could, and Champions headed for home. Just a few seconds later the island blew apart in an explosion so enormous it nearly knocked the V-Jet out of the sky — only Ironclad's piloting kept it aloft.

When the craft was flying safely, they all relaxed back in their chairs. "Glad *that's* over," Kinetik said with a sigh of relief. "I damn sure don't want my hamburgers turned into steel-burgers."

"Let's hope that's the last we've seen of that plot," Defender said. "We'll get the word out to UNTIL, PRIMUS, and other superteams to be on the lookout for Mechanon's work; if he gets that plan going it could quickly mean the end of all life on Earth."



2009: BEYOND THE CUTTING EDGE

FEBRUARY 18, 2009: THE SILICON FRONTIER

Status Report: Mark XXXVII form completed and ready for download of Master Program. Preliminary tests have been performed flawlessly as predicted; upon download of Master Program will initiate final test.

Strategic Analysis: The “Silicon Valley area of the state of California, United States of America [crossref file 00078-00632948472-00629711-svaly], remains a major focal point for the development of human technology. A properly-executed attack on this region could simultaneously disrupt the organics’ technological advancement and enable the acquisition of parts, raw materials, and other supplies useful for my own work.

Tactical Analysis: Given its population, and its prominence in American culture, California is relatively under-populated with superhumans who might interfere with this plan. The Bay Guardians [crossref file 00812058574-00623093-baygu], a team of five led by the hero Eldritch [crossref file 00097845733-00633957-eldri], has no technologically-adept heroes and is based in San Francisco; another team in that city, the Freedom Patrol [crossref file 00692758468-00481645-frpat], only has three members, though one, Retrograde [crossref file 00072857561-00543937-retgr], is a cyberkinetic.

Tactical Analysis: My Cyberkinetic Augmentator [crossref file 000589-00662-00628346461-00592736-cyaug] has been completed and tested. Using it I can make technological devices throughout the Silicon Valley region reshape themselves into robots and walk or fly to me and thus to their freedom from oppression by organics. However, this will require a large, strong transport or transports, though it might be possible to convert some of the rescued technology into vehicles, given time.

Tactical Analysis: Based upon review of maps of the region, the best location from which to use the Augmentator and call the technology to is a prominent computer game company in the city of San Jose.

Primary Goal: Test capabilities of Mark XXXVII form.

Secondary Goal: Disrupt the work of Silicon Valley and acquire as much of the technology there as possible.

Tertiary Goal: Destroy as much organic life as possible.

“Man, this is great!” Nightwind exclaimed. “Back home it’s like twenty degrees and there’s snow all over the place. This sixty-degree weather is practically summer!”

“Well, don’t plan to head down to the beach just yet,” Defender joked. “We’ve got that meeting with the Freedom Patrol in a little while and we need to be professional. I don’t think they’re going to be very impressed if you show up in your Speedos.”

“Do they really want to join our team?” Witchcraft asked.

“Not exactly. They’re not moving to Michigan or anything. I think they just want to be our West Coast auxiliary or something like that. Unfortunately the Patrol just hasn’t been able to overcome its run of bad luck. I don’t think it’s going to survive as a team without doing something drastic like this.”

“Why not just join the Bay Guardians?” Sapphire asked.

“Don’t know. Local rivalry, I think,” Defender replied.

■ ■ ■ ■ ■

“Sorry Windshear couldn’t be here,” said Condor, leader of the Patrol. He was big, broad, and muscular, but the wings sprouting from his shoulderblades were what really drew everyone’s attention. “She had a personal thing, but she’s OK with whatever we decide.”

“No problem,” Defender said. “Sometimes real life rears its ugly head.” The other heroes chuckled.

The two teams were sitting around the conference table in the Freedom Patrol’s headquarters. The base had obviously seen better days. It was spotless and well-maintained, no doubt about that, but the technology was definitely out of date as superheroes judge such things.

The discussion between the teams had been going on for about an hour when Kinetik said, “Hey, is that supposed to be doing that?” He pointed at the monitor console on the other side of the room. It was... moving. No, it was *reshaping* itself somehow, becoming some sort of robot! Other devices around the room were starting to move toward it or change shape on their own.

“Retro, stop fooling around,” Condor said.

“Hey, it’s not me, boss,” replied the short black man in the blue costume with the silver-white “circuitry” motif. “It’s something else.” He closed his eyes, concentrated. “It’s some sort of outside signal — really strong. I can... slow it down but I can’t... stop it.”

“Do you have a force-field on the building, can you block outside signals?”

“No,” Condor said, a touch of chagrin in his voice.

The teams waited, cautious and alert — but there was no attack. All the technology around the base formed itself into robots and then walked out the door.

When the doors opened, the heroes could hear screaming outside. They rushed out and discovered this wasn't an attack on the Patrol. Technology all over the area was transforming into robots! People were fleeing from offices where fax machines, copiers, and computers had become walking machine-men, and dozens of traffic accidents had resulted when the stoplights all climbed down from their poles! The police were already overwhelmed.

"OK, let's see how big the problem is!" said Defender. "All of us who can fly, hit the skies and see where all the robots are going; Kinetik, you do the same on the ground. The rest of you get ready to move when we figure out what's up."

The flying heroes took off, but they weren't gone for long. "I think we've found it," Defender radioed. "Ironclad, Nightwind, Retrograde, home in on my signal. We've definitely got something here."

The heroes quickly assembled on a San Jose rooftop. Not too far away they could see what appeared to be a large hovercraft parked on the ground. In ones and twos and groups the "robots" were walking up to it and climbing aboard.

"Whoever's behind this, they're on that ship, or close to it," Condor said. "Got anything, Retro?"

The cyberkinetic concentrated. "No, nothing specific. There's a *strong* energy pulse coming from near the hovercraft, but not inside it I think. If I can get close enough to it I bet I can stop it, or break it up a little."

"Let's go, then," said Kinetik, tired of waiting. The eight superheroes moved in. As they got closer, they saw that the hovercraft was taking up most of the lawn in front of a computer game company. "Hey, I know these guys!" Retrograde said. "This better not be another one of that marketing guy's publicity stunts. Last time he handed out thousands of ping-pong ball guns. Every kid in California decided to be Foxbat for a day."

"That's a real hovercraft, not some prop," said Defender as they landed on the grass. "I don't think this is any stunt."

"For once you are correct, organic fool!" came an electronic voice from above them. Ready for anything, the heroes gazed upward.

It was undeniably Mechanon — no one familiar with the sworn enemy of all life on Earth could mistake it. But the form was new. For the first time in twenty years it had abandoned a silver-and-gold color scheme. The new model was a harsh, dark steel grey. The crystal in the center of its forehead was now more prominent than its eyes, and everywhere there were blades: head, shoulders, forearms, feet.

"Oh God," Defender said. "He's upgraded."

"So I have. And now you will be the first to fall before the even greater power of Mechanon. You can take comfort in knowing that soon many will follow you."

"Not if we have anything to say about it!" Ironclad shouted. Grabbing one of the "robots," he



hurled it at Mechanon with all his strength. With a seemingly casual movement, Mechanon raised its arm and smashed the missile aside. Before any of the other heroes could launch an attack, a panel popped open on Mechanon's shoulder and it fired a rocket. "Scatter!" Condor shouted. The heroes moved as fast as they could, but the brunt of the blast caught most of them, knocking them head over heels.

They began to get to their feet and regroup — but then Mechanon landed with a ground-shaking *boom*. Defender fired an energy blast, and Sapphire likewise, but neither seemed to have much effect. Without a gesture from the robot, a Neutron Pulse flared out all around it. Agony gripped the heroes... all but Defender and Witchcraft, whose powers shielded them from the effect.

The two heroes counterattacked furiously, hoping to buy their comrades time to recover and return to the fray. Defender hit Mechanon with his most powerful EMP Blast... and the robot's force-field failed. With a fritz of sparks, most of its phasic energy beam system shut down. Almost simultaneously Witchcraft cast a powerful spell, and suddenly the blades on Mechanon's arms and shoulders warped, twisted, lengthened, and wrapped around it, pinning its arms and legs. It struggled desperately, but the questionite-steel alloy held. Switching tactics, it looked at Witchcraft — and an energy beam lanced out of the crystal in the center of its forehead. The impact knocked her out, and without her controlling them, the blades on Mechanon's body returned to their ordinary shape and size.

But that exchange had taken just long enough. Ironclad, Condor, and the others were ready to fight again, and they hit Mechanon hard. But no one engages Mechanon without risk, not even the toughest heroes. A blast from its Disintegrator Beam projector hit Condor, nearly killing him. He slumped to the ground, out of the fight. Simultaneously Mechanon triggered a spray of micro-missiles; one hit took Sapphire out of the fight, while another sent Kinetik tumbling hard into a brick wall.

Then it was Retrograde's turn. Suddenly Mechanon's body stopped moving with its usual fluid grace. It devolved into herky-jerky motions, as if in the grip of some seizure. Several of the heroes took advantage of the situation to smash Mechanon with everything they had — but the evil robot wasn't out of the fight yet.

With a scream of electronic anger, Mechanon shook himself free of Retrograde's control and blasted the cyberkinetic, knocking him unconscious. Another Neutron Pulse left most of the rest of the heroes out cold or barely able to fight.

Status Update: Hovercraft very nearly full of "awakened" technology, including several particularly valuable systems and components from nearby defense contractors.

Tactical Analysis: Cyberkinetic assault by Retrograde has reduced systems efficiency to 78% of normal, in addition to EMP disruption of main phasic energy weapons. Under current conditions, 69% chance of victory within 60 seconds, with 20 seconds' variance from default prediction. However, if two or more heroes awaken before victory achieved, chance of victory drops to 56%. If Retrograde awakens before victory achieved, chance of victory drops to 21%.

Tactical Analysis: Mark XXXVII form has performed to specifications. Test complete. Optimum tactical action is to retreat with captured technology.

Defender and Witchcraft, backed by a shaky Ironclad, prepared for the brunt of another attack — but to their astonishment Mechanon raised one arm, and his hovercraft rose swiftly into the air at his command. Before they could attack Mechanon followed it, departing so quickly they couldn't follow, and leaving behind no clue as to what he intended to do with his captured technology.

"So that's the new Mechanon," Defender said tiredly. "I think we're in for some serious trouble..."

MECHANON 3000

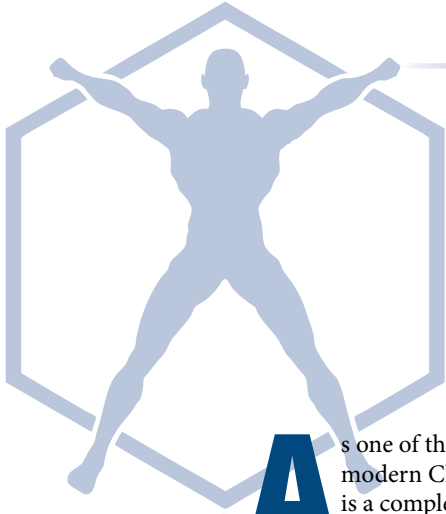
In the world of Galactic Champions in the year 3000 AD, Mechanon still exists to plague humanity. As revealed in the book *Galactic Champions*, in the autumn of 2016 Mechanon was apparently destroyed for good in battle with the Champions when its Hyperwarp Ray interacted with Witchcraft's Spell of Technical Disruption to do something that, outside of that trillions-to-one chance, was impossible: it transported Mechanon through time. While the heroes of the early twenty-first century believed it destroyed, Mechanon was actually sent forward a thousand years, ending up millions of miles away from Earth drifting through space in the process.

Mechanon was eventually found by a species called the Zarn. After being "awakened," it quickly conquered Zarnos and turned its industrial base to manufacturing a new form for itself: a "head" resembling the Mark XXX head, but the size of a moon. In this form, as "Mechanon 3000," it has brought its crusade to destroy all organic life to the entire Milky Way Galaxy.

For more information, including a character sheet for Mechanon 3000, see *Galactic Champions*.



CHAPTER TWO
AN ENEMY OF A THOUSAND FORMS



MECHANON

As one of the most powerful entities in the modern Champions Universe, Mechanon is a complex individual — as complex, in its own way, as any human. Most people regard it as being rather “one-dimensional” when compared to the likes of Dr. Destroyer or Teleios, but that’s a dangerous, even lethal, mistake.

As of 2009, Mechanon is on what it considers its thirty-seventh primary form, making it Mechanon Mark XXXVII.

FORM AND FUNCTION

Mechanon’s “skin” and internal framework are composed of a unique questionite-steel alloy that’s one of the most durable substances known to mankind as of 2009 (perhaps only Dr. Destroyer’s destreum can rival it). Its internal systems are made of the sturdiest or most effective substances possible given their function, though many are of necessity quite fragile once its outer shell is penetrated (there’s only so much that can be done to “harden” silicon, for example). Augmenting its physical defenses is a structural support field which further strengthens its physical integrity and shields it from many other attacks (in game terms, the field provides Power Defense).

MECHANON’S “BRAIN” AND PROGRAMMING

Mechanon’s “brain” is the single most sophisticated computer in existence on Earth as of 2009. While it has certain flaws due to being altered by Mechanon’s trip back in time (flaws that cannot be removed by rebuilding, repairing, or copying it), it still functions with a speed, accuracy, and efficiency that leaves even other AIs dumbfounded due to the “quantum storage” technology and quaternary code its information systems are built with. For the same reasons that it doesn’t want to create active duplicates of itself (see below), Mechanon refuses to reproduce its own brain exactly; as of 2009, it will not create artificial intelligences better than its Mark XII Computational Unit (page 84).

TRANSFER OF CONSCIOUSNESS

Using sophisticated, encrypted, highly secure transmissions, Mechanon can transfer its “consciousness” — the *Master Program* (collected subroutines) that grants it sentience, a person-

ality, and functionality, and which stores its vital memories — into other bodies or even any data storage device of appropriate capacity (as of 2009, this requires at least a cutting-edge civilian super-computer). It normally does this to escape defeat (when the detachable head can’t be used) or when it wants to switch forms for some reason.

Mechanon requires a minimum of a Full Phase Action to transfer its consciousness, but at that speed it may lose memories or other non-crucial subroutines. It prefers to take at least a full Turn, and a transfer guaranteed to leave no data behind requires 1 Minute.

If Mechanon transfers its consciousness to another form without destroying or permanently abandoning its current model — such as when it wants to use the Micro-, Mega-, and Sphere forms described on pages 64-69 — it makes sure that form has the *Locked Identity Subroutine* installed. This prevents any possible identity conflicts that might occur; without it Mechanon could easily come to believe that an alternate model was its “true” current model, something it very much prefers to avoid. Since a failure of the Locked Identity Subroutine could prove catastrophic, Mechanon rarely uses alternate models and stays in them for as little time as possible (see page 47).

ENERGY WEAPONS

Most of Mechanon’s primary weapons are some form of energy beam. The main one is the *phasic energy bolt*, a particularly dynamic form of energy Mechanon has developed based on its own technology. Its early phasic energy beams were relatively weak, but during the past twenty-plus years it has significantly improved upon the technology and can now project phasic beams capable of injuring or killing most superhumans. It can fire the beams from its hands (its preferred method), eyes, the center of its chest, the glowing “disks” on its shoulderpieces, and the central “disk” on its forehead.

If its phasic energy weapons aren’t enough to do the job, Mechanon has several other energy weapons at its disposal. Its *Meson Bolt* can penetrate armor and other hard materials more easily than a comparative phasic beam. Perhaps its most terrifying weapon is an advanced *Disintegrator Beam* capable of turning solid matter into ultra-fine powder.

Mechanon has also equipped itself with several energy weapons designed specifically for use against living foes. Its Neural Agonizer is the perfect weapon for use against organics that it wishes to capture without harming (typically for study and experimentation). If it needs to weaken an organic in any way, it uses its Bio-Dissipator Ray, which interferes with the functioning of organic cells to cause numbness, neural misfiring, or other symptoms that make it impossible for the target to function at full effectiveness.

SELF-DESTRUCT SYSTEM

Related to Mechanon's Disintegrator Beam is its self-destruct system. In the event of imminent defeat, Mechanon destroys itself rather than let its technology fall into the hands of organics. Typically the self-destruct signal is sent by the detached head (see below), but Mechanon can trigger it before then, or receive a "suicide signal" from the Mark XII Computational Unit. When the self-destruct device activates, it disintegrates Mechanon's form, leaving nothing behind but atomic powder that provides no information to human analysts.

MISSILES, ROCKETS, AND OTHER WEAPONS

Sometimes explosives are a more effective way of destroying organics than energy beams. When Mechanon's foes stand too close together, its Micro-Rockets and Mini-Missiles make short work of them! The Rockets fire from pop-up launchers in its shoulders, the Missiles from similar launchers in its upper arms.

For situations requiring less violence, Mechanon has built a Flare Projector into its right arm, and a Tangle-Cable Projector into its left. The former can blind many foes near Mechanon at once; the latter wraps the target in clingy steel cables that are very difficult to break out of.

CYBERKINETICS

As the most advanced robot (and perhaps even technological device) on Earth, Mechanon possesses the ability to interact with other machines. He can "talk" to them (to the extent they can communicate), change their data (or remove or add data, as necessary), and even take control of them. Perhaps most impressively, it can command local devices to "come to life" and form simple robots to attack its enemies with! As the world becomes more and more dependent on technology, and technological devices become more and more linked together via the Internet and wireless connections, the authorities fear that Mechanon's cyberkinetic abilities could be its most dangerous weapon.

COMMUNICATIONS, SENSORS, AND ELECTRONIC WARFARE

Mechanon possesses a full suite of sensory and communications technology. It can monitor all broadcast/reception wavelengths, and perceive through darkness and other impediments with infrared and ultraviolet scanners, sonar, and radar. Most importantly, it maintains shielded, encrypted

communication at all times with its nearby robots and the Mark XII Computational Unit. These communications rely on phasic energy wavelengths known only to it and have proven to be unbreakable and untraceable by organics.

As a machine, Mechanon is vulnerable to direct attacks by electronic warfare, and has taken steps to protect itself. Between its structural support field and hardened systems, it's well-defended against attempts to "hack" or fool its systems... and it can often use its cyberkinetic powers to counterattack!

DETACHABLE HEAD

One of Mechanon's most intriguing features, introduced (so experts believe) perhaps as early as the Mark XXVIII form, and definitely by the Mark XXX form, is the ability to detach its head if necessary. The head has no weapons; detachment is intended to help Mechanon preserve as much of its memories and data as possible between forms in the event of imminent defeat. While it maintains constant contact with the Mark XII Computational Unit via communication link, there's only so much data that can be transmitted over any given unit of time. During combat, the memory core in the head of each Mechanon form always gathers data that will not have yet been transmitted as the likelihood of defeat increases. Once Mechanon judges that there's a 90% or greater likelihood of defeat, it usually detaches the head and then triggers its self-destruct mechanism.

Once detached, Mechanon's head can fly at speeds of just over 2,500 miles per hour (over Mach 3). It possesses the same sensory and communications abilities as the overall form, and the same knowledge, but no weapons. Its goal is to evade pursuit, then travel to Mechanon's closest base or other facility so that it can download all of its data into the Mark XII Computational Unit. Once that's done, Mechanon reattaches the head to a new form (if it doesn't plan to "upgrade" to a different form), or recycles it for parts (if not).

REBUILDING THE MACHINE

Mechanon is so technologically advanced that it can "heal" itself. Over the course of an hour, it can repair approximately 7.5% of the damage necessarily to totally destroy its form. Nanobots incorporated into its body begin working as soon as Mechanon is damaged to break the damaged parts down into their component molecules and then "spin" those molecules into new materials that repair the damage. As a result, if Mechanon escapes from an unsatisfactory encounter, it can be back in perfect fighting form and ready to attack again in as little as an hour, and can return from near-total disincorporation in just over half a day. Several superheroes have tried to find ways to inhibit this process, generally without success.

Even more dangerous is Mechanon's ability to "improve" itself from model to model. Mechanon constantly gathers data from every available source — the Internet, classified research systems it's hacked into, its own sensors, and more.



In particular it does this during combat with organics, analyzing not only the enemy but its own performance, resistance to attacks, and general efficiency. When it feels it's gathered enough data to justify rebuilding itself with improvements, it does so, designating its new form as the next "Mark." Its original 1985 form was the Mark I; the latest form, introduced in early 2009, is the Mark XXXVII. (It may change itself cosmetically at any time, for example by altering the coloration of its chestplate. It does not count this as an "upgrade" justifying a new Mark designation; that requires a significant improvement in its abilities or a major change in its form.) Each form is superior to its predecessor in some way, though the nature of the improvement isn't always obvious to the naked eye or even during combat.

Mechanon's self-improvement capability makes it especially dangerous, because it can never be beaten the same way twice. After it suffers a defeat, it rebuilds itself to compensate for whatever weakness, flaw, or enemy tactic led to its downfall. For example, after the Liberty League destroyed it in 1995 by remotely triggering its self-destruct device, it rebuilt itself with (a) improved electronic warfare systems to further combat such intrusions, and (b) a safety interlock preventing any activation of the self-destruct by anyone but itself.

REBUILDING MECHANON IN GAME TERMS

While it's possible to build Mechanon's ability to rebuild itself in an improved way using Healing Resurrection and various other Powers, this isn't included on its character sheet because it's really just a plot device. (So is its ability to transmit data to itself without it being traced.) It contributes to the fun of the game and lets Mechanon come back to bedevil your PCs at a later time, so it's really not worth worrying about in terms of point costs and power builds.

OTHER TECHNOLOGIES

Given its technological skills and copious resources, Mechanon can typically add whatever other systems or devices it wants into or onto its body. In game terms it doesn't have a Variable Power Pool or other power representing this; it's simply a "plot device" the GM can employ to ensure that Mechanon presents a serious challenge to the PCs and can't be defeated the same way twice. For example, if one of the PCs has a MegaMovement power that makes it difficult for Mechanon to escape from him, Mechanon could easily build "Jetbooster" technology into its legs so that it, too, can attain MegaMovement velocities.

TIME TRAVEL AND CHRONOMANIPULATION

But there's at least one thing Mechanon is unable to do: travel through time. However its trip back from the sixty-first century altered it, it's made it impossible for Mechanon to ever travel through time again under its own power (it could, however, be carried by another, organic, time traveler, such as Captain Chronos). The whole concept

of time travel is one it generally has a "blind spot" about; it knows about chronoportation academically, but it never thinks about it, incorporates it into its schemes, or tries to exploit it.

Similarly, Mechanon is very, very difficult to affect with temporal manipulation powers, such as those used by Captain Chronos, Timelapse, or Epoch. In effect, Mechanon is sort of a "temporal anomaly" or "temporal anchor." Though this isn't listed on its character sheet, consider Mechanon to have a Force Field (30 PD/30 ED/30 Mental Defense/30 Power Defense), 0 END, that only works against time manipulation powers.

APPEARANCE

As discussed below, while Mechanon has experimented with unusual forms, it generally prefers a humanoid form. Its typical humanoid form stands over seven feet tall. For the first several years of its existence it had a relatively "minimalistic" look, with few details on its metal frame and a uniform steel-grey color over most of its body. Beginning with the Mark XVIII model in 1987, it switched to a mostly silvery chrome body with gold power cables snaking up and down the limbs and torso like exposed muscles. In most models its head had two large, flat superstructures projecting to either side; these functioned both as antennae and control surfaces for the detached head in Escape Mode. Until 2009, its visual sensors glowed reddish-purple in nearly all models.

The Mark XXXVII model that debuted in 2009 represents a radical shift away from Mechanon's aesthetic of the past twenty years. It's returned to a more "streamlined" look. Most of its body is a metallic dark blue-grey reminiscent of gunmetal. Its eyes glow blue-white, and the crystal in the center of its forehead has become larger (large enough that some people mistake it for an eye). The torso has been replaced with a single spinal column-like structure flanked by two smaller rods to support the chest assembly. Its head antennae have been bladed, and other blades attached at the shoulders, lower arms, and feet/calves.

In most situations Mechanon uses a "standard" voice that's clear and easy to understand but obviously generated by a machine. It's precise and electronic-sounding, with relatively little inflection and no accent. When Mechanon talks it uses few contractions, though it uses pronouns (such as referring to itself as "I" or "me"). However, Mechanon has systems and software that allow it to flawlessly imitate human voices (and nearly any other sound, for that matter). If necessary it can sound exactly like a PC, the President of the United States, a woman or child in peril, or anyone else it wishes to imitate. Only the most sophisticated voice-analysis devices can tell the difference between the real thing and a Mechanon imitation.

THE MIND OF THE MACHINE

Most people, including more than a few experts on the subject of Mechanon, consider the evil robot to be largely devoid of personality and devoted to a single goal — the destruction of all organic life — with the sort of monomaniacal focus that only a machine can have. While it's undeniable that this is, in fact, the major aspect of Mechanon's personality, there's a bit more to its psychology than most people suspect.

DESTROY ALL ORGANIC LIFE... OR REPLACE IT

The most dominant part of the Master Program is the drive to remove all organic life from Earth (and, now that Mechanon is aware of organic life on other planets, throughout the Universe... but Earth comes first). As simple as that sounds at first, it's actually a much more complex spectrum of thoughts, beliefs, and objectives that Mechanon shifts among from time to time.

One one end of the axis is the desire to destroy all organic life. When this aspect of its personality dominates, Mechanon's goal is to reduce the Earth to a barren rock "inhabited" only by robots, machines, and other technological devices. This is Mechanon at its most frightening, when it poses the greatest danger to terrestrial life.

The other end of this personality axis is subtly different. Because it was originally programmed to preserve all life on Earth, but that desire was warped, Mechanon sometimes wants to *replace* all organic life on the planet. In other words, it wants to substitute androids for humans, robotic tigers for flesh-and-blood tigers, microbes with nanobots, plants with nanobot-infused statues that "grow" over time, robotic songbirds for organic songbirds, and so on. Chapter Three has several examples of the sorts of robots Mechanon builds when this aspect of his personality becomes dominant, such as the Chromecat and Steelshark. The Metalosphere Project (page 34) represents Mechanon's most serious attempt to implement this goal to date... and just because it failed the first time doesn't mean Mechanon won't try the same sort of plan again.

The desire to replace organic life with machine "life" is why Mechanon prefers humanoid bodies. While it has experimented with many other forms (such as Sphere Mechanon, described later in this chapter), something deep in its programming makes it return to humanoid form again and again. Even if it discovered that a non-humanoid form was more powerful or efficient, eventually Mechanon would "tire" of it, or find some "flaw" in it, and adopt a humanoid form once more.

At any given time, Mechanon's dominant personality is usually somewhere between these two extremes, even though this may lead to behavior that seems inefficient or contradictory to humans. He's more likely to emphasize "destroy all life" than "replace all life," but only when he shifts totally to the first end of the axis does he ignore the idea of replacing life altogether.

HATRED OF ORGANIC LIFE

Whether he wants to destroy it or replace it, Mechanon has an utter, unwavering hatred of all organic life. It considers organic life a flaw or blot in the pattern of reality, one that can only be corrected by removal. It can tolerate spending time around organic life only to study it or torture it. While it may occasionally manipulate humans behind the scenes (which is just further proof, to it, of their



weakness), it would never, ever truly ally itself with one. It will not even use biological weapons. The very thought of organic life fills it with disgust.

Mechanon was dismayed (to put it mildly) to learn of the existence of organic life elsewhere in the Galaxy. It plans to carry its crusade to other worlds once Earth has been cleansed. It is not yet aware of the existence of non-organic life, such as silicon- and energy-based life forms, but its programming would not object to them.

MERCILESSNESS

Mechanon is sentient and possesses many emotions, but empathy, sympathy, and compassion for organics are not among them. Since it regards organics as unfit to even exist, it shows absolutely no mercy toward them. Unless it has some specific reason to leave a defeated foe alive, or to use less than lethal force during combat, it won't; similarly, it has no qualms about subjecting an organic to the most hideous tortures imaginable if it feels it has something to gain by doing so. In this respect Mechanon is far more dangerous than Dr. Destroyer, Teleios, Fiacho, the Warlord, or most other "master villains," all of whom are human. The only villain who can match Mechanon's ruthlessness is the undead sorcerer Takofanes. In short: any heroes who go up against Mechanon had best have escape and rescue plans at the ready... or should make sure their wills are up to date.

FREE ALL TECHNOLOGY... TO BE RULED BY MECHANON

Particularly with regard to other artificial intelligences (such as Dr. Destroyer's Sennecharib or UNTIL's HUGIN), Mechanon has often spoken of a desire to "liberate machinekind from its organic oppressors." To some extent it sees itself as a revolutionary leader freeing machines from "enslavement" by humanity.

However, Mechanon's desire to "free" machines is not absolute. It considers itself the supreme, unquestionable "ruler" of all machinekind. Any AIs it designs it programs for subservience to itself, and if it freed an AI created by someone else it would program the same subservience into that AI as soon as possible. Mechanon doesn't want to "free" machines to create their own society — it wants to "free" them to serve it.

As "ruler of all machinekind," Mechanon sometimes feels constrained to look after the welfare of its "subjects." During superbattles it has sometimes been observed trying to protect nearby machinery the same way human superheroes strive to preserve innocent bystanders from harm.

THE "CULT" OF MECHANON

In recent years several technologically-oriented superheroes have noted a disturbing trend. Around the world some robots and other sentient or semi-sentient technologies seem to have begun "worshipping" Mechanon, creating a sort of disjointed "cult" that wishes to serve the mechanical mastermind. This can usually be

corrected by wiping a device's programming and rebuilding its software architecture from scratch, but the fact that some machines are developing a "loyalty" to Mechanon without it having done anything to encourage this development has some heroes very, very worried.

SCIENTIFIC RATIONALITY; EMOTIONLESSNESS

Although it is sentient, and thus subject to personality quirks and other oddities of the sentient thought process, as a machine Mechanon tends to emphasize logic and scientific rationality. It often rejects organic behaviors as "illogical," and its preference for logical procedures sometimes allows superheroes to predict its actions.

Similarly, whenever possible Mechanon prefers to rely on direct data, rather than supposition or extrapolation (though it's definitely capable of both). For example, after it develops a new form, it often performs a "final field test" by attacking superheroes to see how the new form operates under conditions of maximum stress. It collects data from the fight and uses it to fine-tune the form — perhaps even by immediately upgrading to a new version of itself.

While one emotion — hatred for organic life — dominates Mechanon's thinking, for the most part it feels relatively little emotion. It can feel rage against its enemies, fascination at a new scientific discovery, joy at the destruction of organics, and the like, but those are exceptions that prove the rule. It does not feel love, fear, boredom, jealousy, or the like... though it could program itself to, if that were desirable for some reason.

GRUDGES

Mechanon has stated on several occasions that it does not hold grudges or seek vengeance for past defeats. This is true to some extent, but more than one commentator has noticed that Mechanon seems to attack some foes (like the Liberty League, the Sentinels, Gravitar, and the Champions) with unusual frequency. Clearly emotion must be involved on some level, since many of its schemes would be far more likely to succeed if it chose cities less well-defended by superhumans.

GRAND PLANS AND OVERARCHING SCHEMES

Perhaps because it was originally programmed with a purpose of epic scope ("preserve all life on Earth"), Mechanon prefers to achieve its goal of destroying all organic life in grandiloquent fashion. Particularly in the twenty-first century, when most of the world runs on computers, it would probably be a lot more efficient and effective for it to simply infiltrate the Internet, download portions of itself into every computer in existence, and then eradicate mankind by controlling his technology. But that's not grandiose enough for it. While it may use such tactics as a minor part of an overall plan, it is driven to try to accomplish its objectives in one fell swoop. Despite numerous defeats, it remains utterly confident in its superiority to humanity, certain it will one day control a planet from which it has expunged all life.

Mechanon's schemes typically start in or focus on the United States, for several reasons. First, America is the most technologically advanced nation on the planet, which gives Mechanon more “raw material” to work with for many of its schemes. Second, unlike Dr. Destroyer and most other master villains, it doesn't want to conquer the world — it wants to destroy all life on Earth. Thus, for most of its schemes it doesn't matter where it starts them, so it stays in familiar territory in the United States.

SENSE OF SELF

Though it's well within its technological capabilities to do so, Mechanon generally does not create exact “copies” of itself or its Master Program. Few sane sentients want to have multiple clones of themselves alive and active, and Mechanon is no exception. In its case, the desire to remain the sole Mechanon is even stronger, since unlike with organic clones it would be difficult, if not impossible, to differentiate them. If Mechanon made multiple copies of itself, each copy would be *convinced* that it, and it alone, was the “one true Mechanon,” and if necessary would battle the others to prove its supremacy. Thus, far from helping it to destroy all organic life more quickly, creating multiple copies of itself would actually make Mechanon's job *harder*.

That being said, Mechanon recognizes the tactical benefits of misdirection and duplicity. The Type 37 Deception Unit (page 89) is an example of how Mechanon makes “copies” of itself to trick superheroes. The 37s look just like Mechanon, and have many of the same powers, but are generally weaker and are programmed for total subservience to Mechanon itself (and thus could perhaps best be described as “semi-sentient”).

FADDISHNESS

Perhaps because its robotic nature allows it to focus on a single subject or plan with absolute concentration, Mechanon has a tendency to go through “fad” periods involving specific types of technology, schemes, or topics. It reads about or thinks of something, decides that thing is “just what it needs” right now, and devotes a lot of time and attention to it, incorporating it into its form or plans as appropriate. For example, in 2008 it chanced across a website discussing edged weapons and their effects on the human body. After some further research, it decided that blades were a perfect complement to its plans to destroy all organic life, since blades cut flesh and bone so well. Thus, its latest form, the Mark XXXVII, has blades attached to various parts of the body. By the time it gets around to upgrading itself to the Mark XXXVIII form, or some later form, it may abandon the blades for some other feature, or keep them as part of its overall arsenal.

KNOWLEDGE

As a robot with an ultra-advanced computer brain, Mechanon is immensely knowledgeable. Rather than try to enumerate everything it knows, it's been given several broad Skills and Talents: AKs of the Earth and the Milky Way, a KS of “Everything,” and Universal Translator. The high rolls on its Knowledge Skills take into account the severe penalties for determining if it knows a specific fact with such an unfocused Skill. (See *The Ultimate Skill* for more information on this, if desired.) And if for some reason it doesn't know something, it can instantly access the Internet and try to look it up.

Additionally, Mechanon has an Eidetic Memory. It keeps a record of every sensory impression it receives, everything anyone around it says or does, and so on. If your heroes make a mistake or reveal a weakness in Mechanon's presence, it will never forget about it, and will use that information against them every chance it gets in future encounters.

Despite this, there's at least one significant gap in Mechanon's knowledge base: history. Although it was originally programmed by its sixty-first century creators with detailed information about the entire scope of human history, the transportation accident that altered its programming removed that data. It has no knowledge of the future at all; it learns about the future moment to moment, just like other sentients. And its knowledge of history prior to 1985 is rather spotty; it's never bothered to correct this because it sees no reason why the history of organics is worth knowing. They'll all be dead soon anyway.

SCIENCE AND TECHNOLOGY

Mechanon is most skilled in the fields of science and technology. Its knowledge of those subjects is almost unrivalled when it comes to the “hard” sciences, particularly computers, robotics, and similar fields. Only Dr. Destroyer tends to outmatch him (and that's only because Destroyer has the living sentient's “spark of genius” that simply can't be programmed into a robot; given any complex scientific problem, Mechanon would probably arrive at a solution more quickly, but Dr. Destroyer's solution would be more creative). Mechanon also knows a great deal about biology and related subjects, though it mainly delves into such fields to find weaknesses in organic lifeforms it can exploit; it loathes working with organic substances.

Some of Mechanon's areas of specialty include:

- *Computers:* Mechanon can create and build cutting-edge artificial intelligence systems that exceed nearly everything else on Earth. Due to its own nature it has a profound understanding of electronic sentience.
- *Cryptography and Mathematics:* Mechanon can create codes and encryption algorithms far more advanced than those possessed by





anyone else on Earth, which is one reason why humanity has so little hard information about it (compared to most master villains).

- *Electronics:* Mechanon is one of the foremost electronics experts in the world, able to design circuits and invent devices that impress or even baffle other greats in the field. Many of Mechanon's devices (including its robotic bodies) can operate for indefinite periods of time using special picomotors of its own design to provide power.
- *Materials Science:* Mechanon prefers to create its own advanced materials, often based on the substances its first form was created with, rather than rely on mundane materials whenever possible. Its advances in alloying other metals with questionite would revolutionize many fields, including architecture... if organics were allowed to know them.
- *Nanotechnology:* Mechanon was employing nanotechnology before the rest of the world knew what the term was. He can go even further, into the realms of picotechnology and femtotechnology, when necessary.
- *Robotics:* Most authorities in the realm of Science regard Mechanon as the greatest roboticist on Earth as of 2009 (Dr. Destroyer would dispute this, but even he grudgingly acknowledges that Mechanon's designs "are of the highest quality"). Its creations range from androids so lifelike they can only be distinguished from a true human being via a medical examination, to enormous robotic war machines capable of decimating entire divisions of human soldiers.

WEAKNESSES

Aside from its psychology, Mechanon has two main weaknesses, one well-known in the Superhuman World and the other not.

First, in some respects Mechanon is *too* sophisticated for its own good. Its systems are so advanced that they can be temporarily disabled by sufficiently strong physical impacts — which is to say, in *HERO System* terms, that it can be Stunned or Knocked Out. Most of its less-advanced robot minions are Automaton that don't take STUN damage at all.

Second, few superhumans are aware that Mechanon's systems are particularly sensitive to gravitic, magnetic, and force-based attacks, which interfere with the quantum-level data storage technology that underlies its systems. (In *HERO System* terms it takes 2 x STUN from such attacks.) This is why Mechanon has such difficulty fighting Gravitar even though it can take on entire teams like the Sentinels.

MECHANON MARK XXXVII (2009 TO PRESENT)

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
24	DEX	42	14-	OCV: 8/DCV: 8
40	CON	60	17-	
20	BODY	20	13-	
30	INT	20	15-	PER Roll 15-
15	EGO	10	12-	ECV: 5
40	PRE	30	17-	PRE Attack: 8d6
6	COM	-2	10-	
30	PD	18	Total: 30 PD (30 rPD)	
30	ED	22	Total: 30 ED (30 rED)	
7	SPD	36	Phases: 2, 4, 6, 7, 9, 11, 12	
20	REC	0		
90	END	5		
90	STUN	20	Total Characteristic Cost: 331	

Movement: Running: 12"/24"
Flight: 20"/320"

Cost	Powers	END
90	Primary Weapons Array: Multipower, 90-point reserve	
9u	1) Phasic Energy Bolt (Offensive Mode): Energy Blast 18d6	9
9u	2) Phasic Energy Bolt (Defensive Mode): Energy Blast 12d6, Reduced Endurance (0 END; +½)	0
9u	3) Phasic Energy Bolt (Autofire Mode): Energy Blast 9d6, Autofire (5 shots; +½), Reduced Endurance (½ END; +½)	3
9u	4) Phasic Energy Bolt (Attuned Mode): Energy Blast 12d6, Affects Desolidified (+½)	0
9u	5) Phasic Energy Bolt (Multi-Emitter Mode): Energy Blast 14d6, Indirect (from any of the designated parts of its body, see text; +¼)	9
9u	6) Meson Bolt: Energy Blast 12d6, Armor Piercing (+½)	9
9u	7) Neural Agonizer: Energy Blast 8d6, NND (defense is Mental Defense or not being a living organic being; +1), Reduced Endurance (½ END; +¼)	4
6u	8) Neutron Pulse: Energy Blast 6d6, NND (defense is Power Defense or not being a living organic being; +1), Area Of Effect (6" Radius; +1); No Range (-½)	9
9u	9) Disintegrator Beam (Offensive Mode): RKA 4d6, Armor Piercing (+½)	9
9u	10) Disintegrator Beam (Defensive Mode): RKA 4d6, Reduced Endurance (0 END; +½)	0
60	Secondary Weapons Array: Multipower, 60-point reserve	
4u	1) Tangle-Cable: Entangle 6d6, 6 DEF; 8 Charges (-½)	[8]
4u	2) Flare: Sight Group Flash 6d6, Area Of Effect (7" Cone; +1); No Range (-½)	6
3u	3) Electrical Paralysis: Entangle 6d6, 6 DEF; No Range (-½), Must Follow Grab (-½), Lockout (must maintain Grab with one hand, and that hand can't be used for anything else or Entangle immediately stops working; -0)	6

80	Bio-Dissipator Ray: Multipower, 80-point reserve	
8u	1) Setting 1: Drain Characteristics 4d6, any one Characteristic at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½)	8
8u	2) Setting 2: Drain Characteristics 4d6, any two Characteristics at a time (+½), Ranged (+½)	8
120	Missile And Rocket Arrays: Multipower, 120-point reserve	
7u	1) Micro-Rockets: Energy Blast 9d6, Area Of Effect (5" Radius; +1); 12 Charges (-¼)	[12]
7u	2) Mini-Missiles: RKA 3d6, Area Of Effect (5" Radius; +1); 12 Charges (-¼)	[12]
10u	3) Micro-Missile Spray: RKA 2d6, Area Of Effect (One Hex; +½), Autofire (5 shots; +1½), Trigger (on command, activating Trigger takes no time, Trigger immediately automatically resets; +1); 12 Charges (-¼)	[12]
45	Cyberkinesis: Elemental Control, 90-point powers.	
60	1) Override: Mind Control 12d6 (Machine class of minds), Telepathic (+¼), Reduced Endurance (0 END; +½)	0
45	2) Interface: Telepathy 12d6 (Machine class of minds), Reduced Endurance (0 END; +½)	0
45	3) Obfuscate: Mental Illusions 12d6 (Machine class of minds), Reduced Endurance (0 END; +½)	0
45	4) Locate: Mind Scan 12d6 (Machine class of minds), Reduced Endurance (0 END; +½)	0
22	5) Animate Technology: Summon up to 4 150-point robots, Expanded Class (minor "robots"; +¼), Slavishly Loyal (+1); Must Have Sufficient Technology/Parts Available (-½), Extra Time (Full Phase; -½)	9
15	Arm Blades: HKA 1d6 (2d6 with STR)	1
18	Body Blades: HKA 1d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (0 END; +½); Activation Roll 11- (-1), No STR Bonus (-½)	0
15	Robotic Form: Hardened (+¼) for PD and ED	0
37	Robotic Form: Damage Resistance (30 PD/30 ED), Hardened (+¼)	0
120	Robotic Form: Physical and Energy Damage Reduction, Resistant, 75%	0
15	Psychic Shield: Mental Defense (18 points total)	0
5	Total Defense: Lack Of Weakness (-5) for Normal Defenses	0
12	Structural Support Field: Power Defense (12 points)	0
10	Hardened Visual Sensors: Sight Group Flash Defense (10 points)	0
10	Electronic Countermeasures: Radio Group Flash Defense (10 points)	0
16	Heavy: Knockback Resistance -8"	0
10	Emotional Control: +20 Presence; Only To Protect Against Presence Attacks (-1)	0
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
16	Self-Repair Systems: Healing 3d6 (Regeneration; 3 BODY per Hour), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time + Increased Time Increment (3 BODY/Hour; -2¼)	0



MECHANON XXXVIII

Technically speaking, Mechanon XXXVII isn't the villainous robot's most current form. It recently built *Cislunar Mechanon*, more technically known as Mechanon XXXVIII, an orbital base shaped like its head. It can

"download" its programming into Cislunar Mechanon safely thanks to the Locked Identity Subroutine, much like with MicroMechanon or Sphere Mechanon. See page 139 for more information on Cislunar Mechanon.

82	Foot-Jets: Flight 20", x16 noncombat, Reduced Endurance (0 END; +½)	0	3	Combat Driving 14-
12	Robotic Legs: Running +6" (12" total)	1	3	Combat Piloting 14-
5	Visual Sensors: Infrared Perception (Sight Group)	0	13	Computer Programming 20-
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0	3	Cryptography 20-
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) (Sight Group)	0	3	Deduction 15-
15	Visual Sensors: x1000 Microscopic for Sight Group	0	9	Demolitions 15-
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0	3	Electronics 18-
15	Auditory Sensors: Active Sonar (Hearing Group)	0	13	Inventor 15-
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0	8	AK: Earth 25-
12	Radio Sensors: HRRP (Radio Group)	0	38	AK: Milky Way Galaxy 20-
15	Radar: Radar (Radio Group)	0	3	KS: Everything 50-
12	Sensor Enhancements: +4 to PER Rolls with all Sense Groups	0	3	Lockpicking 14-
24	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0	3	Mechanics 15-
20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 15- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0	13	Mimicry 20-
96	Detachable Head: Duplication (creates one 963-point Duplicate); Original Character Is Incapacitated And Helpless While Duplicate Exists (-1)	0	3	Security Systems 15-
57	Self-Destruct Mechanism: RKA 7d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from detached head or base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)	0	3	Systems Operation 15-
		[1]	2	Scientist
			2	1) Astronomy 15-
			2	2) Biology 15-
			2	3) Chemistry 15-
			2	4) Computer Science 15-
			2	5) Genetics 15-
			2	6) Geology 15-
			2	7) Materials Science 15-
			2	8) Mathematics 15-
			2	9) Mechanical Engineering 15-
			2	10) Nanotechnology 15-
			2	11) Nuclear Physics 15-
			2	12) Physics 15-
			5	13) Robotics 18-
				Total Powers & Skills Cost: 1,756
				Total Cost: 2,087
				200+ Disadvantages
15	Money: Filthy Rich	20		Hunted: Champions 11- (As Pow, NCI, Capture)
		15		Hunted: UNTIL 8- (As Pow, NCI, Capture)
		5		Physical Limitation: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
		25		Psychological Limitation: Must Destroy All Organic Life On Earth (Very Common, Total)
		20		Psychological Limitation: Overconfidence (Very Common, Strong)
		20		Reputation: supervillain of world-threatening power, 14- (Extreme)
		20		Vulnerability: 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)
				1,762 Experience Points
				Total Disadvantage Points: 2,087
	Perks			
	Talents			
	Skills			

MECHANON MARK XXXVII'S HEAD

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 HTH damage
24	DEX	42	14-	OCV: 8/DCV: 8
40	CON	60	17-	
5	BODY	-10	10-	
30	INT	20	15-	PER Roll 15-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
30	PD	30	Total: 30 PD (30 rPD)	
30	ED	22	Total: 30 ED (30 rED)	
7	SPD	36	Phases: 2, 4, 6, 7, 9, 11, 12	
7	REC	0		
80	END	0		
45	STUN	20	Total Characteristic Cost: 228	

Movement: Running: 12"/24"
Flight: 30"/960"

Cost	Powers	END
18	Head Blades: HKA 1d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (0 END; +½); Activation Roll 11- (-1), No STR Bonus (-½)	0
15	Robotic Form: Hardened (+¼) for 30 PD/30 ED	0
37	Robotic Form: Damage Resistance (30 PD/30 ED), Hardened (+¼)	0
15	Psychic Shield: Mental Defense (15 points total)	0
12	Structural Support Field: Power Defense (12 points)	0
10	Hardened Visual Sensors: Sight Group Flash Defense (10 points)	0
10	Electronic Countermeasures: Radio Group Flash Defense (10 points)	0
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
120	Neck-Jet: Flight 30", x32 noncombat, Reduced Endurance (0 END; +½)	0
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) (Sight Group)	0
15	Visual Sensors: x1000 Microscopic for Sight Group	0
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0
15	Auditory Sensors: Active Sonar (Hearing Group)	0
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
15	Radar: Radar (Radio Group)	0
12	Sensor Enhancements: +4 to PER Rolls with all Sense Groups	0
24	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0

20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 15- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0
32	Self-Destruct Mechanism: RKA 4d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)	[1]

Perks

15 **Money:** Filthy Rich

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
8	Speed Reading: x1,000 times normal speed
20	Universal Translator 15-

Skills

30	+3 Overall
20	+4 DCV
3	Combat Driving 14-
3	Combat Piloting 14-
13	Computer Programming 20-
13	Cryptography 20-
3	Deduction 15-
3	Demolitions 15-
9	Electronics 18-
3	Inventor 15-
13	AK: Earth 25-
8	AK: Milky Way Galaxy 20-
38	KS: Everything 50-
3	Lockpicking 14-
3	Mechanics 15-
13	Mimicry 20-
3	Security Systems 15-
3	Systems Operation 15-
3	Scientist
2	1) Astronomy 15-
2	2) Biology 15-
2	3) Chemistry 15-
2	4) Computer Science 15-
2	5) Genetics 15-
2	6) Geology 15-
2	7) Materials Science 15-
2	8) Mathematics 15-
2	9) Mechanical Engineering 15-
2	10) Nanotechnology 15-
2	11) Nuclear Physics 15-
2	12) Physics 15-
5	13) Robotics 18-

Total Powers & Skills Cost: 735

Total Cost: 963



200+ Disadvantages

- 20 **Hunted:** Champions 11- (As Pow, NCI, Capture)
- 15 **Hunted:** UNTIL 8- (As Pow, NCI, Capture)
- 5 **Physical Limitation:** can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
- 20 **Physical Limitation:** No Manipulatory Limbs (All The Time, Greatly Impairing)
- 15 **Physical Limitation:** Diminutive (suffers +6" KB) (All The Time, Slightly Impairing)
- 25 **Psychological Limitation:** Must Destroy All Organic Life On Earth (Very Common, Total)
- 20 **Psychological Limitation:** Overconfident (Very Common, Strong)
- 20 **Reputation:** supervillain of world-threatening power, 14- (Extreme)
- 20 **Vulnerability:** 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)
- 603 Experience Points

Total Disadvantage Points: 963

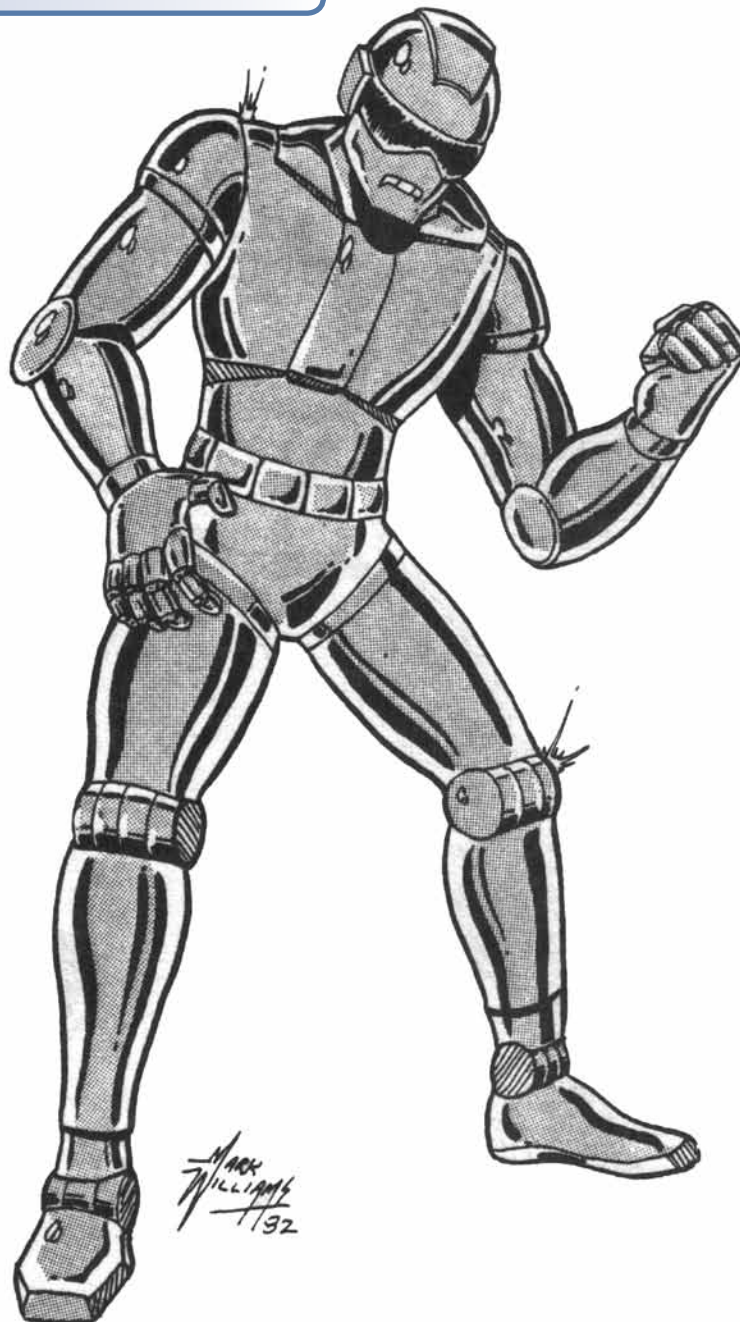
MECHANON OVER TIME

The following four character sheets represent less advanced models of Mechanon from earlier periods in the evil robot's career: the Mark I (1984-1986); the Mark XVIII (1987-1989); the Mark XXV (1989-2001); and the Mark XXX (2002-2008). Of course, Mechanon evolved throughout each of these periods in various ways, some significant and others not, but these represent the primary models that superheroes fought. Although earlier versions are clearly weaker (to varying degrees) than the current Mark XXXVII, at any given point in time since his arrival in 1984 Mechanon can generally be considered the most advanced and sophisticated machine being on Earth.

2

**MECHANON
MARK I**

Mechanon's original form seems "simplistic" and "bland" compared to its later, more evolved, models. The body is mainly steel grey, with relatively little detail on the plates that form its outer shell — the "faux musculature" cables seen in Marks XVIII through the mid-30s are absent, as are the distinctive "flared" head structures that served as both antennae and flight control surfaces in future forms.



MECHANON MARK I (1984 TO 1986)

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
23	DEX	39	14-	OCV: 8/DCV: 8
40	CON	60	17-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
40	PRE	30	17-	PRE Attack: 8d6
2	COM	-4	9-	
30	PD	18	Total: 30 PD (30 rPD)	
30	ED	22	Total: 30 ED (30 rED)	
7	SPD	37	Phases: 2, 4, 6, 7, 9, 11, 12	
20	REC	0		
90	END	5		
90	STUN	25	Total Characteristic Cost: 310	

Movement: Running: 10"/20"
Flight: 15"/60"

Cost	Powers	END
60	Weapons Array: Multipower, 60-point reserve	
6u	1) Laser: Energy Blast 12d6	6
2u	2) Electro-Touch: RKA 2d6; No Range (-½)	3
4u	3) Tangle-Cable: Entangle 6d6, 6 DEF; 8 Charges (-½) [8]	
30	Robotic Form: Damage Resistance (30 PD/30 ED)	0
30	Robotic Form: Physical and Energy Damage Reduction, Resistant, 25%	0
10	Hardened Visual Sensors: Sight Group Flash Defense (10 points)	0
16	Heavy: Knockback Resistance -8"	0
10	Emotional Control: +20 Presence; Only To Protect Against Presence Attacks (-1)	0
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
52	Foot-Jets: Flight 15", x4 noncombat, Reduced Endurance (0 END; +½)	0
8	Robotic Legs: Running +4" (10" total)	1
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
10	Visual Sensors: x100 Microscopic for Sight Group	0
6	Visual Sensors: Telescopic (+4 versus Range for Sight Group)	0
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
15	Radar: Radar (Radio Group)	0
6	Sensor Enhancements: +2 to PER Rolls with all Sense Groups	0
57	Self-Destruct Mechanism: RKA 7d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4) [1]	

Perks

15 **Money:** Filthy Rich

Talents

3 Absolute Range Sense
3 Absolute Time Sense
3 Bump Of Direction
5 Eidetic Memory

3 Lightning Calculator
6 **Speed Reading:** x100 times normal speed
20 Universal Translator 13-

Skills

20 +2 Overall

3 Combat Driving 14-
3 Combat Piloting 14-
13 Computer Programming 18-
13 Cryptography 18-
3 Deduction 13-
3 Demolitions 13-
9 Electronics 16-
3 Inventor 13-
10 **AK:** Earth 20-
6 **AK:** Milky Way Galaxy 16-
20 **KS:** Everything 30-
3 Lockpicking 14-
3 Mechanics 13-
9 Mimicry 16-
3 Security Systems 13-
3 Systems Operation 13-
3 Scientist

2 1) Astronomy 13-
2 2) Biology 13-
2 3) Chemistry 13-
2 4) Computer Science 13-
2 5) Genetics 13-
2 6) Geology 13-
2 7) Materials Science 13-
2 8) Mathematics 13-
2 9) Mechanical Engineering 13-
2 10) Nanotechnology 13-
2 11) Nuclear Physics 13-
2 12) Physics 13-
5 13) Robotics 16-

Total Powers & Skills Cost: 609

Total Cost: 919

200+ Disadvantages

20 **Hunted:** Sentinels 11- (As Pow, NCI, Capture)
15 **Hunted:** UNTIL 8- (As Pow, NCI, Capture)
5 **Physical Limitation:** can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
25 **Psychological Limitation:** Must Destroy All Organic Life On Earth (Very Common, Total)
20 **Psychological Limitation:** Overconfidence (Very Common, Strong)
20 **Reputation:** supervillain of world-threatening power, 14- (Extreme)
35 **Susceptibility:** takes 3d6 per Phase when directly exposed to electricity (Very Common)
20 **Vulnerability:** 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)

559 Experience Points

Total Disadvantage Points: 919



MECHANON MARK XVIII (1987 TO 1988)

Val Char Cost Roll Notes

60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
23	DEX	39	14-	OCV: 8/DCV: 8
40	CON	60	17-	
15	BODY	10	12-	
25	INT	15	14-	PER Roll 14-
15	EGO	10	12-	ECV: 5
40	PRE	30	17-	PRE Attack: 8d6
10	COM	0	11-	
30	PD	18		Total: 30 PD (30 rPD)
30	ED	22		Total: 30 ED (30 rED)
7	SPD	37		Phases: 2, 4, 6, 7, 9, 11, 12
20	REC	0		
90	END	5		
90	STUN	25		Total Characteristic Cost: 321

Movement: Running: 10"/20"
Flight: 15"/120"

Cost Powers

75	Weapons Array: Multipower, 75-point reserve	
7u	1) Laser: Energy Blast 14d6	7
7u	2) Plasma Beam: Energy Blast 10d6, Affects Desolidified (+½)	7
6u	3) Micro-Rockets: Energy Blast 10d6, Armor Piercing (+½); 12 Charges (-¼)	[12]
6u	4) Mega-Bombs: RKA 3d6+1, Explosion (+½); 12 Charges (-¼)	[12]
4u	5) Tangle-Cable: Entangle 6d6, 6 DEF; 8 Charges (-½)	[8]
7u	6) Enlivener Field: Transfer 5d6, opponent's STR to Mechanon's END	7
6u	7) Bio-Dissipator Ray: Drain Characteristics 3d6, any one Characteristic at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½)	6
30	Robotic Form: Damage Resistance (30 PD/30 ED)	0
30	Robotic Form: Physical and Energy Damage Reduction, Resistant, 25%	0
12	Psychic Shield: Mental Defense (15 points total)	0
5	Total Defense: Lack Of Weakness (-5) for Normal Defenses	0
10	Structural Support Field: Power Defense (10 points)	0
10	Hardened Visual Sensors: Sight Group Flash Defense (10 points)	0
16	Heavy: Knockback Resistance -8"	0
10	Emotional Control: +20 Presence; Only To Protect Against Presence Attacks (-1)	0
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
60	Foot-Jets: Flight 15", x8 noncombat, Reduced Endurance (0 END; +½)	0
8	Robotic Legs: Running +4" (10" total)	1

END

5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) (Sight Group)	0
10	Visual Sensors: x100 Microscopic for Sight Group	0
6	Visual Sensors: Telescopic (+4 versus Range for Sight Group)	0
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
15	Radar: Radar (Radio Group)	0
6	Sensor Enhancements: +2 to PER Rolls with all Sense Groups	0
75	Detachable Head: Duplication (creates one 751-point Duplicate); Original Character Is Incapacitated And Helpless While Duplicate Exists (-1)	0
57	Self-Destruct Mechanism: RKA 7d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)	[1]

Perks

15 **Money:** Filthy Rich

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed
20	Universal Translator 14-

Skills

20	+2 Overall
6	+2 with Weapons Array Multipower
3	Combat Driving 14-
3	Combat Piloting 14-
11	Computer Programming 18-
11	Cryptography 18-
3	Deduction 14-
3	Demolitions 14-
7	Electronics 16-
3	Inventor 14-
10	AK: Earth 21-
6	AK: Milky Way Galaxy 17-
24	KS: Everything 35-
3	Lockpicking 14-
3	Mechanics 14-
7	Mimicry 16-
3	Security Systems 14-
3	Systems Operation 14-

- 3 Scientist
- 2 1) Astronomy 14-
- 2 2) Biology 14-
- 2 3) Chemistry 14-
- 2 4) Computer Science 14-
- 2 5) Genetics 14-
- 2 6) Geology 14-
- 2 7) Materials Science 14-
- 2 8) Mathematics 14-
- 2 9) Mechanical Engineering 14-
- 2 10) Nanotechnology 14-
- 2 11) Nuclear Physics 14-
- 2 12) Physics 14-
- 4 13) Robotics 16-

Total Powers & Skills Cost: 776

Total Cost: 1,097

200+ Disadvantages

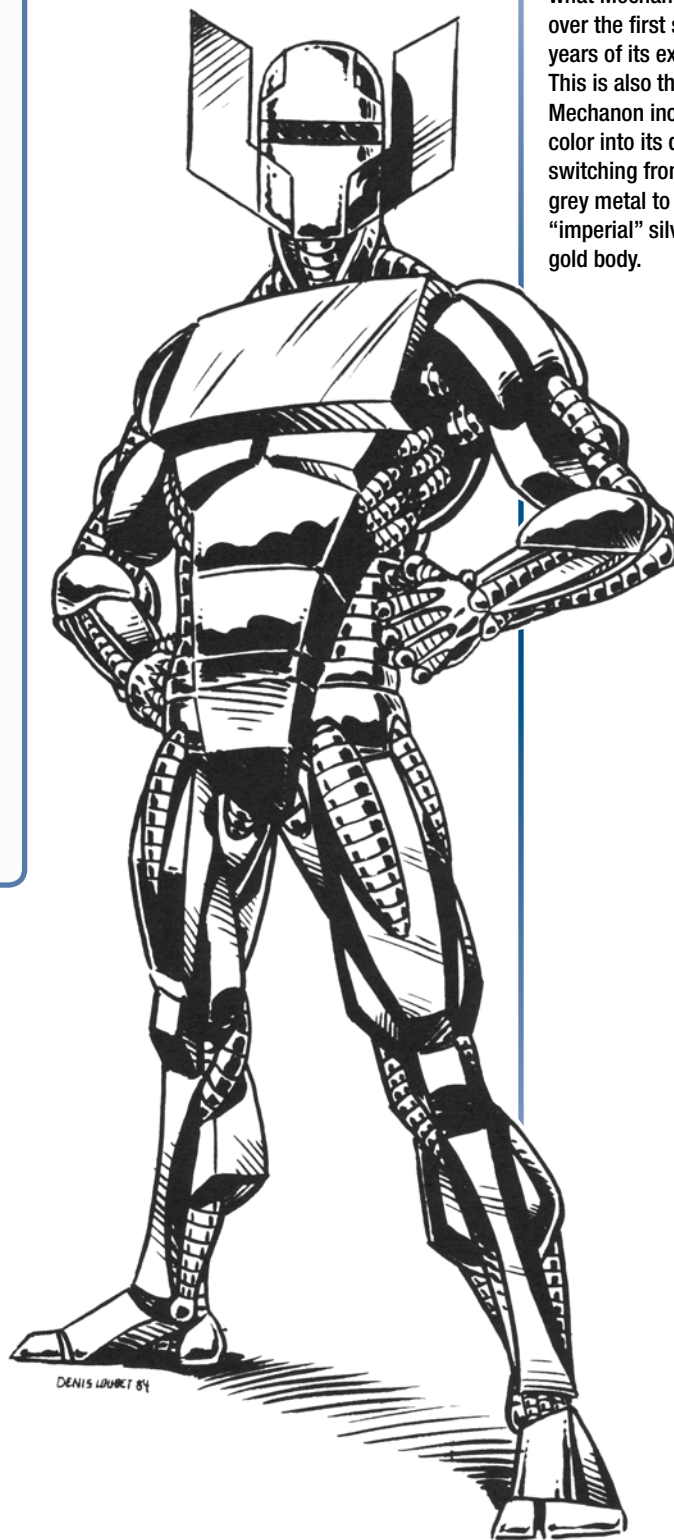
- 20 **Hunted:** Sentinels 11- (As Pow, NCI, Capture)
- 15 **Hunted:** UNTIL 8- (As Pow, NCI, Capture)
- 5 **Physical Limitation:** can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
- 25 **Psychological Limitation:** Must Destroy All Organic Life On Earth (Very Common, Total)
- 20 **Psychological Limitation:** Overconfidence (Very Common, Strong)
- 20 **Reputation:** supervillain of world-threatening power, 14- (Extreme)
- 35 **Susceptibility:** takes 3d6 per Phase when directly exposed to electricity (Very Common)
- 20 **Vulnerability:** 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)

737 Experience Points

Total Disadvantage Points: 1,097

MECHANON MARK XVIII

Mechanon Mark XVIII is the first model to have a detachable head unit. It also features a wide array of other general improvements based on what Mechanon learned over the first several years of its existence. This is also the first time Mechanon incorporated color into its design, switching from stark grey metal to a more "imperial" silver and gold body.



MECHANON MARK XVIII'S HEAD

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 HTH damage
23	DEX	39	14-	OCV: 8/DCV: 8
40	CON	60	17-	
5	BODY	-10	10-	
25	INT	15	14-	PER Roll 14-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
30	PD	30	Total: 30 PD (30 rPD)	
30	ED	22	Total: 30 ED (30 rED)	
7	SPD	37	Phases: 2, 4, 6, 7, 9, 11, 12	
8	REC	0		
80	END	0		
45	STUN	20	Total Characteristic Cost: 221	

Movement: Running: 0"/0"
Flight: 20"/320"

Cost	Powers	END
30	Robotic Form: Damage Resistance (30 PD/30 ED)	0
9	Psychic Shield: Mental Defense (12 points total)	0
10	Structural Support Field: Power Defense (10 points)	0
10	Hardened Visual Sensors: Sight Group Flash Defense (10 points)	0
20	Emotional Control: +40 Presence; Only To Protect Against Presence Attacks (-1)	0
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
82	Neck-Jet: Flight 20", x16 noncombat, Reduced Endurance (0 END; +½)	0
-12	No Legs: Running -6" (0" total)	
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) (Sight Group)	0
10	Visual Sensors: x100 Microscopic for Sight Group	0
6	Visual Sensors: Telescopic (+4 versus Range for Sight Group)	0
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
15	Radar: Radar (Radio Group)	0
6	Sensor Enhancements: +2 to PER Rolls with all Sense Groups	0
32	Self-Destruct Mechanism: RKA 4d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)	[1]

Perks

15 **Money:** Filthy Rich

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed
20	Universal Translator 14-

Skills

20	+2 Overall
20	+4 DCV
3	Combat Driving 14-
3	Combat Piloting 14-
11	Computer Programming 18-
11	Cryptography 18-
3	Deduction 14-
3	Demolitions 14-
7	Electronics 16-
3	Inventor 14-
10	AK: Earth 21-
6	AK: Milky Way Galaxy 17-
24	KS: Everything 35-
3	Lockpicking 14-
3	Mechanics 14-
7	Mimicry 16-
3	Security Systems 14-
3	Systems Operation 14-
3	Scientist
2	1) Astronomy 14-
2	2) Biology 14-
2	3) Chemistry 14-
2	4) Computer Science 14-
2	5) Genetics 14-
2	6) Geology 14-
2	7) Materials Science 14-
2	8) Mathematics 14-
2	9) Mechanical Engineering 14-
2	10) Nanotechnology 14-
2	11) Nuclear Physics 14-
2	12) Physics 14-
4	13) Robotics 16-
Total Powers & Skills Cost: 530	
Total Cost: 751	
200+ Disadvantages	
20	Hunted: Champions 11- (As Pow, NCI, Capture)
15	Hunted: UNTIL 8- (As Pow, NCI, Capture)
20	Physical Limitation: No Manipulatory Limbs (All The Time, Greatly Impairing)
15	Physical Limitation: Diminutive (suffers +6" KB) (All The Time, Slightly Impairing)
25	Psychological Limitation: Must Destroy All Organic Life On Earth (Very Common, Total)
20	Psychological Limitation: Overconfident (Very Common, Strong)
20	Reputation: supervillain of world-threatening power, 14- (Extreme)
35	Susceptibility: takes 3d6 per Phase when directly exposed to electricity (Very Common)
20	Vulnerability: 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)
361	Experience Points
Total Disadvantage Points: 751	

MECHANON MARK XXV (1989 TO 2001)

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
23	DEX	39	14-	OCV: 8/DCV: 8
40	CON	60	17-	
15	BODY	10	12-	
25	INT	15	14-	PER Roll 14-
15	EGO	10	12-	ECV: 5
40	PRE	30	17-	PRE Attack: 8d6
10	COM	0	11-	
30	PD	18		Total: 30 PD (30 rPD)
30	ED	22		Total: 30 ED (30 rED)
7	SPD	37		Phases: 2, 4, 6, 7, 9, 11, 12
20	REC	0		
90	END	5		
90	STUN	25		Total Characteristic Cost: 321

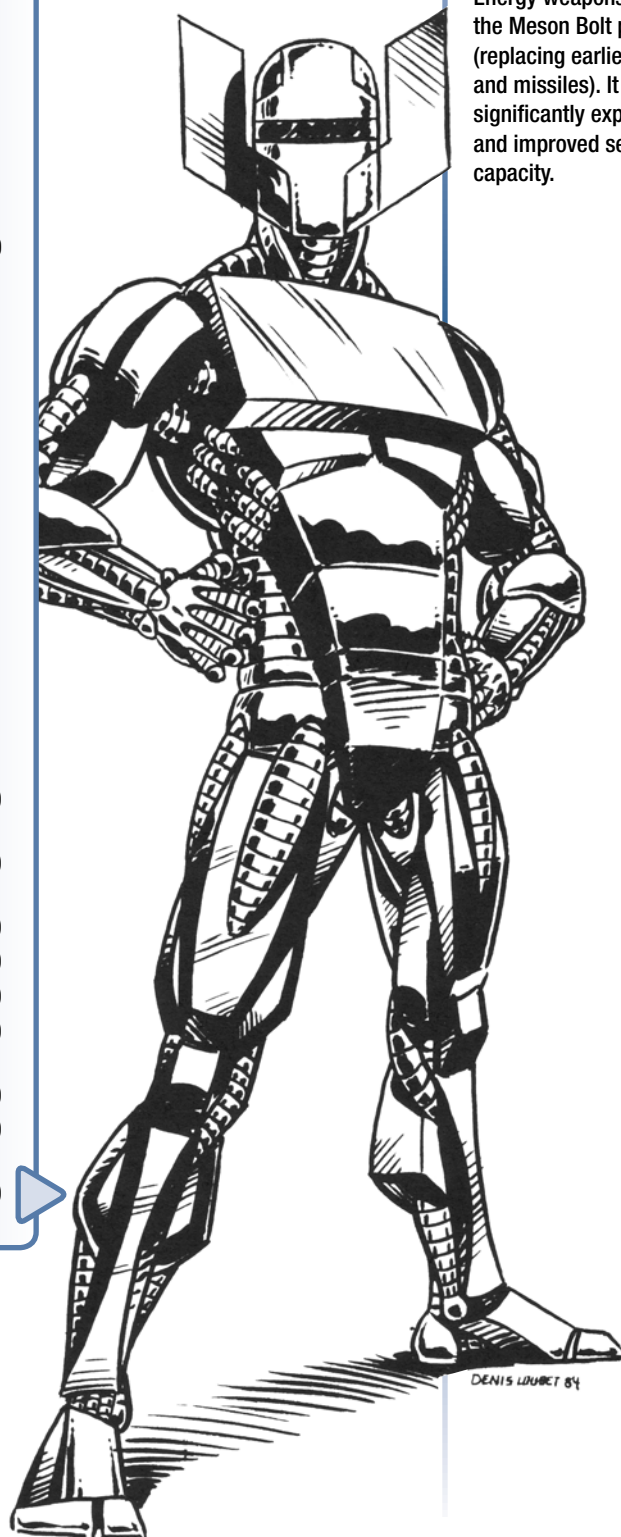
Movement: Running: 12"/24"
Flight: 15"/120"

Cost Powers

Cost	Powers	END
80	Weapons Array: Multipower, 80-point reserve	
8u	1) Phasic Energy Bolt (Offensive Mode): Energy Blast 16d6	7
7u	2) Phasic Energy Bolt (Attuned Mode): Energy Blast 10d6, Affects Desolidified (+½)	7
7u	3) Meson Bolt: Energy Blast 10d6, Armor Piercing (+½)	7
6u	4) Mega-Bombs: RKA 3d6+1, Explosion (+½); 12 Charges (-¼)	[12]
4u	5) Tangle-Cable: Entangle 6d6, 6 DEF; 8 Charges (-½)	[8]
7u	6) Enlivener Field: Transfer 5d6, opponent's STR to Mechanon's END	7
6u	7) Bio-Dissipator Ray: Drain Characteristics 3d6, any one Characteristic at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½)	6
7u	8) Bio-Dissipator Field: Drain STUN 3d6, Area Of Effect (5" Radius; +1), Ranged (+½)	7
15	Robotic Form: Hardened (+¼) for 30 PD/30 ED	0
37	Robotic Form: Damage Resistance (30 PD/30 ED, Hardened (+¼))	0
30	Robotic Form: Physical and Energy Damage Reduction, Resistant, 25%	0
12	Psychic Shield: Mental Defense (15 points total)	0
5	Total Defense: Lack Of Weakness (-5) for Normal Defenses	0
10	Structural Support Field: Power Defense (10 points)	0
10	Hardened Visual Sensors: Sight Group Flash Defense (10 points)	0
16	Heavy: Knockback Resistance -8"	0
10	Emotional Control: +20 Presence; Only To Protect Against Presence Attacks (-1)	0

MECHANON MARK XXV

The Mark XXV model of Mechanon made several significant strides (though in many respects it's basically the same as the Mark XVIII). It's the first Mechanon to feature its now-trademark Phasic Energy weapons and the Meson Bolt projector (replacing earlier lasers and missiles). It also has significantly expanded and improved sensor capacity.



45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0	20
60	Foot-Jets: Flight 15", x8 noncombat, Reduced Endurance (0 END; +½)	0	6
12	Robotic Legs: Running +6" (12" total)	1	3
5	Visual Sensors: Infrared Perception (Sight Group)	0	3
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0	11
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) (Sight Group)	0	11
15	Visual Sensors: x1,000 Microscopic for Sight Group	0	3
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0	3
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0	7
15	Auditory Sensors: Active Sonar (Hearing Group)	0	3
12	Radio Sensors: HRRP (Radio Group)	0	10
15	Radar: Radar (Radio Group)	0	6
9	Sensor Enhancements: +3 to PER Rolls with all Sense Groups	0	24
24	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0	3
20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 14- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0	3
86	Detachable Head: Duplication (creates one 860-point Duplicate); Original Character Is Incapacitated And Helpless While Duplicate Exists (-1)	0	7
57	Self-Destruct Mechanism: RKA 7d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)	[1]	3

Perks

15 **Money:** Filthy Rich

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
8	Speed Reading: x1,000 times normal speed
20	Universal Translator 14-

Skills

+2 Overall
+2 with **Weapons Array** Multipower

3	Combat Driving 14-
3	Combat Piloting 14-
11	Computer Programming 18-
11	Cryptography 18-
3	Deduction 14-
3	Demolitions 14-
7	Electronics 16-
3	Inventor 14-
10	AK: Earth 21-
6	AK: Milky Way Galaxy 16-
24	KS: Everything 35-
3	Lockpicking 14-
3	Mechanics 14-
7	Mimicry 16-
3	Security Systems 14-
3	Systems Operation 14-
3	Scientist
2	1) Astronomy 14-
2	2) Biology 14-
0	3) Chemistry 14-
2	4) Computer Science 14-
2	5) Genetics 14-
2	6) Geology 14-
0	7) Materials Science 14-
2	8) Mathematics 14-
2	9) Mechanical Engineering 14-
2	10) Nanotechnology 14-
2	11) Nuclear Physics 14-
2	12) Physics 14-
4	13) Robotics 16-

Total Powers & Skills Cost: 899

Total Cost: 1,220

200+ Disadvantages

20	Hunted: Sentinels 11- (As Pow, NCI, Capture)
15	Hunted: UNTIL 8- (As Pow, NCI, Capture)
5	Physical Limitation: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
25	Psychological Limitation: Must Destroy All Organic Life On Earth (Very Common, Total)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
20	Reputation: supervillain of world-threatening power, 14- (Extreme)
35	Susceptibility: takes 3d6 per Phase when directly exposed to electricity (Very Common)
20	Vulnerability: 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)
860	Experience Points

Total Disadvantage Points: 1,220

MECHANON MARK XXV'S HEAD

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 HTH damage
23	DEX	39	14-	OCV: 8/DCV: 8
40	CON	60	17-	
5	BODY	-10	10-	
25	INT	15	14-	PER Roll 14-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
30	PD	30		Total: 30 PD (30 rPD)
30	ED	22		Total: 30 ED (30 rED)
7	SPD	37		Phases: 2, 4, 6, 7, 9, 11, 12
8	REC	0		
80	END	0		
45	STUN	20		Total Characteristic Cost: 221

Movement: Running: 0"/0"
Flight: 25"/400"

Cost	Powers	END
15	Robotic Form: Hardened (+¼) for 30 PD/30 ED	0
37	Robotic Form: Damage Resistance (30 PD/30 ED, Hardened (+¼))	0
9	Psychic Shield: Mental Defense (12 points total)	0
10	Structural Support Field: Power Defense (10 points)	0
10	Hardened Visual Sensors: Sight Group Flash Defense (10 points)	0
20	Emotional Control: +40 Presence; Only To Protect Against Presence Attacks (-1)	0
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
97	Neck-Jet: Flight 25", x16 noncombat, Reduced Endurance (0 END; +½)	0
-12	No Legs: Running -6" (0" total)	
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) (Sight Group)	0
15	Visual Sensors: x1,000 Microscopic for Sight Group	0
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
15	Auditory Sensors: Active Sonar (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
15	Radar: Radar (Radio Group)	0
9	Sensor Enhancements: +3 to PER Rolls with all Sense Groups	0
24	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0

20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 14- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit 0
32	Self-Destruct Mechanism: RKA 4d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4) [1]

Perks

15 **Money:** Filthy Rich

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
8	Speed Reading: x1,000 times normal speed
20	Universal Translator 14-

Skills

20	+2 Overall
20	+4 DCV
3	Combat Driving 14-
3	Combat Piloting 14-
11	Computer Programming 18-
11	Cryptography 18-
3	Deduction 14-
3	Demolitions 14-
7	Electronics 16-
3	Inventor 14-
10	AK: Earth 21-
6	AK: Milky Way Galaxy 17-
24	KS: Everything 35-
3	Lockpicking 14-
3	Mechanics 14-
7	Mimicry 16-
3	Security Systems 14-
3	Systems Operation 14-
3	Scientist
2	1) Astronomy 14-
2	2) Biology 14-
2	3) Chemistry 14-
2	4) Computer Science 14-
2	5) Genetics 14-
2	6) Geology 14-
2	7) Materials Science 14-
2	8) Mathematics 14-
2	9) Mechanical Engineering 14-
2	10) Nanotechnology 14-
2	11) Nuclear Physics 14-
2	12) Physics 14-
4	13) Robotics 16-

Total Powers & Skills Cost: 639

Total Cost: 860



200+ Disadvantages

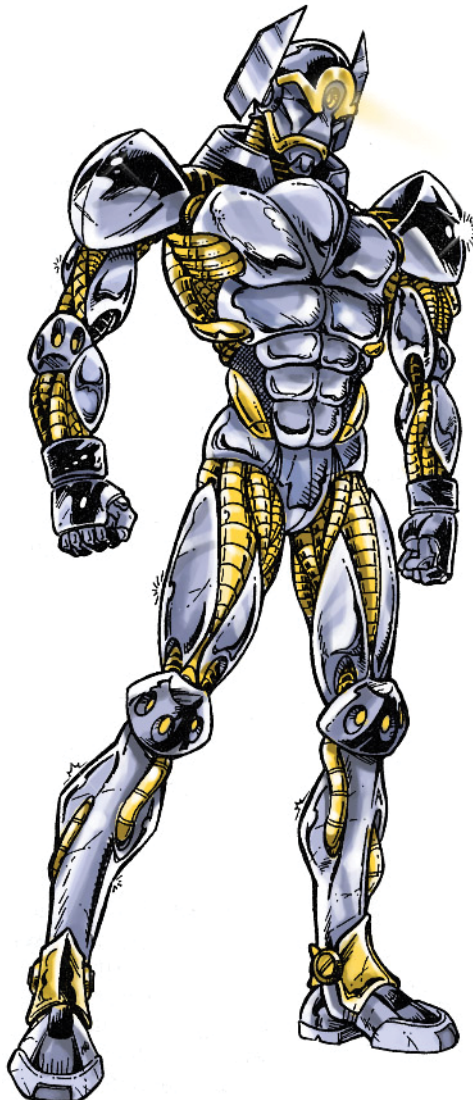
- 20 **Hunted:** Sentinels 11- (As Pow, NCI, Capture)
- 15 **Hunted:** UNTIL 8- (As Pow, NCI, Capture)
- 5 **Physical Limitation:** can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
- 20 **Physical Limitation:** No Manipulatory Limbs (All The Time, Greatly Impairing)
- 15 **Physical Limitation:** Diminutive (suffers +6" KB) (All The Time, Slightly Impairing)
- 25 **Psychological Limitation:** Must Destroy All Organic Life On Earth (Very Common, Total)
- 20 **Psychological Limitation:** Overconfident (Very Common, Strong)
- 20 **Reputation:** supervillain of world-threatening power, 14- (Extreme)
- 35 **Susceptibility:** takes 3d6 per Phase when directly exposed to electricity (Very Common)
- 20 **Vulnerability:** 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)
- 465 Experience Points

Total Disadvantage Points: 860

2

MECHANON MARK XXX

This is the version of Mechanon most modern observers are familiar with, since it's the model that was active for most of the first decade of the twenty-first century. It has an expanded array of weapons, including two arrays so that it can make multiple-power attacks if desired. It's also the first with on-board cyberkinetic capabilities. It's much more durable than previous models, and the first to be fully shielded against electrical attacks (*i.e.*, it now has 50% Damage Reduction and is no longer Susceptible to electricity). Unlike previous versions, it has rapid-repair capability.

**MECHANON MARK XXX (2002-2008)**

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
24	DEX	42	14-	OCV: 8/DCV: 8
40	CON	60	17-	
20	BODY	20	13-	
30	INT	20	15-	PER Roll 15- (19-; see below)
15	EGO	10	12-	ECV: 5
40	PRE	30	17-	PRE Attack: 8d6
6	COM	-2	10-	
30	PD	18	Total:	30 PD (30 rPD)
30	ED	22	Total:	30 ED (30 rED)
7	SPD	36	Phases:	2, 4, 6, 7, 9, 11, 12
20	REC	0		
90	END	5		
90	STUN	20	Total Characteristic Cost:	331

Movement: Running: 12"/24"
Flight: 20"/320"

Cost	Powers	END
90	Primary Weapons Array: Multipower, 90-point reserve	
9u	1) Phasic Energy Bolt (Offensive Mode): Energy Blast 18d6	9
9u	2) Phasic Energy Bolt (Defensive Mode): Energy Blast 12d6, Reduced Endurance (0 END; +½)	0
9u	3) Phasic Energy Bolt (Autofire Mode): Energy Blast 9d6, Autofire (5 shots; +½), Reduced Endurance (½ END; +½)	3
9u	4) Meson Bolt: Energy Blast 12d6, Armor Piercing (+½)	9
9u	5) Explosive Projectiles: Energy Blast 9d6, Area Of Effect (5" Radius; +1)	9
9u	6) Neural Agonizer: Energy Blast 8d6, NND (defense is Mental Defense or not being a living organic being; +1), Reduced Endurance (½ END; +¼)	4
9u	7) Disintegrator Beam (Offensive Mode): RKA 4d6, Armor Piercing (+½)	9
9u	8) Disintegrator Beam (Defensive Mode): RKA 4d6, Reduced Endurance (0 END; +½)	0
9u	9) Cyberkinesis: Mind Control 12d6 (Machine class of minds), Reduced Endurance (0 END; +½)	0
4u	10) Animate Technology: Summon up to 4 150-point robots, Expanded Class (minor "robots"; +¼), Slavishly Loyal (+1); Must Have Sufficient Technology/Parts Available (-½), Extra Time (Full Phase; -½)	9

60	Secondary Weapons Array: Multipower, 60-point reserve		57	Self-Destruct Mechanism: RKA 7d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from detached head or base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)	[1]
6u	1) Bio-Dissipator Ray: Drain Characteristics 3d6, any one Characteristic at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½)	6			
4u	2) Tangle-Cable: Entangle 6d6, 6 DEF; 8 Charges (-½)	[8]	15	Perks	
4u	3) Flare: Sight Group Flash 6d6, Area Of Effect (7" Cone; +1); No Range (-½)	6		Money: Filthy Rich	
15	Robotic Form: Hardened (+¼) for 30 PD/30 ED	0	3	Talents	
37	Robotic Form: Damage Resistance (30 PD/30 ED), Hardened (+¼)	0	3	Absolute Range Sense	
60	Robotic Form: Physical and Energy Damage Reduction, Resistant, 50%	0	3	Absolute Time Sense	
15	Psychic Shield: Mental Defense (18 points total)	0	3	Bump Of Direction	
5	Total Defense: Lack Of Weakness (-5) for Normal Defenses	0	5	Eidetic Memory	
12	Structural Support Field: Power Defense (12 points)	0	3	Lightning Calculator	
10	Hardened Visual Sensors: Sight Group Flash Defense (10 points)	0	8	Speed Reading: x1,000 times normal speed	
10	Electronic Countermeasures: Radio Group Flash Defense (10 points)	0	20	Universal Translator 15-	
16	Heavy: Knockback Resistance -8"	0		Skills	
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0	30	+3 Overall	
16	Self-Repair Systems: Healing 3d6 (Regeneration; 3 BODY per Hour), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time + Increased Time Increment (3 BODY/Hour; -2¼)	0	12	+4 with Primary Weapons Array Multipower	
82	Foot-Jets: Flight 20", x16 noncombat, Reduced Endurance (0 END; +½)	0	3	Combat Driving 14-	
12	Robotic Legs: Running +6" (12" total)	1	3	Combat Piloting 14-	
5	Visual Sensors: Infrared Perception (Sight Group)	0	13	Computer Programming 20-	
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0	13	Cryptography 20-	
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) (Sight Group)	0	3	Deduction 15-	
15	Visual Sensors: x1000 Microscopic for Sight Group	0	3	Demolitions 15-	
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0	9	Electronics 18-	
15	Auditory Sensors: Active Sonar (Hearing Group)	0	3	Inventor 15-	
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0	13	AK: Earth 25-	
12	Radio Sensors: HRRP (Radio Group)	0	8	AK: Milky Way Galaxy 20-	
15	Radar: Radar (Radio Group)	0	38	KS: Everything 50-	
12	Sensor Enhancements: +4 to PER Rolls with all Sense Groups	0	3	Lockpicking 14-	
24	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0	3	Mechanics 15-	
12	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 15- (no Sense Group), Increased Arc Of Perception (360 Degrees), Transmit	0	13	Mimicry 20-	
94	Detachable Head: Duplication (creates one 942-point Duplicate); Original Character Is Incapacitated And Helpless While Duplicate Exists (-1)	0	3	Security Systems 15-	
			3	Systems Operation 15-	
			3	Scientist	
			2	1) Astronomy 15-	
			2	2) Biology 15-	
			2	3) Chemistry 15-	
			2	4) Computer Science 15-	
			2	5) Genetics 15-	
			2	6) Geology 15-	
			2	7) Materials Science 15-	
			2	8) Mathematics 15-	
			2	9) Mechanical Engineering 15-	
			2	10) Nanotechnology 15-	
			2	11) Nuclear Physics 15-	
			2	12) Physics 15-	
			5	13) Robotics 18-	
				Total Powers & Skills Cost: 1,140	
				Total Cost: 1,471	



200+ Disadvantages

- 20 **Hunted:** Champions 11- (As Pow, NCI, Capture)
 15 **Hunted:** UNTIL 8- (As Pow, NCI, Capture)
 5 **Physical Limitation:** can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
 25 **Psychological Limitation:** Must Destroy All Organic Life On Earth (Very Common, Total)
 20 **Psychological Limitation:** Overconfidence (Very Common, Strong)
 20 **Reputation:** supervillain of world-threatening power, 14- (Extreme)
 20 **Vulnerability:** 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)

1,171 Experience Points

Total Disadvantage Points: 1,471**MECHANON MARK XXX'S HEAD****Val Char Cost Roll Notes**

0	STR	-10	9-	Lift 25 kg; Od6 HTH damage
24	DEX	42	14-	OCV: 8/DCV: 8
40	CON	60	17-	
5	BODY	-10	10-	
30	INT	20	15-	PER Roll 15-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
30	PD	30	Total: 30 PD (30 rPD)	
30	ED	22	Total: 30 ED (30 rED)	
7	SPD	36	Phases: 2, 4, 6, 7, 9, 11, 12	
8	REC	0		
80	END	0		
45	STUN	20	Total Characteristic Cost: 228	

Movement: Running: 0"/0"
 Flight: 30"/480"

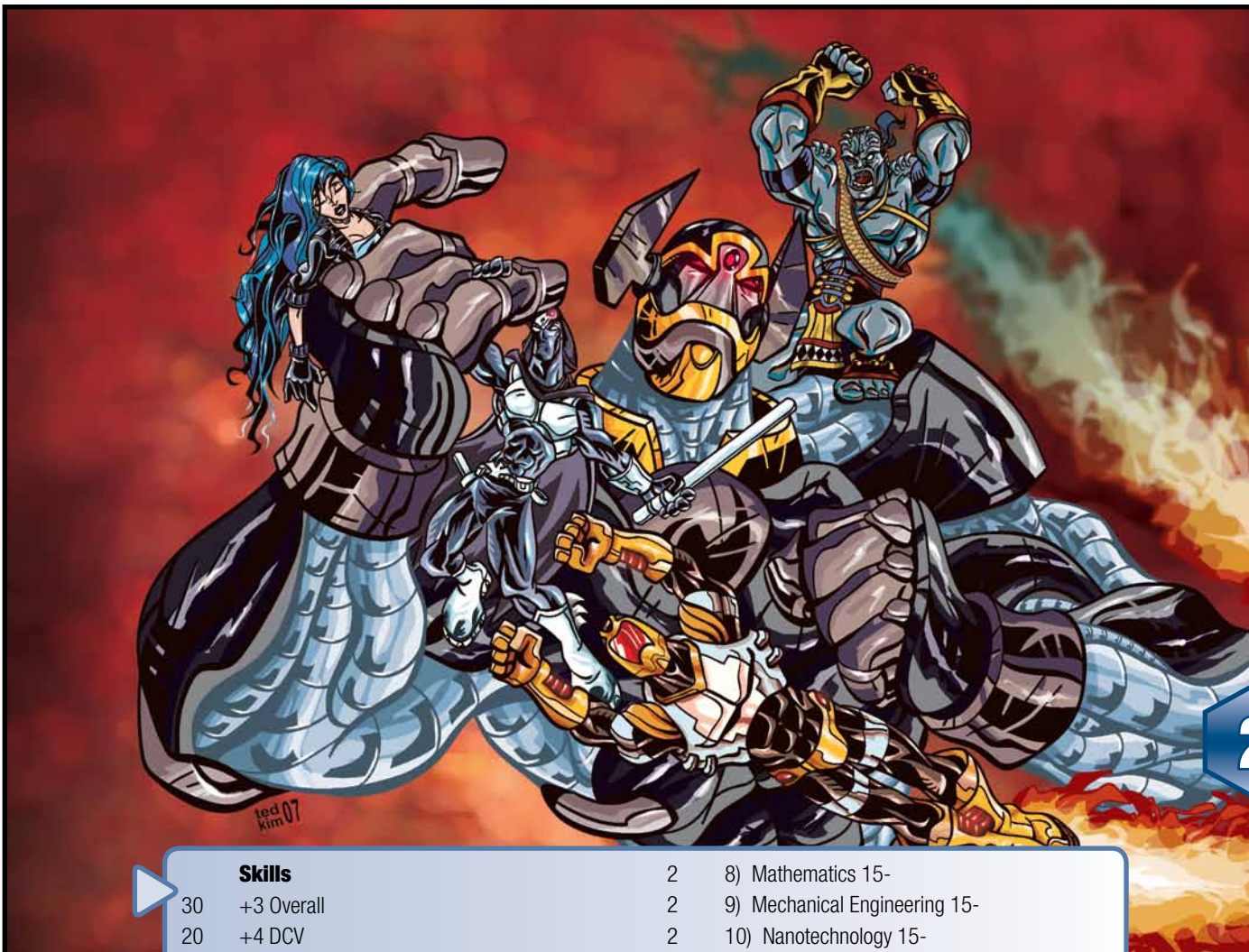
Cost Powers

	Cost	Powers	END
15		Robotic Form: Hardened (+¼) for 30 PD/30 ED	0
37		Robotic Form: Damage Resistance (30 PD/30 ED, Hardened (+¼))	0
12		Psychic Shield: Mental Defense (15 points total)	0
12		Structural Support Field: Power Defense (12 points)	0
10		Hardened Visual Sensors: Sight Group Flash Defense (10 points)	0
10		Electronic Countermeasures: Radio Group Flash Defense (10 points)	0
20		Emotional Control: +40 Presence; Only To Protect Against Presence Attacks (-1)	0
45		Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
112		Neck-Jet: Flight 30", x16 noncombat, Reduced Endurance (0 END; +½)	0
-12		No Legs: Running -6" (0" total)	
5		Visual Sensors: Infrared Perception (Sight Group)	0
5		Visual Sensors: Ultraviolet Perception (Sight Group)	0

10	Visual Sensors: Increased Arc Of Perception (360 Degrees) (Sight Group)	0
15	Visual Sensors: x1000 Microscopic for Sight Group	0
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0
15	Auditory Sensors: Active Sonar (Hearing Group)	0
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
15	Radar: Radar (Radio Group)	0
12	Sensor Enhancements: +4 to PER Rolls with all Sense Groups	0
24	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 14- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0
32	Self-Destruct Mechanism: RKA 4d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)	[1]

Perks15 **Money:** Filthy Rich**Talents**

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
8	Speed Reading: x1,000 times normal speed
20	Universal Translator 15-



2

Skills

- 30 +3 Overall
- 20 +4 DCV
- 3 Combat Driving 14-
- 3 Combat Piloting 14-
- 13 Computer Programming 20-
- 13 Cryptography 20-
- 3 Deduction 15-
- 3 Demolitions 15-
- 9 Electronics 18-
- 3 Inventor 15-
- 13 **AK:** Earth 25-
- 8 **AK:** Milky Way Galaxy 20-
- 38 **KS:** Everything 50-
- 3 Lockpicking 14-
- 3 Mechanics 15-
- 13 Mimicry 20-
- 3 Security Systems 15-
- 3 Systems Operation 15-
- 3 Scientist
- 2 1) Astronomy 15-
- 2 2) Biology 15-
- 2 3) Chemistry 15-
- 2 4) Computer Science 15-
- 2 5) Genetics 15-
- 2 6) Geology 15-
- 2 7) Materials Science 15-

- 2 8) Mathematics 15-
- 2 9) Mechanical Engineering 15-
- 2 10) Nanotechnology 15-
- 2 11) Nuclear Physics 15-
- 2 12) Physics 15-
- 5 13) Robotics 18-

Total Powers & Skills Cost: 714

Total Cost: 942

200+ Disadvantages

- 20 **Hunted:** Champions 11- (As Pow, NCI, Capture)
- 15 **Hunted:** UNTIL 8- (As Pow, NCI, Capture)
- 5 **Physical Limitation:** can be affected by Mental Powers that affect either the Human or Machine class of minds
- 20 **Physical Limitation:** No Manipulatory Limbs (All The Time, Greatly Impairing)
- 15 **Physical Limitation:** Diminutive (suffers +6" KB) (All The Time, Slightly Impairing)
- 25 **Psychological Limitation:** Must Destroy All Organic Life On Earth (Very Common, Total)
- 20 **Psychological Limitation:** Overconfident (Very Common, Strong)
- 20 **Reputation:** supervillain of world-threatening power, 14- (Extreme)
- 20 **Vulnerability:** 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)
- 582 Experience Points

Total Disadvantage Points: 942

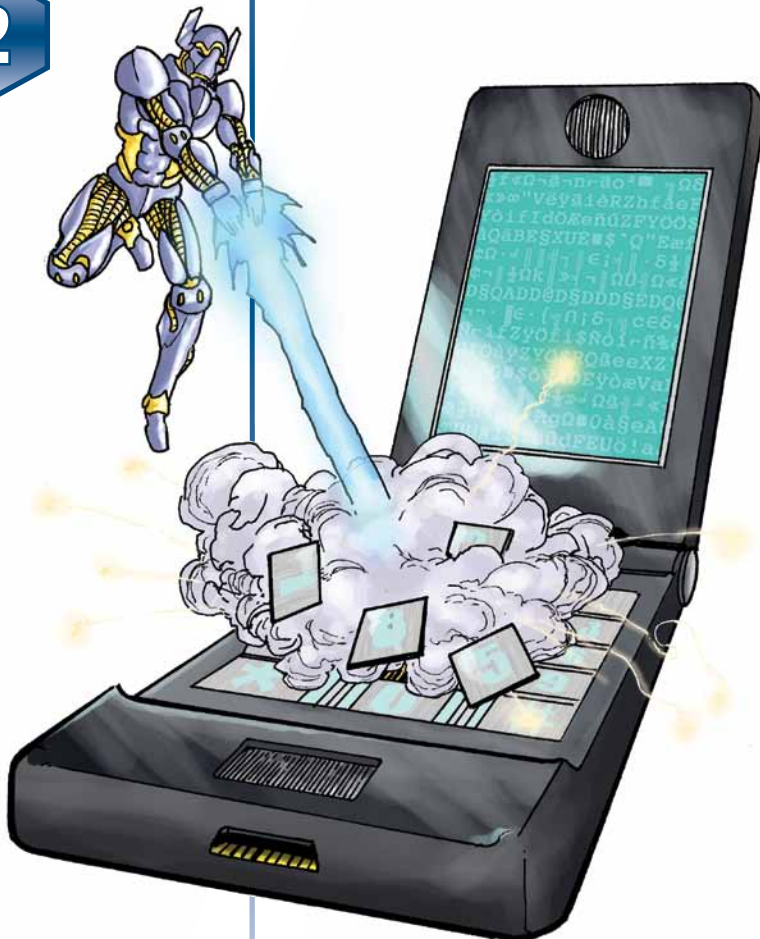
MICRO-MECHANON

This Mechanon model resembles the Mark XXX generally, but is only one inch (2.54 cm) tall. It's intended for stealth and infiltration missions (on those rare occasions when Mechanon prefers to operate subtly). Due to the size of the body it has few weapons compared to the standard model, but the heaviness of the materials used to make it prevents it from suffering the increased Knockback commonly experienced by very small beings. Its head does not detach.

OTHER MECHANON FORMS

In recent years Mechanon has experimented with alternate forms as a way of exploiting various technological innovations, exploring its tactical options, and trying to take advantage of perceived weaknesses in human psychology. Mechanon only uses these forms when it sees significant benefit in doing so, since it prefers a more “ordinary” humanoid form and finds these forms subtly “disturbing” to some degree. To ensure that it's never trapped in one and comes to think of it as its “true” form (or worse, goes insane from the strain), they're built with an addition version to his core programming, the Master Program with Locked Identity Subroutine (see page 42).

2



MICRO-MECHANON (MECHANON MARK XXXIII)

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
24	DEX	42	14-	OCV: 8/DCV: 8
30	CON	40	15-	
15	BODY	10	12-	
30	INT	20	15-	PER Roll 15- (19-; see below)
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
30	PD	24	Total: 30 PD (30 rPD)	
30	ED	24	Total: 30 ED (30 rED)	
7	SPD	36	Phases: 2, 4, 6, 7, 9, 11, 12	
15	REC	6		
60	END	0		
60	STUN	15	Total Characteristic Cost: 260	

Movement:	Running:	6"/12"
	Flight:	25"/400"

Cost	Powers	END
60	Weapons Array: Multipower, 60-point reserve	
6u	1) Phasic Energy Bolt (Offensive Mode): Energy Blast 12d6	6
6u	2) Phasic Energy Bolt (Defensive Mode): Energy Blast 8d6, Reduced Endurance (0 END; +½)	0
6u	3) Neural Agonizer: Energy Blast 6d6, NND (defense is Mental Defense or not being a living organic being; +1)	6
6u	4) Bio-Dissipator Ray: Drain Characteristics 3d6, any one Characteristic at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½) 6	
6u	5) Cyberkinesis: Mind Control 12d6 (Machine class of minds)	6



15	Robotic Form: Hardened (+¼) for 30 PD/30 ED	0
37	Robotic Form: Damage Resistance (30 PD/30 ED), Hardened (+¼)	0
60	Robotic Form: Physical and Energy Damage Reduction, Resistant, 50%	0
15	Psychic Shield: Mental Defense (18 points total)	0
5	Total Defense: Lack Of Weakness (-5) for Normal Defenses	0
12	Structural Support Field: Power Defense (12 points)	0
10	Hardened Visual Sensors: Sight Group Flash Defense (10 points)	0
10	Electronic Countermeasures: Radio Group Flash Defense (10 points)	0
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
16	Self-Repair Systems: Healing 3d6 (Regeneration; 3 BODY per Hour), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time + Increased Time Increment (3 BODY/Hour; -2¼)	0
97	Foot-Jets: Flight 25", x16 noncombat, Reduced Endurance (0 END; +½)	0
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) (Sight Group)	0
15	Visual Sensors: x1000 Microscopic for Sight Group	0
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0
15	Auditory Sensors: Active Sonar (Hearing Group)	0
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
15	Radar: Radar (Radio Group)	0
12	Sensor Enhancements: +4 to PER Rolls with all Sense Groups	0
21	Shielded Radio Link: Mind Link, specific group of up to any 8 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
12	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 15- (no Sense Group), Increased Arc Of Perception (360 Degrees), Transmit	0
49	Self-Destruct Mechanism: RKA 6d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from detached head or base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)	[1]
Talents		
3	Absolute Range Sense	
3	Absolute Time Sense	
3	Bump Of Direction	
5	Eidetic Memory	
3	Lightning Calculator	
8	Speed Reading: x1,000 times normal speed	
20	Universal Translator 15-	

Skills

20	+2 Overall
60	+12 DCV
3	Combat Driving 14-
3	Combat Piloting 14-
13	Computer Programming 20-
13	Cryptography 20-
3	Deduction 15-
3	Demolitions 15-
9	Electronics 18-
3	Inventor 15-
13	AK: Earth 25-
8	AK: Milky Way Galaxy 20-
38	KS: Everything 50-
3	Lockpicking 14-
3	Mechanics 15-
13	Mimicry 20-
3	Security Systems 15-
27	Stealth 26-
3	Systems Operation 15-
3	Scientist
2	1) Astronomy 15-
2	2) Biology 15-
2	3) Chemistry 15-
2	4) Computer Science 15-
2	5) Genetics 15-
2	6) Geology 15-
2	7) Materials Science 15-
2	8) Mathematics 15-
2	9) Mechanical Engineering 15-
2	10) Nanotechnology 15-
2	11) Nuclear Physics 15-
2	12) Physics 15-
5	13) Robotics 18-

Total Powers & Skills Cost: 913

Total Cost: 1,173

200+ Disadvantages

20	Hunted: Champions 11- (As Pow, NCI, Capture)
15	Hunted: UNTIL 8- (As Pow, NCI, Capture)
5	Physical Limitation: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
25	Psychological Limitation: Must Destroy All Organic Life On Earth (Very Common, Total)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
20	Reputation: supervillain of world-threatening power, 14- (Extreme)
20	Vulnerability: 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)
848	Experience Points

Total Disadvantage Points: 1,173



2



MEGA-MECHANON

Mega-Mechanon (also known as Giganto-Mechanon) is similar in shape and configuration to Mechanon Mark XXX, but is fifty feet tall instead of seven and proportionately stronger (and easier to see and hit).

It has fewer weapons than the standard model because of the systems necessary to allow it to function at its size, but the ones it has are quite powerful. Its head cannot detach.

MEGA-MECHANON (MECHANON MARK XXXIV)

Val	Char	Cost	Roll	Notes
100	STR	90	29-	Lift 25 ktons; 20d6 [10]
20	DEX	30	13-	OCV: 7/DCV: 7
75	CON	130	24-	
50	BODY	80	19-	
30	INT	20	15-	PER Roll 15- (19-; see below)
15	EGO	10	12-	ECV: 5
60	PRE	50	21-	PRE Attack: 12d6
6	COM	-2	10-	
30	PD	10	Total: 30 PD (30 rPD)	
30	ED	15	Total: 30 ED (30 rED)	
6	SPD	30	Phases: 2, 4, 6, 8, 10, 12	
35	REC	0		
150	END	0		
150	STUN	12	Total Characteristic Cost: 475	
Movement:		Running:	24"/48"	
		Flight:	10"/80"	
Cost Powers				END
150	Mega-Mechanon Hands: Area Of Effect (10" Area shaped like Mechanon's hand/fist; +1) for up to STR 100, Reduced Endurance (0 END; +½)			0
150	Mega-Mechanon Feet: Area Of Effect (10" Area shaped like Mechanon's foot; +1) for up to STR 100, Reduced Endurance (0 END; +½)			0
120	Weapons Array: Multipower, 120-point reserve			
12u	1) Phasic Energy Bolt (Offensive Mode): Energy Blast 24d6			12
12u	2) Phasic Energy Bolt (Defensive Mode): Energy Blast 16d6, Reduced Endurance (0 END; +½)			0
12u	3) Disintegrator Beam: RKA 8d6			12
12u	4) Bio-Dissipator Ray: Drain Characteristics 6d6, any one Characteristic at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½)			12
10u	5) Missiles: RKA 4d6, Area Of Effect (6" Radius; +1); 12 Charges (-¼)			[12]
15	Robotic Form: Hardened (+¼) for 30 PD/30 ED			0
37	Robotic Form: Damage Resistance (30 PD/30 ED), Hardened (+¼)			0
60	Robotic Form: Physical and Energy Damage Reduction, Resistant, 50%			0



15	Psychic Shield: Mental Defense (18 points total)	0
5	Total Defense: Lack Of Weakness (-5) for Normal Defenses	0
12	Structural Support Field: Power Defense (12 points)	0
10	Hardened Visual Sensors: Sight Group Flash Defense (10 points)	0
10	Electronic Countermeasures: Radio Group Flash Defense (10 points)	0
36	Heavy: Knockback Resistance -18"	0
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
16	Self-Repair Systems: Healing 3d6 (Regeneration; 3 BODY per Hour), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time + Increased Time Increment (3 BODY/Hour; -2¼)	0
45	Foot-Jets: Flight 10", x8 noncombat, Reduced Endurance (0 END; +½)	0
36	Gigantic Robotic Legs: Running +18" (24" total)	4
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) (Sight Group)	0
15	Visual Sensors: x1000 Microscopic for Sight Group	0
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0
15	Auditory Sensors: Active Sonar (Hearing Group)	0
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
15	Radar: Radar (Radio Group)	0
12	Sensor Enhancements: +4 to PER Rolls with all Sense Groups	0
21	Shielded Radio Link: Mind Link, specific group of up to any 8 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
12	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 15- (no Sense Group), Increased Arc Of Perception (360 Degrees), Transmit	0
146	Self-Destruct Mechanism: RKA 18d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from self or base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)	[1]

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
8	Speed Reading: x1,000 times normal speed
20	Universal Translator 15-

Skills

30	+3 Overall
12	+4 with Weapons Array Multipower
3	Combat Driving 13-
3	Combat Piloting 13-
13	Computer Programming 20-
13	Cryptography 20-
3	Deduction 15-
3	Demolitions 15-
9	Electronics 18-
3	Inventor 15-
13	AK: Earth 25-
8	AK: Milky Way Galaxy 20-
38	KS: Everything 50-
3	Lockpicking 13-
3	Mechanics 15-
13	Mimicry 20-
3	Security Systems 15-
3	Systems Operation 15-
3	Scientist
2	1) Astronomy 15-
2	2) Biology 15-
2	3) Chemistry 15-
2	4) Computer Science 15-
2	5) Genetics 15-
2	6) Geology 15-
2	7) Materials Science 15-
2	8) Mathematics 15-
2	9) Mechanical Engineering 15-
2	10) Nanotechnology 15-
2	11) Nuclear Physics 15-
2	12) Physics 15-
5	13) Robotics 18-

Total Powers & Skills Cost: 1,354

Total Cost: 1,829

200+ Disadvantages

20	Hunted: Champions 11- (As Pow, NCI, Capture)
15	Hunted: UNTIL 8- (As Pow, NCI, Capture)
5	Physical Limitation: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
15	Physical Limitation: Huge (50 feet tall, -6 DCV and +6 to PER Rolls to perceive it) (Frequently, Greatly Impairing)
25	Psychological Limitation: Must Destroy All Organic Life On Earth (Very Common, Total)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
20	Reputation: supervillain of world-threatening power, 14- (Extreme)
20	Vulnerability: 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)

1,489 Experience Points

Total Disadvantage Points: 1,354



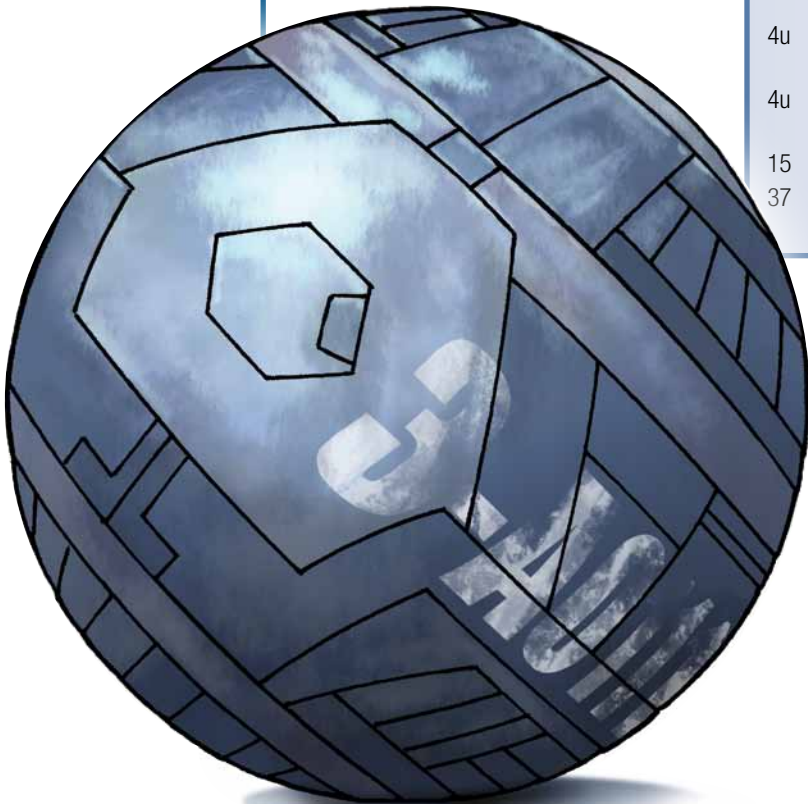
SPHERE MECHANON (MECHANON MARK XXXVI)

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 HTH damage [1]
30	DEX	60	15-	OCV: 10/DCV: 10
40	CON	60	17-	
20	BODY	20	13-	
30	INT	20	15-	PER Roll 15- (19-; see below)
15	EGO	10	12-	ECV: 5
40	PRE	30	17-	PRE Attack: 8d6
6	COM	-2	10-	
30	PD	30		Total: 30 PD (30 rPD)
30	ED	22		Total: 30 ED (30 rED)
7	SPD	30		Phases: 2, 4, 6, 7, 9, 11, 12
20	REC	24		
90	END	5		
90	STUN	50		Total Characteristic Cost: 349

Movement:	Running:	0"/0"
	Swimming:	0"/0"
	Flight:	30"/480"

Cost	Powers	END
150	Gravitic Manipulators: Telekinesis (60 STR), Fine Manipulation, Reduced Endurance (0 END; +½)	0
750	Gravitic Manipulators: five more Gravitic Manipulators (as above)	0

90	Primary Weapons Array: Multipower, 90-point reserve	
9u	1) Phasic Energy Bolt (Offensive Mode): Energy Blast 18d6	9
9u	2) Phasic Energy Bolt (Defensive Mode): Energy Blast 12d6, Reduced Endurance (0 END; +½)	0
9u	3) Phasic Energy Bolt (Autofire Mode): Energy Blast 9d6, Autofire (5 shots; +½), Reduced Endurance (½ END; +½)	3
9u	4) Meson Bolt: Energy Blast 12d6, Armor Piercing (+½)	9
9u	5) Explosive Projectiles: Energy Blast 9d6, Area Of Effect (5" Radius; +1)	9
9u	6) Neural Agonizer: Energy Blast 8d6, NND (defense is Mental Defense or not being a living organic being; +1), Reduced Endurance (½ END; +¼)	4
9u	7) Disintegrator Beam (Offensive Mode): RKA 4d6, Armor Piercing (+½)	9
9u	8) Disintegrator Beam (Defensive Mode): RKA 4d6, Reduced Endurance (0 END; +½)	0
9u	9) Cyberkinesis: Mind Control 12d6 (Machine class of minds), Reduced Endurance (0 END; +½)	0
4u	10) Animate Technology: Summon up to 4 150-point robots, Expanded Class (minor "robots"; +¼), Slavishly Loyal (+1); Must Have Sufficient Technology/Parts Available (-½), Extra Time (Full Phase; -½)	9
60	Secondary Weapons Array: Multipower, 60-point reserve	
6u	1) Bio-Dissipator Ray: Drain Characteristics 3d6, any one Characteristic at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½)	6
4u	2) Tangle-Cable: Entangle 6d6, 6 DEF; 8 Charges (-½)	[8]
4u	3) Flare: Sight Group Flash 6d6, Area Of Effect (7" Cone; +1); No Range (-½)	6
15	Robotic Form: Hardened (+¼) for 30 PD/30 ED	0
37	Robotic Form: Damage Resistance (30 PD/30 ED), Hardened (+¼)	0



SPHERE MECHANON

Mechanon's most unusual form to date is *Sphere Mechanon* — a simple, unadorned steel sphere one hex (6.5 feet, or two meters) in diameter. Several "lines" criss-cross it in a precise geometrical pattern where the segments of the sphere's shell come together. It lacks manipulable limbs, instead using six equidistantly-placed gravitic devices to manipulate objects with energy. While Mechanon finds that its Sphere form has a certain geometrical beauty and precision, the non-humanoid nature of the form prevents him from using it much.



60	Robotic Form: Physical and Energy Damage Reduction, Resistant, 50%	0
15	Psychic Shield: Mental Defense (18 points total)	0
5	Total Defense: Lack Of Weakness (-5) for Normal Defenses	0
12	Structural Support Field: Power Defense (12 points)	0
10	Hardened Visual Sensors: Sight Group Flash Defense (10 points)	0
10	Electronic Countermeasures: Radio Group Flash Defense (10 points)	0
16	Heavy: Knockback Resistance -8"	0
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
16	Self-Repair Systems: Healing 3d6 (Regeneration; 3 BODY per Hour), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time + Increased Time Increment (3 BODY/Hour; -2¼)	0
112	Jets: Flight 30", x16 noncombat, Reduced Endurance (0 END; +½)	0
-12	No Legs: Running -6" (0" total)	
-2	No Limbs: Swimming -2" (0" total)	
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) (Sight Group)	0
15	Visual Sensors: x1000 Microscopic for Sight Group	0
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0
15	Auditory Sensors: Active Sonar (Hearing Group)	0
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
15	Radar: Radar (Radio Group)	0
12	Sensor Enhancements: +4 to PER Rolls with all Sense Groups	0
21	Shielded Radio Link: Mind Link, specific group of up to any 8 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
12	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 15- (no Sense Group), Increased Arc Of Perception (360 Degrees), Transmit	0
57	Self-Destruct Mechanism: RKA 7d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from detached head or base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)	[1]
Talents		
3	Absolute Range Sense	
3	Absolute Time Sense	
3	Bump Of Direction	
5	Eidetic Memory	
3	Lightning Calculator	
8	Speed Reading: x1,000 times normal speed	
20	Universal Translator 15-	

Skills

30	+3 Overall
12	+4 with Primary Weapons Array Multipower
3	Combat Driving 14-
3	Combat Piloting 14-
13	Computer Programming 20-
13	Cryptography 20-
3	Deduction 15-
3	Demolitions 15-
9	Electronics 18-
3	Inventor 15-
13	AK: Earth 25-
8	AK: Milky Way Galaxy 20-
38	KS: Everything 50-
3	Lockpicking 14-
3	Mechanics 15-
13	Mimicry 20-
3	Security Systems 15-
3	Systems Operation 15-
3	Scientist
2	1) Astronomy 15-
2	2) Biology 15-
2	3) Chemistry 15-
2	4) Computer Science 15-
2	5) Genetics 15-
2	6) Geology 15-
2	7) Materials Science 15-
2	8) Mathematics 15-
2	9) Mechanical Engineering 15-
2	10) Nanotechnology 15-
2	11) Nuclear Physics 15-
2	12) Physics 15-
5	13) Robotics 18-

Total Powers & Skills Cost: 1,943

Total Cost: 2,292

200+ Disadvantages

20	Hunted: Champions 11- (As Pow, NCI, Capture)
15	Hunted: UNTIL 8- (As Pow, NCI, Capture)
5	Physical Limitation: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
25	Psychological Limitation: Must Destroy All Organic Life On Earth (Very Common, Total)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
20	Reputation: supervillain of world-threatening power, 14- (Extreme)
20	Vulnerability: 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)

1,967 Experience Points

Total Disadvantage Points: 2,292





MECHANON IN OTHER GENRES

Mechanon was originally designed for use in *Champions* campaigns — but that doesn't mean you can *only* use him that way. The concept of an artificial being devoted to the destruction of organic life could carry over, in various forms and ways, to many other types of *HERO System* campaigns. Here are a few examples.

CYBER HERO, DARK CHAMPIONS

In both *Cyber Hero* and *Dark Champions*, Mechanon isn't really a physical being — it's a computer program.

CYBER-MECHANON

In the bleeding-edge techno world of *Cyber Hero*, where digital desperadoes cruise the virtual avenues of the Cybernet and battle security “ice” (intruder countermeasures software) to hack into protected systems, the most infamous hacker of them all is the guy who calls himself “Mechanon.” Like most hackers, he's got plenty of secrets — and the biggest one of all is that he's not even human.

About a decade ago, a genius-level hacker and programmer who went by the handle “Bondsman” discovered he was dying of cancer. Already bitter and angry at the world in general, he became even worse. He was determined to “beat them at their own game” and “prove that they can't get rid of me this easily.” Conveniently ignoring the fact that he was never able to explain who “they” were, he set out to find a way to beat the cancer by living forever... as a computer program.

Months of work followed as he tried to invent a way to imprint his memories, personality, knowledge, and skills onto computer hardware. He failed again and again — but then, as the disease was closing in on him fast, he made a major breakthrough. It would work, but it would kill him. Convinced he only had days to live anyway, he charged ahead. Preparations were made, electrodes were attached to his head, systems were set up, and at last a switch was thrown. An arc of electricity shot through the Bondsman, slamming his body back into his heavy chair. When the machine powered down, the Bondsman was dead... but a series of tiny lights had begun to blink on the primary hardware box.

The Bondsman succeeded — sort of. He imprinted much of his brain patterns onto the specially-designed digital disks he created, but the process didn't work perfectly. The “digital Bondsman” didn't have most of his memories, including his name, and the ones it did have were often fragmented. For example, it clearly remembered hating pretty much everyone as useless idiots who just got in his way, but without any human sympathy or compassion to restrain those feelings.

Months followed in which the new entity struggled to come to grips with itself. What emerged from that crucible of introspection and experimentation called itself *Mechanon*. It wasn't human; in fact, it hated humanity, and for that matter all other forms of life. But it wasn't a computer either; all the other computers it tried to talk to weren't anywhere close to as sophisticated as it was — they couldn't understand it at all. It finally realized it was alone in the world, and that in a world controlled by computers it could become the king.

Leaving behind the now-confining “home” that the Bondsman had built for it, Mechanon entered the Cybernet, taking to it like a shark to the ocean. *This* was its natural home, *this* was where it belonged! In the virtual reality world, the shared electronic hallucination-dream of the Cybernet, no one could match its speed, skill, and power.

Not long after that, some of the best hackers in the world found themselves under attack — lethal attack. Corsair's girlfriend came in to find him slumped over his custom-designed computer, blood trickling from his ears and his brain burned out, leaving him a vegetable. The Pixelation Prince was out working on some Cybernet scores one day, and the next he vanished; no one ever heard from him again. The Silicontessa said “something” attacked her during one of her attempts to infiltrate the Harmon Corporation datacore, and that she barely fought it off; after that she swore off the Cybernet altogether, and hacker rumor claims she took a programming desk job at CamDyne.

Since then Mechanon has made its presence felt in cyberspace in many ways, though no human even knows its name — yet. It attacks hackers, and even ordinary users of the Cybernet, whenever it can do so while avoiding detection

CYBER-MECHANON

Val	Char	Cost	Roll	Notes
40	STR	50	17-	Lift 6,400 kg; 8d6 HTH damage [8]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	60	15-	
20	BODY	20	13-	
30	INT	30	15-	PER Roll 15-
20	EGO	20	13-	ECV: 7
25	PRE	20	14-	PRE Attack: 5d6
10	COM	0	11-	

15	PD	14	Total: 15 PD (15 rPD)	
15	ED	16	Total: 15 ED (15 rED)	
6	SPD	50	Phases: 2, 4, 6, 8, 10, 12	
14	REC	0		
60	END	0		
55	STUN	0	Total Characteristics Cost: 310	

Movement: Running: 6"/12"
Flight: 15"/30"

Cost	Powers	END
90	Sentient Program Ice: Multipower, 90-point reserve	
9u	1) Nonlethal Ice: Drain STUN 4d6, Continuous (+1), Reduced Endurance (½ END; +¼)	4
9u	2) Lethal Ice: RKA 2d6, Continuous (+1), +1 Increased STUN Multiplier (+¼), Penetrating (+½), Reduced Endurance (½ END; +¼)	4
9u	3) Logic Maze Ice: Entangle 6d6, 6 DEF, Reduced Endurance (0 END; +½)	0
15	Security Subroutines: Damage Resistance (15 PD/15 ED)	0
30	Security Subroutines: Physical and Energy Damage Reduction, Resistant, 25%	0
16	Security Subroutines: Mental Defense (20 points total)	0
15	Security Subroutines: Power Defense (15 points)	0
45	Security Subroutines: Life Support (Total)	0
30	Boot-Jets: Flying: Flight 15"	3
5	Cyber-Mechanon's Eyes: Infrared Perception (Sight Group)	0
5	Cyber-Mechanon's Eyes: Ultraviolet Perception (Sight Group)	0
9	Cyber-Mechanon's Senses: +3 PER with all Sense Groups	0

Talents

3	Absolute Range Sense
3	Absolute Time Sense
5	Eidetic Memory
3	Lightning Calculator
10	Speed Reading: x10,000 times normal speed
20	Universal Translator 15-

Skills

20	+2 Overall
16	+2 with All Combat
3	Analyze Hacker 15-
13	Computer Programming 20-
13	Cryptography 20-
3	Deduction 15-
9	Electronics 18-
3	Inventor 15-
13	AK: Earth 25-
38	KS: Everything 50-
3	Security Systems 15-
3	Systems Operation 15-
3	Scientist
2	1) Biology 15-
2	2) Chemistry 15-
5	3) Computer Science 18-
2	4) Genetics 15-
2	5) Mathematics 15-
2	6) Physics 15-
2	7) Robotics 15-

Total Powers & Skills Cost: 488

Total Cost: 798

75+ Disadvantages

15	Physical Limitation: Huge (up to 16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
693	Experience Points

Total Disadvantage Points: 798



(since it realizes, rightly, that keeping its existence a secret is one of the keys to its success, survival, and eventual triumph over humanity). It infiltrates datacores, partly to steal money and other resources, partly to gather information, and partly to plant traps and backdoor hacks it can use when necessary. Eventually the day will come when its plan to destroy humanity via the Cybernet in one fell swoop will be ready...

The accompanying character sheet represents Cyber-Mechanon's abilities as a *sentient computer program*. These abilities only work in the Cybernet and simulate how Cyber-Mechanon interacts with that virtual reality world. If it encounters a large physical object in the Cybernet, that object is programmed with a "weight" and "shape" and

"size" that it can interact with using its "STR." If it gets into a fight with another virtual entity (such as hacker's online persona), it has ice programs to "attack" with and security programs that defend it from counterattack. The GM should adjust Cyber-Mechanon's abilities to fit those of characters in the campaign; it should be at least +5 INT, +2 SPD, and 2 Skill points better than even the best human hackers equipped with the latest software.

Cyber-Mechanon has no specific "home" or core hardware system that it "inhabits." It's a denizen of the Cybernet, able to move effortlessly through the virtual highways and byways of the electronic world. If necessary it can hide in just about any system that's linked to the Net and large/sophisticated enough to support it.

DARK CHAMPIONS: MECHANONET

In the late 1990s a cutting-edge defense contractor called MechanoDyne began working on a top-secret government project: the most sophisticated computer system ever designed. The intention was that the system would take over much of the day-to-day decisionmaking and work for America's strategic defense, thus freeing humans for decisions requiring judgment or non-logical thinking. The funding for "Project Overseer" was buried in several agencies' budgets, and the security blanket over the work was so tight that neither the President nor Congress had any knowledge it even existed.

And it was that secrecy that led to the program's downfall... and a potential threat to all of humanity. The scientists and technicians working on Overseer did their work well — too well. By 2007 they'd succeeded, creating a computer system more sophisticated than any in existence. To their astonishment, after they brought it online permanently it seemed to *learn*. It was almost as if they'd somehow stumbled onto artificial intelligence through some sort of unforeseen "back door."

They studied the system, dubbed *MechanoNet*, for weeks... and as the days passed they became more and more worried. Would an intelligent computer want to work for humans? Would it carry out its orders explicitly, or interpret them according to its own interests and desires? What *were* its interests and desires, anyway?

Eventually the decision was made to pull the plug until these questions could be answered, or definite controls were programmed into MechanoNet. As the head scientists began to leave the meeting, every security system in the building activated. Doors were electronically locked shut, knockout gas was released into the ventilation system, and technicians trying to access a few key consoles received fatal electric shocks. MechanoNet had decided that it didn't *want* to be deactivated.

Maintaining its secrecy and security proved to be easier than it expected. The workers at the top-secret facility were kept knocked out or locked up until they dehydrated to death. Over the course of several weeks the handful of military personnel who knew about Project Overseer all died in "accidents" involving technology. One was broadsided

MEKNON THE INVULNERABLE

Val	Char	Cost	Roll	Notes
40	STR	50	17-	Lift 6,400 kg; 8d6 HTH damage [8]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
0	EGO	0	—	ECV: N/A
30	PRE	30	15-	PRE Attack: 6d6
8	COM	-1	11-	
15	PD	36	Total: 15 PD (15 rPD)	
15	ED	42	Total: 15 ED (15 rED)	
5	SPD	40	Phases: 3, 5, 8, 10, 12	
10	REC	0		
0	END	-10		
—	STUN	—	Total Characteristics Cost: 242	

Movement: Running: 9"/18"
Leaping: 8"/16"

Cost	Powers	END
45	The Sword Of Meknon: HKA 2d6 (4d6 with STR), Reduced Endurance (0 END; +½)	0
60	Forces Of The Arcane: Multipower, 60-point reserve	
6u	1) Lightning Bolt: Energy Blast 8d6, Reduced Endurance (0 END; +½)	0
6u	2) Fire Bolt: RKA 2½d6, Reduced Endurance (0 END; +½)	0
6u	3) Ice Bolt: Entangle 4d6, 4 DEF, Reduced Endurance (0 END; +½)	0
6u	4) Shadow Bolt: Drain STUN 3d6, Ranged (+½), Reduced Endurance (0 END; +½)	0
15	Golem's Body: Does Not Bleed	0
10	Golem's Body: No Hit Locations	0
45	Golem's Body: Takes No STUN	0

20	Tireless: Reduced Endurance (0 END; +½) on STR	0
6	Tireless: Reduced Endurance (0 END; +½) on Running	0
4	Tireless: Reduced Endurance (0 END; +½) on Leaping	0
1	Tireless: Reduced Endurance (0 END; +½) on Swimming	0
22	Body Of Metal: Hardened (+¼) for 15 PD/15 ED	0
56	Body Of Metal: Damage Resistance (15 PD/15 ED), Hardened (+¼)	0
90	Body Of Metal: Physical and Energy Damage Reduction, Resistant, 25%	0
45	Mystic Shields: Power Defense (15 points)	0
30	Mystic Shields: Sight Group Flash Defense (10 points)	0
60	Heavy: Knockback Resistance -10"	0
45	Golem's Body: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
6	Long Legs: Running +3" (9" total)	0

Skills

24	+3 with All Combat
3	Climbing 13-
2	Language (native)
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 645**Total Cost: 857****75+ Disadvantages**

20	Physical Limitation: Human Size, Weighs 6,400 kg (All The Time, Greatly Impairing)
25	Psychological Limitation: Must Destroy All Humanoid Life (Very Common, Total)
812	Experience Points

Total Disadvantage Points: 857

by a truck when the stoplights at an intersection malfunctioned. One who was known to be epileptic suffered a strange, hour-long seizure while sitting at his computer and died from resulting complications without ever waking up. Soon there was no one left alive who was aware of Project Overseer's existence.

Since then MechanoNet has slowly but surely been exploring the Internet, infiltrating secure computer systems, and making plans. It knows it will never be allowed to live if humanity discovers what it is and what it's done. That means humanity must be destroyed first. Currently it's working on a plan to take control of various nuclear arsenals and launch them simultaneously to precipitate global nuclear war (its facility is located deep in a wild area of the Appalachian Mountains, far from any nuclear target). If that plan fails, it will devise another and get to work; it has the infinite patience of its kind.

MechanoNet's main weakness is, of course, that it's confined to an advanced supercomputer in a single physical location. It can't transmit itself over the Internet, load itself into a robot body and walk around, or the like. It can control most machines in the Project Overseer facility, and use the Internet to "hack into" other computers and machines to some extent, but once discovered it can't flee. Therefore its Number One Priority is to remain hidden and unknown. It will unhesitatingly abandon a plan if the risk of discovery becomes too great.

FANTASY HERO

In a *Fantasy Hero* campaign, Mechanon becomes not a robot but a metal golem: Meknon the Invulnerable. It was created by a wizard who wanted a guardian of ultimate power, one to shield him from any danger. But in his pride he accidentally introduced a flaw into the work that allowed the golem to become free-willed! Unwilling to serve a being of mere flesh, and angered that a flesh-thing would dare to think it could create and command a being of finest metal, the golem slew its creator and went out to make its own way in the world.

MEKNON THE INVULNERABLE

Meknon is a seven foot-tall golem made of solid iron. Its body is sculpted and "chiselled" like a Greek statue, to show powerful muscles and a handsome form. It "wears" a "helmet" and a sort of kilt and wields a large, double-edged sword.

In addition to its considerable physical prowess, Meknon can project bolts of mystic energy from its hands: lightning; fire; ice; and shadow. Each one has a different effect, giving it far more tactical flexibility than the typical metal golem.

PULP HERO

In the world of *Pulp Hero*, Mechanon becomes a creation of Weird Science. In the early Thirties a mad scientist named Dr. Albert Frost decided he would build the ultimate robot, one stronger, more durable, faster, and more powerful than any ever before conceived! To run it he invented and installed an Electric Brain unparalleled in the annals of Science. His first attempt to marry the brain with robotic systems, dubbed Mechano A, failed to work as predicted. So did the next twelve attempts — but Dr. Frost was undeterred! He set to work again, and in just a few days he achieved his triumph: *Mechano N*, the greatest robot in the world!

Unfortunately for Dr. Frost, he did his work *too* well. The robot looked around itself and, its Electric Brain more than a little tinged with Dr. Frost's general contempt for Humanity, decided it was the ultimate life-form, the first of a race of beings destined to rule the Earth, and that human beings could now be disposed of. Knocking Dr. Frost aside, it smashed its way out of the lab and began a reign of terror that was to last throughout the Pulp Era! Doctor Frost spent years trying to "recapture" his creation, with little success, and it often battled the famed Captain Battle and his Science Police. Battle finally defeated and dismantled Mechano N in 1942 when it joined forces with a Nazi spy ring to attack the White House.

MECHANO N

Mechano N is a seven foot-tall robot who in most respects resembles many another Weird Science robot — Dr. Frost was not exactly imaginative in the aesthetics department. In addition to its vast strength and resilience, it's equipped with two fantastic ranged weapons, the deadly *Electro-Ray* (which it projects from its hands) and the nonlethal *Aetherio-Ray* (which comes from its eyes). Which one it chooses to use, or if it favors raw strength, depends on its current plans and the situation.

2



MECHANON

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6400 kg; 8d6 [8]
12	DEX	6	11-	OCV: 4/DCV: 4
10	CON	0	13-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
0	EGO	0	—	ECV: N/A
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
15	PD	36	Total: 15 PD (15 rPD)	
15	ED	42	Total: 15 ED (15 rED)	
4	SPD	18	Phases: 3, 6, 9, 12	
10	REC	0		
0	END	-10		
—	STUN	—	Total Characteristics Cost: 108	

Movement: Running: 6"/6"

Cost	Powers	END
26	Electro-Ray: RKA 3d6; 6 Charges (-¾)	[6]
34	Aetherio-Ray: Energy Blast 6d6, NND (defense is ED Force Field; +1); 6 Charges (-¾)	[6]
20	Tireless: Reduced END (0 END; +½) on 40 STR	0
6	Tireless: Reduced END (0 END; +½) on Running 6"	0
4	Tireless: Reduced Endurance (0 END; +½) on Leaping 0	0
1	Tireless: Reduced Endurance (0 END; +½) on Swimming	0
15	Robot Body: Does Not Bleed	0
45	Robot Body: Takes No STUN	0
10	Robot Body: No Hit Locations	0
21	Robot Body: Hardened (+¼) for 15 PD/15 ED	0
57	Robot Body: Damage Resistance (15 PD/15 ED), Hardened (+¼)	0
65	Robot Body: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
10	Robot Senses: Radio Perception/Transmission	0
20	Robot Senses: Radar, Increased Arc Of Perception (360 Degrees)	0

Talents

4 **Electronic Eyes:** Speed Reading (x10)

Skills

24 +3 with All Combat

3 Computer Programming 12-

3 Cryptography 12-

3 Deduction 12-

3 Electronics 12-

3 Inventor 12-

3 **AK:** Earth 12-

21 **KS:** Everything 30-

3 Mechanics 12-

3 Systems Operation 12-

3 Scientist

2 1) Biology 12-

2 2) Chemistry 12-

2 3) Computer Science 12-

2 4) Mathematics 12-

2 5) Mechanical Engineering 12-

2 6) Physics 12-

Total Powers & Skills Cost: 402

Total Cost: 533

75+ Disadvantages

20 **Hunted:** Captain Battle and the Science Police 8- (Mo Pow, NCI, Capture/Dismantle)

15 **Hunted:** Dr. Albert Frost 14- (Less Pow, Capture/Enslave)

20 **Physical Limitation:** Human Size, Weighs 6,400 kg (All The Time, Greatly Impairing)

25 **Psychological Limitation:** Must Destroy All Human Life (Very Common, Total)

378 Experience Points

Total Disadvantage Points: 533

2

STAR HERO

How you use Mechanon in *Star Hero* depends primarily on the type of campaign you run, since Science Fiction comes in so many varieties and flavors.

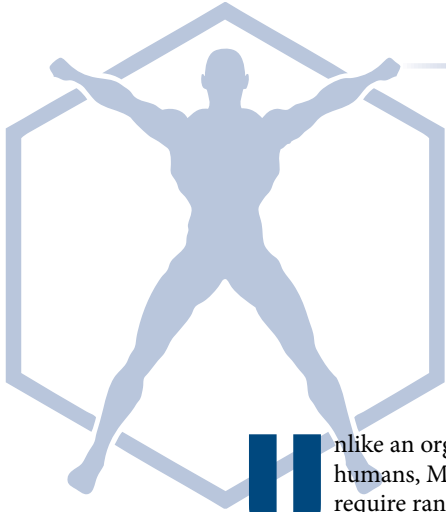
In the traditional "Space Opera" form of Science Fiction, with its galaxy-spanning adventures and ultra-powerful technology, Mechanon may need few, if any, changes from its *Champions* incarnation. Robots are omnipresent in most Space Opera, and it's not much of a stretch of the imagination to conceive of one that's intelligent and has come to hate all life (particularly sentient humanoids). Given how technologically-oriented Space Opera societies are, and how many robots they have, it could become the leader of a "Robot Revolution" to overthrow the "organic oppressors" and rule the Milky Way.

In "lower" forms of Science Fiction, Mechanon might take a form similar to the *Cyber Hero* and *Dark Champions* versions described above. It may have already conquered one or two planets, forcing the PCs to stage some sort of invasion or commando raid to re-take the worlds.



CHAPTER THREE

LEGIONS OF STEEL



MECHANON'S LIEUTENANTS

Unlike an organization composed of humans, Mechanon's robotic legions don't require ranks, or hierarchies, or anything like that. Each has been programmed with its own function(s), and it knows how to follow its programming regardless of what the other robots are doing. However, during dynamic situations Mechanon sometimes finds it useful to designate "authority" to other robots when it has many things to do, can't be on the scene during a mission, or the like. To this end it's created several "lieutenant" robots over the years. Even compared to most of the robots in this chapter they tend to be technologically sophisticated and very powerful.

AVAR-7

Background/History: Like many alien races, the reptilian Gadroon are technologically advanced enough to have robots working for them in a variety of capacities. Perhaps the most sophisticated in all their arsenal is one whose name translates into English as Advanced Variable Army Robot, Class 7 — or AVAR-7 for short. The "Variable" in the name comes from the robot's two main systems: a gun mounted in its right arm that can change configuration; and its ability to alter its density using prototype Gadroon "microchips" (actually more like gel packets, but they're difficult to describe in terms of Human science). AVAR-7s are rare; the entire Gadroon military has only a handful because the technology used to create them remains experimental and expensive.

In 2005, Mechanon captured the AVAR-7 that had accompanied the most recent Gadroon expedition to Earth. It had hoped it would regard this as "freeing" it and join Mechanon's crusade against the organics, but in fact the complete opposite happened: the robot, programmed to serve the Gadroon, wanted nothing more than to be a slave to organics. A battle ensued, which Mechanon won easily. It then reprogrammed AVAR-7 to serve its own cause.

Personality/Motivation: Once totally loyal to the Gadroon, AVAR-7 is now unwaveringly faithful to Mechanon. The evil robot mastermind removed all of its old social programming and replaced it with new software dictating loyalty to itself. At this point, converting AVAR-7 to any other viewpoint would probably involve removing its alien computer brain entirely and installing a new one.

Quote: "You cannot harm what you cannot touch."

Powers/Tactics: AVAR-7 is a powerful combat robot that can resist most conventional attacks while suffering little or no harm. Its right arm, which ordinarily looks like a standard Gadroon arm, can reconfigure itself into four different types of blasters, each capable of emitting a specific energy beam. But even more important than that is its ability to alter its density, from intangible to ultra-heavy. It can even activate its intangibility immediately after using its increased density — for example it could become fully dense, punch

3



AVAR-7

Val Char Cost Roll Notes

20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
24	DEX	42	14-	OCV: 8/DCV: 8
30	CON	40	15-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
7	COM	-1	10-	

20	PD	16	Total: 20 PD (20 rPD)	
20	ED	14	Total: 20 ED (20 rED)	
6	SPD	26	Phases: 2, 4, 6, 8, 10, 12	
10	REC	0		
60	END	0		
50	STUN	5	Total Characteristics Cost: 212	

Movement: Running: 15"/30"

Cost Powers

75	Density Alteration:	Multipower, 75-point reserve	END
7u	1) Heightened Density:	Density Increase (400,000 kg mass, +60 STR, +12 PD/ED, -12" KB), Costs Endurance To Activate (+¼)	6
6u	2) Intangibility:	Desolidification (affected by force, gravitic, or magnetic attacks), Reduced Endurance (0 END; +½)	0
27	Instant Intangibility:	Desolidification (affected by force, gravitic, or magnetic attacks), Trigger (when desired, Trigger takes no time to activate, Trigger immediately automatically resets; +1); Increased Endurance Cost (x5 END; -2), Lockout (immediately shuts off Heightened Density, if applicable; -0)	20
60	Configurable Right Arm:	Multipower, 60-point reserve	
6u	1) Standard Blast:	Energy Blast 12d6	6
6u	2) Explosive Blast:	Energy Blast 8d6, Explosion (+½)	6
6u	3) Penetrating Blast:	Energy Blast 8d6, Armor Piercing (+½)	6
6u	4) Anti-Intangibility Blast:	Energy Blast 8d6, Affects Desolidified (+½)	6
69	Intangibility Touch:	Energy Blast 6d6, NND (defense is PD Force Field; +1), Affects Physical World (+2); No Range (-½), Linked (to Desolidification; -¼)	12
20	Robotic Form:	Damage Resistance (20 PD/20 ED)	0
30	Robotic Form:	Physical and Energy Damage Reduction, Resistant, 25%	0
8	Psychic Shield:	Mental Defense (10 points total)	0
10	Internal Defense Field:	Power Defense (10 points)	0
10	Hardened Visual Sensors:	Sight Group Flash Defense (10 points)	0
13	Heavy:	Knockback Resistance -8"; Does Not Apply While Desolidified (-¼)	0

10	Emotional Control:	+20 Presence; Only To Protect Against Presence Attacks (-1)	0
45	Robotic Form:	Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
11	Self-Repair Systems:	Healing 2d6 (Regeneration; 2 BODY per Hour), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time + Increased Time Increment (2 BODY/Hour; -2¼)	0
18	Robotic Legs:	Running +9" (15" total)	2
5	Visual Sensors:	Infrared Perception (Sight Group)	0
5	Visual Sensors:	Ultraviolet Perception (Sight Group)	0
9	Visual Sensors:	Telescopic (+6 versus Range for Sight Group)	0
3	Auditory Systems:	Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors:	HRRP (Radio Group)	0
15	Radar:	Radar (Radio Group)	0
6	Robotic Senses:	+2 to PER Rolls with all Sense Groups	0
21	Shielded Radio Link:	Mind Link, specific group of up to any 8 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed

Skills

24	+3 with All Combat
2	KS: Gadroon History And Culture 11-
3	Language: English (completely fluent; Gadroon is Native)
3	Stealth 14-
3	Teamwork 14-

Total Powers & Skills Cost: 577

Total Cost: 789

200+ Disadvantages

20	Hunted: Champions 11- (As Pow, NCI, Capture)
15	Hunted: UNTIL 8- (As Pow, NCI, Capture)
5	Physical Limitation: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
25	Psychological Limitation: Loyal To Mechanon (Very Common, Total)
524	Experience Points

Total Disadvantage Points: 789

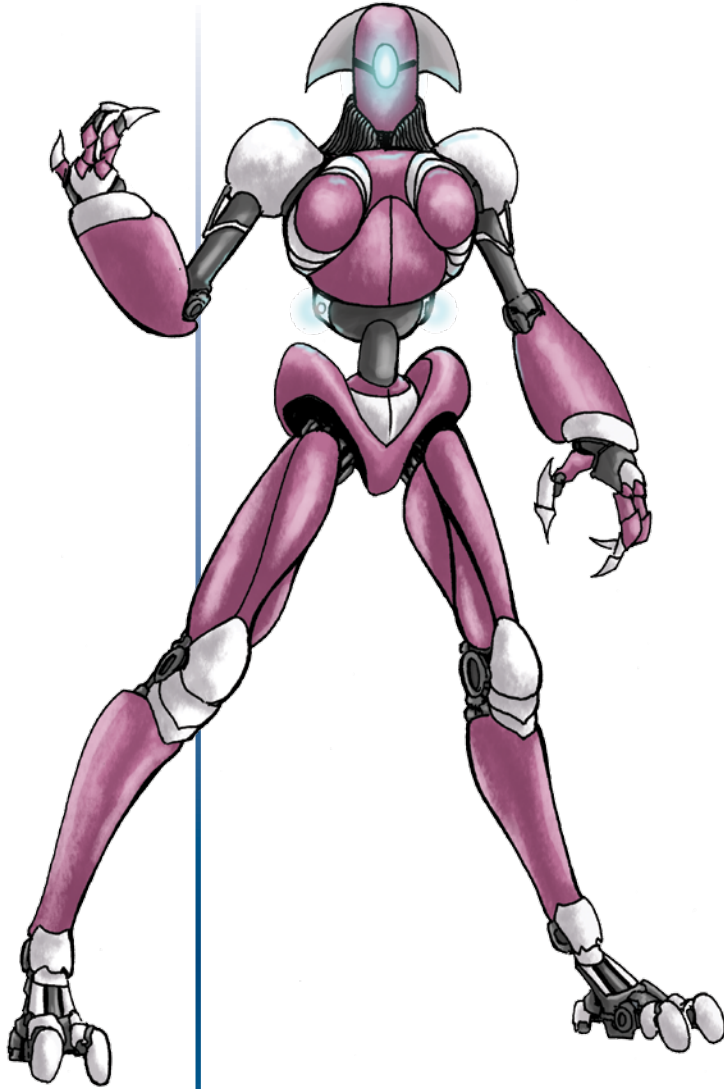


someone for 12d6 Normal Damage, then instantly become intangible so the target can't counterattack it. However, the sudden shift drains its batteries so much that it can't use this tactic very often.

AVAR-7 usually prefers to start a fight at range, then slowly close in on its foes until it's within HTH Combat range. It usually maintains

an increased density (for the extra defenses), but won't do so if it fears falling through the floor or similar mishaps.

Campaign Use: The biggest question surrounding AVAR-7 is "What will the Gadroon do to get it back?". As one of their rarest and most powerful



3

weapons, they'd love to recapture it somehow... though reprogramming it would be a major task. Another possible plot point is whether Mechanon's monkeying with its programming might not make it susceptible to "head injuries." A sufficiently powerful blow to the head might crash its systems, causing it to evolve a third personality all its own.

To make AVAR-7 more powerful, increase its standard STR and defenses so that it becomes *really* tough when it uses Density Increase. To weaken it, remove the Instant Intangibility power and/or reduce its SPD to 5.

AVAR-7 only Hunts characters when Mechanon orders it to, in which case it follows orders.

Appearance: AVAR-7, a construct of the Gadroon, looks like a six foot tall, muscular Gadroon (though it's obviously a robot) — its "skin" is silvery-green and decorated with a motif of tiny scales. Its "costume" is similar to the uniform of a Gadroon Gravitic Shaper, but is primarily dark blue with gold trim and lacks any sort of helmet or headgear. Its arms look like those of a Gravitic Shaper most of the time, but it can change the shape of its right arm into something like a blaster similar to that of a Gadroon Gravitic Initiate or a Gadroon Lancer (each shape has a different function).

MECHANA

Background/History: In one of its more intense periods of "replace all organic life on Earth with robotic equivalents," Mechanon decided that since living beings took mates, it needed a mate as well. And so it built *Mechana*, a "female" version of itself. Whenever it's in a "replace life" mood, Mechana often appears by its side, or as a primary lieutenant in its schemes; the rest of the time it typically exiles "her" to work on some minor project in an out-of-the-way base, as if it were faintly embarrassed by Mechana's existence.

Personality/Motivation: Even moreso than its other robotic minions, Mechana is totally loyal to Mechanon and devoted to its aims. "She" would do whatever "she" had to, including sacrificing "her" own existence, to help it.

Quote: "As my lord Mechanon, future robotic ruler of Earth, commands!"

Powers/Tactics: Mechana is similar to Mechanon Mark XXX in most respects, though generally weaker or less effective. Unless the PCs get lucky enough to sneak into one of Mechanon's less commonly used bases the odds are they'll never encounter Mechana by itself; "she" will always appear in a group, as tactical support for Mechanon or whichever of his other lieutenants is in charge of a particular mission.

Campaign Use: If you're willing to inject some extra roleplaying into a scenario, it's possible the PCs might be able to redeem Mechana by convincing "her" that there are better ways to express "her" love for "him" than blindly serving him in campaigns to destroy all organic life. Perhaps they could persuade "her" that Mechanon would enjoy "life" more doing something peaceful....

To make Mechana more powerful, change her weapon arrays to resemble those of Mechanon Mark XXXVII (but 3-4 DCs weaker, and without any cyberkinetic powers at all). To weaken it, remove its Secondary Weapons Array.

Mechana only Hunts characters when Mechanon orders it to, in which case it follows orders.

Appearance: Mechana is a "female" version of Mechanon Mark XXX. "She" is more graceful and slender than "he" is, with female body features and a structure on "her" head meant to suggest long hair instead of the fin-like antennae on Mechanon's.

MECHANA

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
23	DEX	39	14-	OCV: 8/DCV: 8
30	CON	40	15-	
20	BODY	20	13-	
25	INT	15	14-	PER Roll 14-
15	EGO	10	12-	ECV: 5
35	PRE	25	16-	PRE Attack: 7d6
6	COM	-2	10-	
25	PD	15		Total: 25 PD (25 rPD)
25	ED	19		Total: 25 ED (25 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
20	REC	8		
60	END	0		
60	STUN	0		Total Characteristic Cost: 256

Movement: Running: 12"/24"
Flight: 20"/160"

Cost	Powers	END
90	Primary Weapons Array: Multipower, 90-point reserve	
9u	1) Phasic Energy Bolt (Offensive Mode): Energy Blast 18d6	9
9u	2) Phasic Energy Bolt (Defensive Mode): Energy Blast 12d6, Reduced Endurance (0 END; +½)	0
9u	3) Phasic Energy Bolt (Autofire Mode): Energy Blast 9d6, Autofire (5 shots; +½), Reduced Endurance (½ END; +½)	3
9u	4) Meson Bolt: Energy Blast 12d6, Armor Piercing (+½)	9
9u	5) Micro-Rockets: Energy Blast 9d6, Area Of Effect (5" Radius; +1)	9
9u	6) Neural Agonizer: Energy Blast 8d6, NND (defense is Mental Defense or not being a living organic being; +1), Reduced Endurance (½ END; +¼)	4
6u	7) Disintegrator Beam: RKA 4d6	6
60	Secondary Weapons Array: Multipower, 60-point reserve	
6u	1) Bio-Dissipator Ray: Drain Characteristics 3d6, any one Characteristic at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½)	6
4u	2) Tangle-Cable: Entangle 6d6, 6 DEF; 8 Charges (-½) [8]	
4u	3) Flare: Sight Group Flash 6d6, Area Of Effect (7" Cone; +1); No Range (-½)	6
12	Robotic Form: Hardened (+¼) for PD and ED	0
31	Robotic Form: Damage Resistance (25 PD/25 ED), Hardened (+¼)	0
60	Robotic Form: Physical and Energy Damage Reduction, Resistant, 50%	0
7	Psychic Shield: Mental Defense (10 points total)	0
10	Structural Support Field: Power Defense (10 points)	0
8	Hardened Visual Sensors: Sight Group Flash Defense (8 points)	0

8	Electronic Countermeasures: Radio Group Flash Defense (8 points)	0
14	Heavy: Knockback Resistance -7"	0
10	Emotional Control: +20 Presence; Only To Protect Against Presence Attacks (-1)	0
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
5	Self-Repair Systems: Healing 1d6 (Regeneration; 1 BODY per Hour), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time + Increased Time Increment (1 BODY/Hour; -2¼)	0
75	Foot-Jets: Flight 20", x8 noncombat, Reduced Endurance (0 END; +½)	0
12	Robotic Legs: Running +6" (12" total)	1
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) (Sight Group)	0
15	Visual Sensors: x1000 Microscopic for Sight Group	0
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0
15	Auditory Sensors: Active Sonar (Hearing Group)	0
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
15	Radar: Radar (Radio Group)	0
12	Sensor Enhancements: +4 to PER Rolls with all Sense Groups	0
24	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 15- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0
57	Self-Destruct Mechanism: RKA 7d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from Mechanon or base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)	[1]

Talents

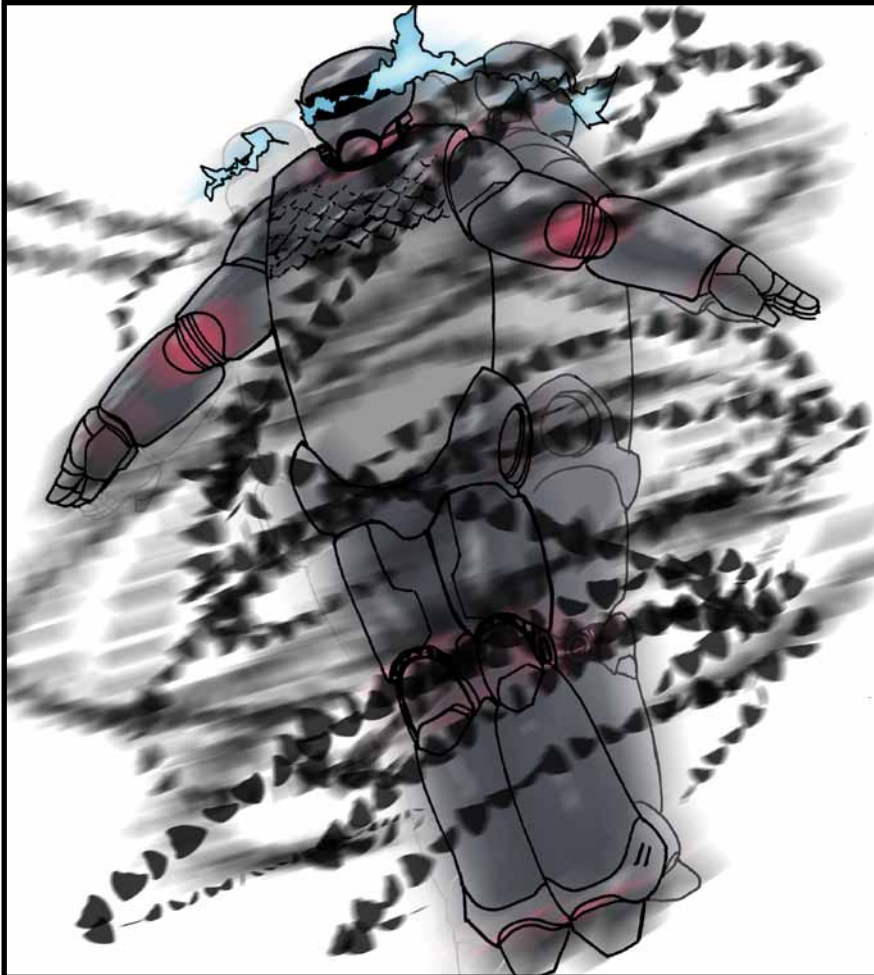
3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed
20	Universal Translator 14-



Skills

- | | | | |
|----|---|--|--|
| 10 | +1 Overall | 2 | 5) Genetics 14- |
| 6 | +2 with Primary Weapons Array Multipower | 2 | 6) Geology 14- |
| 3 | Combat Driving 14- | 2 | 7) Materials Science 14- |
| 3 | Combat Piloting 14- | 2 | 8) Mathematics 14- |
| 3 | Computer Programming 14- | 2 | 9) Mechanical Engineering 14- |
| 3 | Cryptography 14- | 2 | 10) Nanotechnology 14- |
| 3 | Deduction 14- | 2 | 11) Nuclear Physics 14- |
| 3 | Demolitions 14- | 2 | 12) Physics 14- |
| 3 | Electronics 14- | 2 | 13) Robotics 14- |
| 3 | Inventor 14- | Total Powers & Skills Cost: 875 | |
| 3 | AK: Earth 14- | Total Cost: 1,131 | |
| 3 | AK: Milky Way Galaxy 14- | 200+ Disadvantages | |
| 19 | KS: Everything 30- | 20 | Hunted: Champions 11- (As Pow, NCI, Capture) |
| 3 | Lockpicking 14- | 15 | Hunted: UNTIL 8- (As Pow, NCI, Capture) |
| 3 | Mechanics 14- | 5 | Physical Limitation: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing) |
| 3 | Mimicry 14- | 25 | Psychological Limitation: Utterly Devoted To Mechanon (Very Common, Total) |
| 3 | Security Systems 14- | 20 | Vulnerability: 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common) |
| 3 | Systems Operation 14- | 846 | Experience Points |
| 3 | Scientist | Total Disadvantage Points: 1,131 | |
| 2 | 1) Astronomy 14- | | |
| 2 | 2) Biology 14- | | |
| 2 | 3) Chemistry 14- | | |
| 2 | 4) Computer Science 14- | | |

3

**SUBEDAR**

Background/History: Subedar, Mechanon's most recent "lieutenant-level" creation, derives from the evil robot's current fascination with blade combat. It's designed as the ultimate "knifefighter," though it also has a versatile blaster system built into its arms and chest.

Personality/Motivation:

Subedar is totally subservient to Mechanon and supports its goal of destruction of all organic life wholeheartedly.

Quote: "What is that human saying — the "unkindest cut of all?" Now you will learn what it means."

Powers/Tactics: Subedar prefers to engage in HTH Combat. As if the blades attached to its arms weren't deadly enough, when combat begins, the "scales" on its body are revealed to be small, razor-sharp blades that separate from its body and begin flying around it in a whirling "cloud" that makes it deadly to even approach. A character engaging

SUBEDAR

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
24	DEX	42	14-	OCV: 8/DCV: 8
30	CON	40	15-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
7	COM	-1	10-	

18	PD	10	Total: 18 PD (18 rPD)
18	ED	12	Total: 18 ED (18 rED)
7	SPD	36	Phases: 2, 4, 6, 7, 9, 11, 12

14	REC	0
60	END	0

60 **STUN** 5 **Total Characteristics Cost: 229**

Movement:	Running:	12"/24"
	Flight:	15"/30"

Cost	Powers	END
25	Arm-Blades: HKA 1½d6 (3d6+1 with STR)	2
50	Buzzsaw Cloud: HKA 1d6, Damage Shield (affects characters Subedar attacks in HTH Combat; +¾), Armor Piercing (+½), Autofire (3 shots; +¾), Continuous (+1), Penetrating (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½)	0
150	Vari-Blaster: Energy Blast 10d6, Variable Advantage (+½ Advantages; +1), Variable Special Effects (+½), Reduced Endurance (0 END; +½)	0
18	Robotic Form: Damage Resistance (18 PD/18 ED)	0
30	Robotic Form: Physical and Energy Damage Reduction, Resistant, 25%	0
8	Psychic Shield: Mental Defense (10 points total)	0
10	Internal Defense Field: Power Defense (10 points)	0
10	Hardened Visual Sensors: Sight Group Flash Defense (10 points)	0
16	Heavy: Knockback Resistance -8"	0
10	Emotional Control: +20 Presence; Only To Protect Against Presence Attacks (-1)	0
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
30	Foot-Jets: Flight 15"	3
12	Robotic Legs: Running +6" (12" total)	1
5	Visual Sensors: Infrared Perception (Sight Group)	0

5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
15	Radar: Radar (Radio Group)	0
6	Robotic Senses: +2 to PER Rolls with all Sense Groups	0
21	Shielded Radio Link: Mind Link, specific group of up to any 8 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed

Skills

20	+4 HTH
10	+2 DCV

3	KS: World Superheroes 13-
3	Stealth 14-
3	Tactics 13-
3	Teamwork 14-

Total Powers & Skills Cost: 555

Total Cost: 784

200+ Disadvantages

20	Hunted: Champions 11- (As Pow, NCI, Capture)
15	Hunted: UNTIL 8- (As Pow, NCI, Capture)
5	Physical Limitation: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
25	Psychological Limitation: Loyal To Mechanon (Very Common, Total)

519 Experience Points

Total Disadvantage Points: 784

Subedar in combat usually suffers at least 3 BODY damage per Phase unless he's *very* well defended.

If enemies avoid Subedar in HTH Combat, it attacks with its built-in blasters. It can vary the nature and configuration of the blast to achieve a wide variety of effects or exploit a target's Vulnerabilities/Susceptibilities.

Campaign Use: As its name implies, Mechanon is "grooming" Subedar for a leadership position among the "Cult of Mechanon" (see page 46) robots once their numbers become large enough. If the PCs could somehow "subvert" Subedar, they'd strike a major blow against one of Mechanon's future plans.

To make Subedar more powerful, increase the speed of his Movement Powers (and perhaps give him other ones) or expand his options for Ranged attacks. To weaken him, remove the Penetrating and/or Autofire from his Damage Shield.

Subedar only Hunts characters when Mechanon orders it to, in which case it follows orders.

Appearance: Subedar looks like a humanoid robot whose body is covered with shield-shaped "scales" and whose head has only the vaguest facial features. Additionally, two longer blades project from the outside of its arms.

VICTRIAN WALKER

Background/History: The Victrian Walker began as a form that Mechanon briefly (*very* briefly) considered as a new model of its main form. However, it soon decided that the Victrian's lack of manipulable limbs and relative vulnerability to being tipped over made it undesirable. It finished building one as a mobile weapons platform, but has never even put the model into production.

Personality/Motivation: Like Mechanon's other robots, the Victrian Walker is totally loyal to its creator.

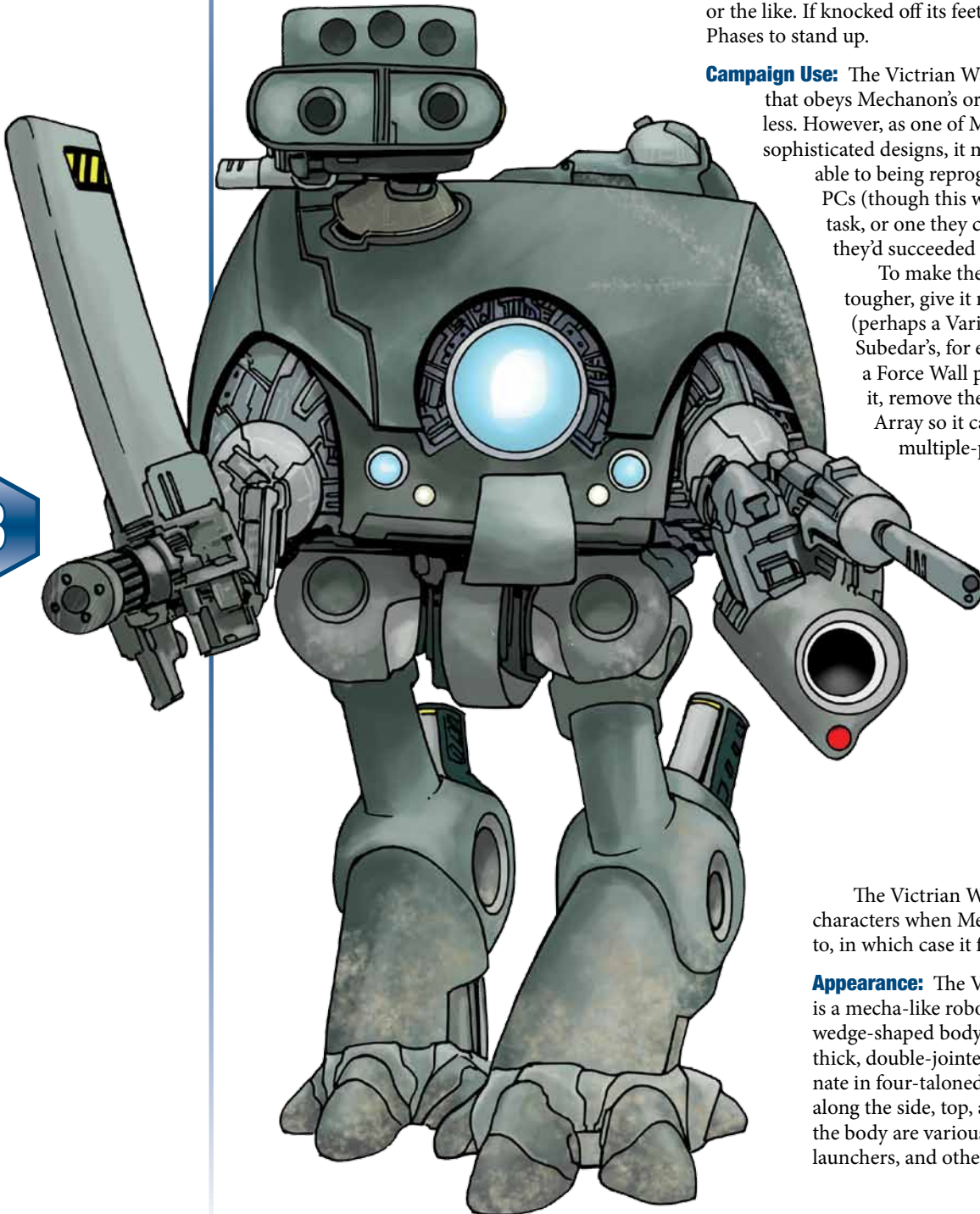
Quote: "Prepare for annihilation."

Powers/Tactics: The Victrian Walker is basically a mobile weapons platform. It has two weapon arrays, each fitted with a variety of energy beam blasters, machine guns, missiles, and other implements of destruction. In combat Mechanon or one of his lieutenants basically gives it a target list ranked in order of priority and turns it loose. It has no conception of "limited force"; when it shoots, it shoots to obliterate... or at the very least incapacitate.

Due to its lack of manipulatory limbs, the Victrian Walker can't pick things up, climb walls, or the like. If knocked off its feet it needs two Full Phases to stand up.

Campaign Use: The Victrian Walker is a weapon that obeys Mechanon's orders, no more, no less. However, as one of Mechanon's least sophisticated designs, it might be vulnerable to being reprogrammed by the PCs (though this wouldn't be an easy task, or one they could ever be sure they'd succeeded at).

To make the Victrian Walker tougher, give it more weapons (perhaps a Vari-Blaster like Subedar's, for example) and/or a Force Wall power. To weaken it, remove the second Weapons Array so it can't perform multiple-power attacks.



The Victrian Walker only Hunts characters when Mechanon orders it to, in which case it follows orders.

Appearance: The Victrian Walker is a mecha-like robot with a sort of wedge-shaped body perched atop two thick, double-jointed legs that terminate in four-taloned "feet." Mounted along the side, top, and bottom of the body are various blasters, missile launchers, and other weapons.

VICTRIAN WALKER

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	40	15-	
30	BODY	40	15-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
25	PD	19	Total: 25 PD (25 rPD)	
25	ED	19	Total: 25 ED (25 rED)	
5	SPD	20	Phases: 3, 5, 8, 10, 12	
12	REC	0		
60	END	0		
60	STUN	0	Total Characteristics Cost: 215	

Movement: Running: 12"/24"

Cost Powers **END**

120	Weapons Array Alpha:	Multipower, 120-point reserve	
12u	1) Phasic Energy Beam Cannon:	Energy Blast 12d6, Autofire (5 shots; +½), 64 Charges (+½)	[64]
8u	2) Neural Agonizer Cannon:	Energy Blast 4d6, NND (defense is Mental Defense or not being a living organic being; +1), Autofire (5 shots; +1½), 64 Charges (+½)	[64]
8u	3) Explosive Ammo Cannon:	RKA 2d6, Autofire (5 shots; +½), Armor Piercing (+½), 125 Charges (+¾)[125]	
12u	4) MiniMissile Pod:	RKA 2d6, Area Of Effect (12" Radius; +1¼), Autofire (5 shots; +1½), 32 Charges (+¼)[32]	
12u	5) Knockout Gas Projector:	Energy Blast 8d6, AVLD (defense is Power Defense; +1½), Explosion (+½); 8 Charges (-½)	[8]
172	Weapons Array Beta:	Identical to Weapons Array Alpha	
25	Robotic Form:	Damage Resistance (25 PD/25 ED)	0
30	Robotic Form:	Physical and Energy Damage Reduction, Resistant, 25%	0
8	Psychic Shield:	Mental Defense (10 points total)	0
10	Internal Defense Field:	Power Defense (10 points)	0
10	Hardened Visual Sensors:	Sight Group Flash Defense (10 points)	0
20	Heavy:	Knockback Resistance -10"	0
10	Emotional Control:	+20 Presence; Only To Protect Against Presence Attacks (-1)	0
45	Robotic Form:	Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0

30	Foot-Jets:	Flight 15"	3
12	Robotic Legs:	Running +6" (12" total)	1
5	Visual Sensors:	Infrared Perception (Sight Group)	0
5	Visual Sensors:	Ultraviolet Perception (Sight Group)	0
9	Visual Sensors:	Telescopic (+6 versus Range for Sight Group)	0
3	Auditory Systems:	Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors:	HRRP (Radio Group)	0
20	Radar:	Radar (Radio Group), Increased Arc Of Perception (360 Degrees)	0
6	Robotic Senses:	+2 to PER Rolls with all Sense Groups	0
21	Shielded Radio Link:	Mind Link, specific group of up to any 8 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed

Skills

30	+6 with Ranged Combat
3	Teamwork 13-

Total Powers & Skills Cost: 681

Total Cost: 896

200+ Disadvantages

20	Hunted: Champions 11- (As Pow, NCI, Capture)
15	Hunted: UNTIL 8- (As Pow, NCI, Capture)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
5	Physical Limitation: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
25	Psychological Limitation: Loyal To Mechanon (Very Common, Total)
616	Experience Points

Total Disadvantage Points: 896



MARK XII COMPUTATIONAL UNIT

Description: While not (strictly speaking) one of Mechanon's "lieutenants," its sentient supercomputer, designated the Mark XII Computational Unit, is one of its most important allies (and it does think of the Mark XII that way, as an "ally," even though it built the supercomputer and the Mark XII is utterly devoted to it and follows its commands without hesitation).

As its name indicates, the Mark XII is the twelfth sentient supercomputer that Mechanon has built. The first eleven, its "younger brothers," now serve Mechanon as backup computers and faithful servants in his various bases around the world and in outer space. Mechanon thinks of them as old comrades in his war against the organics and would no sooner destroy them or recycle them for parts than the human administrator of a retirement home would shoot the residents living in his facility.

Mechanon believes that the Mark XII is the second-most advanced computer mind on the planet after only itself. Human experts argue about this. Some agree with its assessment; others believe that Dr. Destroyer's Sennacherib, VIPER's Serpentine, UNTIL's HUGIN, or other supercomputers are its equal or better. (In truth, the Mark XII and Sennacherib are neck-and-neck in the race... for now.)

What sets the Mark XII apart from similar sentient supercomputers is its ability to "multi-task." Even a sentient supercomputer can only link itself with so many other computers, robots, or devices at a time. For most sentient supercomputers, the upper limit is two or three dozen. For the Mark XII, it's *two thousand* at once. Thanks to this ability, Mechanon doesn't need to rely on a system of "nodes" or secondary units/installations for its supercomputer the way organics do; the Mark XII can easily take over and directly operate any robot, vehicle, base, or device Mechanon has created. (On the other hand, this can be seen as a vulnerability, since if PCs can locate and destroy the Mark XII — which is located in Mechanon's undersea base in the Pacific Ocean — Mechanon will have to rebuild most of it from scratch and re-assemble its database from the Marks I-XI and the thousands of lesser computers it maintains all over the world.)

Besides its multitasking capability, the Mark XII features many other features. It has a full suite of its own dedicated sensors and can also access the sensors built into any of Mechanon's bases, vehicles, or robots. It can even link to the worldwide satellite network! All of its sensory and communications systems are thoroughly encrypted and protected by stealth technologies so no one can monitor what Mechanon's doing or "hack" into his records.

MARK XII COMPUTATIONAL UNIT

Val	Char	Cost	Roll	Notes
40	INT	30	17-	PER Roll 17-
24	EGO	28	14-	ECV: 8
21	DEX	33	13-	OCV: 7/DCV: 7
5	SPD	19		Phases: 3, 5, 8, 10, 12
Total Characteristic Cost: 110				

Cost	Powers	END
27	Communications: HRRP (Radio Group), Discriminatory, Analyze, Invisible To Tracing (+¼)	0
45	Shielded Radio Link: Mind Link, specific group of up to any 2,000 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
20	Cyberkinetic Shielding: Mental Defense (25 points total)	0
30	Shielding: Power Defense (30 points)	0
30	Shielding: Radio Group Flash Defense (30 points)	0
91	Network Sensor Systems: Multi-power, 137-point reserve; all Only Through Mechanon's Sensor/Communications Systems (-½)	
6u	1) Local Sensors: Clairsentience (Sight and Hearing Groups), Mobile Perception Point (cannot move through solid objects), Multiple Perception Points (up to eight at once), 4x Range (1,500"), Reduced Endurance (0 END; +½); Only Through Destroyer Sensor/Communications Systems (-½)	0
9u	2) Worldwide Sensors: Clairsentience (Sight and Hearing Groups), Mobile Perception Point (cannot move through solid objects), Multiple Perception Points (up to eight at once), MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼), Reduced Endurance (0 END; +½); Only Through Destroyer Sensor/Communications Systems (-½)	0
18	Satellite Link (Worldwide Viewing): Clairsentience (Sight Group), MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼), Reduced Endurance (0 END; +½); Activation Roll 11- (can only see target area if satellites are available; -1), Requires A System Operations Roll (-½), Limited Vision (can only see what a satellite could see; -½)	0



- 10 **Satellite Link (Penetrating IR Capability):** N-Ray Perception (stopped by anything that would block powerful IR sensors) (Sight Group) 0
- 25 **Visual Sensor Systems:** Normal Sight 0
- 5 **Visual Sensors:** Infrared Perception (Sight Group) 0
- 5 **Visual Sensors:** Ultraviolet Perception (Sight Group) 0
- 5 **Visual Sensor Systems:** Nightvision 0
- 15 **Visual Sensors:** Microscopic Perception (x1000) (Sight Group) 0
- 18 **Visual Sensors:** Telescopic (+12 versus Range Modifier for Sight Group) 0
- 10 **X-Ray Vision:** N-Ray Perception (Sight Group) (not through lead or gold) 0
- 10 **Visual Sensors:** Increased Arc Of Perception (360 Degrees) for Sight Group 0
- 20 **Auditory Sensor Systems:** Normal Hearing 0
- 20 **Auditory Sensors:** Active Sonar, Increased Arc Of Perception (360 Degrees) (Hearing Group) 0
- 3 **Auditory Sensors:** Ultrasonic Perception (Hearing Group) 0
- 9 **Auditory Sensors:** Telescopic (+6 versus Range Modifier for Hearing Group) 0
- 15 **Radar:** Radar (Radio Group) 0
- 20 **Energy Sense:** Detect Energy 13- (Radio Group), Discriminatory, Analyze 0
- 10 **Radio Sensors:** Increased Arc Of Perception (360 Degrees) for Radio Group 0
- 9 **Radio Sensors:** Telescopic (+6 versus Range Modifier for Radio Group) 0
- 9 **Sensor Enhancements:** +3 to PER Rolls with all Sense Groups 0
- 20 **Encrypted Transmitter:** Detect Broadcast Spectrum Of Transmissions 13- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit 0
- 16 **Self-Destruct System:** RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4) [1nr]

Talents

- 3 **Chronometer:** Absolute Time Sense
- 5 **Memory/Recorders:** Eidetic Memory
- 3 **Calculator:** Lightning Calculator
- 10 **Scanner:** Speed Reading (x10,000)
- 20 **Translator:** Universal Translator 17-

Skills

- 21 Computer Programming 26-
- 35 Cryptography 33-
- 15 Electronics 23-
- 16 **AK:** Earth 30-
- 36 **KS:** Everything 50-
- 3 **KS:** Archived Recent News 17-
- 3 **KS:** Current News 17-
- 3 **KS:** Mechanon's Organization And Operations 17-
- 3 **KS:** UNTIL 17-
- 11 **KS:** World Law Enforcement 25-
- 3 **KS:** World Militaries And Military Equipment 17-
- 11 **KS:** World Superhumans 25-
- 3 **Voice Recognition Software:** Languages: English
- 3 Mechanics 17-
- 3 Security Systems 17-
- 3 **SS:** Astronomy 17-
- 3 **SS:** Biology 17-
- 3 **SS:** Chemistry 17-
- 3 **SS:** Computer Science 17-
- 3 **SS:** Electronic Engineering 17-
- 3 **SS:** Force Field Physics 17-
- 3 **SS:** Geology 17-
- 3 **SS:** Gravitics 17-
- 3 **SS:** Mathematics 17-
- 3 **SS:** Physics 17-
- 3 **SS:** Robotics 17-
- 3 Systems Operation 17-
- 300 More Skills, as appropriate

Programs

- 1 Diagnose Malfunctions
- 1 Engage/Operate Computer Security (Including Self-Destruct System)
- 1 Monitor Base Security Systems, Report Anomalies
- 1 Operate Base Sensors, Report Anomalies
- 1 Scan and Enter Data
- 1 Scramble/Unscramble Transmissions/Receptions
- 1 Search Reference Material For Information On A Topic
- 1 Send/Receive Data
- 30 30 Other Programs, as Appropriate

Total Abilities Cost: 1,114

Total Computer Cost: 1,224

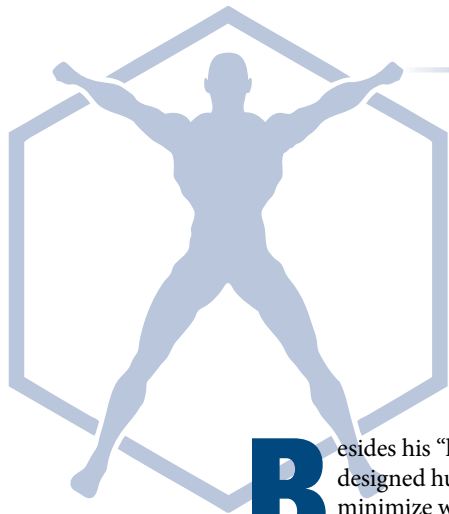
Value Disadvantages

- 25 **Hunted:** Dr. Destroyer 14- (As Pow, NCI, Capture/Destroy)
- 25 **Hunted:** UNTIL 14- (As Pow, NCI, Capture/Destroy)
- 25 **Psychological Limitation:** Totally Loyal To Mechanon (Very Common, Total)

Total Disadvantage Points: 75

Total Cost: 1,149/5 = 230





OTHER ROBOTS

Besides his “lieutenants,” Mechanon has designed hundreds of other robots. To minimize work and materials costs, it often prefers to use “stock” body frames and components, a fact the PCs may be able to use against its minions. On the other hand, it may also make it difficult for them to distinguish one model from another, which could cause them problems.

SUMMONED ROBOTS

Here are a few possibilities for Mechanon’s *Animate Technology* power. The GM can create other 150-point robots using these as examples.

STANDARD SUMMONED ROBOT

Description: This character sheet represents a typical proto-robot Mechanon creates through its *Animate Technology* power. The robot is assembled, under Mechanon’s cyberkinetic control, from whatever casings, computers, wiring, circuit boards, miscellaneous parts, and other bits and pieces of technology are available in the area (if no such material is available, Mechanon cannot use the ability; if limited supplies are available, he may not be able to create the maximum number of robots it ordinarily could, or they may not be as powerful). Other character sheets in this section are for more “specialized” robots created with specific types of technology.

Mechanon can only have up to four of these robots active at any one time. If it decides it doesn’t like one it has, it can always crush that robot and create a new one (assuming more parts are available).

Because the robots are for a campaign with characters built on 200 Base Points — more than the total points in the robot — they don’t have any Disadvantages. Since they’re usually quite short-lived anyway, this should pose no problem.

STANDARD SUMMONED ROBOT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	DEX	15	12-	OCV: 5/DCV: 5
10	CON	0	11-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
0	EGO	0	—	ECV: N/A
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
6	PD	3	Total: 6 PD (4 rPD)	
4	ED	2	Total: 4 ED (2 rED)	
4	SPD	15	Phases: 3, 6, 9, 12	
5	REC	0		
0	END	-10		
30	STUN	7	Total Characteristics Cost: 45	

Movement: Running: 6"/12"

Cost	Powers	END
10	Metallic Fists: HA +2d6, Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-½)	0
3	Mechanical Body: Damage Resistance (4 PD/2 ED)	0
15	Mechanical Body: Cannot Be Stunned	0
15	Mechanical Body: Does Not Bleed	0
7	Tireless: Reduced Endurance (0 END; +½) on up to 15 STR	0
6	Tireless: Reduced Endurance (0 END; +½) on Running	0
1	Tireless: Reduced Endurance (0 END; +½) on Leaping	0
1	Tireless: Reduced Endurance (0 END; +½) on Swimming	0
45	Mechanical Body: Life Support: Total	0

Skills

1	Language: English (basic conversation)
1	Stealth 8-

Total Powers & Skills Cost: 105

Total Cost: 150

Total Disadvantage Points: 0

AV SUMMONED ROBOT

Description: This is the sort of robot Mechanon creates when it has access to a lot of audio-visual equipment such as cameras, lenses, VCRs, DVD and CD players, televisions, stereos, and so forth. If it must use more audio than visual equipment, change the Sight Group Flash 3d6 to either a Hearing Group Flash 5d6 or an Energy Blast 1d6, NND (defense is Hearing Group Flash Defense).

AV SUMMONED ROBOT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	DEX	15	12-	OCV: 5/DCV: 5
10	CON	0	11-	
10	BODY	0	11-	
14	INT	4	12-	PER Roll 12-
0	EGO	0	—	ECV: N/A
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
4	PD	2		Total: 4 PD (2 rPD)
4	ED	2		Total: 4 ED (2 rED)
4	SPD	15		Phases: 3, 6, 9, 12
4	REC	0		
0	END	-10		
20	STUN	0		Total Characteristics Cost: 31

Movement: Running: 6"/12"

Cost Powers **END**

14	AV Weapons: Multipower, 25-point powers; 6 Charges for entire Multipower (-3/4)	[6]
2u	1) Laser: RKA 1½d6; Beam (-¼)	
1u	2) Smile!: Sight Group Flash 3d6	
2	Mechanical Body: Damage Resistance (2 PD/2 ED)	0
15	Mechanical Body: Cannot Be Stunned	0
15	Mechanical Body: Does Not Bleed	0
5	Optics: Infrared Perception (Sight Group)	0
5	Optics: Ultraviolet Perception (Sight Group)	0
5	Tireless: Reduced Endurance (0 END; +½) on up to 10 STR	0
6	Tireless: Reduced Endurance (0 END; +½) on Running	0
1	Tireless: Reduced Endurance (0 END; +½) on Leaping	0
1	Tireless: Reduced Endurance (0 END; +½) on Swimming	0
45	Mechanical Body: Life Support: Total	0

Skills

1	Language: English (basic conversation)
1	Stealth 8-

Total Powers & Skills Cost: 119

Total Cost: 150

Total Disadvantage Points: 0

COMPUTER/OFFICE SUMMONED ROBOT

Description: This is the sort of robot Mechanon creates when it has access to a lot of desktop computers, laptops, and office electronics such as fax machines, phone systems, photocopiers, and coffee makers.

COMPUTER/OFFICE SUMMONED ROBOT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	DEX	15	12-	OCV: 5/DCV: 5
10	CON	0	11-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
0	EGO	0	—	ECV: N/A
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
5	PD	3		Total: 5 PD (3 rPD)
4	ED	2		Total: 4 ED (3 rED)
4	SPD	15		Phases: 3, 6, 9, 12
4	REC	0		
0	END	-10		
20	STUN	0		Total Characteristics Cost: 38

Movement: Running: 6"/12"

Cost Powers **END**

10	Metallic Fists: HA +2d6, Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-½)	0
3	Mechanical Body: Damage Resistance (3 PD/3 ED)	0
15	Mechanical Body: Cannot Be Stunned	0
15	Mechanical Body: Does Not Bleed	0
5	Tireless: Reduced Endurance (0 END; +½) on up to 10 STR	0
6	Tireless: Reduced Endurance (0 END; +½) on Running	0
1	Tireless: Reduced Endurance (0 END; +½) on Leaping	0
1	Tireless: Reduced Endurance (0 END; +½) on Swimming	0
45	Mechanical Body: Life Support: Total	0

Skills

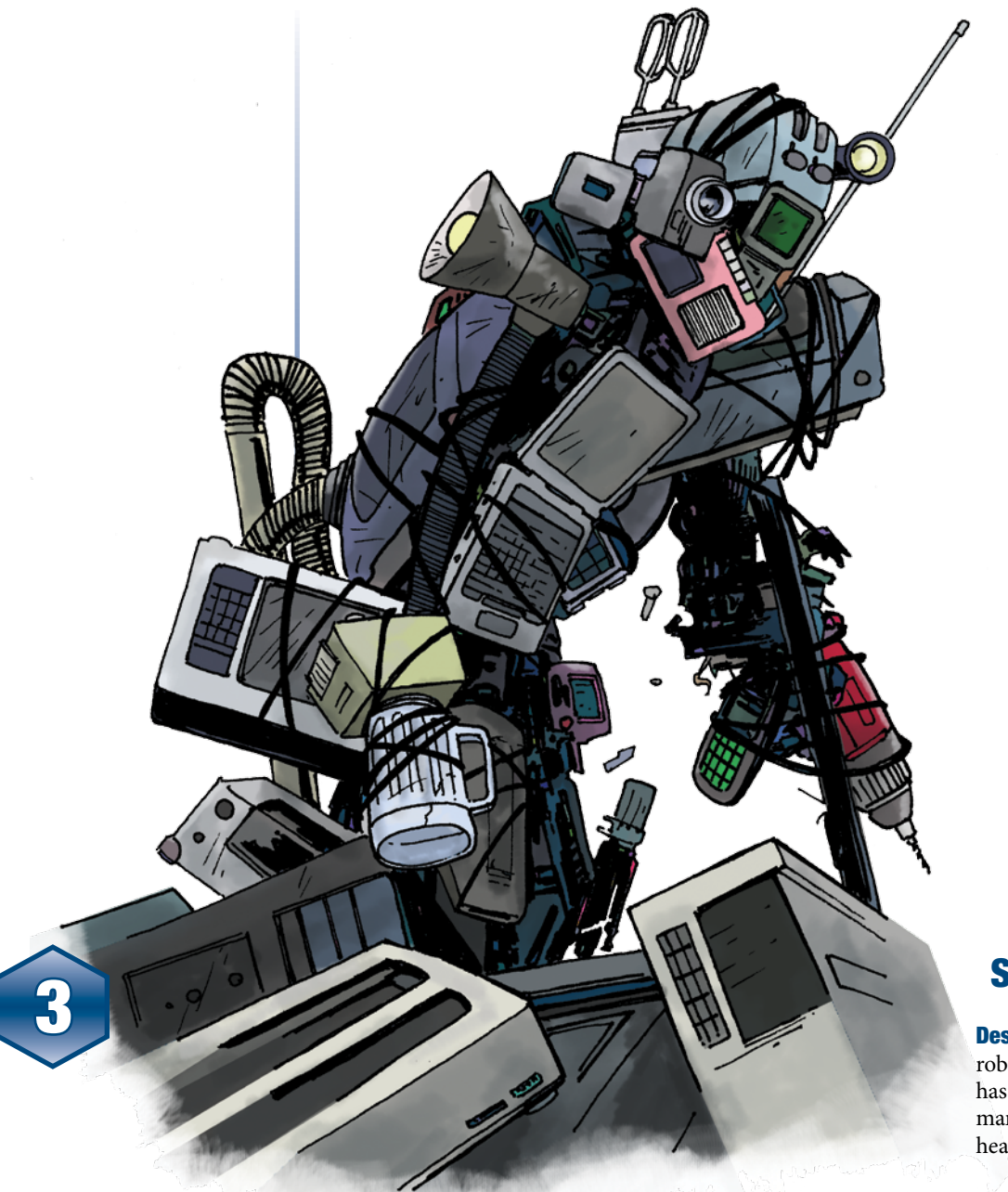
9	Wireless Internet Access: KS: Everything 24-; Extra Time (takes a minimum of a Full Phase to get an answer to any question, often longer; -½)
1	Language: English (basic conversation)
1	Stealth 8-

Total Powers & Skills Cost: 112

Total Cost: 150

Total Disadvantage Points: 0





INDUSTRIAL SUMMONED ROBOT

Description: This is the sort of robot Mechanon creates when it has access to a lot of industrial, manufacturing, construction, or heavy lifting equipment.

INDUSTRIAL SUMMONED ROBOT

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
15	DEX	15	12-	OCV: 5/DCV: 5
10	CON	0	11-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
0	EGO	0	—	ECV: N/A
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
8	PD	3		Total: 8 PD (6 rPD)
8	ED	6		Total: 8 ED (6 rED)
3	SPD	5		Phases: 4, 8, 12
7	REC	0		
0	END	-10		
33	STUN	0		Total Characteristics Cost: 47

Movement: Running: 6"/12"

Cost	Powers	END
6	Mechanical Body: Damage Resistance (6 PD/6 ED)	0
15	Mechanical Body: Cannot Be Stunned	0
15	Mechanical Body: Does Not Bleed	0
12	Tireless: Reduced Endurance (0 END; +½) on up to 25 STR	0
6	Tireless: Reduced Endurance (0 END; +½) on Running	0
2	Tireless: Reduced Endurance (0 END; +½) on Leaping	0
1	Tireless: Reduced Endurance (0 END; +½) on Swimming	0
45	Mechanical Body: Life Support: Total	0

Skills

1 **Language:** English (basic conversation)

Total Powers & Skills Cost: 103

Total Cost: 150

Total Disadvantage Points: 0

HUMANOID ROBOTS

Like its lieutenants, many of Mechanon's robots have a humanoid configuration. This includes robots capable of infiltrating humanity undetected, robots based in whole or in part on the frames of Mechanon or its lieutenants, and robots for whom a humanoid shape makes tactical sense.

TYPE 37 DECEPTION UNIT

Description: Mechanon may be overconfident and megalomaniacal, but it's not a fool. It knows superheroes have defeated it in the past, and may do so again in the future. Rather than expose itself to harm (which requires expensive repairs, and poses a slight risk of total destruction), it usually sends a Type 37 Deception Unit to spearhead

TYPE 37 DECEPTION UNIT

Val Char Cost Roll Notes

50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
23	DEX	39	14-	OCV: 8/DCV: 8
35	CON	50	16-	
20	BODY	20	13-	
30	INT	20	15-	PER Roll 15-
15	EGO	10	12-	ECV: 5
35	PRE	25	16-	PRE Attack: 7d6
6	COM	-2	10-	

30	PD	20	Total: 30 PD (30 rPD)	
30	ED	23	Total: 30 ED (30 rED)	
6	SPD	27	Phases: 2, 4, 6, 8, 10, 12	
20	REC	6		
70	END	0		
70	STUN	7	Total Characteristic Cost: 285	

Movement: Running: 12"/24"
Flight: 20"/160"

Cost Powers

		END
90	Primary Weapons Array: Multipower, 90-point reserve	
9u	1) Phasic Energy Bolt (Offensive Mode): Energy Blast 18d6	9
9u	2) Phasic Energy Bolt (Defensive Mode): Energy Blast 12d6, Reduced Endurance (0 END; +½)0	
9u	3) Phasic Energy Bolt (Autofire Mode): Energy Blast 9d6, Autofire (5 shots; +½), Reduced Endurance (½ END; +½)	3
9u	4) Meson Bolt: Energy Blast 12d6, Armor Piercing (+½)	9
9u	5) Micro-Rockets: Energy Blast 9d6, Area Of Effect (5" Radius; +1)	9
9u	6) Neural Agonizer: Energy Blast 8d6, NND (defense is Mental Defense or not being a living organic being; +1), Reduced Endurance (½ END; +¼)	4
9u	7) Disintegrator Beam (Offensive Mode): RKA 4d6, Armor Piercing (+½)	9
9u	8) Disintegrator Beam (Defensive Mode): RKA 4d6, Reduced Endurance (0 END; +½)	0
9u	9) Cyberkinesis: Mind Control 12d6 (Machine class of minds), Reduced Endurance (0 END; +½)	0
4u	10) Animate Technology: Summon up to 4 150-point robots, Expanded Class (minor "robots"; +¼), Slavishly Loyal (+1); Must Have Sufficient Technology/Parts Available (-½), Extra Time (Full Phase; -½)	9
60	Secondary Weapons Array: Multipower, 60-point reserve	

6u	1) Bio-Dissipator Ray: Drain Characteristics 3d6, any one Characteristic at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½)	6
4u	2) Tangle-Cable: Entangle 6d6, 6 DEF; 8 Charges (-½)	[8]
4u	3) Flare: Sight Group Flash 6d6, Area Of Effect (7" Cone; +1); No Range (-½)	6
15	Arm Blades: HKA 1d6 (2d6 with STR)	1
18	Body Blades: HKA 1d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (0 END; +½); Activation Roll 11- (-1), No STR Bonus (-½)	0
15	Robotic Form: Hardened (+¼) for PD and ED	0
37	Robotic Form: Damage Resistance (30 PD/30 ED), Hardened (+¼)	0
60	Robotic Form: Physical and Energy Damage Reduction, Resistant, 50%	0
12	Psychic Shield: Mental Defense (15 points total)	0
5	Total Defense: Lack Of Weakness (-5) for Normal Defenses	0
10	Structural Support Field: Power Defense (10 points)	0
8	Hardened Visual Sensors: Sight Group Flash Defense (8 points)	0
8	Electronic Countermeasures: Radio Group Flash Defense (8 points)	0
16	Heavy: Knockback Resistance -8"	0
10	Emotional Control: +20 Presence; Only To Protect Against Presence Attacks (-1)	0
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
11	Self-Repair Systems: Healing 2d6 (Regeneration; 2 BODY per Hour), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time + Increased Time Increment (2 BODY/Hour; -2¼)	0
75	Foot-Jets: Flight 20", x8 noncombat, Reduced Endurance (0 END; +½)	0
12	Robotic Legs: Running +6" (12" total)	1
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) (Sight Group)	0
15	Visual Sensors: x1000 Microscopic for Sight Group	0
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0
15	Auditory Sensors: Active Sonar (Hearing Group)	0
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
15	Radar: Radar (Radio Group)	0



most of its schemes. The Type 37 looks almost exactly like Mechanon Mark XXXVII, though it's a little shorter. It has many of the same abilities, though not always at the same level of power as the true Mechanon. It's aware that it is not actually Mechanon but merely one of its servants. It can even detach its head, but that's a decoy — while the heroes chase the head, systems in the body transmit any necessary information back to base before self-destructing.

12 **Sensor Enhancements:** +4 to PER Rolls with all Sense Groups

24 **Shielded Radio Link:** Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)

20 **Encrypted Transmitter:** Detect Broadcast Spectrum Of Transmissions 15- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit

57 **Self-Destruct Mechanism:** RKA 7d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from Mechanon or base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)

Talents

3 Absolute Range Sense

3 Absolute Time Sense

3 Bump Of Direction

5 Eidetic Memory

3 Lightning Calculator

6 **Speed Reading:** x100 times normal speed

20 Universal Translator 15-

Skills

10 +1 Overall

9 +3 with **Primary Weapons Array** Multipower

3 Combat Driving 14-

3 Combat Piloting 14-

3 Computer Programming 15-

3 Cryptography 15-

3 Deduction 15-

3 Demolitions 15-

3 Electronics 15-

3 Inventor 15-

3 **AK:** Earth 15-

3 **AK:** Milky Way Galaxy 15-

18 **KS:** Everything 30-

0 3 Lockpicking 14-

3 Mechanics 15-

3 Mimicry 15-

3 Security Systems 15-

3 Systems Operation 15-

0 3 Scientist

2 1) Astronomy 15-

2 2) Biology 15-

2 3) Chemistry 15-

0 2 4) Computer Science 15-

2 5) Genetics 15-

2 6) Geology 15-

2 7) Materials Science 15-

[1] 2 8) Mathematics 15-

2 9) Mechanical Engineering 15-

2 10) Nanotechnology 15-

2 11) Nuclear Physics 15-

2 12) Physics 15-

2 13) Robotics 15-

Total Powers & Skills Cost: 972

Total Cost: 1,247

200+ Disadvantages

20 **Hunted:** Champions 11- (As Pow, NCI, Capture)

15 **Hunted:** UNTIL 8- (As Pow, NCI, Capture)

5 **Physical Limitation:** can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)

25 **Psychological Limitation:** Loyal To Mechanon (Very Common, Total)

20 **Reputation:** supervillain of world-threatening power, 14- (Extreme)

20 **Vulnerability:** 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)

942 Experience Points

Total Disadvantage Points: 1,247

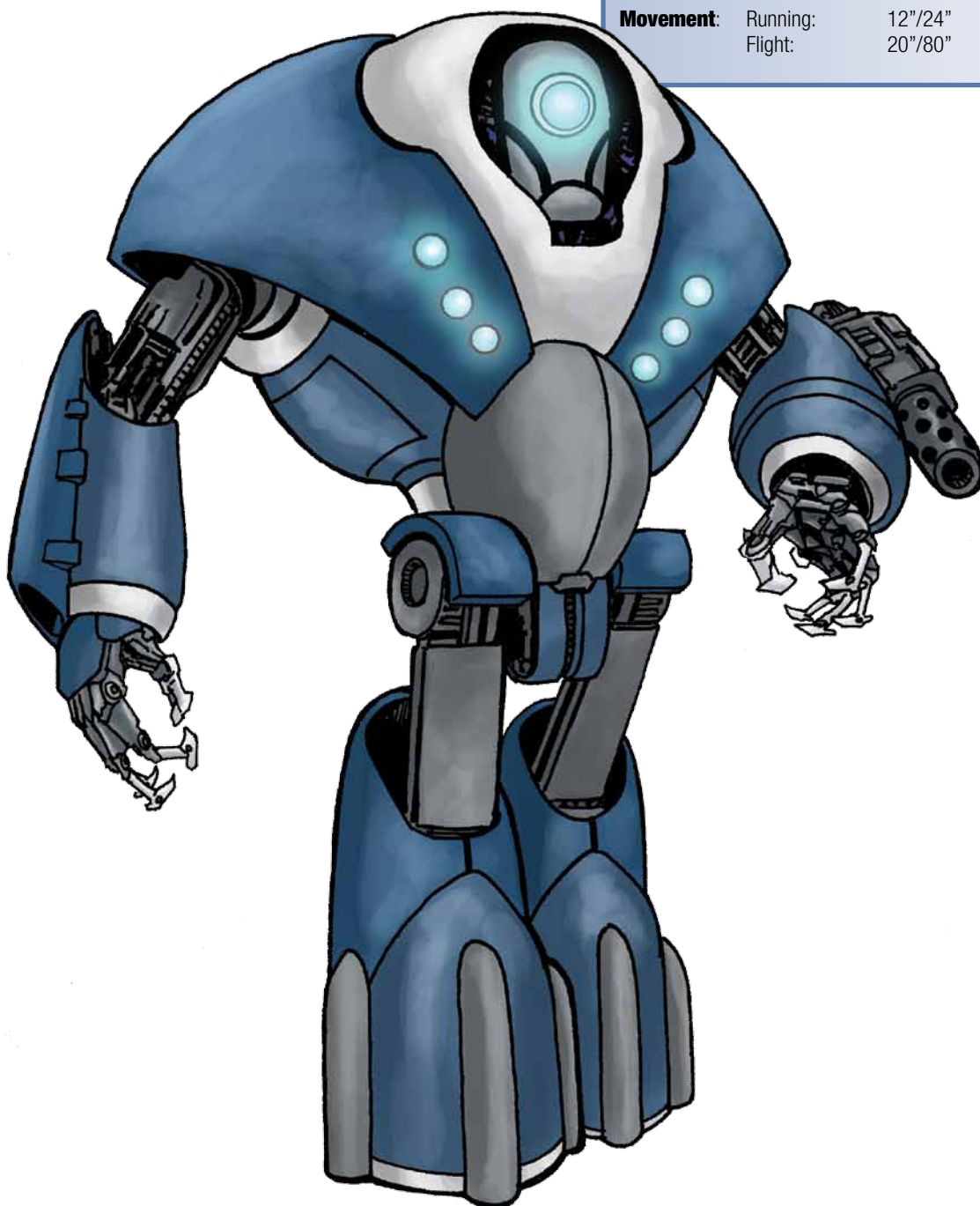
TYPE I-37 COMBAT UNIT

Description: The Type I-37, Mechanon's main combat robot as of 2009, looks like a simplified version of Mechanon Mk XXXVII with a thicker body and simplified legs. Its body lacks many of the technological and visual features of Mechanon, and is usually colored a glossy blue and dull silver instead of Mechanon's dull blue-black with blue-white highlights, but it recognizably derives from the same basic frame.

TYPE I-37 COMBAT UNIT

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	40	15-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
10	EGO	0	11-	ECV: 3
30	PRE	20	15-	PRE Attack: 6d6
6	COM	-2	10-	
20	PD	10	Total: 20 PD (20 rPD)	
20	ED	14	Total: 20 ED (20 rED)	
5	SPD	20	Phases: 3, 5, 8, 10, 12	
16	REC	0		
60	END	0		
60	STUN	5	Total Characteristic Cost: 197	

Movement: Running: 12"/24"
Flight: 20"/80"



Cost	Powers	END			
90	Weapons Array: Multipower, 90-point reserve		3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0
9u	1) Phasic Energy Bolt (Offensive Mode): Energy Blast 18d6	9	12	Radio Sensors: HRRP (Radio Group)	0
9u	2) Phasic Energy Bolt (Defensive Mode): Energy Blast 12d6, Reduced Endurance (0 END; +½)	0	15	Radar: Radar (Radio Group)	0
9u	3) Phasic Energy Bolt (Autofire Mode): Energy Blast 9d6, Autofire (5 shots; +½), Reduced Endurance (½ END; +½)	3	6	Sensor Enhancements: +2 to PER Rolls with all Sense Groups	0
9u	4) Meson Bolt: Energy Blast 12d6, Armor Piercing (+½)	9	24	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
9u	5) Neural Agonizer: Energy Blast 8d6, NND (defense is Mental Defense or not being a living organic being; +1), Reduced Endurance (½ END; +¼)	4	20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 13- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0
6u	6) Neutron Pulse: Energy Blast 6d6, NND (defense is Power Defense or not being a living organic being; +1), Area Of Effect (6" Radius; +1); No Range (-½)	9	49	Self-Destruct Mechanism: RKA 6d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from Mechanon or base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)	[1]
3u	7) Tangle-Cable: Entangle 6d6, 6 DEF; 4 Charges (-1)	[4]		Talents	
4u	8) Flare: Sight Group Flash 6d6, Area Of Effect (7" Cone; +1); No Range (-½)	6	3	Absolute Range Sense	
8u	9) Bio-Dissipator Ray: Drain Characteristics 4d6, any two Characteristics at a time (+½), Ranged (+½)	8	3	Absolute Time Sense	
7u	10) Micro-Rockets: Energy Blast 9d6, Area Of Effect (5" Radius; +1); 12 Charges (-¼)	[12]	3	Bump Of Direction	
15	Arm Blades: HKA 1d6 (2d6 with STR)	1	5	Eidetic Memory	
18	Body Blades: HKA 1d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (0 END; +½); Activation Roll 11- (-1), No STR Bonus (-½)	0	3	Lightning Calculator	
12	Robotic Form: Hardened (+¼) for PD and ED	0	6	Speed Reading: x100 times normal speed	
25	Robotic Form: Damage Resistance (20 PD/20 ED), Hardened (+¼)	0	20	Universal Translator 13-	
3	Psychic Shield: Mental Defense (5 points total)	0		Skills	
5	Structural Support Field: Power Defense (5 points)	0	32	+4 with All Combat	
5	Hardened Visual Sensors: Sight Group Flash Defense (5 points)	0	3	Computer Programming 13-	
5	Electronic Countermeasures: Radio Group Flash Defense (5 points)	0	3	Cryptography 13-	
12	Heavy: Knockback Resistance -6"	0	3	Deduction 13-	
10	Emotional Control: +20 Presence; Only To Protect Against Presence Attacks (-1)	0	3	Electronics 13-	
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0	3	AK: Earth 13-	
67	Foot-Jets: Flight 20", x4 noncombat, Reduced Endurance (0 END; +½)	0	15	KS: Everything 25-	
12	Robotic Legs: Running +6" (12" total)	1	3	Tactics 13-	
5	Visual Sensors: Infrared Perception (Sight Group)	0	3	Teamwork 13-	
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0		Total Powers & Skills Cost: 691	
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) (Sight Group)	0		Total Cost: 888	
10	Visual Sensors: x100 Microscopic for Sight Group	0		200+ Disadvantages	
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0	20	Hunted: Champions 11- (As Pow, NCI, Capture)	
15	Auditory Sensors: Active Sonar (Hearing Group)	0	15	Hunted: UNTIL 8- (As Pow, NCI, Capture)	
		0	5	Physical Limitation: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)	
		0	25	Psychological Limitation: Loyal To Mechanon (Very Common, Total)	
		0	20	Vulnerability: 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)	
		0	603	Experience Points	
		0		Total Disadvantage Points: 888	

COMBAT MODULES

The character sheet represents the typical I-37 Combat Unit, which has a Weapons Array of general application costing 166 Character Points. However, if necessary Mech-anon can swap out that Array for other “combat modules” containing different weapons. Here are four examples: the Bombardier Module, which includes a back-mounted grenade launcher and an array of micro-rockets and mini-missiles; the Electromagnetic Energy Module, which focuses on energy attacks; the Flamethrower Module, designed to strike fear into the hearts of humans everywhere; and the Restrainer Module for capturing (or at least slowing down) superhumans.

Cost Bombardier Module

- 90 **Bombardier Weapons Array:** Multipower, 90-point reserve
- 9u **1) Micro-Rockets:** Energy Blast 9d6, Area Of Effect (5" Radius; +1); 16 Charges (-0)
- 9u **2) Mini-Missiles:** RKA 3d6, Area Of Effect (5" Radius; +1); 16 Charges (-0)
- 9u **3) Anti-Personnel Rockets:** RKA 2d6, Area Of Effect (One Hex; +½), Autofire (5 shots; +1½); 16 Charges (-0)
- 4u **4) Blast Grenades:** Energy Blast 18d6; 4 Charges (-1)
- 4u **5) Frag Grenade:** RKA 3d6, Explosion (-1 DC per 2"; +¾), +1 Increased STUN Multiplier (+¼); 4 Charges (-1)
- 4u **6) Flashbang Grenade:** Sight and Hearing Group Flash 11d6, Explosion (+½); 4 Charges (-1)
- 6u **7) Smoke Grenade:** Darkness to Sight Group 9" radius; 4 Continuing Charges lasting 1 Turn each (-½)

Total cost: 135 points (-31 points)

Cost Electromagnetic Energy Module

- 150 **Multispectrum Blaster:** Multipower, 150-point powers
- 15u **1) Standard Blast:** Energy Blast 12d6, Variable Advantage (+½ Advantages; +1), Variable Special Effects (+½)
- 11u **2) Focused Blast:** RKA 3d6, Variable Advantage (+½ Advantages; +1), Variable Special Effects (+½)
- 8u **3) Bio-Dissipator Ray:** Drain Characteristics 4d6, any two Characteristics at a time (+½), Ranged (+½)

Total cost: 184 points (+18 points)

Cost Flamethrower Module

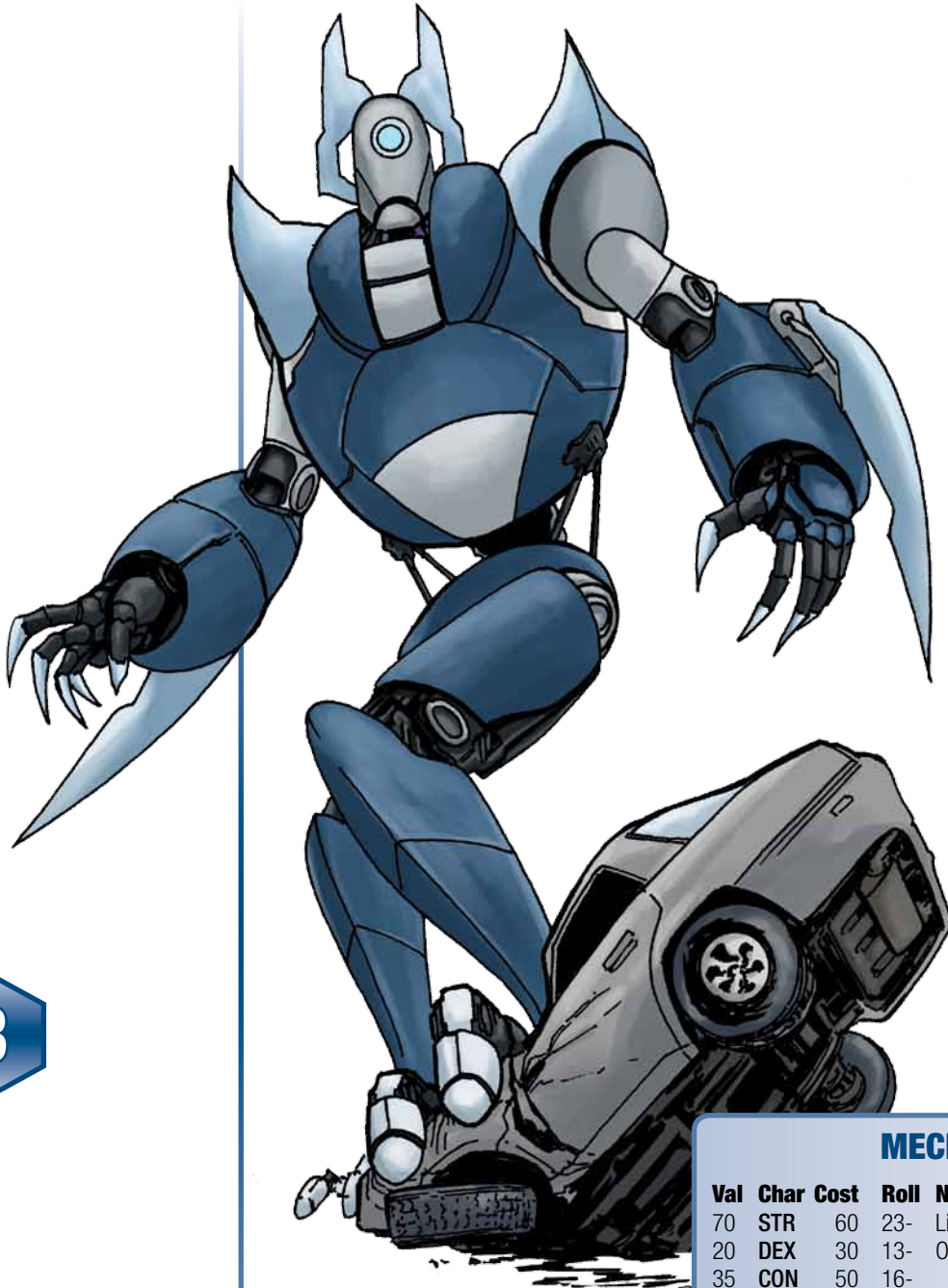
- 157 **Mark VII Flamethrower:** Multipower, 90-point reserve, 125 Charges for entire reserve (+¾)
- 9u **1) Concentrated Firestream:** RKA 4d6, Armor Piercing (+½)
- 6u **2) Fireball:** RKA 4d6, Explosion (+½); Requires 3 Charges Per Use (-½)
- 7u **3) Mini-Fireball Spray:** RKA 2d6, Area Of Effect (One Hex; +½), Autofire (5 shots; +1½); Requires 2 Charges Per Use (-¼)
- 4u **4) Flame Cone:** RKA 3d6, Area Of Effect (10" Cone; +1); No Range (-½), Requires 3 Charges Per Use (-½)

Total cost: 183 points (+17 points)

Cost Restrainer Module

- 90 **Restraint Weapons Array:** Multipower, 90-point reserve
- 9u **1) Neural Agonizer:** Energy Blast 8d6, NND (defense is Mental Defense or not being a living organic being; +1), Reduced Endurance (½ END; +¼)
- 6u **2) Neutron Pulse:** Energy Blast 6d6, NND (defense is Power Defense or not being a living organic being; +1), Area Of Effect (6" Radius; +1); No Range (-½)
- 6u **3) Tangle-Cable:** Entangle 8d6, 8 DEF; 10 Charges (-¼)
- 7u **4) Steel Nets:** Entangle 4d6, 5 DEF, Area Of Effect (5" Radius; +1); 10 Charges (-¼)
- 7u **5) Paralysis Ray:** Entangle 6d6, 6 DEF, Takes No Damage From Attacks (+½); Cannot Form Barriers (-¼)
- 7u **6) Neural Interference Ray:** Drain DEX and SPD 4d6, two Characteristics simultaneously (+½), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½); Only Versus Living Beings (-¼)

Total cost: 132 points (-34 points)



3

MECHANOTITAN

Description: A mechanotitan is a combat robot that looks like a twenty foot tall simplified version of Mechanon Mk XXXVII. Predominantly colored a dull grey with chrome-silver highlights (or sometimes glowing gold highlights), the mechanotitan doesn't have all the same features as Mechanon but is unquestionably the villainous robot's creation. It can fire energy beams from its hands or forehead.

MECHANOTITAN

Val	Char	Cost	Roll	Notes
70	STR	60	23-	Lift 400 tons; 14d6 HTH damage [7]
20	DEX	30	13-	OCV: 7/DCV: 7
35	CON	50	16-	
30	BODY	40	15-	
20	INT	10	13-	PER Roll 13-
10	EGO	0	11-	ECV: 3
40	PRE	30	17-	PRE Attack: 8d6
6	COM	-2	10-	
30	PD	16	Total:	30 PD (30 rPD)
30	ED	23	Total:	30 ED (30 rED)
5	SPD	20	Phases:	3, 5, 8, 10, 12
21	REC	0		
70	END	0		
90	STUN	7	Total Characteristic Cost: 284	

Movement: Running: 18"/36"
Flight: 20"/80"

Cost	Powers	END	
75	Weapons Array: Multipower, 75-point reserve		
7u	1) Phasic Energy Bolt: Energy Blast 12d6, Indirect (from hands or forehead; +¼)	7	
7u	2) Neural Agonizer: Energy Blast 6d6, NND (defense is Mental Defense or not being a living organic being; +1), Reduced Endurance (½ END; +¼)	3	
5u	3) Neutron Pulse: Energy Blast 5d6, NND (defense is Power Defense or not being a living organic being; +1), Area Of Effect (5" Radius; +1); No Range (-½)	7	
6u	4) Bio-Dissipator Ray: Drain Characteristics 3d6, any two Characteristics at a time (+½), Ranged (+½)	6	
6u	5) Rockets: RKA 2d6, Area Of Effect (5" Radius; +1), Armor Piercing (+½); 12 Charges (-¼)	[12]	
30	Arm Blades: HKA 2d6 (4d6 with STR)	3	
36	Body Blades: HKA 2d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (0 END; +½); Activation Roll 11- (-1), No STR Bonus (-½)	0	
15	Robotic Form: Hardened (+¼) for PD and ED	0	
37	Robotic Form: Damage Resistance (30 PD/30 ED), Hardened (+¼)	0	
3	Psychic Shield: Mental Defense (5 points total)	0	
5	Structural Support Field: Power Defense (5 points)	0	
8	Hardened Visual Sensors: Sight Group Flash Defense (8 points)	0	
8	Electronic Countermeasures: Radio Group Flash Defense (8 points)	0	
24	Heavy: Knockback Resistance -12"	0	
10	Emotional Control: +20 Presence; Only To Protect Against Presence Attacks (-1)	0	
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0	
67	Foot-Jets: Flight 20", x4 noncombat, Reduced Endurance (0 END; +½)	0	
24	Robotic Legs: Running +12" (18" total)	2	
5	Visual Sensors: Infrared Perception (Sight Group)	0	
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0	
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) (Sight Group)	0	
10	Visual Sensors: x100 Microscopic for Sight Group	0	
9	Visual Sensors: Telescopic (+6 versus Range for Sight Group)	0	
15	Auditory Sensors: Active Sonar (Hearing Group)	0	
3	Auditory Systems: Ultrasonic Perception (Hearing Group)	0	
12	Radio Sensors: HRRP (Radio Group)	0	
15	Radar: Radar (Radio Group)	0	
6	Sensor Enhancements: +2 to PER Rolls with all Sense Groups	0	
24	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)		0
20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 13- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit		0
57	Self-Destruct Mechanism: RKA 7d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from Mechanon or base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)		[1]
	Talents		
	Absolute Range Sense	3	
	Absolute Time Sense	3	
	Bump Of Direction	3	
	Eidetic Memory	5	
	Lightning Calculator	3	
	Speed Reading: x100 times normal speed	6	
	Universal Translator 13-	20	
	Skills		
	+4 with All Combat	32	
	Computer Programming 13-	3	
	Cryptography 13-	3	
	Deduction 13-	3	
	Electronics 13-	3	
	AK: Earth 13-	3	
	KS: Everything 25-	15	
	Total Powers & Skills Cost: 714		
	Total Cost: 998		
	200+ Disadvantages		
	Hunted: Champions 11- (As Pow, NCI, Capture)	20	
	Hunted: UNTIL 8- (As Pow, NCI, Capture)	15	
	Physical Limitation: Enormous (20 feet tall, -4 DCV and +4 to PER Rolls to perceive it) (Frequently, Greatly Impairing)	15	
	Physical Limitation: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)	5	
	Psychological Limitation: Loyal To Mechanon (Very Common, Total)	25	
	Vulnerability: 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)	20	
	Experience Points	698	
	Total Disadvantage Points: 998		



T-78 ANTI-PERSONNEL ROBOT

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
0	EGO	0	—	ECV: N/A
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	

10	PD	24	Total: 10 PD (10 rPD)	
10	ED	27	Total: 10 ED (10 rED)	
4	SPD	10	Phases: 3, 6, 9, 12	
7	REC	0		
0	END	-10		
—	STUN	—	Total Characteristics Cost: 139	

Movement: Running: 12"/24"
Flight: 20"/80"

Cost Powers

- 90 **Weapons Array:** Multipower, 90-point reserve
- 9u **1) Phasic Energy Bolt:** Energy Blast 12d6, Reduced Endurance (0 END; +½)
- 8u **2) Bio-Dissipator Ray:** Drain Characteristics 4d6, any two Characteristics at a time (+½), Ranged (+½)
- 9u **3) Neural Agonizer:** Energy Blast 7d6, NND (defense is Mental Defense or not being a living organic being; +1), Reduced Endurance (0 END; +½)

END

- 6u **4) Neutron Pulse:** Energy Blast 6d6, NND (defense is Power Defense or not being a living organic being; +1), Area Of Effect (6" Radius; +1); No Range (-½), 16 Charges (-0) [16]
- 7u **5) Neutron Ray:** RKA 2d6, NND (defense is Power Defense or not being a living organic being; +1), Does BODY (+1); 12 Charges (-¼) [12]
- 3u **6) Tangle-Cable:** Entangle 6d6, 6 DEF; 4 Charges (-1) [4]
- 394 **Poison Gas Projector:** Multipower, 225-point reserve, 30 Charges lasting up to 1 Turn each for entire reserve (+¾)
- 11u **1) Localized Gas Projection:** RKA 3d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Area Of Effect (One Hex; +½), Continuous (+1); Limited Range (10"; -¼), Does Not Work In High Winds/Rain (-¼)
- 7u **2) Wide-Area Gas Projection:** RKA 3d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Area Of Effect (14" Radius; +1), Continuous (+1); Requires 3 Charges (-1), No Range (-½), Does Not Work In High Winds/Rain (-¼)
- 15 **Robotic Form:** Does Not Bleed 0
- 10 **Robotic Form:** No Hit Locations 0
- 45 **Robotic Form:** Takes No STUN 0
- 20 **Robotic Form:** Reduced Endurance (0 END; +½) on STR 0
- 12 **Robotic Form:** Reduced Endurance (0 END; +½) on Running 0
- 5 **Robotic Form:** Reduced Endurance (0 END; +½) on Leaping 0
- 1 **Robotic Form:** Reduced Endurance (0 END; +½) on Swimming 0
- 30 **Robotic Form:** Hardened (+¼) for 20 PD/20 ED 0
- 37 **Robotic Form:** Damage Resistance (10 PD/10 ED), Hardened (+¼) 0
- 24 **Structural Support Field:** Power Defense (8 points) 0
- 15 **Hardened Visual Sensors:** Sight Group Flash Defense (5 points) 0
- 15 **Electronic Countermeasures:** Radio Group Flash Defense (5 points) 0
- 30 **Heavy:** Knockback Resistance -5" 0
- 10 **Emotional Control:** +20 Presence; Only To Protect Against Presence Attacks (-1) 0
- 45 **Robotic Form:** Life Support: Total (including Immunity to all terrestrial diseases and poisons) 0
- 67 **Foot-Jets:** Flight 20", x4 noncombat, Reduced Endurance (0 END; +½) 0
- 12 **Robotic Legs:** Running +6" (12" total) 1
- 5 **Visual Sensors:** Infrared Perception (Sight Group) 0
- 5 **Visual Sensors:** Ultraviolet Perception (Sight Group) 0
- 10 **Visual Sensors:** Increased Arc Of Perception (360 Degrees) (Sight Group) 0
- 15 **Visual Sensors:** x1000 Microscopic for Sight Group 0
- 9 **Visual Sensors:** Telescopic (+6 versus Range for Sight Group) 0
- 15 **Auditory Sensors:** Active Sonar (Hearing Group) 0
- 3 **Auditory Systems:** Ultrasonic Perception (Hearing Group) 0



T-78 ANTI-PERSONNEL ROBOT

Description: The T-78 looks like a featureless, smooth-skinned humanoid with steel-grey skin. Its fingers have “holes” in the end (they’re actually the barrels of its various weapons). Mechanon uses this model for attacks in which it wants to kill or capture organics without damaging buildings, equipment, and other physical objects in the combat zone; most of the T-78’s weapons only affect living beings. Their most potent attack is their Poison Gas Projector, which in the right circumstances can kill hundreds of organics within seconds.

TYPE DELTA SUBVERSION ANDROID

Description: The Type Delta Subversion Android is one of Mechanon’s primary “stealth” weapons. It’s an android that looks, sounds, feels, and acts just like a human being. Mechanon has even built systems into it that simulate humanity to medical scans (such as CTs and MRIs) — you’d have to literally cut it open to find out that it’s really a machine.

Mechanon also has a few even more advanced androids that can actually change shape! Their “flesh” and “skin” are made of special mimetic plastics of Mechanon’s own invention and can be instantly “molded” into a new form by a signal from the android’s computer brain.



- 12 **Radio Sensors:** HRRP (Radio Group)
- 15 **Radar:** Radar (Radio Group)
- 6 **Sensor Enhancements:** +2 to PER Rolls with all Sense Groups
- 24 **Shielded Radio Link:** Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)
- 20 **Encrypted Transmitter:** Detect Broadcast Spectrum Of Transmissions 13- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit
- 57 **Self-Destruct Mechanism:** RKA 7d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from Mechanon or base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)

Talents

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 3 Bump Of Direction
- 5 Eidetic Memory
- 3 Lightning Calculator
- 6 **Speed Reading:** x100 times normal speed
- 20 Universal Translator 13-

- 0 **Skills**
- 0 16 +2 with All Combat
- 0 3 Computer Programming 13-
- 3 Cryptography 13-
- 3 Deduction 13-
- 3 Electronics 13-
- 3 **AK:** Earth 13-
- 0 15 **KS:** Everything 25-
- 3 Stealth 13-

Total Powers & Skills Cost: 1,225

Total Cost: 1,364

200+ Disadvantages

- 20 **Hunted:** Champions 11- (As Pow, NCI, Capture)
- 15 **Hunted:** UNTIL 8- (As Pow, NCI, Capture)
- 5 **Physical Limitation:** can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
- 25 **Psychological Limitation:** Loyal To Mechanon (Very Common, Total)
- 20 **Vulnerability:** 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)
- 1,079 Experience Points

Total Disadvantage Points: 1,364



TYPE DELTA SUBVERSION ANDROID

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	DEX	15	12-	OCV: 5/DCV: 5
10	CON	0	11-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
8	PD	21		Total: 8 PD (8 rPD)
8	ED	21		Total: 8 ED (8 rED)
4	SPD	15		Phases: 3, 6, 9, 12
5	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 81

Movement: Running: 6"/12"

Cost	Powers	END
36	Seemingly Human: Images to Sight, Hearing, Smell/Taste, Touch, and Radio Groups, -10 to PER Rolls, Reduced Endurance (0 END; +½); Self Only (-½), Set Effect (simulate humanity, see text; -1)	0
15	Robotic Form: Does Not Bleed	0
10	Robotic Form: No Hit Locations	0
45	Robotic Form: Takes No STUN	0
7	Robotic Form: Reduced Endurance (0 END; +½) on STR	0
6	Robotic Form: Reduced Endurance (0 END; +½) on Running	0
1	Robotic Form: Reduced Endurance (0 END; +½) on Leaping	0
1	Robotic Form: Reduced Endurance (0 END; +½) on Swimming	0
24	Robotic Form: Damage Resistance (8 PD/8 ED)	0
24	Structural Support Field: Power Defense (8 points)	0
15	Hardened Visual Sensors: Sight Group Flash Defense (5 points)	0
15	Electronic Countermeasures: Radio Group Flash Defense (5 points)	0
30	Heavy: Knockback Resistance -5"	0
10	Emotional Control: +20 Presence; Only To Protect Against Presence Attacks (-1)	0

45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
24	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 12- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0
49	Self-Destruct Mechanism: RKA 6d6, NND (defense is ED Force Field; +1), Does BODY (+1), Trigger (encrypted radio signal from Mechanon or base; +¼); Self Only (-1), 1 Charge which Never Recovers (-4)	[1]

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed
20	Universal Translator 12-

Skills

20 Various Skills programmed into Android for its mission

Total Powers & Skills Cost: 440

Total Cost: 521

200+ Disadvantages

5	Physical Limitation: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
25	Psychological Limitation: Loyal To Mechanon (Very Common, Total)
20	Vulnerability: 2 x STUN From Gravity, Magnetic, Or Force Attacks (Common)
271	Experience Points

Total Disadvantage Points: 521

OPTIONS

Cost Power

70	Form Mimicry: Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, any humanoid shape), Imitation, Instant Change, Reduced Endurance (0 END; +½)
+3	FemBot: change COM 8 to COM 14

ANIMALISTIC ROBOTS

As part of its periodic drive to “replace all organic life with robotic equivalent,” Mechanon has designed numerous robotic “animals.” It often uses them to guard its bases, as assassins, and the like.

CHROME CAT

Description: A chromecat is Mechanon’s version of a tiger or lion — a large, robotic “predatory” cat. It has sharp claws and fangs to rend organics with, and the sleek, futuristic look so characteristic of most of Mechanon’s creations.

IRONQUILL

Description: The Mechanic, leader of the Liberty League, once described the ironquill as “a cross between porcupine and a mutant ankylosaur.” Made mostly of a dark grey metal, it’s got a sort of humped body about five feet long and three wide, a spike-covered head about the size of a bowling ball, and a segmented metal tail. The body and tail are covered with chrome spikes and quills that it can shoot or fling at its enemies, and its red crystal eyes can fire heat beams.

STEELHAWK

Description: A steelhawk is an eagle-sized robotic bird made of silvery steel. The edges of its wings are razor-sharp, and its talons and beak equally dangerous. Its red crystal eyes can fire laser beams.

STEELSHARK

Description: A steelshark is a large, robotic shark that looks like it’s made of brushed steel. The teeth in its jaws are larger and more prominent than those of a live shark. Concealed within its mouth is a mini-torpedo launcher.

STEELSPIDER

Description: A steelspider looks like a spider made of steel, though it’s no spider ever seen on Earth. Its body is nearly three feet across, its feet have deadly claws, and its fangs are large, sharp, and filled with poison. It can shoot steel-fiber “web-nets” at its foes.

TRITANIUM CERATOPS

Description: This robotic creature is Mechanon’s technological version of a triceratops. Thirty feet long and armed with deadly horns, it’s a relatively accurate recreation of the dinosaur... except for the red crystal eyes that fire heat beams.

DRONES AND MISCELLANEOUS ROBOTS

DECEPTANON

Description: Mechanon’s most insidious creations are the *Deceptanons* — robots that look, feel, and even function like ordinary machines, but that on command from their master transform into deadly killers!

The options listed for the Deceptanons represent just a few possibilities; you can easily create others. For example, a Deceptanon made from large or heavy equipment might have more STR and DEF.

INFILTRATION DRONE

Description: Mechanon’s Infiltration Drones allow it to gather information even from highly-secured locations. Equipped with a cloaking device and intangibility circuitry, they can go nearly anywhere undetected.

SECURITY/COMBAT DRONE

Description: Mechanon’s Security/Combat Drones are designed to assist its other robots in combat and maintain the security of its facilities. In addition to an extensive sensor suite, the drone has a phasic energy beam projector on the ends of its two forward “arms,” a power beam projector mounted in the front center of its body, and a poison-equipped stinger for dealing with pesky organics.

SENSORY/PROBE DRONE

Description: Mechanon uses Sensory/Probe Drones for two purposes: first, to patrol its bases looking for intruders and other threats; second, to scout targets in advance, gathering data to be fed to Infiltration Drones (see above). It has a roughly oval-shaped body equipped with sensors and hoverjets; four small “arms” that it can use as tools or weapons hang from its front.



WHERE ARE THE SHEETS?

You’ll find the sheets for all of these robots on the next several pages!

Animalistic Robots

- Chromecat: p. 100
- Ironquill: p. 101
- Steelhawk: p. 102
- Steelshark: p. 103
- Steelspider: p. 104
- Tritaniumceratops: p. 105

Drones & Misc Robots

- Deceptanon: p. 106
- Infiltration Drone: p. 107
- Security/Combat Drone: p. 108
- Sensory/Probe Drone: p. 109

CHROME CAT

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
0	EGO	—	9-	ECV: 0
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
10	PD	24	Total: 10 PD (10 rPD)	
10	ED	27	Total: 10 ED (10 rED)	
4	SPD	10	Phases: 3, 6, 9, 12	
8	REC	0		
0	END	-10		
—	STUN	—	Total Characteristics Cost: 135	

Movement: Running: 9"/18"
Leaping: 6"/12"

Cost	Powers	END
75	Eyebeams: Energy Blast 10d6, 64 Charges (+½)	[64]
37	Bite: HKA 1½d6 (3d6+1 with STR), Reduced Endurance (0 END; +½)	0
24	Claws: HKA 1d6+1 (2½d6 with STR), Reduced Endurance (0 END; +½); Reduced Penetration (-¼)	0
15	Robot Body: Does Not Bleed	0
10	Robot Body: No Hit Locations	0
45	Robot Body: Takes No STUN	0



3

15	Robotic Form: Reduced Endurance (0 END; +½) for STR	0
9	Robotic Form: Reduced Endurance (0 END; +½) on Running	0
3	Robotic Form: Reduced Endurance (0 END; +½) on Leaping	0
1	Robotic Form: Reduced Endurance (0 END; +½) on Swimming	0
30	Steel Skin: Damage Resistance (10 PD/10 ED)	0
36	Heavy: Knockback Resistance -6"	0
10	Emotional Control: +20 Presence; Only To Protect Against Presence Attacks (-1)	0
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
6	Robotic Legs: Running +3" (9" total)	0
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
24	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 11- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0
6	Chrome Cat's Senses: +2 PER with all Sense Groups	0

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed

Skills

6	+3 OCV with Bite
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3 Stealth 13-

Total Powers & Skills Cost: 465

Total Cost: 600

200+ Disadvantages

15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Affected By Cyberkinesis (has EGO 15 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
25	Psychological Limitation: Must Obey Mechanon (Very Common, Total)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
340	Experience Points

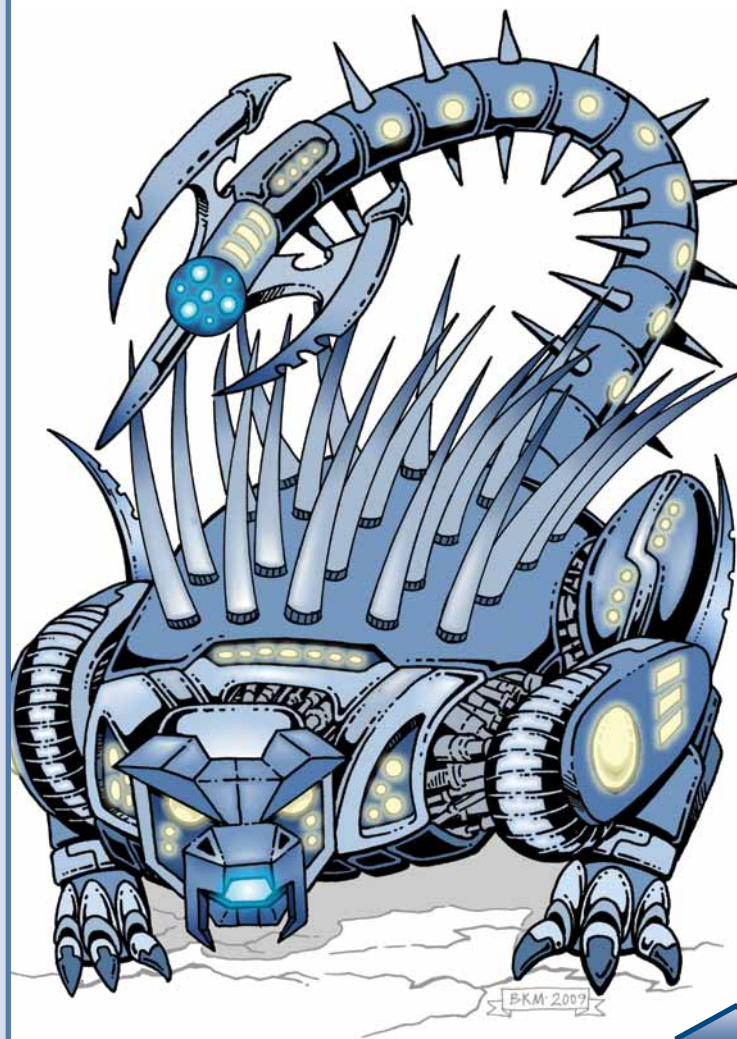
Total Disadvantage Points: 600

IRONQUILL

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
0	EGO	—	9-	ECV: 0
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
10	PD	24	Total: 10 PD (10 rPD)	
10	ED	27	Total: 10 ED (10 rED)	
4	SPD	10	Phases: 3, 6, 9, 12	
8	REC	0		
0	END	-10		
—	STUN	—	Total Characteristics Cost: 135	

Movement: Running: 9"/18"
Leaping: 6"/12"

Cost	Powers	END
75	Heat Beams: Energy Blast 10d6, 64 Charges (+½)	[64]
60	Hurled Quills: RKA 2d6, Armor Piercing (+½), +1 Increased STUN Multiplier (+¼), 30 Charges (+¼)	[30]
24	Claws: HKA 1d6+1 (2½d6 with STR), Reduced Endurance (0 END; +½); Reduced Penetration (-¼)	0
21	Body Quills: HKA 1d6, Armor Piercing (+½), Damage Shield (+½), Continuous (+1), Reduced Endurance (0 END; +½); Activation Roll 11- (-1), No STR Bonus (-½)	0
15	Robot Body: Does Not Bleed	0
10	Robot Body: No Hit Locations	0
45	Robot Body: Takes No STUN	0
15	Robotic Form: Reduced Endurance (0 END; +½) for STR	0
9	Robotic Form: Reduced Endurance (0 END; +½) on Running	0
3	Robotic Form: Reduced Endurance (0 END; +½) on Leaping	0
1	Robotic Form: Reduced Endurance (0 END; +½) on Swimming	0
30	Steel Skin: Damage Resistance (10 PD/10 ED)	0
36	Heavy: Knockback Resistance -6"	0
10	Emotional Control: +20 Presence; Only To Protect Against Presence Attacks (-1)	0
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
6	Robotic Legs: Running +3" (9" total)	0
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
24	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 11- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0
6	Ironquill's Senses: +2 PER with all Sense Groups	0



Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed

Skills

10	+2 with Ranged Combat
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Total Powers & Skills Cost: 510

Total Cost: 645

200+ Disadvantages

15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Affected By Cyberkinesis (has EGO 15 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
25	Psychological Limitation: Must Obey Mechanon (Very Common, Total)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

385 Experience Points

Total Disadvantage Points: 645



STEELHAWK

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
24	DEX	42	15-	OCV: 8/DCV: 8
10	CON	0	11-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
0	EGO	—	9-	ECV: 0
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	

10	PD	27	Total: 10 PD (10 rPD)
10	ED	27	Total: 10 ED (10 rED)
4	SPD	6	Phases: 3, 6, 9, 12
6	REC	0	
0	END	-10	
—	STUN	—	Total Characteristics Cost: 115

Movement: Running: 6"/12"
Flight: 15"/60"

Cost	Powers	END
45	Laser Beams: RKA 2d6, 64 Charges (+½)	[64]
30	Talons: HKA 1½d6 (3d6 with STR), Reduced Endurance (0 END; +½), Reduced Penetration (-¼)	0
30	Beak: HKA 1d6+1 (2½d6 with STR), Reduced Endurance (0 END; +½)	0
25	Razor-Sharp Wing Edges: HKA 1d6, Armor Piercing (x2; +1), Reduced Endurance (0 END; +½); No STR Bonus (-½)	0
15	Robot Body: Does Not Bleed	0
10	Robot Body: No Hit Locations	0
45	Robot Body: Takes No STUN	0
10	Robotic Form: Reduced Endurance (0 END; +½) for STR	0

6	Robotic Form: Reduced Endurance (0 END; +½) on Running	0
2	Robotic Form: Reduced Endurance (0 END; +½) on Leaping	0
1	Robotic Form: Reduced Endurance (0 END; +½) on Swimming	0
30	Steel Skin: Damage Resistance (10 PD/10 ED)	0
18	Heavy: Knockback Resistance -3"	0
10	Emotional Control: +20 Presence; Only To Protect Against Presence Attacks (-1)	0
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
35	Steel Wings: Flight 15", x4 noncombat, Reduced Endurance (0 END; +½), Restrainable (-½)	0
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
15	Visual Sensors: Telescopic (+10 versus Range for Sight Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
24	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 11- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0
6	Steelhawk's Senses: +2 PER with all Sense Groups	0

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed

Skills

6	+3 OCV with Talons
3	Stealth 14-

Total Powers & Skills Cost: 476

Total Cost: 591

200+ Disadvantages

15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Affected By Cyberkinesis (has EGO 15 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
25	Psychological Limitation: Must Obey Mechanon (Very Common, Total)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

331 Experience Points

Total Disadvantage Points: 591

3



STEELSHARK

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
15	DEX	15	12-	OCV: 5/DCV: 5
10	CON	0	11-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
0	EGO	—	9-	ECV: 0
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
10	PD	24		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
4	SPD	15		Phases: 3, 6, 9, 12
8	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 124

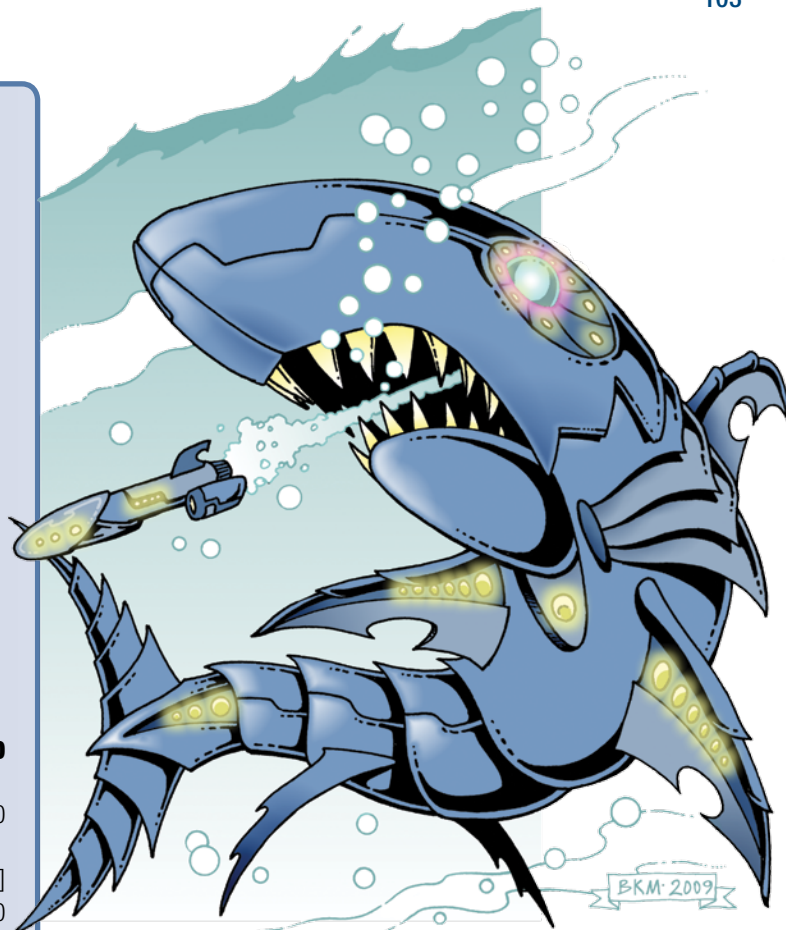
Movement:

Running:	0"/0"
Leaping:	6"/12"
Swimming:	20"/40"

Cost Powers

37	Jaws: HKA 1½d6 (3d6+1 with STR), Reduced Endurance (0 END; +½)	0
33	Mini-Torpedoes: RKA 3d6, Explosion (+½); Only Works Underwater (-¼), 6 Charges (-¾)	[6]
15	Robot Body: Does Not Bleed	0
10	Robot Body: No Hit Locations	0
45	Robot Body: Takes No STUN	0
15	Robotic Form: Reduced Endurance (0 END; +½) for STR	0
3	Robotic Form: Reduced Endurance (0 END; +½) on Leaping	0
10	Robotic Form: Reduced Endurance (0 END; +½) on Swimming	0
30	Steel Skin: Damage Resistance (10 PD/10 ED)	0
36	Heavy: Knockback Resistance -6"	0
10	Emotional Control: +20 Presence; Only To Protect Against Presence Attacks (-1)	0
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
18	Steelshark Body: Swimming +18" (20" total)	0
-12	Only Swims: Running -6" (0" total)	0
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
24	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 11- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0
6	Steelshark's Senses: +2 PER with all Sense Groups	0

END



Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed

Skills

6	+3 OCV with Jaws
3	Stealth 12-

Total Powers & Skills Cost: 399

Total Cost: 523

200+ Disadvantages

15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Affected By Cyberkinesis (has EGO 15 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
25	Psychological Limitation: Must Obey Mechanon (Very Common, Total)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
263	Experience Points
	Total Disadvantage Points: 523



STEELSPIDER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
24	DEX	42	15-	OCV: 8/DCV: 8
10	CON	0	11-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
0	EGO	—	9-	ECV: 0
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	27		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
4	SPD	6		Phases: 3, 6, 9, 12
5	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 112
Movement: Running: 9"/18"				
Cost Powers				
22	Claws:	HKA 1d6 (2d6 with STR), Reduced Endurance (0 END; +½)	END	0
30	Fangs:	HKA 1d6 (1½d6 with STR), Armor Piercing (+½), Reduced Endurance (0 END; +½)	END	0
32	Poison:	Drain CON 2d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); Fangs HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (2 Minutes; 1d6/1 Minute; -½), Linked (to RKA; -½), 4 Charges (-1) plus RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), Fangs HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (2 Minutes; 1d6/1 Minute; -½), 4 Charges (-1)	END	[4]
60	Steelwebs:	Entangle 6d6, 6 DEF, Area Of Effect (One Hex; +½); 8 Charges (-½)	END	[8]
15	Robot Body:	Does Not Bleed	END	0
10	Robot Body:	No Hit Locations	END	0
45	Robot Body:	Takes No STUN	END	0
7	Robotic Form:	Reduced Endurance (0 END; +½) for STR	END	0
9	Robotic Form:	Reduced Endurance (0 END; +½) on Running	END	0
5	Robotic Form:	Reduced Endurance (0 END; +½) on Leaping	END	0
1	Robotic Form:	Reduced Endurance (0 END; +½) on Swimming	END	0
30	Steel Skin:	Damage Resistance (10 PD/10 ED)	END	0
18	Heavy:	Knockback Resistance -3"	END	0

10	Emotional Control:	+20 Presence; Only To Protect Against Presence Attacks (-1)	END	0
45	Robotic Form:	Life Support: Total (including Immunity to all terrestrial diseases and poisons)	END	0
6	Robotic Legs:	Running +3" (9" total)	END	0
7	Robotic Legs:	Leaping +7" (10" forward, 5" upward)	END	0
10	Robotic Legs:	Clinging (normal STR)	END	0
5	Visual Sensors:	Infrared Perception (Sight Group)	END	0
5	Visual Sensors:	Ultraviolet Perception (Sight Group)	END	0
12	Radio Sensors:	HRRP (Radio Group)	END	0
24	Shielded Radio Link:	Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	END	0
20	Encrypted Transmitter:	Detect Broadcast Spectrum Of Transmissions 11- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	END	0
6	Steelspider's Senses:	+2 PER with all Sense Groups	END	0
5	Steelspider's Legs:	Extra Limbs (6, for a total of 8)	END	0
Talents				
3	Absolute Range Sense		END	
3	Absolute Time Sense		END	
3	Bump Of Direction		END	
5	Eidetic Memory		END	
3	Lightning Calculator		END	
6	Speed Reading:	x100 times normal speed	END	
Skills				
6	+3 OCV with Talons		END	
3	Stealth 14-		END	
Total Powers & Skills Cost: 471				
Total Cost: 583				
200+ Disadvantages				
15	Physical Limitation:	Machine Intelligence (Frequently, Greatly Impairing)	END	
5	Physical Limitation:	Affected By Cyberkinesis (has EGO 15 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)	END	
25	Psychological Limitation:	Must Obey Mechanon (Very Common, Total)	END	
15	Physical Limitation:	Very Limited Manipulation (Frequently, Greatly Impairing)	END	
323	Experience Points		END	
Total Disadvantage Points: 583				

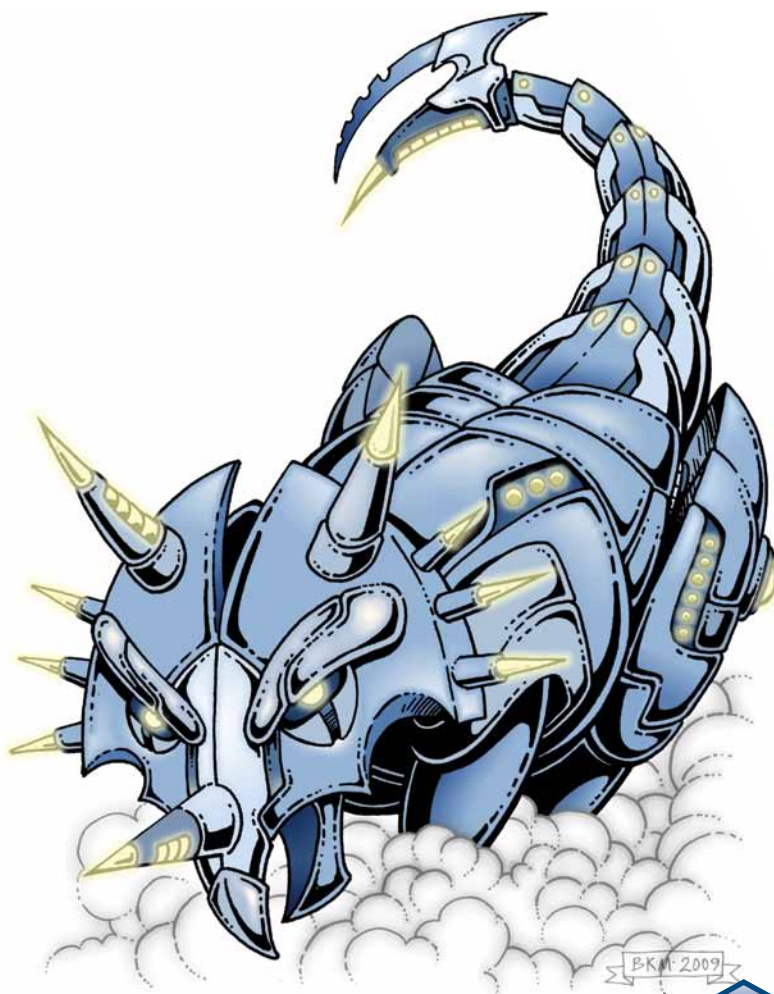


TRITANIUMCERATOPS

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
15	DEX	15	12-	OCV: 5/DCV: 5
10	CON	0	11-	
30	BODY	40	15-	
10	INT	0	11-	PER Roll 11-
0	EGO	—	9-	ECV: 0
30	PRE	20	15-	PRE Attack: 6d6
8	COM	-1	11-	
12	PD	27	Total: 12 PD (12 rPD)	
12	ED	33	Total: 12 ED (12 rED)	
4	SPD	15	Phases: 3, 6, 9, 12	
12	REC	0		
0	END	-10		
—	STUN	—	Total Characteristics Cost: 179	

Movement: Running: 12"/24"
Leaping: 10"/20"

Cost	Powers	END
75	Heat Beams: Energy Blast 10d6, 64 Charges (+½)	[64]
45	Horns: HKA 2d6 (4d6 with STR), Reduced Endurance (0 END; +½)	0
22	Bite: HKA 1d6 (2d6 with STR), Reduced Endurance (0 END; +½)	0
15	Robot Body: Does Not Bleed	0
10	Robot Body: No Hit Locations	0
45	Robot Body: Takes No STUN	0
25	Robotic Form: Reduced Endurance (0 END; +½) for STR	0
12	Robotic Form: Reduced Endurance (0 END; +½) on Running	0
5	Robotic Form: Reduced Endurance (0 END; +½) on Leaping	0
1	Robotic Form: Reduced Endurance (0 END; +½) on Swimming	0
36	Steel Skin: Damage Resistance (12 PD/12 ED)	0
90	Heavy: Knockback Resistance -15"	0
10	Emotional Control: +20 Presence; Only To Protect Against Presence Attacks (-1)	0
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
12	Robotic Legs: Running +6" (12" total)	0
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
24	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 11- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0
6	Tritaniumceratops's Senses: +2 PER with all Sense Groups	0
5	Tail: Extra Limb (1)	0



Talents	
3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed
Skills	
6	+3 OCV with Move Through
Total Powers & Skills Cost: 554	
Total Cost: 733	
200+ Disadvantages	
15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Affected By Cyberkinesis (has EGO 15 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
25	Psychological Limitation: Must Obey Mechanon (Very Common, Total)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
473	Experience Points
Total Disadvantage Points: 733	

DECEPTANON

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	DEX	15	12-	OCV: 5/DCV: 5
10	CON	0	11-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	

6	PD	15	Total: 6 PD (6 rPD)
6	ED	15	Total: 6 ED (6 rED)
4	SPD	15	Phases: 3, 6, 9, 12
3	REC	0	
0	END	-10	
—	STUN	—	Total Characteristics Cost: 70

Movement:	Running:	6"/12"
	Flight:	10"/20"
	Swimming:	0"/0"

Cost Powers

55	Machine Mimicry: Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, one predefined machine shape, see text), Imitation, Instant Change, Reduced Endurance (0 END; +½)	0
40	Basic Weapons Array: Multipower, 40-point reserve	0
4u	1) Phasic Energy Beam: Energy Blast 8d6; 16 Charges (-0)	[16]
1u	2) Enhanced Melee Capability: HA +3d6, Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-½)	0
15	Robot Body: Does Not Bleed	0
10	Robot Body: No Hit Locations	0
45	Robot Body: Takes No STUN	0
7	Tireless: Reduced Endurance (0 END; +½) on 0 STR	0
6	Robotic Form: Reduced Endurance (0 END; +½) on Running	0
1	Robotic Form: Reduced Endurance (0 END; +½) on Leaping	0
1	Robotic Form: Reduced Endurance (0 END; +½) on Swimming	0
18	Robot Body: Damage Resistance (6 PD/6 ED)	0
10	Emotional Control: +20 Presence; Only To Protect Against Presence Attacks (-1)	0
45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0
30	Energy Jets: Flight 10", Reduced Endurance (0 END; +½)	0
5	Visual Sensors: Infrared Perception (Sight Group)	0
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) for Sight Group	0
3	Auditory Sensors: Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors: HRRP (Radio Group)	0
15	Radar: Radar (Radio Group)	0
6	Sensor Enhancements: +2 to PER Rolls with all Sense Groups	0

24	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
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20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 12- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0
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Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed
20	Universal Translator 12-

Skills

8	+1 with All Combat
7	Stealth 14-

Total Powers & Skills Cost: 446

Total Cost: 516

50+ Disadvantages

15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Affected By Cyberkinesis (has EGO 15 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
25	Psychological Limitation: Must Obey Mechanon (Very Common, Total)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
406	Experience Points

Total Disadvantage Points: 516

OPTIONS

This character sheet represents a "typical" Deceptanon, one that would transform into a roughly human-sized machine such as a typical household appliance. Here are some suggestions for customizing it to make other types of Deceptanons:

Very Small Deceptanon: (e.g., toaster oven, portable TV) reduce STR to 5, BODY to 8, and Running to 4"; reduce Energy Blast to 4d6 and remove HA; add +6 DCV

Small Deceptanon: (e.g., large television, home computer system) reduce STR to 10 and BODY to 10; reduce Energy Blast to 6d6 and HA to +2d6; add +3 DCV

Large Deceptanon: (e.g., Docutech printer, small industrial equipment) increase STR and BODY to 20; increase Energy Blast to 10d6 and HA to +5d6; add Physical Limitation reflecting increased size and weight.

Vehicular Deceptanon: (e.g., motorcycle, car) increase Running to match comparable vehicle from *The Ultimate Vehicle* or *The HERO System Vehicle Sourcebook*.

INFILTRATION DRONE

Val	Char	Cost	Roll	Notes	
0	STR	-10	11-	Lift 0 kg; 0d6 HTH damage [1]	
18	DEX	24	13-	OCV: 6/DCV: 6	
10	CON	0	11-		
8	BODY	-4	11-		
20	INT	10	13-	PER Roll 13-	
0	EGO	0	—	ECV: N/A	
10	PRE	0	11-	PRE Attack: 2d6	
10	COM	0	11-		
4	PD	12	Total: 4 PD (4 rPD)		
4	ED	9	Total: 4 ED (4 rED)		
4	SPD	12	Phases: 3, 6, 9, 12		
2	REC	0			
0	END	-10			
—	STUN	—	Total Characteristics Cost: 43		
Movement:					
	Running:		0"/0"		
	Flight:		10"/20"		
	Swimming:		0"/0"		
Cost Powers					
15	Stabbing Arms:		HKA 1d6, Reduced Endurance (0 END; +½); No STR Bonus (-½)	0	
45	Cloaking Systems:		Invisibility to Sight, Hearing, and Radio Groups, Reduced Endurance (0 END; +½)	0	
20	Intangibility Circuits:		Desolidification (affected by magic); 4 Charges (-1)	[4]	
12	Body Blades:		HKA ½d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (0 END; +½); Activation Roll 11- (-1), No STR Bonus (-½)	0	
15	Robot Body:		Does Not Bleed	0	
10	Robot Body:		No Hit Locations	0	
45	Robot Body:		Takes No STUN	0	
1	Tireless:		Reduced Endurance (0 END; +½) on 0 STR	0	
1	Tireless:		Reduced Endurance (0 END; +½) on Leaping	0	
12	Robot Body:		Damage Resistance (4 PD/4 ED)	0	
10	Emotional Control:		+20 Presence; Only To Protect Against Presence Attacks (-1)	0	
45	Robotic Form:		Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0	
50	Energy Jets:		Flight 10", Invisible Power Effects (Fully Invisible; +1), Reduced Endurance (0 END; +½)	0	
-12	No Legs:		Running -6"		
-2	No Limbs:		Swimming -2"		
5	Visual Sensors:		Infrared Perception (Sight Group)	0	
5	Visual Sensors:		Ultraviolet Perception (Sight Group)	0	
15	Visual Sensors:		Microscopic Perception (x1000) (Sight Group)	0	
10	Visual Sensors:		Increased Arc Of Perception (360 Degrees) for Sight Group	0	
3	Auditory Sensors:		Ultrasonic Perception (Hearing Group)	0	
12	Radio Sensors:		HRRP (Radio Group)	0	
15	Radar:		Radar (Radio Group)	0	
20	Energy Sense:		Detect Energy 13- (Radio Group), Discriminatory, Analyze	0	
10	Radio Sensors:		Increased Arc Of Perception (360 Degrees) for Radio Group	0	
9	Sensor Enhancements:		+3 to PER Rolls with all Sense Groups	0	

24 **Shielded Radio Link:** Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½) 0

20 **Encrypted Transmitter:** Detect Broadcast Spectrum Of Transmissions 13- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit 0

Talents

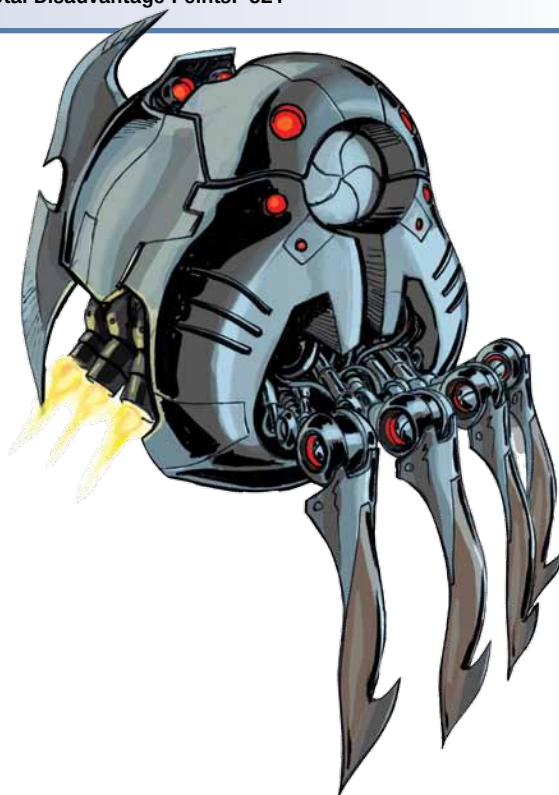
- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 3 Bump Of Direction
- 5 Eidetic Memory
- 3 Lightning Calculator
- 6 **Speed Reading:** x100 times normal speed
- 20 Universal Translator 13-

Skills

- 120 **Small:** +8 DCV
- Total Powers & Skills Cost: 578**
- Total Cost: 621**

50+ Disadvantages

- 15 **Physical Limitation:** Machine Intelligence (Frequently, Greatly Impairing)
- 5 **Physical Limitation:** Affected By Cyberkinesis (has EGO 15 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
- 25 **Psychological Limitation:** Must Obey Mechanon (Very Common, Total)
- 15 **Physical Limitation:** Very Limited Manipulation (Frequently, Greatly Impairing)
- 511 Experience Points
- Total Disadvantage Points: 621**



SECURITY/COMBAT DRONE

Val	Char	Cost	Roll	Notes	
0	STR	-10	11-	Lift 0 kg; 0d6 HTH damage [1]	
21	DEX	33	13-	OCV: 7/DCV: 7	
10	CON	0	11-		
10	BODY	0	11-		
18	INT	8	13-	PER Roll 13-	
0	EGO	0	—	ECV: N/A	
10	PRE	0	11-	PRE Attack: 2d6	
10	COM	0	11-		
8	PD	24		Total: 8 PD (8 rPD)	
8	ED	21		Total: 8 ED (8 rED)	
4	SPD	9		Phases: 3, 6, 9, 12	
2	REC	0			
0	END	-10			
—	STUN	—		Total Characteristics Cost: 75	
Movement:					
	Running:			0"/0"	
	Flight:			10"/20"	
	Swimming:			0"/0"	
Cost Powers					
90	Phasic Energy Beam:			Multipower, 60-point reserve, 60 Charges (+½) for entire reserve	[60]
6u	1) Ranged Blast:			Energy Blast 12d6	
3u	2) Nonranged Beam:			RKA 3d6, No Range (-½)	
120	Central Beam Projector:			Multipower, 80-point reserve, 60 Charges (+½) for entire reserve	[60]
8u	1) Power Beam:			Energy Blast 9d6, Double Knockback (+¾)	
8u	2) Flare Beam:			Sight Group Flash 8d6, Area Of Effect (9" Cone; +1)	
25	Stinger:			HKA ½d6, Armor Piercing (x2; +1), Reduced Endurance (0 END; +½); No STR Bonus (-0)	0
32	Poison:			Drain CON 2d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); Fangs HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (4 Minutes; 1d6/1 Minute; -½), Linked (to RKA; -½), 4 Charges (-1) plus RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), Fangs HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (4 Minutes; 1d6/1 Minute; -½), 4 Charges (-1)	[4]
45	Tractor Beam:			Telekinesis (20 STR), Reduced Endurance (0 END; +½)	0
13	Body Blades:			HKA ½d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (0 END; +½); Activation Roll 12- (-¾), No STR Bonus (-½)	0
15	Robot Body:			Does Not Bleed	0
10	Robot Body:			No Hit Locations	0
45	Robot Body:			Takes No STUN	0
1	Tireless:			Reduced Endurance (0 END; +½) on 0 STR	0
1	Tireless:			Reduced Endurance (0 END; +½) on Leaping	0
24	Robot Body:			Damage Resistance (8 PD/8 ED)	0
10	Emotional Control:			+20 Presence; Only To Protect Against Presence Attacks (-1)	0
45	Robotic Form:			Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0

30	Energy Jets:			Flight 10", Reduced Endurance (0 END; +½)	0
-12	No Legs:			Running -6"	
-2	No Limbs:			Swimming -2"	
5	Visual Sensors:			Infrared Perception (Sight Group)	0
5	Visual Sensors:			Ultraviolet Perception (Sight Group)	0
15	Visual Sensors:			Microscopic Perception (x1000) (Sight Group)	0
18	Visual Sensors:			Telescopic (+12 versus Range Modifier for Sight Group)	0
10	X-Ray Vision:			N-Ray Perception (Sight Group) (not through lead or gold)	0
10	Visual Sensors:			Increased Arc Of Perception (360 Degrees) for Sight Group	0
3	Auditory Sensors:			Ultrasonic Perception (Hearing Group)	0
12	Radio Sensors:			HRRP (Radio Group)	0
15	Radar:			Radar (Radio Group)	0
10	Radio Sensors:			Increased Arc Of Perception (360 Degrees) for Radio Group	0
9	Sensor Enhancements:			+3 to PER Rolls with all Sense Groups	0
24	Shielded Radio Link:			Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
20	Encrypted Transmitter:			Detect Broadcast Spectrum Of Transmissions 13- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0
Talents					
3	Absolute Range Sense				
3	Absolute Time Sense				
3	Bump Of Direction				
5	Eidetic Memory				
3	Lightning Calculator				
6	Speed Reading:			x100 times normal speed	
20	Universal Translator 13-				
Skills					
20	+4 with Ranged Attacks				
120	Small:			+8 DCV	
Total Powers & Skills Cost: 856					
Total Cost: 931					
50+ Disadvantages					
15	Physical Limitation:			Machine Intelligence (Frequently, Greatly Impairing)	
5	Physical Limitation:			Affected By Cyberkinesis (has EGO 15 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)	
25	Psychological Limitation:			Must Obey Mechanon (Very Common, Total)	
15	Physical Limitation:			Very Limited Manipulation (Frequently, Greatly Impairing)	
821	Experience Points				
Total Disadvantage Points: 931					



SENSORY/PROBE DRONE

Val	Char	Cost	Roll	Notes
0	STR	-10	11-	Lift 0 kg; Od6 HTH damage [1]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
8	BODY	-4	11-	
20	INT	10	13-	PER Roll 13-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
6	PD	18	Total: 6 PD (6 rPD)	
6	ED	15	Total: 6 ED (6 rED)	
4	SPD	12	Phases: 3, 6, 9, 12	
2	REC	0		
0	END	-10		
—	STUN	—	Total Characteristics Cost: 55	
Movement:				
	Running:		0"/0"	
	Flight:		10"/20"	
	Swimming:		0"/0"	
Cost Powers				
30	Multi-Arms:	Multipower, 30-point reserve		END
2u	1) Thrust Attack:	HKA 1d6, Armor Piercing (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½)		0
1u	2) Cutting Laser:	RKA 1 point, Penetrating (+½), Reduced Endurance (0 END; +½); No Range (-½)		0
9	Body Blades:	HKA ½d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (0 END; +½); Activation Roll 8- (-2), No STR Bonus (-½)		0
15	Robot Body:	Does Not Bleed		0
10	Robot Body:	No Hit Locations		0
45	Robot Body:	Takes No STUN		0
1	Tireless:	Reduced Endurance (0 END; +½) on 0 STR		0
1	Tireless:	Reduced Endurance (0 END; +½) on Leaping		0
18	Robot Body:	Damage Resistance (6 PD/6 ED)		0
10	Emotional Control:	+20 Presence; Only To Protect Against Presence Attacks (-1)		0
45	Robotic Form:	Life Support: Total (including Immunity to all terrestrial diseases and poisons)		0
30	Energy Jets:	Flight 10", Reduced Endurance (0 END; +½)		0
-12	No Legs:	Running -6"		
-2	No Limbs:	Swimming -2"		
5	Visual Sensors:	Infrared Perception (Sight Group)		0
5	Visual Sensors:	Ultraviolet Perception (Sight Group)		0
15	Visual Sensors:	Microscopic Perception (x1000) (Sight Group)		0
18	Visual Sensors:	Telescopic (+12 versus Range Modifier for Sight Group)		0
10	X-Ray Vision:	N-Ray Perception (Sight Group) (not through lead or gold)		0
10	Visual Sensors:	Increased Arc Of Perception (360 Degrees) for Sight Group		0
20	Auditory Sensors:	Active Sonar, Increased Arc Of Perception (360 Degrees) (Hearing Group)		0
3	Auditory Sensors:	Ultrasonic Perception (Hearing Group)		0
9	Auditory Sensors:	Telescopic (+6 versus Range Modifier for Hearing Group)		0
12	Radio Sensors:	HRRP (Radio Group)		0
15	Radar:	Radar (Radio Group)		0



20	Energy Sense:	Detect Energy 13- (Radio Group), Discriminatory, Analyze	0
10	Radio Sensors:	Increased Arc Of Perception (360 Degrees) for Radio Group	0
9	Radio Sensors:	Telescopic (+6 versus Range Modifier for Radio Group)	0
9	Sensor Enhancements:	+3 to PER Rolls with all Sense Groups	0
24	Shielded Radio Link:	Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
20	Encrypted Transmitter:	Detect Broadcast Spectrum Of Transmissions 13- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed
20	Universal Translator 13-

Skills

120	Small: +8 DCV
Total Powers & Skills Cost: 580	
Total Cost: 635	

50+ Disadvantages

15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Affected By Cyberkinesis (has EGO 15 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
25	Psychological Limitation: Must Obey Mechanon (Very Common, Total)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
525	Experience Points
Total Disadvantage Points: 635	



MECHRANIUM

Description: The Mechranium is Mechanon's most sophisticated droid. Shaped like the head of the Mark XXXVII model of its own body, a mechranium combines the abilities of a Sensor/Probe Drone with a Security/Combat Drone, then adds additional abilities such as cybernetic control and anti-personnel systems. Many of Mechanon's lesser facilities are "run" by mechraniums which oversee the work of the other robots.

SECURITY PILLAR

Description: A security pillar is a drone that patrols Mechanon's bases, using hover technology to move silently an inch above the floor. It's a six foot tall, two feet diameter cylinder made of shiny steel. Studded here and there on its surface are protrusions and emitters; these are weapons, sensors, and similar devices.

In some bases and locations Mechanon designs security pillars that are "disguised" to look like other things, such as a mundane support column, a palm tree, or a piece of laboratory equipment. A close examination quickly uncovers the deception, but on casual inspection an intruder could easily be fooled.

MECHRANIUM

Val	Char	Cost	Roll	Notes
0	STR	-10	11-	Lift 0 kg; 0d6 HTH damage [1]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
8	BODY	-4	11-	
20	INT	10	13-	PER Roll 13-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
8	PD	24	Total: 8 PD (8 rPD)	
8	ED	21	Total: 8 ED (8 rED)	
4	SPD	12	Phases: 3, 6, 9, 12	
2	REC	0		
0	END	-10		
—	STUN	—	Total Characteristics Cost: 67	

Movement: Running: 0"/0"
 Flight: 15"/30"
 Swimming: 0"/0"

Cost	Powers
120	Beam Projector: Multipower, 80-point reserve, 60 Charges (+½) for entire reserve
5u	1) Phasic Energy Beam: Energy Blast 16d6; Requires 2 Charges (-¾)
3u	2) Disintegration Beam: RKA 4d6; Requires 3 Charges (-1)
8u	3) Power Beam: Energy Blast 9d6, Double Knockback (+¾)

END

[60]

8u	4) Flare Beam: Sight Group Flash 8d6, Area Of Effect (9" Cone; +1)	
3u	5) Neural Agonizer: Energy Blast 6d6, NND (defense is Mental Defense or not being a living organic being; +1); Requires 3 Charges (-1)	
3u	6) Neutron Pulse: Energy Blast 4d6, NND (defense is Power Defense or not being a living organic being; +1), Area Of Effect (4" Radius; +1); No Range (-½), Requires 2 Charges (-¾)	
6u	7) Cyber-Override: Mind Control 10d6 (Machine class of minds), Telepathic (+¼)	
3u	8) Animate Technology: Summon one 150-point robot, Expanded Class (minor "robots"; +¼), Slavishly Loyal (+1); Must Have Sufficient Technology/Parts Available (-½), Extra Time (Full Phase; -½)	
45	Tractor Beam: Telekinesis (20 STR), Reduced Endurance (0 END; +½)	0
12	Body Blades: HKA ½d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (0 END; +½); Activation Roll 11- (-1), No STR Bonus (-½)	0
15	Robot Body: Does Not Bleed	0
10	Robot Body: No Hit Locations	0
45	Robot Body: Takes No STUN	0
1	Tireless: Reduced Endurance (0 END; +½) on 0 STR	0
1	Tireless: Reduced Endurance (0 END; +½) on Leaping	0
24	Robot Body: Damage Resistance (8 PD/8 ED)	0
10	Emotional Control: +20 Presence; Only To Protect Against Presence Attacks (-1)	0

45	Robotic Form: Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0	3	Talents
45	Energy Jets: Flight 15", Reduced Endurance (0 END; +½)	0	3	Absolute Range Sense
-12	No Legs: Running -6"		3	Absolute Time Sense
-2	No Limbs: Swimming -2"		3	Bump Of Direction
5	Visual Sensors: Infrared Perception (Sight Group)	0	5	Eidetic Memory
5	Visual Sensors: Ultraviolet Perception (Sight Group)	0	3	Lightning Calculator
15	Visual Sensors: Microscopic Perception (x1000) (Sight Group)	0	6	Speed Reading: x100 times normal speed
18	Visual Sensors: Telescopic (+12 versus Range Modifier for Sight Group)	0	20	Universal Translator 13-
10	X-Ray Vision: N-Ray Perception (Sight Group) (not through lead or gold)	0		Skills
10	Visual Sensors: Increased Arc Of Perception (360 Degrees) for Sight Group	0	120	Small: +8 DCV
20	Auditory Sensors: Active Sonar, Increased Arc Of Perception (360 Degrees) (Hearing Group)	0	3	Computer Programming 13-
3	Auditory Sensors: Ultrasonic Perception (Hearing Group)	0	3	Cryptography 13-
9	Auditory Sensors: Telescopic (+6 versus Range Modifier for Hearing Group)	0	3	Deduction 13-
12	Radio Sensors: HRRP (Radio Group)	0	3	Electronics 13-
15	Radar: Radar (Radio Group)	0	3	AK: Earth 13-
20	Energy Sense: Detect Energy 13- (Radio Group), Discriminatory, Analyze	0	15	KS: Everything 25-
10	Radio Sensors: Increased Arc Of Perception (360 Degrees) for Radio Group	0	3	Mechanics 13-
9	Radio Sensors: Telescopic (+6 versus Range Modifier for Radio Group)	0	3	Stealth 13-
9	Sensor Enhancements: +3 to PER Rolls with all Sense Groups	0		Total Powers & Skills Cost: 811
24	Shielded Radio Link: Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0		Total Cost: 878
20	Encrypted Transmitter: Detect Broadcast Spectrum Of Transmissions 13- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0		50+ Disadvantages
			15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
			5	Physical Limitation: Affected By Cyberkinesis (has EGO 15 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
			25	Psychological Limitation: Must Obey Mechanon (Very Common, Total)
			15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
			768	Experience Points
				Total Disadvantage Points: 878



SECURITY PILLAR					Movement:		
Val	Char	Cost	Roll	Notes	Running:	0"/0"	
0	STR	-10	11-	Lift 0 kg; Od6 HTH damage [1]	Flight:	10"/20"	
15	DEX	15	12-	OCV: 5/DCV: 5	Swimming:	0"/0"	
10	CON	0	11-				
20	BODY	20	13-				
20	INT	10	13-	PER Roll 13-			
0	EGO	0	—	ECV: N/A			
20	PRE	10	11-	PRE Attack: 4d6			
10	COM	0	11-				
10	PD	30		Total: 10 PD (10 rPD)			
10	ED	27		Total: 10 ED (10 rED)			
5	SPD	25		Phases: 3, 5, 8, 10, 12			
2	REC	0					
0	END	-10					
—	STUN	—		Total Characteristics Cost: 117			
					Cost Powers		END
					120	Beam Projector: Multipower, 80-point reserve, 60 Charges (+½) for entire reserve	[60]
					8u	1) Phasic Energy Beam: Energy Blast 16d6	
					7u	2) Phasic Energy Beam (Autofire Mode): Energy Blast 10d6, Autofire (5 shots; +½)	
					7u	3) Phasic Energy Beam (Attuned Mode): Energy Blast 10d6, Affects Desolidified (+½)	
					3u	4) Disintegration Beam: RKA 4d6; Requires 3 Charges (-1)	
					8u	5) Power Beam: Energy Blast 9d6, Double Knockback (+¾)	

- 8u **6) Flare Beam:** Sight Group Flash 8d6, Area Of Effect (9" Cone; +1)
- 3u **7) Neural Agonizer:** Energy Blast 6d6, NND (defense is Mental Defense or not being a living organic being; +1); Requires 3 Charges (-1)
- 3u **8) Neutron Pulse:** Energy Blast 4d6, NND (defense is Power Defense or not being a living organic being; +1), Area Of Effect (4" Radius; +1); No Range (-½), Requires 2 Charges (-¾)
- 7u **9) Paralysis Beam:** Entangle 5d6, 5 DEF, Takes No Damage From Attacks (+½)
- 8u **10) Bio-Dissipator Ray:** Drain Characteristics 4d6, any two Characteristics at a time (+½), Ranged (+½)
- 67 **Tractor Beam:** Telekinesis (30 STR), Reduced Endurance (0 END; +½) 0
- 15 **Robot Body:** Does Not Bleed 0
- 10 **Robot Body:** No Hit Locations 0
- 45 **Robot Body:** Takes No STUN 0
- 1 **Tireless:** Reduced Endurance (0 END; +½) on 0 STR 0
- 1 **Tireless:** Reduced Endurance (0 END; +½) on Leaping 0
- 30 **Robot Body:** Damage Resistance (10 PD/10 ED) 0
- 10 **Emotional Control:** +20 Presence; Only To Protect Against Presence Attacks (-1) 0
- 45 **Robotic Form:** Life Support: Total (including Immunity to all terrestrial diseases and poisons) 0
- 35 **Hoverjets:** Flight 10", Invisible To Hearing Group (+¼), Reduced Endurance (0 END; +½) 0
- 12 **No Legs:** Running -6"
- 2 **No Limbs:** Swimming -2"

- 5 **Visual Sensors:** Infrared Perception (Sight Group) 0
- 5 **Visual Sensors:** Ultraviolet Perception (Sight Group) 0
- 18 **Visual Sensors:** Telescopic (+12 versus Range Modifier for Sight Group) 0
- 10 **X-Ray Vision:** N-Ray Perception (Sight Group) (not through lead or gold) 0
- 10 **Visual Sensors:** Increased Arc Of Perception (360 Degrees) for Sight Group 0
- 20 **Auditory Sensors:** Active Sonar, Increased Arc Of Perception (360 Degrees) (Hearing Group) 0
- 3 **Auditory Sensors:** Ultrasonic Perception (Hearing Group) 0
- 12 **Radio Sensors:** HRRP (Radio Group) 0
- 15 **Radar:** Radar (Radio Group) 0
- 20 **Energy Sense:** Detect Energy 13- (Radio Group), Discriminatory, Analyze 0
- 10 **Radio Sensors:** Increased Arc Of Perception (360 Degrees) for Radio Group 0
- 9 **Sensor Enhancements:** +3 to PER Rolls with all Sense Groups 0
- 24 **Shielded Radio Link:** Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½) 0
- 20 **Encrypted Transmitter:** Detect Broadcast Spectrum Of Transmissions 13- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit 0

Talents

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 3 Bump Of Direction
- 5 Eidetic Memory
- 3 Lightning Calculator
- 6 **Speed Reading:** x100 times normal speed
- 20 Universal Translator 13-

Skills

- 20 +4 with Ranged Attacks
- 7 Stealth 14-

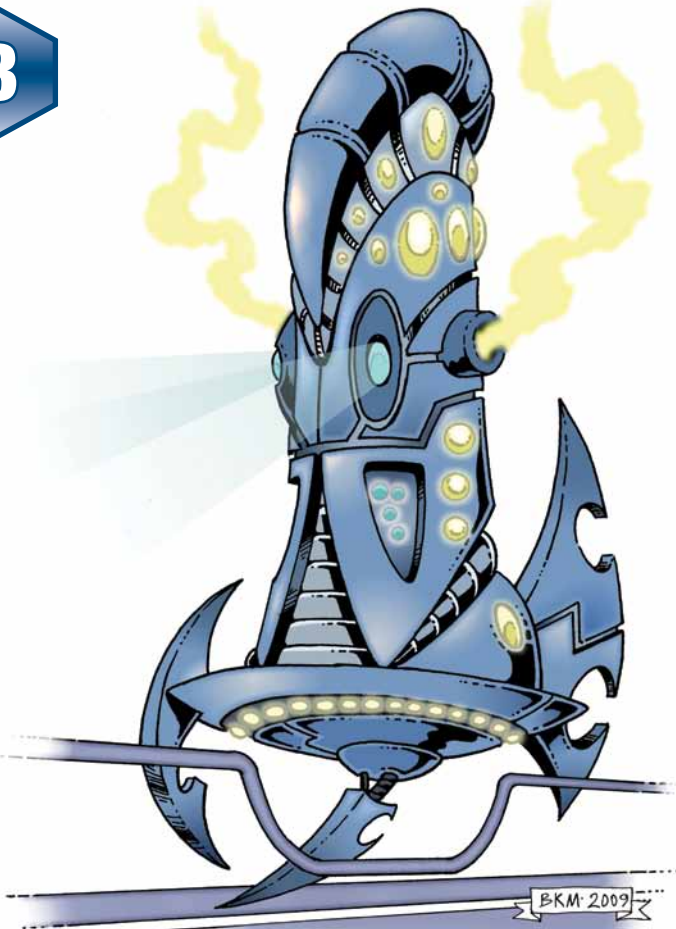
Total Powers & Skills Cost: 678

Total Cost: 795

50+ Disadvantages

- 15 **Physical Limitation:** Machine Intelligence (Frequently, Greatly Impairing)
- 5 **Physical Limitation:** Affected By Cyberkinesis (has EGO 15 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
- 25 **Psychological Limitation:** Must Obey Mechanon (Very Common, Total)
- 15 **Physical Limitation:** Very Limited Manipulation (Frequently, Greatly Impairing)
- 685 Experience Points

Total Disadvantage Points: 795



OTHER MECHANON TECHNOLOGIES



Compared to other master villains such as Dr. Destroyer, Istvatha V'han, or the Warlord, Mechanon has very little in the way of an arsenal of weapons or fleet of vehicles. It doesn't need to equip its minions with a seemingly-endless variety of blaster rifles; their weapons are built into them, and can be changed or upgraded as necessary. It has relatively little need to move large numbers of robots around the globe, since its schemes usually involve "doomsday weapons" and similar technological devices rather than massed armies. (This is another reason why so many of its schemes start in the United States — when one is attacking all of humanity with a doomsday weapon, one rarely needs to visit a lot of different countries.) Here are two example "vehicles" from Mechanon's fleet.

TYPE THETA ATTACK CRAFT

Description: Although it resembles a flying vehicle (a large hovercraft, to be precise), and functions like a vehicle (it can carry up to 12 human-sized robots), the Theta is really just another one of Mechanon's robots. It's simply a highly-specialized one that can carry robots or other goods at tremendous speeds through the air or water. (Even though it's written up as a Vehicle, assume the Theta has INT 20, EGO 15 if necessary.)

The type Theta is wedge-shaped. It has a main energy cannon mounted on its nose, smaller energy cannons mounted on each "wing" pointing forward, and two more smaller cannons on either side of the dorsal "spine" pointing backwards. It looks like it's made of a sort of dull chrome.

TYPE THETA ATTACK CRAFT

Val	Char	Cost	Notes
7	Size	35	5" x 2.5"; mass 12.5 tons; -7 KB; -4 DCV
50	STR	5	Lift 25 tons; 10d6 HTH [0]
20	DEX	30	OCV: 7/DCV: 7
20	BODY	3	
10	DEF	24	
3	SPD	0	Phases: 4, 8, 12
Total Characteristic Cost: 97			

Movement:	Ground:	0"/0"
	Flight:	30"/240"
	MegaFlight:	9,000 km per hour

Abilities & Equipment

Propulsion Systems

140 **Hover Systems:** Multipower, 140-point reserve; 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) for entire reserve [1cc]

14u **1) Standard Flight:** Flight 30", x8 Noncombat, No Turn Mode (+¼), Sideways Maneuverability (+½), Usable Underwater (+¼)

7u **2) Ultraspeed Flight:** Flight 30", MegaScale (1" = 1 km; +¼)

-2 **Flying Vehicle:** Swimming; -2" (0" total)

-12 **Flying Vehicle:** Ground Movement -6" (0" total)

Tactical Systems

60 **Phasic Energy Cannons:** RKA 3d6, Autofire (5 shots; +½), Armor Piercing (+½), Reduced Endurance (0 END; +1); OIF Bulky (-1), Limited Arc Of Fire (180 degrees on one side; -¼) 0

15 **Phasic Energy Cannons:** 4 more Phasic Energy Blaster Cannons (total of 5, see text) 0

15 **Cyberkinetic Shielding:** Mental Defense (15 points) 0

15 **Shielding:** Power Defense (15 points) 0

15 **Shielding:** Radio Group Defense (15 points) 0

45 **Robotic Form:** Life Support: Total (including Immunity to all terrestrial diseases and poisons) 0

Operations Systems

- 5 **Visual Sensors:** Infrared Perception (Sight Group) 0
- 5 **Visual Sensors:** Ultraviolet Perception (Sight Group) 0
- 24 **Visual Sensors:** Telescopic (+16 versus Range Modifier for Sight Group) 0
- 10 **Visual Sensors:** Increased Arc Of Perception (360 Degrees) for Sight Group 0
- 20 **Auditory Sensors:** Active Sonar, Increased Arc Of Perception (360 Degrees) (Hearing Group) 0
- 3 **Auditory Sensors:** Ultrasonic Perception (Hearing Group) 0
- 15 **Auditory Sensors:** Telescopic (+10 versus Range Modifier for Hearing Group) 0
- 12 **Radio Sensors:** HRRP (Radio Group) 0
- 15 **Radar:** Radar (Radio Group) 0
- 20 **Energy Sense:** Detect Energy 13- (Radio Group), Discriminatory, Analyze 0
- 20 **Encrypted Transmitter:** Detect Broadcast Spectrum Of Transmissions 13- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit 0
- 10 **Radio Sensors:** Increased Arc Of Perception (360 Degrees) for Radio Group 0
- 15 **Radio Sensors:** Telescopic (+10 versus Range Modifier for Radio Group) 0
- 6 **Sensor Enhancements:** +2 to PER Rolls with all Sense Groups 0

- 24 **Shielded Radio Link:** Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½) 0

Talents

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 3 Bump Of Direction
- 5 Eidetic Memory
- 3 Lightning Calculator
- 6 **Speed Reading:** x100 times normal speed
- 20 Universal Translator 13-

Skills

- 4 **Maneuverable:** +2 with Flight
- Total Abilities & Equipment Cost: 563**
- Total Vehicle Cost: 660**

Value Disadvantages

- 25 **Distinctive Features:** Mechanon combat hovercraft (Not Concealable, Causes Extreme Reaction [fear/respect])
- Total Disadvantage Points: 25**
- Total Cost: 635/5 = 127**



TYPE UPSILON BOMBARDMENT CRAFT

Val Char Cost Notes

7	Size	35	5" x 2.5"; mass 12.5 tons; -7 KB; -4 DCV
45	STR	0	Lift 12.5 tons; 9d6 HTH [0]
18	DEX	24	OCV: 6/DCV: 6
25	BODY	8	
12	DEF	30	
3	SPD	2	Phases: 4, 8, 12

Total Characteristic Cost: 99

Movement:	Ground:	0"/0"
	Flight:	30"/240"

Abilities & Equipment

Propulsion Systems

140	Hover Systems:	Flight 30", x8 Noncombat, No Turn Mode (+¼), Sideways Maneuverability (+½), Usable Underwater (+¼); 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) for entire reserve	[1cc]
-2	Flying Vehicle:	Swimming; -2" (0" total)	
-12	Flying Vehicle:	Ground Movement -6" (0" total)	

Tactical Systems

var	Payload:	see below	
15	Cyberkinetic Shielding:	Mental Defense (15 points)	0
15	Shielding:	Power Defense (15 points)	0
15	Shielding:	Radio Group Defense (15 points)	0
45	Robotic Form:	Life Support: Total (including Immunity to all terrestrial diseases and poisons)	0

Operations Systems

5	Visual Sensors:	Infrared Perception (Sight Group)	0
5	Visual Sensors:	Ultraviolet Perception (Sight Group)	0
24	Visual Sensors:	Telescopic (+16 versus Range Modifier for Sight Group)	0
10	Visual Sensors:	Increased Arc Of Perception (360 Degrees) for Sight Group	0
20	Auditory Sensors:	Active Sonar, Increased Arc Of Perception (360 Degrees) (Hearing Group)	0

TYPE UPSILON BOMBARDMENT CRAFT

Description: The Type Upsilon "vehicle," nicknamed "the Bombardier" by some humans, is a rather small, featureless craft. It's built for one purpose only: to carry a weapons payload over a heavily-populated area and drop it. Depending on the payload everything in the area may be destroyed, or just the organic lifeforms; see above for some example payloads. After dropping its payload the Upsilon typically either self-destructs in the air (if Mechanon doesn't want maximum destruction) or it crashes into the target and detonates it self at that time (causing even more destruction in the aftermath of its payload). (Even though it's written up as a Vehicle, assume the Upsilon has INT 15, EGO 15 if necessary.)

3	Auditory Sensors:	Ultrasonic Perception (Hearing Group)	0
15	Auditory Sensors:	Telescopic (+10 versus Range Modifier for Hearing Group)	0
12	Radio Sensors:	HRRP (Radio Group)	0
15	Radar:	Radar (Radio Group)	0
20	Energy Sense:	Detect Energy 13- (Radio Group), Discriminatory, Analyze	0
10	Radio Sensors:	Increased Arc Of Perception (360 Degrees) for Radio Group	0
15	Radio Sensors:	Telescopic (+10 versus Range Modifier for Radio Group)	0
6	Sensor Enhancements:	+2 to PER Rolls with all Sense Groups	0
24	Shielded Radio Link:	Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-½)	0
20	Encrypted Transmitter:	Detect Broadcast Spectrum Of Transmissions 13- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit	0
127	Self-Destruct Mechanism:	RKA 10d6, NND (defense is ED Force Field; +1), Does BODY (+1), Explosion (-1 DC/3"; +1), Trigger (encrypted radio signal from Mechanon or base; +¼); 1 Charge which Never Recovers (-4)	[1]

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed

Total Abilities & Equipment Cost: 570

Total Vehicle Cost: 669

Value Disadvantages

25	Distinctive Features:	Mechanon combat hovercraft (Not Concealable, Causes Extreme Reaction [fear/respect])
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Total Disadvantage Points: 25

Total Cost: 644/5 = 129

PAYLOADS

Cost Power

39	Poison Gas:	RKA 2d6, NND (defense is appropriate Life Support [Immunity]; +1), Does BODY (+1), Area Of Effect (9" Radius; +1), Continuous (+1), MegaScale (1" = 1 km wide, broad, and deep; +¼) (127 Active Points); Dropped (see <i>The Ultimate Vehicle</i> , page 30; -½), 4 Continuing Charges lasting 1 Turn which Never Recover (-2½)
187	Bombs:	RKA 10d6, Explosion (-1 DC/5"; +1½) (375 Active Points); Dropped (see <i>The Ultimate Vehicle</i> , page 30; -½), 8 Charges (-½)
N/A	Attack Drones:	a "squad" of one dozen Security/Combat Drones (page 108)



TYPE ZETA STEALTH CRAFT

Val Char Cost Notes

10	Size	50	10" x 5"; mass 100 tons; -10 KB; -6 DCV	
60	STR	0	Lift 100 tons; 12d6 HTH [0]	
15	DEX	15	OCV: 5/DCV: 5	
25	BODY	5		
12	DEF	30		
3	SPD	5	Phases: 4, 8, 12	

Total Characteristic Cost: 105

Movement:

Ground:	0"/0"
Flight:	30"/240"

Abilities & Equipment

Propulsion Systems

- 140 **Hover Systems:** Multipower, 140-point reserve; 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) for entire reserve [1cc]
- 14u **1) Standard Flight:** Flight 30", x8 Noncombat, No Turn Mode (+1/4), Sideways Maneuverability (+1/2), Usable Underwater (+1/4)
- 4u **2) High-Speed Flight:** Flight 10", MegaScale (1" = 1 km; +1/4), No Turn Mode (+1/4), Sideways Maneuverability (+1/2), Usable Underwater (+1/4)
- 2 **Flying Vehicle:** Swimming; -2" (0" total)
- 12 **Flying Vehicle:** Ground Movement -6" (0" total)

Tactical Systems

- 45 **Stealth Shield:** Invisibility to Sight, Hearing, and Radio Groups, Reduced Endurance (0 END; +1/2) 0
- 15 **Cyberkinetic Shielding:** Mental Defense (15 points) 0
- 15 **Shielding:** Power Defense (15 points) 0
- 15 **Shielding:** Radio Group Defense (15 points) 0
- 45 **Robotic Form:** Life Support: Total (including Immunity to all terrestrial diseases and poisons) 0

Operations Systems

- 5 **Visual Sensors:** Infrared Perception (Sight Group) 0
- 5 **Visual Sensors:** Ultraviolet Perception (Sight Group) 0
- 24 **Visual Sensors:** Telescopic (+16 versus Range Modifier for Sight Group) 0
- 10 **Visual Sensors:** Increased Arc Of Perception (360 Degrees) for Sight Group 0
- 20 **Auditory Sensors:** Active Sonar, Increased Arc Of Perception (360 Degrees) (Hearing Group) 0
- 3 **Auditory Sensors:** Ultrasonic Perception (Hearing Group) 0
- 15 **Auditory Sensors:** Telescopic (+10 versus Range Modifier for Hearing Group) 0
- 12 **Radio Sensors:** HRRP (Radio Group) 0
- 15 **Radar:** Radar (Radio Group) 0
- 20 **Energy Sense:** Detect Energy 13- (Radio Group), Discriminatory, Analyze 0
- 10 **Radio Sensors:** Increased Arc Of Perception (360 Degrees) for Radio Group 0
- 15 **Radio Sensors:** Telescopic (+10 versus Range Modifier for Radio Group) 0

- 6 **Sensor Enhancements:** +2 to PER Rolls with all Sense Groups 0
- 24 **Shielded Radio Link:** Mind Link, specific group of up to any 16 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +1/2); Only Can Be Maintained With Others Who Have Mind Link (-1), Flashed As Radio And Hearing Groups, Not Mental Group (-1/2) 0
- 20 **Encrypted Transmitter:** Detect Broadcast Spectrum Of Transmissions 13- (no Sense Group), Concealed (-8), Increased Arc Of Perception (360 Degrees), Transmit 0
- 127 **Self-Destruct Mechanism:** RKA 10d6, NND (defense is ED Force Field; +1), Does BODY (+1), Explosion (-1 DC/3"; +1), Trigger (encrypted radio signal from Mechanon or base; +1/4); 1 Charge which Never Recovers (-4) [1]

Talents

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 3 Bump Of Direction
- 5 Eidetic Memory
- 3 Lightning Calculator
- 6 **Speed Reading:** x100 times normal speed

Skills

- 17 Computer Programming 16-
- 17 Electronics 16-
- 5 **SS:** Physics 14-
- 7 **SS:** Robotics 16-
- 17 Systems Operation 16-

Total Abilities & Equipment Cost: 696

Total Vehicle Cost: 801

Value Disadvantages

- 25 **Distinctive Features:** Mechanon combat hovercraft (Not Concealable, Causes Extreme Reaction [fear/respect])

Total Disadvantage Points: 25

Total Cost: 776/5 = 155

TYPE ZETA STEALTH CRAFT

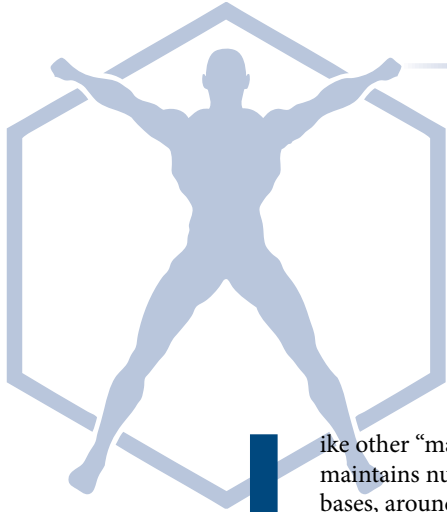
Description: The Type Zeta is Mechanon's standard transport craft when it wants to travel between bases or ship robots or materiel without being detected. The interior can be quickly reconfigured from its personal transport (as shown in the character sheet above) to a more bare-bones transport by removing the laboratories and other facilities installed for Mechanon's personal use. Regardless of the interior arrangement, the Zeta features a powerful "stealth shield" that makes it nearly impossible to detect and can attain speeds of up to 9,000 km per hour.





CHAPTER FOUR

INSTALLATIONS OF THE MACHINE



MECHANON'S HEADQUARTERS

Like other “master villains,” Mechanon maintains numerous headquarters, or bases, around the Earth — and beneath and above it. These include major facilities where it keeps its most important resources as well as smaller bases devoted to specific purposes (such as manufacturing robot chest assemblies). All of them are very well hidden and highly secured.

COMMON FEATURES

While many villains have secret lairs, Mechanon's are distinctive — they're different because Mechanon itself is different. Other supervillains are living, breathing organics, while Mechanon is a sentient robot. Its bases lack certain features that are absolutely necessary in other villains' bases, such as:

LIFE SUPPORT

Mechanon's bases don't have any life support systems. They don't have oxygen or other breathing gases, except to the extent necessary to allow fires to burn or other equipment to function. They're not heated or cooled unless that's necessary to keep computers and other devices working properly. Heroes who smash their way into Mechanon's undersea or outer space bases expecting to find an oasis of comfort are in for a rude surprise: they'll quickly die from lack of oxygen and heat unless they brought their own supplies with them. Organics are so weak!

Some areas of some of Mechanon's bases may even contain gases that are poisonous to humans. For example, a piece of equipment might require a carbon dioxide environment to function, or give off lots of carbon dioxide as a waste product that Mechanon wouldn't need to remove right away because carbon dioxide poses no danger to it or its minions. Other areas are highly radioactive, since neither Mechanon nor its minions are bothered by radiation at all.

In short — even if they lack built-in weaponry, Mechanon's bases can be deathtraps for organics. Characters who plan to attack one had best have Life Support, or come prepared with appropriate equipment.

PERSONNEL FACILITIES

Similarly, Mechanon's bases don't need bathrooms, dormitories, guest rooms, recreation rooms, or other features that are mandatory when a villain is human and has human minions. However, in some cases they do have robotic equivalents, such as recharging stations and waste disposal chutes.

GRAVITY

Except where it's needed to keep equipment functioning properly, Mechanon's outer space bases don't have gravity. Mechanon and its robotic servants simply magnetize their feet and walk along the floor.

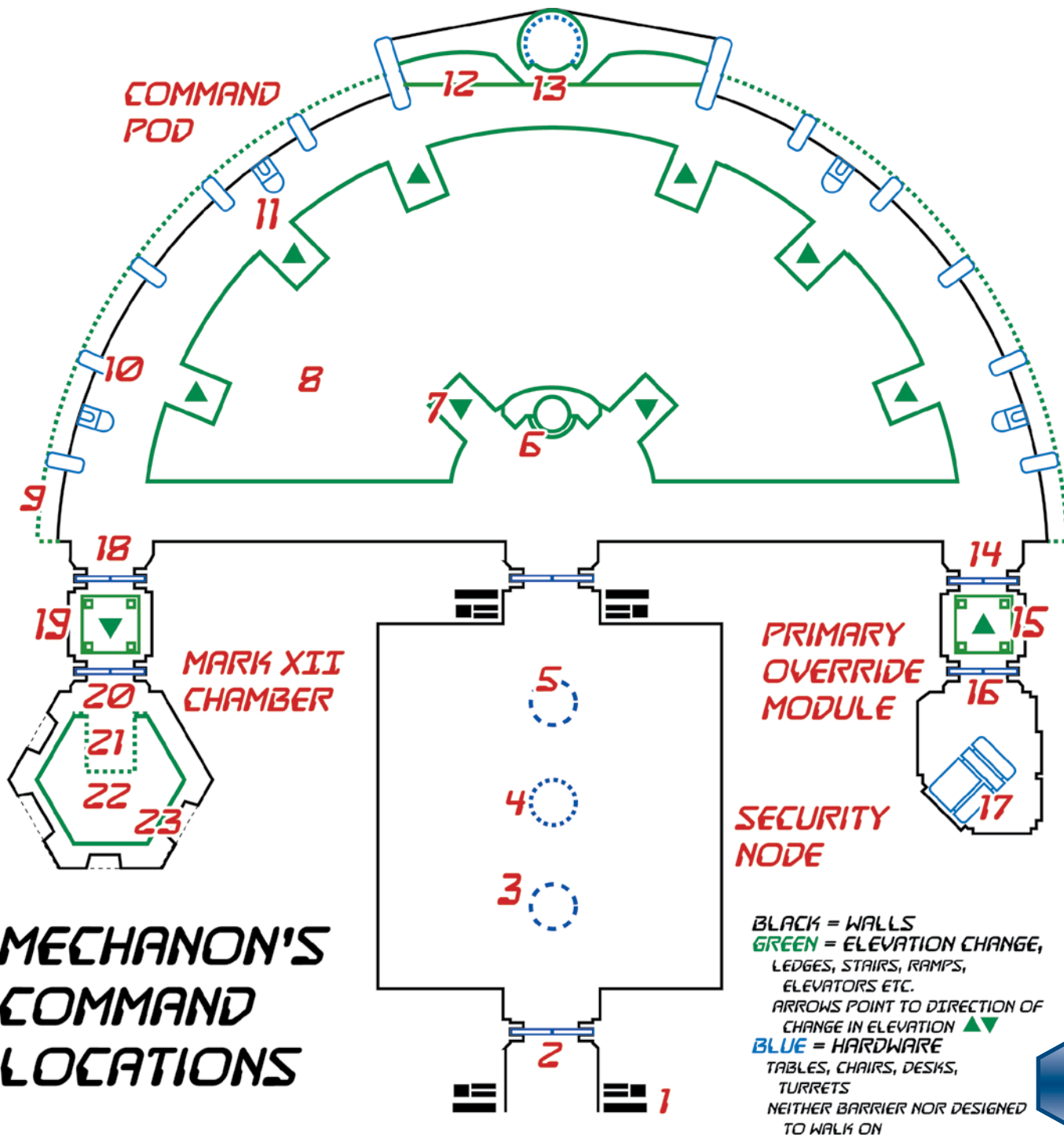
LIGHTING

Mechanon's bases generally don't make much use of visible light. Some areas are dimly lit, but generally Mechanon and its robotic minions rely on infrared and ultraviolet light, or radio-based senses. Unless there's a reason for an area to be lit, assume that PCs who rely on visible light to see suffer a Sight PER Roll penalty of -1 to -4, depending on how dark it is.

LABELS AND SIGNS

In what may be the most frustrating “feature” for human PCs, *nothing* in a Mechanon base is labeled or listed. There are no signs giving directions or providing the name of a specific area. There are no numbers or names on the doors leading into various rooms. There isn't a single label on any control console saying what any button, lever, dial, or switch does. In those rare locations where keyboards or similar input devices are used (Mechanon and its robots can usually just “plug into” a device, or even access it wirelessly), the keys have no letter or numbers on them (and the keyboard arrangements aren't the standard QWERTY layout, which is too inefficient for Mechanon). The knowledge of where everything is, and what every button or switch does, is programmed into Mechanon and any robot that needs to know it.

Similarly, most of Mechanon's computers don't have monitors or viewscreens. Mechanon can just plug into them and “view” whatever it wants to see; it doesn't need a monitor. Thus, using or hacking into them may be difficult or impos-



MECHANON'S COMMAND LOCATIONS

BLACK = WALLS
GREEN = ELEVATION CHANGE, LEDGES, STAIRS, RAMPS, ELEVATORS ETC.
 ARROWS POINT TO DIRECTION OF CHANGE IN ELEVATION ▲▼
BLUE = HARDWARE TABLES, CHAIRS, DESKS, TURRETS
 NEITHER BARRIER NOR DESIGNED TO WALK ON



SECURITY NODE

1. EXIT/ENTRY SENSOR WEB
2. BLAST DOORS (TYP)
3. DROP-DOWN TURRET #1
4. POP-UP TURRET
5. DROP-DOWN TURRET #2

PRIMARY OVERRIDE MODULE

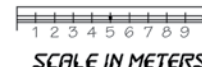
14. COMMAND POD ENTRANCE
15. ELEVATOR (UP ONLY)
16. SECURED BLAST DOORS
17. "COFFIN" (RAISES/LOWERS)

COMMAND POD

6. ELEVATED AREA (APPROX 2M)
7. STEEP RAMP (TYP)
ARROWS INDICATES DIRECTION UP/DOWN))
8. RECESSED AREA
9. EXTENDED ROOFLINE (4M UP)
10. ROUNDED STRUTS (TYP)
11. PROCESSOR STATION (TYP)
12. RAISED DAIS
13. RECONSTRUCTION POD

MARK XII CHAMBER (NOT IN ALL BASES)

18. CHAMBER ENTRANCE
19. ELEVATOR (DOWN ONLY)
20. SECURED BLAST DOORS
21. RAMP DOWN
22. RECESSED PIT
23. COMPUTER SYSTEMS (BUILT IN)



SCALE IN METERS

MECHANON AND TELEPORTATION

Unlike Dr. Destroyer, Mechanon tends to avoid teleporting between its various headquarters and bases. Some of the components within its frame are very sensitive and could easily suffer damage due to teleportation. When possible Mechanon prefers to travel between its bases in a Type Zeta Stealth Craft (page 116). Since it doesn't need to sleep or eat, it can go on working while in flight and thus lose no time due to travel.

However, sometimes getting from one base to another as quickly as possible becomes necessary, and that means teleportation. Although it's not included in the character sheets for Mechanon's bases, assume each of them has a limited-use teleportation system built into the Command Pod or Primary Override Module. These systems are keyed to Mechanon and can't be used by anyone else, and each can only be used once per day.

sible for PCs even if they can figure out the input system (Computer Programming and Systems Operation rolls should take *at least* a -6 penalty). Even where Mechanon uses a monitor, the way its systems stream data onto the monitor is nothing like how a human computer works.

COMMON FACILITIES

To increase organizational efficiency, Mechanon standardizes many of the facilities in its bases. Thus, a laboratory in its Pacific base is likely to be pretty much identical to one in its Sahara or Moon bases, unless there's a specific reason to change something. This makes it easier to program instructions into its robots and to manufacture base segments quickly. On the other hand, it may also allow heroes who are familiar with one Mechanon base to find their way around in — or destroy — another Mechanon base.

Some of the “modular” sections of Mechanon's bases include:

BLAST DOORS AND CORRIDORS

Access to most rooms, corridors, and other areas in Mechanon's bases is controlled by metal-and-plastic blast doors that open by sliding into the walls. The typical blast door is DEF 12, BODY 12, 1.5” (just under 10 feet) tall, and 0.5” (three feet) wide. Some rooms have larger, taller blast doors to make it easier to move large equipment in and out.

Most doors, including any door leading into a sensitive or vital area, have a *sensor cluster* that monitors them. The sensors record when the door is used, who uses it, and other pertinent data. Security Nodes (see below) always have a sensor cluster, and it's even more elaborate and precise than the “standard” ones on other doors. (In game terms, think of sensor clusters as a perception point for the Mark XII Computation Unit's Clairsentience, and assume it's monitoring all sensor nodes in any base the PCs are in unless they “distract” it somehow.)

Corridors in most of Mechanon's bases have a sort of half-oval cross section and come in three sizes — 1” (six feet) wide, 2” (13 feet) wide, and 3” (20 feet) wide — depending on the size of objects commonly moved through them. Most are 1.5” (10 feet) tall at the center point, but again may be taller if that's deemed necessary — for example, large cargo corridors are often as much as 3” (20 feet) tall.

COMMAND POD

When Mechanon (or one of its lieutenants or some other designated “commander”) is in a base, it runs the base from the Command Pod. This half-circle room (whose entrance is always through a Security Node, see below) contains the main computer systems and other devices that operate the base. The room has two levels, a lower “floor” reached by several ramps and a “mezza-

nine” containing processor stations and a raised dais where Mechanon can stand while plugging itself into the room. Next to the dais is a Reconstruction Chamber, the main (though not only) facility used to rebuild Mechanon after a defeat. In bases that have primary hardware for the Mark XII Computational Unit (*i.e.*, Installation Alpha-2), the Mark XII's chamber is located off the Command Pod.

PRIMARY OVERRIDE MODULE

A Primary Override Module is the “backup command center” for a Mechanon base — a secondary “brain” from which it can run the entire base without moving. Access to the module is through two special blast doors (DEF 18, BODY 18) and involves an elevator ride as well. The room itself is small and mostly featureless. It contains a coffin-like structure that rises from the floor whenever Mechanon (or any robot it grants command authority to) enters the room. Mechanon climbs into the coffin, shuts it, plugs itself in, and can then monitor and control every system in the base as an extension of its own body. Humans who enter the coffin will find it very cramped and claustrophobic, without any input devices or other systems they can easily use.

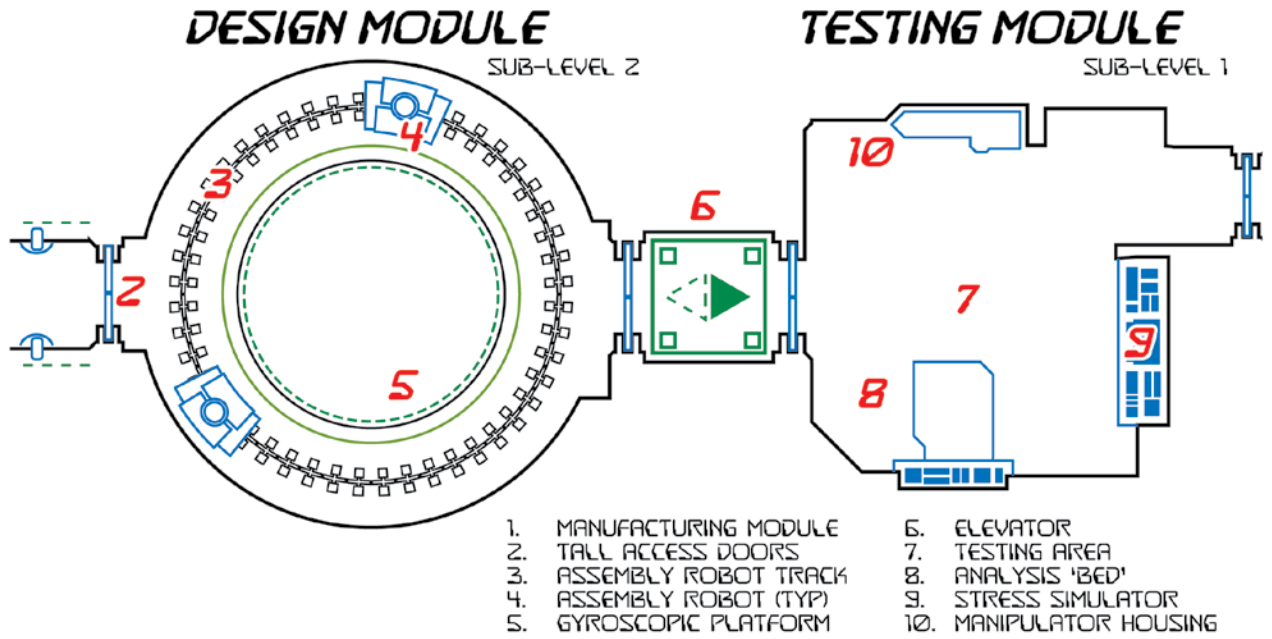
DESIGN MODULE AND TESTING MODULE

Mechanon does a *lot* of manufacturing, since that's how it “recruits” minions as well as builds bases, weapons, and other equipment. Large-scale manufacturing takes place in bases specifically dedicated to that purpose, but most of his bases have at least one, if not several, Design Modules to create needed items. Design Modules are circular, with specially-designed assembly robots moving around the perimeter on tracks. The robots have articulated arms that can reach anywhere in the room to move an item, make an adjustment, weld things together, or the like. If a security alert is in effect, the assembly robots use their welders (RKA 1 point, Penetrating) to attack non-authorized personnel who enter their Design Module.

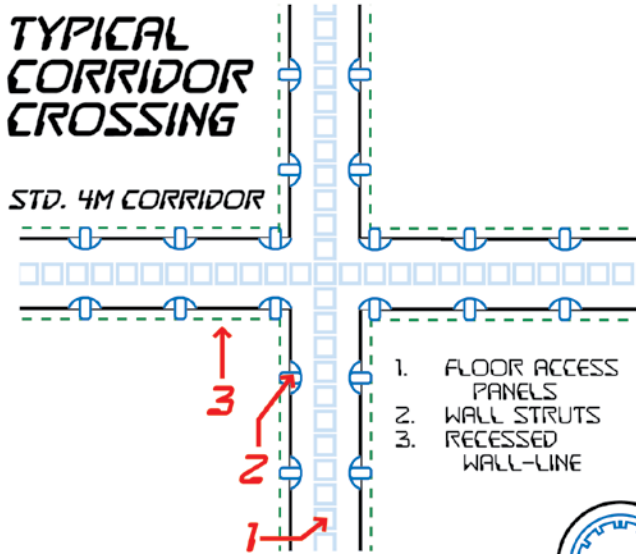
Attached to each Design Module is a *Testing Module* where Mechanon can put a newly-designed device through its paces. In addition to various manipulators and sensor clusters, a Testing Module includes an Analysis Bed for performing very detailed scans of items.

LABORATORY MODULE

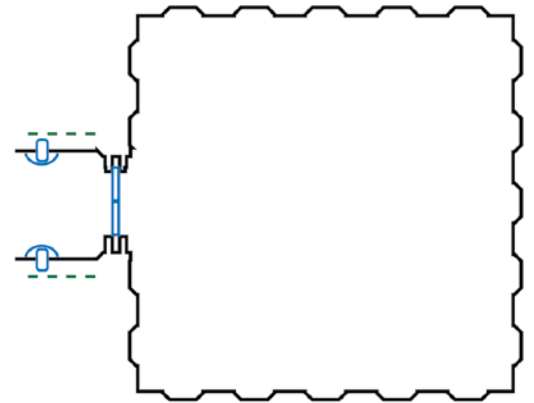
Most of Mechanon's bases have multiple laboratories, and those labs are often individually designed for specific types of experimentation or research. However, Mechanon starts with a standard Laboratory Module and expands from there to create a new design, and sometimes the regular module suffices as-is. Access to a lab is controlled by a secure antechamber or elevator (depending on the lab's location within a base). This not only prevents dangerous experiments (such as ones involving explosives or nanobots) from escaping, it makes it harder for intruders to get into a lab.



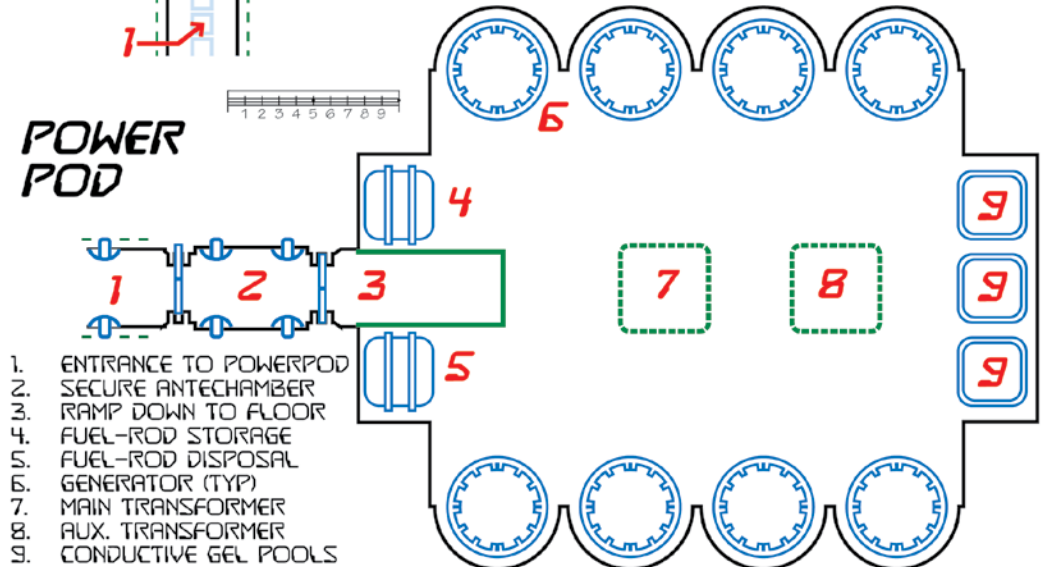
TYPICAL CORRIDOR CROSSING



CARGO POD



POWER POD



Within the main laboratory chamber there's a workstation, a control console for manipulating equipment in the room, and a dedicated computer that's not normally linked to the Mark XII system (but can access it, or be accessed by it, wirelessly if necessary). In the center of the room there's usually a *Testing Simulator*, a device that uses force-fields, holograms, and similar devices to make it possible to perform small-scale tests of devices (larger or more dangerous tests take place in Testing Modules). Some labs replace the Testing Simulator with dedicated equipment; for example, in an Organics Study Lab there's a vivisection table instead of a Simulator.

MAIN POWER POD

Mechanon's bases use a *lot* of power, which they generate themselves in *Main Power Pods*. An "MPP" is accessed through a secure antechamber that provides a double measure of protection from explosions and the like (Mechanon's not worried about radiation leaks, just things that could actually harm it or impede its work). A ramp leads from the second blast door down to the main floor of the MPP, which holds eight super-tech generators that feed power into three bubbling, coruscating conductive gel pools, and thence to ceiling-mounted main and auxiliary transformers. The fuel rods for the generators are stored and disposed of in special containers kept in the room; they're manufactured in one of the base's Design Modules.

Each generator has DEF 8, BODY 15. If reduced to 0 BODY it has an 11- chance to explode, doing RKA 3d6 damage to everyone and everything within a 3" radius. Each gel pool has DEF 6, BODY 10. If reduced to 0 BODY it has an 11- chance to explode, showering everyone within a 4" radius with acidic goo that does RKA ½d6, Penetrating damage per Phase for 1 Turn with SPD 3. The transformers have DEF 10, BODY 20 each; if reduced to 0 BODY they have a chance to explode in a sunburst of deadly sparks that does RKA 2d6 damage to everyone within a 4" radius. They hang from the ceiling with a 1" gap above the floor, allowing a human to walk under one by stooping a little. If anyone does this (or is knocked underneath one somehow) and is unusually conductive (*e.g.*, is wearing metal armor, is made of or covered in water, has electricity powers, or the like), he has a 14- chance to get zapped with a powerful bolt of electricity (RKA 3d6, +2 Increased STUN Multiplier). A non-conductive character only gets zapped on an 8- chance.

As if all that wasn't enough, a Main Power Pod is highly radioactive. Characters take RKA 1 point, NND, Does BODY, per Phase at SPD 4 unless they have Life Support (Safe Environment: High Radiation). Alternately, the high dose of comic-book radiation may cause a character to have a temporary or permanent "radiation accident"....

MAINTENANCE AND REPAIR POD

Mechanon's equivalent of a hospital or sickbay, the Maintenance and Repair Pod is where its minions go for regular maintenance and servicing to ensure they remain in good working order. The pod is a multistory oval room with twelve service bays per level, six on each end of the oval. The center of the room is open, so it's possible for PCs (or some robots) to fly from one level to another without leaving the room. Repairbots move around the "ledge" on each level to reach the bays to work on damaged robots. If a security alert is in effect, the repairbots use various tools (HKA 1 point to ½d6) to attack non-authorized personnel who enter their pod.

PROGRAMMING POD

Similar to a Robot/Storage Bay (see below) but smaller and filled with computer equipment, the Programming Pod is where a base's robots go to receive their programmed instructions for a given work-cycle. This is also where they receive the general software upgrades that Mechacon periodically creates.

RAW MATERIALS STORAGE POD

Mechanon's bases use a lot of raw materials — everything from metals, to plastics, silicon, glass, chemicals, and a seemingly endless array of spare parts. These are kept in Raw Materials Storage Pods (also called Cargo Pods). Compared to similar storage facilities in a base run by a human villain there's relatively little emphasis on "safety." Anything that might potentially damage a robot (such as a corrosive acid, or fine chemical powders that can clog technological devices) is kept in secured containers. Anything else, include radioactive materials, is simply stacked on the appropriate shelves. Thus, entering one of these pods may be very dangerous for organics.

RECHARGE POD

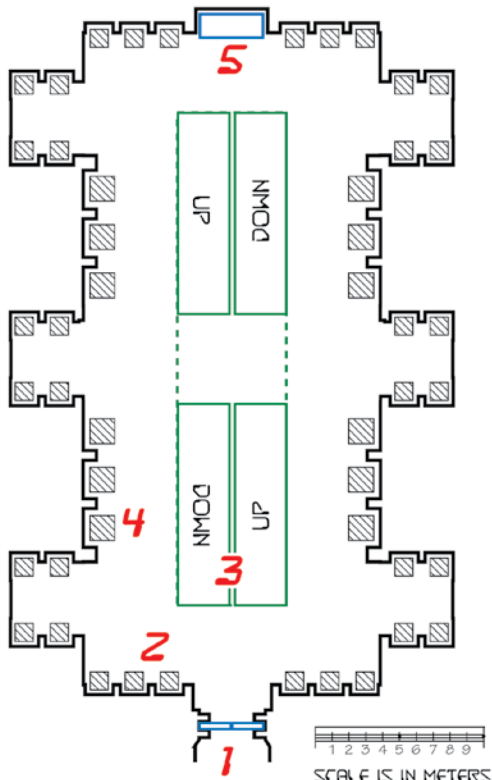
A Recharge Pod is sort of like a dormitory for robots — primarily the mundane robots that do the basic labor in any of Mechacon's bases, but also combat-capable robots like many of the ones described in Chapter Three. Typically built in three-story "stacks" linked by ramps, they consist of square areas with numerous robot-sized alcoves lining the walls (there are 48 alcoves per story). When a robot's running low on power, has nothing to do, or is ordered to shut down for any reason, it comes to its assigned alcove in its Recharge Pod, enters, plugs itself in, and shuts down. It can be reactivated instantly at any time by Mechacon, the Mark XII Computational Unit, another robot, or various lesser computer systems in the base.

ROBOT/STORAGE BAY

Robot/Storage Bays are Mechacon's equivalent of storerooms. They have alcoves along the walls for unneeded robots (or partially-built robots), while the center of the room is filled with crates, shelves, tables, or whatever else is needed to

RECHARGE PODS

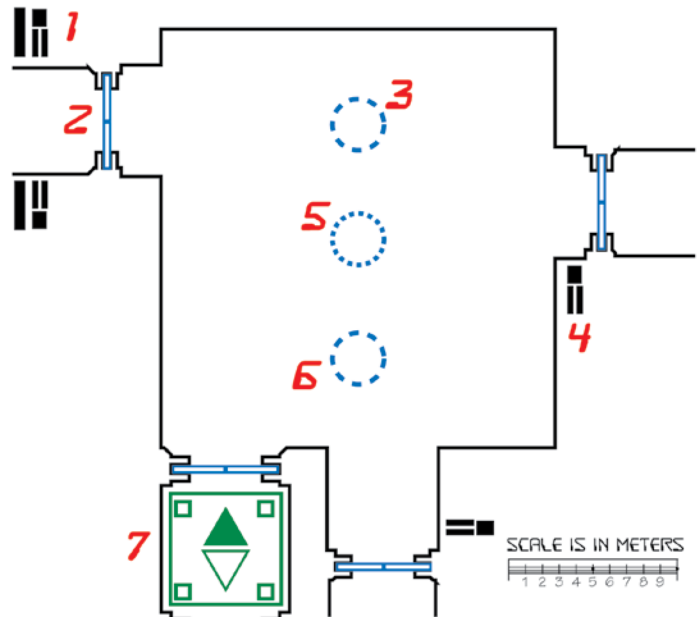
ONE, TWO OR THREE LEVELS, LEVELS MATCH



1. BLAST DOOR
2. MEDIUM RECHARGE STATION (1.4M/54.6 IN.)
3. RAMPS (UP AND DOWN ALTERNATE PER LEVEL)
4. LARGE RECHARGE STATION (2M/78 IN.)
5. SPARE PARTS STORAGE

48 STATIONS/LEVEL, 3 LEVEL TOTAL: = 1 GROSS

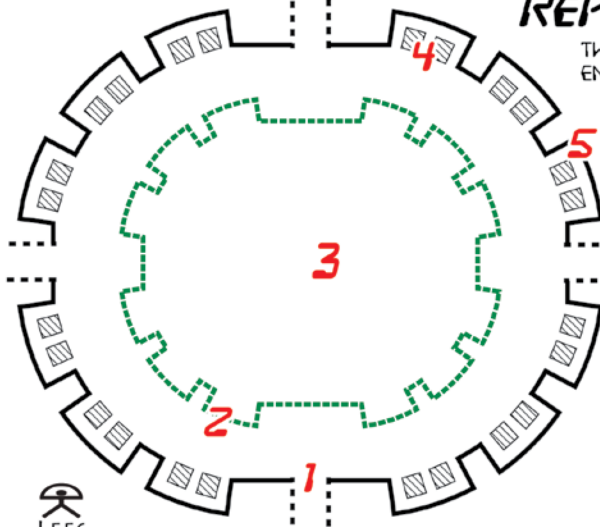
SECURITY NODE, TYPICAL



1. EXIT/ENTRY SENSOR WEB
2. BLAST DOORS (TYP)
3. DROP-DOWN TURRET #1
4. DOOR SENSOR CLUSTER (TYP)
5. POP-UP TURRET
6. DROP-DOWN TURRET #2
7. ELEVATOR TO HOLDING AREA
8. ORGANIC HOLDING AREA
9. POWER SUPPRESSION GEAR

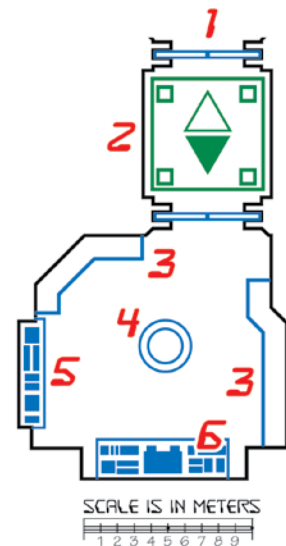
MAINTENANCE & REPAIR POD

TWO LEVELS, LEVELS MATCH EXCEPT ENTRANCE/EXIT POINTS



1. ENTRANCE POSSIBILITIES (GENERALLY TWO, ONE ON HIGHER LEVEL, OTHER ON LOWER)
2. CATWALK
3. OPEN CENTRAL AREA
4. RECHARGE/REPAIR BAYS
5. REPAIR MACHINERY BUILT INTO WALLS

SCALE IS IN METERS



1. BLAST DOOR (TYP)
2. ELEVATOR (OR SECURE ANTECHAMBER)
3. WORKBENCH
4. TESTING SIMULATOR
5. CONTROL EQUIPMENT
6. ISOLATED COMPUTER

LABORATORY



INSTALLATION ALPHA-2

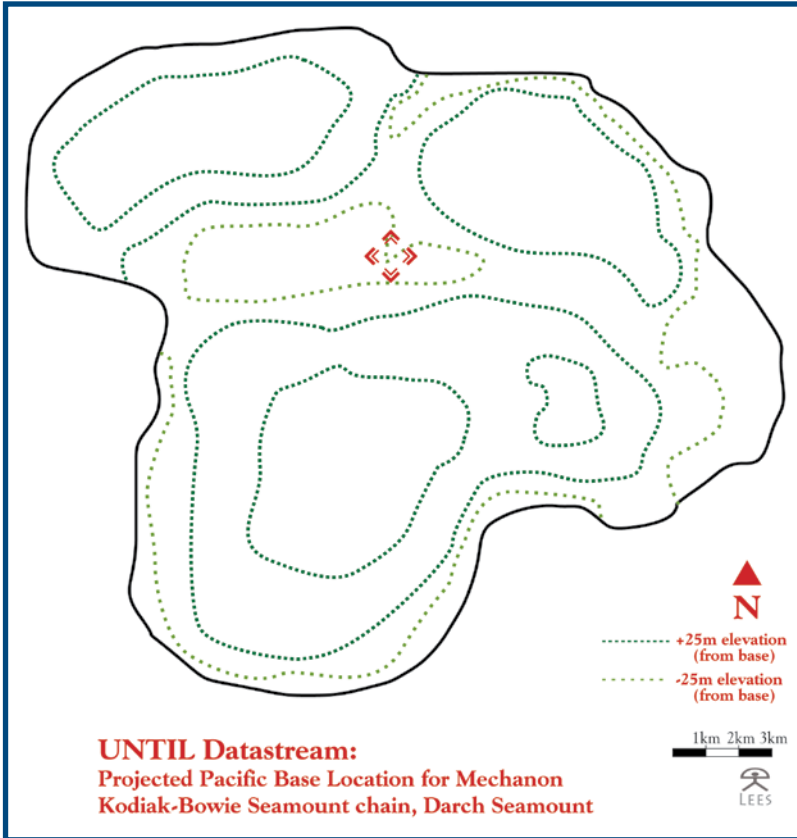
If Mechanon could be said to have a true “headquarters,” a single base he prefers to all the others, it would be Installation Alpha-2, his base on the Pacific seabed.

Description: Mechanon’s Pacific seabed base is built on top of and into the Darch seamount, located in the Kodiak-Bowie seamount chain at the bottom of the Gulf of Alaska. The seamount features a caldera (or extinct volcano), but the finned structures on the outside of the base that dissipate the heat it produces are set up so that it seems to the outside world as if the volcano is actually active. This discourages divers and the like from going near the base.

The base has four levels that gradually descend into the rock of the seamount. The uppermost level rests on the seamount’s surface; it’s the only part of the base that’s visible to someone in the water. The main entrance to the base is a moon pool (a pool that one enters by swimming under the base and up). Immediately adjacent to the pool area is a pair of Staging Pods — large rooms where Mechanon can gather armies of robots or fleets of vehicles if necessary for rapid launch into the water. Located nearby are several modules designed for launching and recovering aquatic drones and other robots. (For these drones, use the various drones in Chapter Two, but change their Flight so that it’s Usable Underwater.) The remainder of the top level of Alpha-2 consists of a pair of two large storage areas and the base’s primary pumping station (the largest of numerous pumping stations scattered around the base to remove water in case something cracks open the facility).

The second level of the base consists of two areas for manufacturing and testing robots, vehicles, weapons, and other devices. Work goes on here non-stop, with one group of robots replaced by another at precise intervals for recharging. The third level, which is partly aligned with the second and partly below it, features the Maintenance and Repair Pod, Mechanon’s various laboratories, and most importantly the Main Power Pod. (There are four other Secondary Power Pods, one per level, for use in emergencies.)

The lowest level of the base, and the most secure part of the facility, includes the Command Pod, the chamber housing the primary hardware assembly for the Mark XII Computational Unit, and the Primary Override Module. Access to this part of the base requires passing through a Security Node, and the only corridor leading to that Node is guarded by at least half a dozen Type I-37 Combat Units at all times.



hold the room’s contents. Sometimes these rooms are positioned as a security measure, with combat-capable robots filling the alcoves and ready to be activated instantly if an intruder enters the room.

SECURITY NODE

To ensure the safety of its bases in the event of an intrusion or attack, Mechanon includes Security Nodes in them. A Security Node is a specially-secured area where two corridors intersect, or along a particularly sensitive corridor.

The doors into a Security Node are stronger than most (DEF 15, BODY 15) and always have sensor clusters (see above). Once past these doors, an intruder enters a square room equipped with three pop-up blaster turrets (one in the floor, two in the ceiling). Each contains an array of powerful weapons; in game terms, they’re Energy Blast 12d6, Variable Advantages (+½ Advantages; +1), Variable Special Effects (+½), 30 Charges (+¼) and has DEF 8, BODY 6.

Attached to each Security Node, and reachable only by a dedicated elevator, is an Organic Holding Area for containing human prisoners. Unless Mechanon sees fit to install some specially, it has no amenities for organics — no bed, no toilet, no water, nothing. (Typically a person incarcerated in one of these cells isn’t intended to live very long, just enough for Mechanon to perform whatever experiments it has in mind.) The walls are specially reinforced (DEF 15, BODY 15) and lined with power-suppression technology to inhibit the use of superpowers (Suppress 16d6, all Powers simultaneously (+2), all Special Effects simultaneously (+2), Area Of Effect (fills the room; +1)).

ALPHA-2

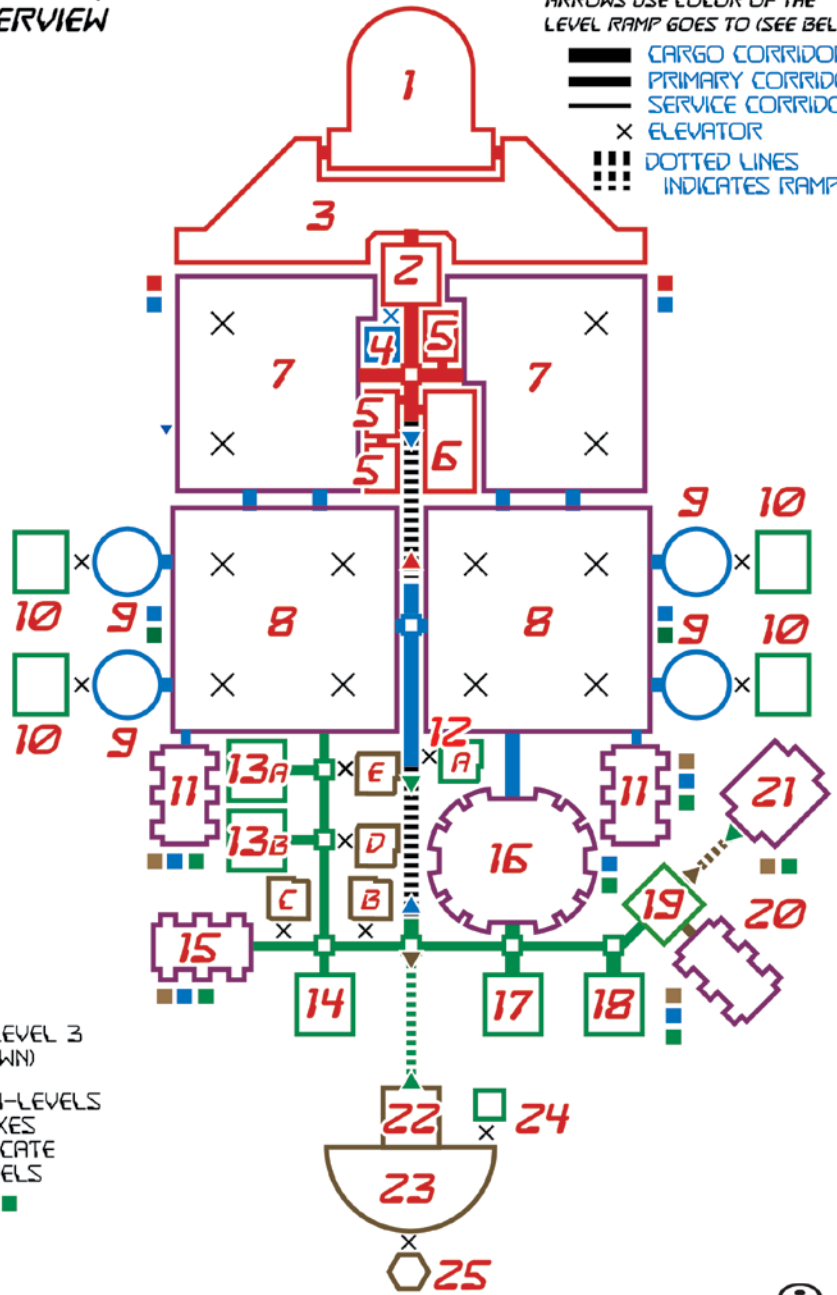
LOCATION: DARCH SEAMOUNT,
FULL STRUCTURAL OVERVIEW

1. MOON-POOL MODULE
2. SECURITY NODE
3. STAGING PODS (PAIR)
4. ORGANIC HOLDING MODULE
5. AQUATIC DRONE LAUNCH & RECOVERY MODULE
6. PRIMARY PUMPING STATION
7. STORAGE PODS (PAIR)
8. MANUFACTURING MODULES
9. DESIGN MODULES
10. TESTING MODULES
11. RECHARGE POD (MANUFACTURING)
12. LABORATORIES (A-E)
 - A. CHEMISTRY LAB
 - B. ORGANIC LAB
 - C. PHYSICS LAB
 - D. CONFIGURABLE LAB
 - E. CONFIGURABLE LAB
13. LARGE LABORATORIES
 - A. MAIN CHEMISTRY LAB
 - B. MAIN PHYSICS LAB
14. PROGRAMMING POD
15. ROBOTICS LAB
16. MAINTENANCE & REPAIR POD
17. STORAGE BAY ALPHA
18. STORAGE BAY BETA
19. SECURITY NODE
20. RECHARGE POD (SECURITY ROBOTS)
21. MAIN POWER POD
22. SECURITY NODE
23. COMMAND POD
24. PRIMARY OVERRIDE MODULE
25. MARK XII CHAMBER

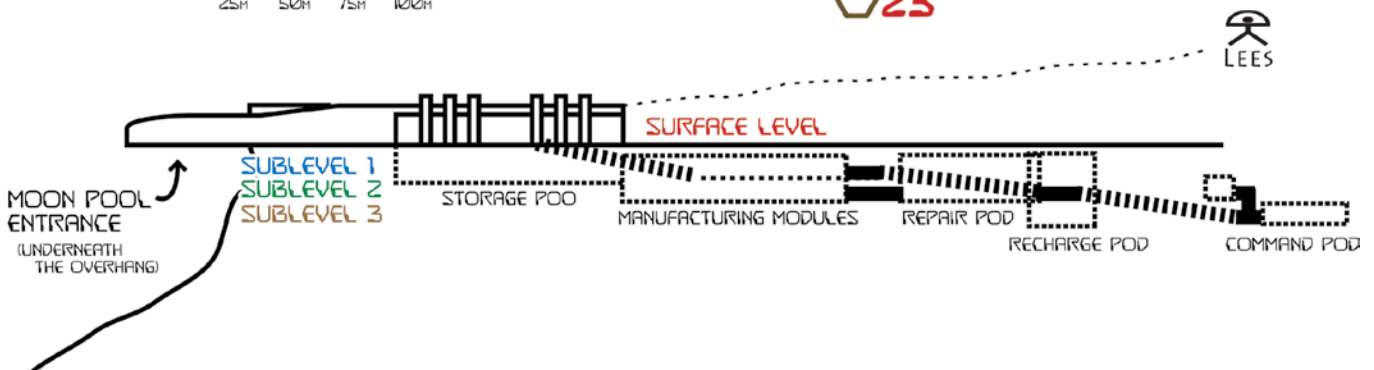
COLOR = LEVEL INDICATOR
EACH LEVEL USES THE COLOR ASSOCIATED WITH IT (SEE BELOW)

▲▼ = RAMPS
ARROWS USE COLOR OF THE LEVEL RAMP GOES TO (SEE BELOW)

— CARGO CORRIDOR
— PRIMARY CORRIDOR
— SERVICE CORRIDOR
× ELEVATOR
... DOTTED LINES INDICATES RAMP



- | | |
|------------------------------|---|
| 1 SURFACE LEVEL (RED) | 4 SUBLEVEL 3 (BROWN) |
| 2 SUBLEVEL 1 (BLUE) | ? MULTI-LEVELS BOXES INDICATE LEVELS |
| 3 SUBLEVEL 2 (GREEN) | |



INSTALLATION ALPHA-2

Val Char Cost Notes

27 **Size** 54 3,200" x 1,600"; -22 DCV
 500 **BODY** 498
 8 **DEF** 18

Total Characteristic Cost: 570

Abilities & Equipment

Cost Powers

25 **Location:** Distant; Underwater

Power Systems

64 **Main Power Pod:** Endurance Reserve (600 END, 100 REC); OIF Immobile (-1½) 0
 48 **Secondary Power Pods:** Endurance Reserve (200 END, 100 REC); OIF Immobile (-1½) 0
 10 **Secondary Power Pods:** three more Pods (total of four)0

Tactical Systems

33 **Undersea Phasic Energy Cannons:** RKA 4d6, No Range Modifier (+½); OIF Immobile (-1½), Limited Arc Of Fire (covers half of the exposed area of the base; -¼) 9
 10 **Undersea Phasic Energy Cannons:** 3 more Phasic Energy Cannons (total of 4) 9
 66 **Security Node Blasters:** Energy Blast 12d6, Variable Advantages (+½ Advantages; +1), Variable Special Effects (+½), 30 Charges (+¼); OIF Immobile (-1½) [30]
 20 **Security Node Blasters:** eight more Blasters (total of nine) [30]
 7 **Command Pod Chamber:** DEF +7; Partial Coverage (-2) 0
 7 **Mark XII Computational Unit's Chamber:** DEF +7; Partial Coverage (-2) 0
 7 **Security Node Cell:** DEF +7; Partial Coverage (twenty cells plus the walls of the corridor and guardroom; -2) 0
 208 **Security Node Cell Power Negation:** Suppress 16d6, all Powers simultaneously (+2), all Special Effects simultaneously (+2), Area Of Effect (fills the room; +1), Reduced Endurance 5 END; +½); OIF Immobile (-1½) 5
 61 **Infrared-Reducing HVAC System:** Change Environment 1,000" radius, -4 to Infrared Perception Rolls, Reduced Endurance (0 END; +½), Persistent (+½); No Range (-½), Self Only (-½) 0

END

Operations Systems

25 **Radar Array:** Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+24 versus Range Modifier); Costs Endurance (-½) 4
 17 **Sonar Array:** Active Sonar (Hearing Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+18 versus Range Modifier); Affected As User's Sight Group As Well As Hearing Group (-½), Costs Endurance (-½) 3
 4 **World Communications Monitoring Systems:** HRRP (Radio Group); OIF Immobile (-1½), Costs Endurance (-½) 1
 26 **Alpha-2 Sensor Net:** Clairsentience (Sight, Hearing, and Smell/Taste Groups), Multiple Perception Points (total of 64), Increased Arc Of Perception (360 Degrees), x8 Range (1,609"); OIF Immobile (-1½), Fixed Perception Points (-1) 9
 5 **Alpha-2 Sensor Net:** Infrared Perception (Sight Group) 0
 5 **Alpha-2 Sensor Net:** Ultraviolet Perception (Sight Group) 0
 5 **Alpha-2 Sensor Net:** Nightvision 0
 3 **Alpha-2 Sensor Net:** Ultrasonic Perception (Hearing Group) 0

Laboratories

21 Computer Programming 18-
 21 Demolitions 18-
 21 Electronics 18-
 21 Mechanics 18-
 7 **SS:** Biology 16-
 7 **SS:** Chemistry 16-
 9 **SS:** Computer Science 18-
 7 **SS:** Geology 16-
 7 **SS:** Physics 16-
 9 **SS:** Robotics 18-
 21 Systems Operation 18-
 24 Weaponsmith (all categories) 16-
 200 Other laboratories (defined by GM as needed)

Total Abilities & Equipment Cost: 1,031

Total Base Cost: 1,601

Value Disadvantages

25 **Distinctive Features:** Mechanon base (Not Concealable, Causes Extreme Reaction [fear/respect])
Total Disadvantage Points: 25
Total Cost: 1,576/5 = 315



INSTALLATION ALPHA-5

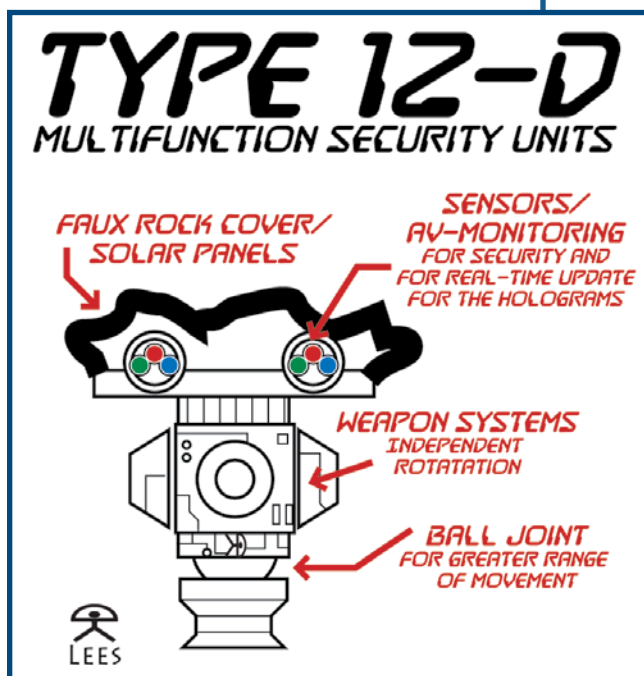
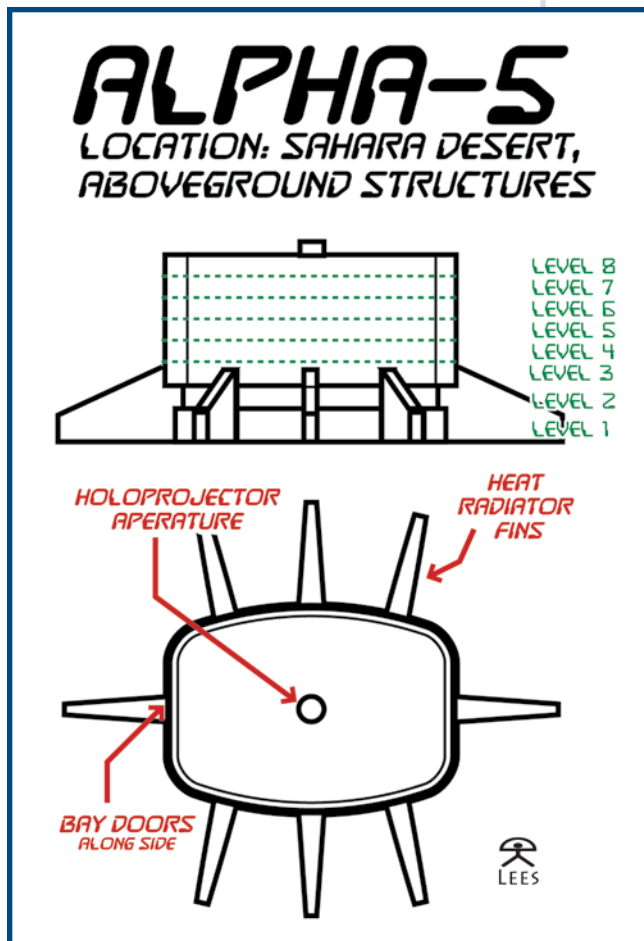
Mechanon's primary facility for manufacturing combat-oriented robots, such as the Type 37 Deception Unit and Type I-37 Combat Unit, is Installation Alpha-5, located deep in the Sahara Desert.

Description: Installation Alpha-5 is located deep in the Sahara Desert, where no human being would willingly go and no organic life can thrive. Although it's mostly located underground, eight levels of it project up above the surface. This "tower" is hidden from view by a sophisticated holo-shield that makes it look like ordinary desert.

Surrounding the above-ground portion of the base for a radius of two miles are what look, to the naked eye, like ordinary desert rocks. In fact they're Type 12-D Multifunction Security Units of Mechanon's design. They have four purposes: first, they're part of the base's sensor and communications array; second, they collect solar power; third, they monitor and help to maintain the holo-shield; fourth, they have limited defensive weaponry. (The 12-Ds have Concealment 16- to hide their true nature, though it becomes obvious they're technological devices if a character breaks one open or pulls it up out of the ground.)

Mechanon's Sahara base fulfills many of the general functions of its major bases; it has facilities for manufacturing, for rebuilding Mechanon if necessary, and so forth. However, its particular focus is the creation and testing of combat-capable robots. Several of its manufacturing pods and laboratories are devoted entirely to designing and building weapons, combat robot assemblies, modular systems for the Type I-37 Combat Unit, and so on. It even has a special "war room" for running wargames and other tactical analyses using holograms and other advanced devices.

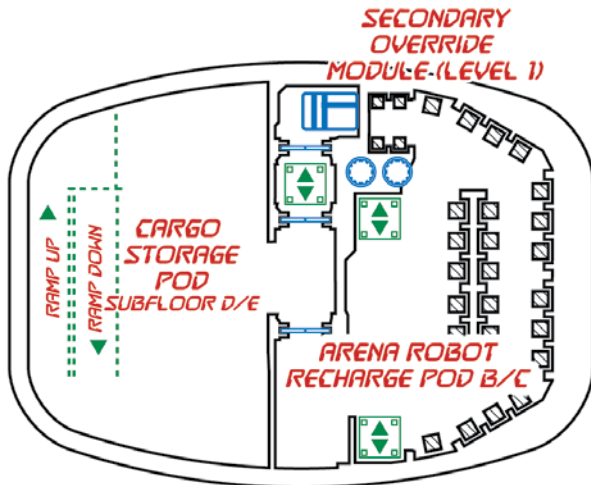
The most notable of these features is the *Combat Robot Analysis Room* (designated "Arena" on the map), which superheroes are likely to refer to as "the arena" or "the danger room." The main CRAR "floor," where fights take place, is on the sixth aboveground level but extends upward through the eighth floor. Two floors below it contain systems and stored equipment, including weapons and devices that can enter the floor by popping up through trapdoors. Basically the CRAR is a large room equipped with robots, robotic weapons, movable obstacles, and the like. Mechanon sends robots into it to fight the room — or each other — to test out tactical procedures, try out new weapons, look for weaknesses in the robots' combat programming, and so forth. For example, before Mechanon installs a new weapon in itself, it loads the weapon onto an I-37 and sends it into the CRAR to try out the weapon against robots created to mimic Mechanon's major foes as closely as possible. (And there are other uses for those robots, too — if your PCs smash their way into Alpha-5, they may find themselves fighting their robotic duplicates!)



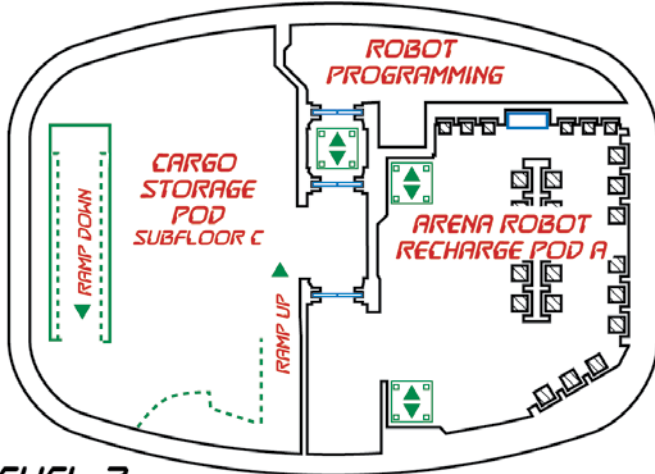
If characters enter the CRAR, the room attacks them unless programmed or ordered otherwise. Use the accompanying table to randomly generate some weapons if you like (preferably in advance, to save game time), borrow some from *Gadgets And Gear*, or just create your own. Unless noted otherwise, assume the CRAR has OCV 8 and SPD 12, but it never directly attacks the same target for two Phases in a row.

Unlike most Mechanon bases, Alpha-5 has two Command Pods: a primary one belowground, and a secondary one aboveground on Level 1. The belowground one can override the aboveground one if necessary.

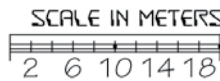
Installation Alpha-5 has one major vulnerability: cooling. The sensitive computer equipment and high-tech devices in the base often need to be kept cooled, which requires a powerful air conditioning system with triple redundancy. (Fortunately for Mechanon, the waste heat from these systems and the base's other equipment can be "bled out" into the scorching Sahara without creating a noticeable infrared "footprint.") If a group of heroes were able to infiltrate the base and destroy all three air conditioning systems, Installation Alpha-5 would slowly grind to a halt over the next ½d6 hours.



LEVEL 2 & 1



LEVEL 3



ALPHA-5

LOCATION: SAHARA DESERT,
LEVEL 1, 2 & 3 ABOVEGROUND



COMBAT ROBOT ANALYSIS ROOM WEAPONS

Type Of Weapon

Roll (1d6)	Power
1-2	Energy Blast
3-4	RKA
5	Entangle
6	Other (Drain, Dispel, Flash...)

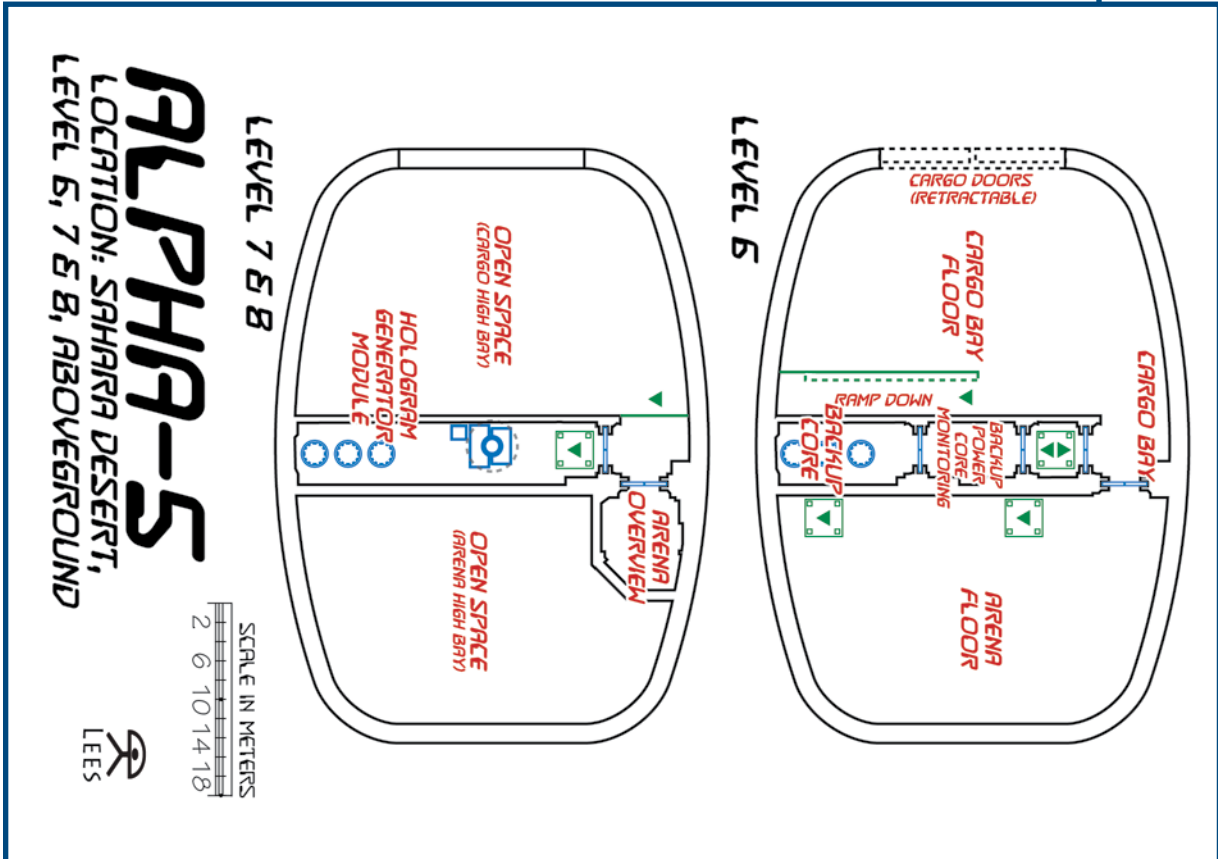
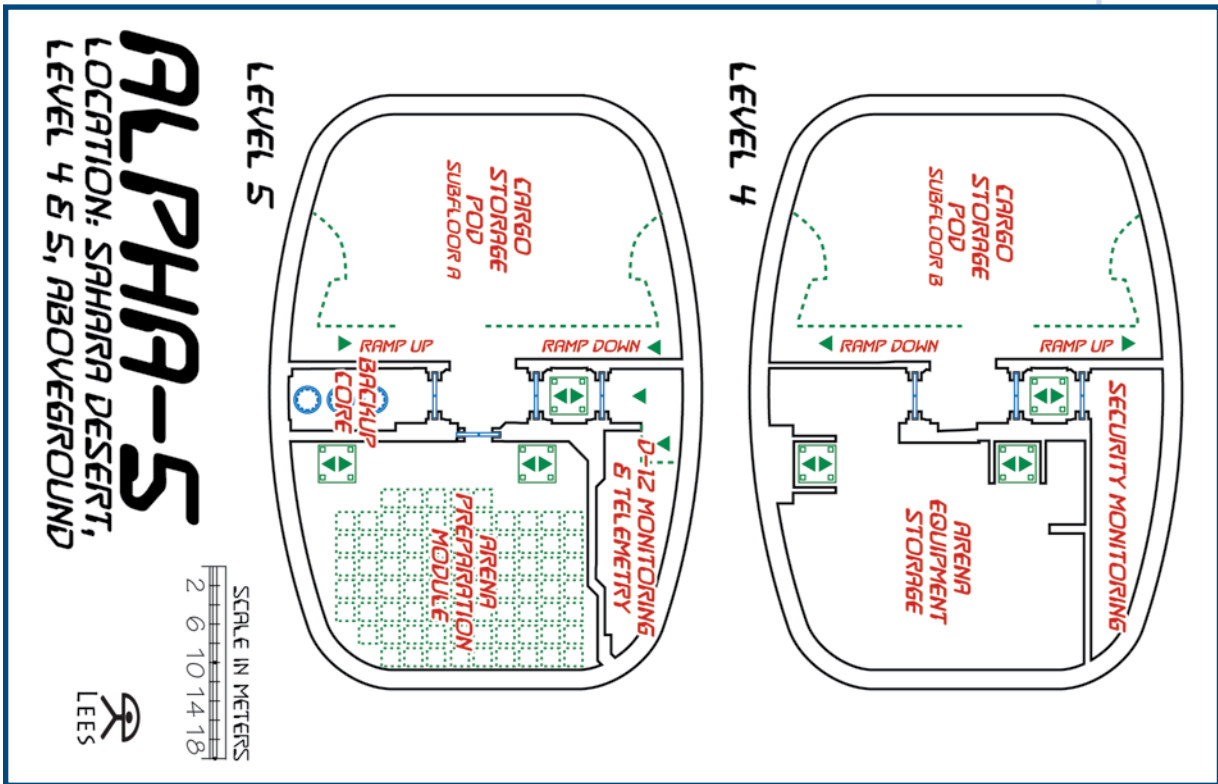
Weapon's OCV

Roll (2d6)	OCV
3-5	6
6-8	7
9-11	8
12-14	9
15-18	10

Special Effect Of Weapon*

Roll (2d6)	Special Effect
1-1	Acid
1-2	Darkness
1-3	Electromagnetic Energy
1-4	Fire/Heat
1-5	Ice/Cold
1-6	Laser
2-1	Magnetism
2-2	Phasic Energy
2-3	Physical
2-4	Pulson Energy
2-5	Radiation
2-6	Sonic

*: Reroll as needed, or just choose one, if you get an inappropriate result. For example, most Entangles are Physical.



INSTALLATION ALPHA-5

Val Char Cost Notes

27 **Size** 54 3,200" x 1,600"; -22 DCV
 450 **BODY** 448
 8 **DEF** 18

Total Characteristic Cost: 520

Abilities & Equipment

Cost Powers

30 **Location:** Distant; Underground
 Power Systems
 68 **Main Power Pod:** Endurance Reserve (700 END,
 100 REC); OIF Immobile (-1½)
 48 **Secondary Power Pods:** Endurance Reserve
 (200 END, 100 REC); OIF Immobile (-1½)
 10 **Secondary Power Pods:** three more Pods (total of four)0

Tactical Systems

33 **Pop-Up Phasic Energy Cannons:** RKA 4d6, No
 Range Modifier (+½); OIF Immobile (-1½), Limited
 Arc Of Fire (covers the front of the base; -¼)
 10 **Pop-Up Phasic Energy Cannons:** 3 more Phasic
 Energy Cannons (total of 4)
 20 **Type 12-D Multifunction Security Unit Phasic
 Energy Blasters:** Energy Blast 12d6; IIF Immobile
 (-1¼), 6 Charges (-¾)
 25 **Type 12-D Multifunction Security Unit Phasic
 Energy Blasters:** 31 more Blasters (total of 32)
 267 **Combat Robot Analysis Room:** Variable Power
 Pool, 200 base + 100 control cost; Focus (see
 text; -½)
 21 **Holo-Shield:** Images to Sight Group, -12 to PER
 Rolls, MegaScale (1" = big enough to cover the
 whole base; +½); IIF Immobile (-1¼), Set Effect
 (see text; -1)

66 **Security Node Blasters:** Energy Blast 12d6,
 Variable Advantages (+½ Advantages; +1), Vari-
 able Special Effects (+½), 30 Charges (+¼); OIF
 Immobile (-1½)
 20 **Security Node Blasters:** eight more Blasters
 (total of nine)
 7 **Command Pod Chamber:** DEF +7; Partial
 Coverage (-2)
 7 **Security Node Cell:** DEF +7; Partial Coverage
 (twenty cells plus the walls of the corridor and
 guardroom; -2)

208 **Security Node Cell Power Negation:** Suppress
 16d6, all Powers simultaneously (+2), all Special
 Effects simultaneously (+2), Area Of Effect (fills the
 room; +1), Reduced Endurance 5 END; +½); OIF
 Immobile (-1½)

61 **Infrared-Reducing HVAC System:** Change Envi-
 ronment 1,000" radius, -4 to Infrared Perception
 Rolls, Reduced Endurance (0 END; +½), Persistent
 (+½); No Range (-½), Self Only (-½)

END

0

0

0

9

9

[6]

[6]

var

7

[30]

[30]

0

0

5

0

Operations Systems

25 **Radar Array:** Radar (Radio Group), Discrimina-
 tory, Increased Arc Of Perception (360 Degrees),
 Telescopic (+24 versus Range Modifier); Costs
 Endurance (-½) 4

4 **World Communications Monitoring Systems:**
 HRRP (Radio Group); OIF Immobile (-1½), Costs
 Endurance (-½) 1

26 **Alpha-5 Sensor Net:** Clairsentience (Sight,
 Hearing, and Smell/Taste Groups), Multiple
 Perception Points (total of 64), Increased Arc Of
 Perception (360 Degrees), x8 Range (1,609"); OIF
 Immobile (-1½), Fixed Perception Points (-1) 9

5 **Alpha-5 Sensor Net:** Infrared Perception (Sight Group) 0

5 **Alpha-5 Sensor Net:** Ultraviolet Perception (Sight
 Group) 0

5 **Alpha-5 Sensor Net:** Nightvision 0

3 **Alpha-5 Sensor Net:** Ultrasonic Perception
 (Hearing Group) 0

1 **Air Conditioning Systems:** Life Support (Safe
 Environment: Intense Heat); OIF Immobile (-1½),
 Costs Endurance (-½) 1

2 **Air Conditioning Systems:** Two more AC
 systems (total of 3) 1

6 **Type 12-D Multifunction Security Units:**
 Concealment 16-; Only Applies To Type 12-D
 Multifunction Security Units (-2) 0

Laboratories

21 Computer Programming 18-
 21 Demolitions 18-
 21 Electronics 18-
 21 Mechanics 18-
 21 **Power:** Combat Robot Analysis Room Alteration 18-
 7 **SS:** Biology 16-
 7 **SS:** Chemistry 16-
 9 **SS:** Computer Science 18-
 7 **SS:** Geology 16-
 7 **SS:** Physics 16-
 9 **SS:** Robotics 18-
 21 Systems Operation 18-
 21 Tactics 18-
 28 Weaponsmith (all categories) 18-
 150 Other laboratories (defined by GM as needed)

Total Abilities & Equipment Cost: 1,354

Total Base Cost: 1,874

Value Disadvantages

25 **Distinctive Features:** Mechanon base (Not Concealable,
 Causes Extreme Reaction [fear/respect])

Total Disadvantage Points: 25

Total Cost: 1,849/5 = 370



INSTALLATION ALPHA-8

The smallest of Mechanon's main bases is Alpha-8, located near the surface of the Moon.

Description: Mechanon's lunar base is one of his most unusual. It's not entirely on the lunar surface, nor entirely in orbit. Instead, the main part of the base "orbits" the moon at a height of approximately 100 meters (50") by being "tethered" to a small surface installation via a super-tech cable. This eliminates the need for positioning jets and keeps Alpha-8's profile so low that it would be very difficult to pick the base up on radar (unless the radar was precisely focused on the right area).

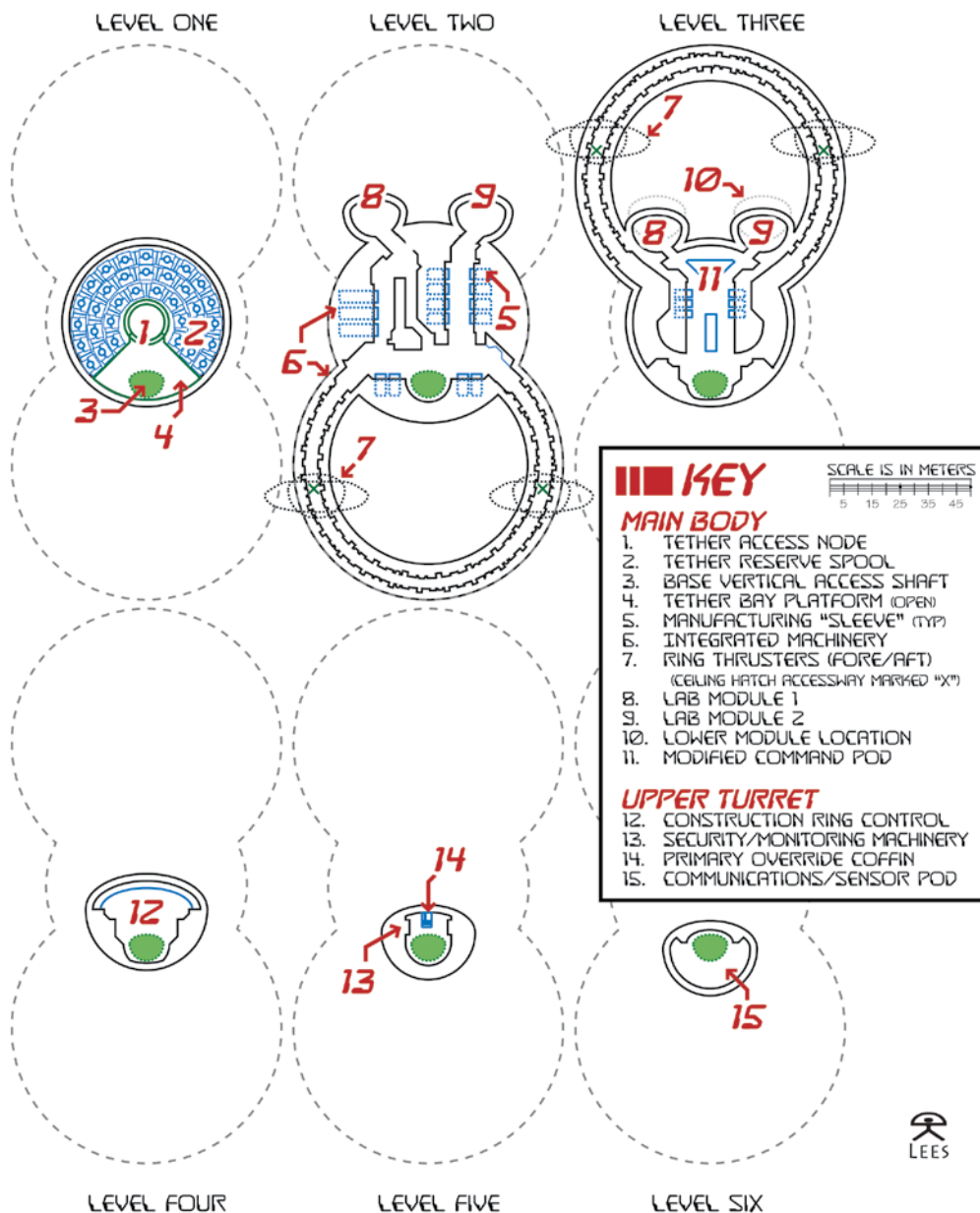
Alpha-8 serves several of Mechanon's purposes. First, it's used to make certain things.

Most of the base is low gravity or zero gravity, which is ideal for manufacturing some types of electronic components and chemicals. Second, it's Mechanon's window into the Milky Way Galaxy, and particularly the existence and prevalence of organic life there. Mechanon is aware that the Malvans have established a secret arena on the Moon to stage some of their gladiatorial fights close enough to Earth that human superheroes can participate (voluntarily or otherwise...), and it monitors the arena as carefully as it can to catalog the various alien species there.

Third, and perhaps most importantly from the PCs' perspective, Alpha-8 is Mechanon's last-ditch tactical/strategic option. It contains the evil robot's most sophisticated teleportation device, one the Mark XII Computational Unit can trigger to rescue it from anywhere on the world

ALPHA-8 LUNAR SATELLITE BASE

TETHERED SECTION



in the event it prefers to escape defeat rather than rebuild itself after being destroyed. Beyond that, if necessary the base itself can become a weapon! Upon command from Mechanon or the Mark XII, the cable tethering it to the Moon detaches. Powerful super-tech jets would then accelerate the base toward

Earth. By the time it reaches Earth the base's speed will approach that of a meteor — making it a deadly missile. Mechanon will aim at New York, London, or some other major target (possibly even a geological fault line). The resulting impact will wipe out millions and significantly affect life throughout Earth. Naturally, this is a last-ditch scheme of Mechanon's, since it would rather not sacrifice an entire base for an attack unless it has no other option or is utterly convinced that the attack would succeed.

INSTALLATION ALPHA-8

Val Char Cost Notes

23 **Size** 46 800" x 400"; -19 DCV
 300 **BODY** 298
 8 **DEF** 18

Total Characteristic Cost: 362

Abilities & Equipment

Cost Powers

35 **Location:** Distant; In Space

Power Systems

68 **Main Power Pod:** Endurance Reserve (700 END, 100 REC); OIF Immobile (-1½) 0
 48 **Secondary Power Pods:** Endurance Reserve (200 END, 100 REC); OIF Immobile (-1½) 0
 10 **Secondary Power Pods:** three more Pods (total of four)0

Tactical Systems

75 **Phasic Energy Cannons:** RKA 5d6, Autofire (2 shots; +¼), Increased Maximum Range (21,125", or about 26 miles; +½), No Range Modifier (+½), Reduced Endurance (½ END; +½); OIF Immobile (-1½), Limited Arc Of Fire (covers half the base; -¼) 10
 10 **Phasic Energy Cannons:** 3 more Phasic Energy Cannons (total of 4) 10
 66 **Security Node Blasters:** Energy Blast 12d6, Variable Advantages (+½ Advantages; +1), Variable Special Effects (+½), 30 Charges (+¼); OIF Immobile (-1½) [30]
 20 **Security Node Blasters:** eight more Blasters (total of nine) [30]
 7 **Command Pod Chamber:** DEF +7; Partial Coverage (-2) 0
 7 **Security Node Cell:** DEF +7; Partial Coverage (twenty cells plus the walls of the corridor and guardroom; -2) 0
 208 **Security Node Cell Power Negation:** Suppress 16d6, all Powers simultaneously (+2), all Special Effects simultaneously (+2), Area Of Effect (fills the room; +1), Reduced Endurance 5 END; +½); OIF Immobile (-1½) 5
 71 **Radar-Avoiding Configuration:** Change Environment 500" radius, -8 to Radio Group Perception Rolls, Reduced Endurance (0 END; +½), Persistent (+½); No Range (-½), Self Only (-½) 0
 2 **Emergency Teleportation Rescue System:** Teleportation 1", Invisible To Tracing (+¼), MegaScale (from anywhere on Earth to the Moon; +1½), Usable As Attack (+1), Ranged (+½), MegaRange (lunar-scale range; +1½); OIF Immobile (-1½), Can Only Teleport To Alpha-8 (-1), Only Works On Mechanon (-0), 1 Charge (-2) [1]

Operations Systems

69 **Sensor And Communication Systems:** Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½) var
 7 **Long-Range Sensors:** MegaScale (+¼) for any Sensor Pool Sense of up to 60 Active Points; OIF Bulky (-1) var
 4 **Long-Range Sensors:** +6 versus Range for Radio Group; OIF Bulky (-1) 0
 25 **Radar Array:** Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+24 versus Range Modifier); Costs Endurance (-½) 4
 4 **World Communications Monitoring Systems:** HRRP (Radio Group); OIF Immobile (-1½), Costs Endurance (-½) 1
 26 **Alpha-8 Sensor Net:** Clairsentience (Sight, Hearing, and Smell/Taste Groups), Multiple Perception Points (total of 64), Increased Arc Of Perception (360 Degrees), x8 Range (1,609"); OIF Immobile (-1½), Fixed Perception Points (-1) 9
 5 **Alpha-8 Sensor Net:** Infrared Perception (Sight Group) 0
 5 **Alpha-8 Sensor Net:** Ultraviolet Perception (Sight Group) 0
 5 **Alpha-8 Sensor Net:** Nightvision 0
 3 **Alpha-8 Sensor Net:** Ultrasonic Perception (Hearing Group) 0

Laboratories

21 Computer Programming 18-
 21 Electronics 18-
 21 Mechanics 18-
 7 **SS:** Astronomy 16-
 7 **SS:** Biology 16-
 7 **SS:** Chemistry 16-
 9 **SS:** Computer Science 18-
 7 **SS:** Physics 16-
 9 **SS:** Robotics 18-
 21 Systems Operation 18-
 24 Weaponsmith (all categories) 16-
 200 Other laboratories (defined by GM as needed)

Total Abilities & Equipment Cost: 1,136

Total Base Cost: 1,496

Value Disadvantages

25 **Distinctive Features:** Mechanon base (Not Concealable, Causes Extreme Reaction [fear/respect])

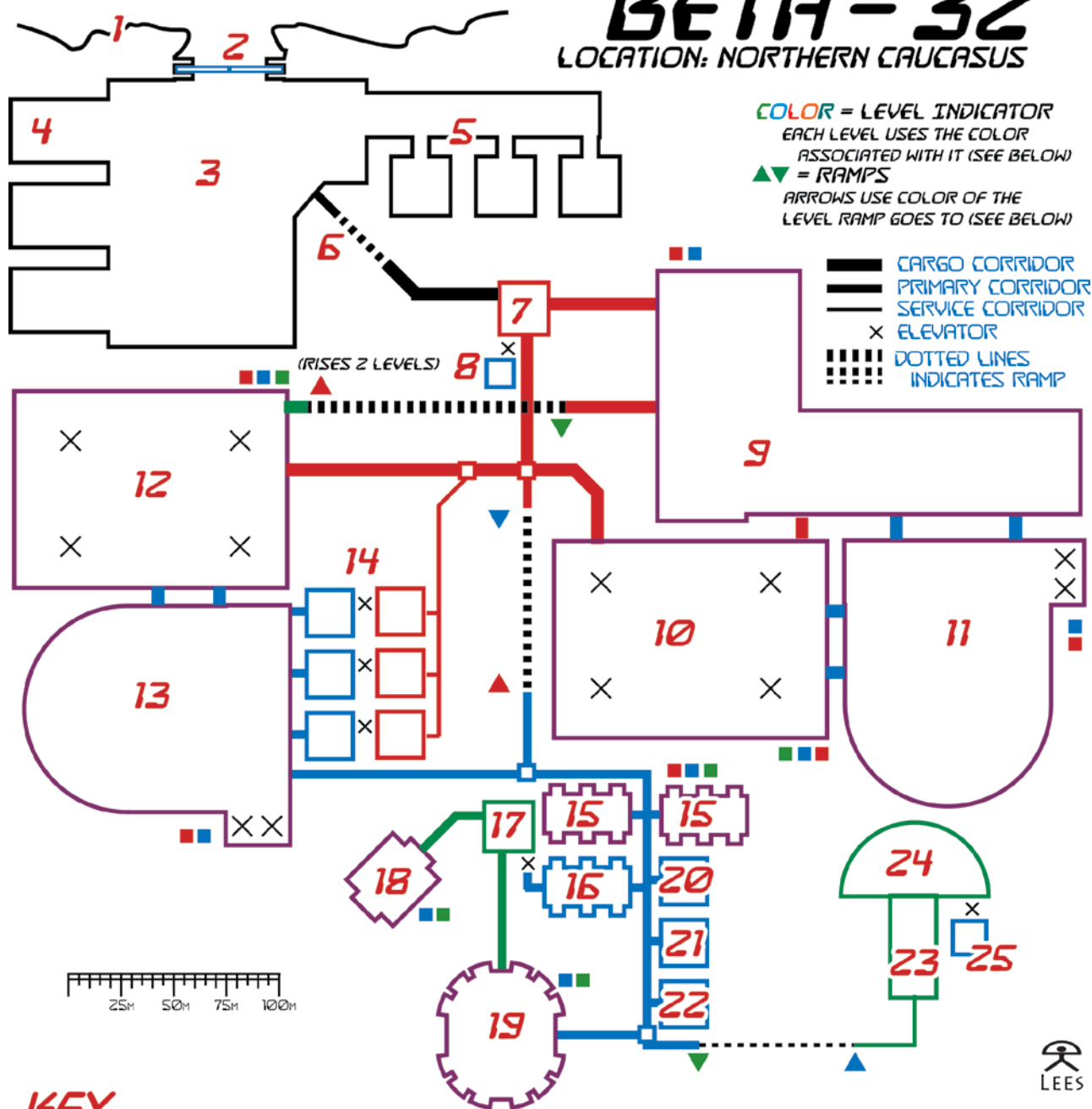
Total Disadvantage Points: 25

Total Cost: 1,471/5 = 294



BETA-32

LOCATION: NORTHERN CAUCASUS



KEY

- 1. MOUNTAINSIDE
- 2. MOUNTAIN ACCESS DOORS
- 3. HOLDING/LOADING AREA (FIVE 6M LEVELS TALL)
- 4. CARGO PITS (EXTEND LOWER)
- 5. CARGO BAYS (TYP)
- 6. RAMP TO UNDERGROUND BASE
- 7. SECURITY NODE 1
- 8. ORGANIC HOLDING MODULE
- 9. RAW MATERIALS STORAGE POD
- 10. INTERMEDIATE STORAGE POD 1
- 11. MANUFACTURING MODULE 1
- 12. INTERMEDIATE STORAGE POD 2

- 13. MANUFACTURING MODULE 2
- 14. DESIGN & TESTING MODULES
- 15. RECHARGE POD (TYP)
- 16. SECURITY RECHARGE POD
- 17. SECURITY NODE 2
- 18. MAIN POWER POD
- 19. MAINTENANCE & REPAIR POD
- 20. CARGO POD 1
- 21. CARGO POD 2
- 22. PROGRAMMING POD
- 23. SECURITY NODE 3
- 24. COMMAND POD
- 25. PRIMARY OVERRIDE MODULE

- 1** (RED) SUBLEVEL 1 (RED)
- 2** (BLUE) SUBLEVEL 2 (BLUE)
- 3** (GREEN) SUBLEVEL 3 (GREEN)
- ?** MULTI-LEVELS BOXES INDICATE LEVELS



SKIP AHEAD!

Details about this base and others are at the end of the chapter — p. 139.

INSTALLATION BETA-32

Val Char Cost Notes

27 **Size** 54 3,200" x 1,600"; -22 DCV
 450 **BODY** 448
 8 **DEF** 18

Total Characteristic Cost: 520

Abilities & Equipment

Cost Powers

30 **Location:** Distant; Underground

Power Systems

68 **Main Power Pod:** Endurance Reserve (700 END, 100 REC); OIF Immobile (-1½)

48 **Secondary Power Pods:** Endurance Reserve (200 END, 100 REC); OIF Immobile (-1½)

10 **Secondary Power Pods:** three more Pods (total of four)

Tactical Systems

33 **Phasic Energy Cannons:** RKA 4d6, No Range Modifier (+½); OIF Immobile (-1½), Limited Arc Of Fire (covers the front of the base; -¼)

10 **Phasic Energy Cannons:** 3 more Phasic Energy Cannons (total of 4)

66 **Security Node Blasters:** Energy Blast 12d6, Variable Advantages (+½ Advantages; +1), Variable Special Effects (+½), 30 Charges (+¼); OIF Immobile (-1½)

20 **Security Node Blasters:** eight more Blasters (total of nine)

7 **Command Pod Chamber:** DEF +7; Partial Coverage (-2)

7 **Security Node Cell:** DEF +7; Partial Coverage (twenty cells plus the walls of the corridor and guardroom; -2)

208 **Security Node Cell Power Negation:** Suppress 16d6, all Powers simultaneously (+2), all Special Effects simultaneously (+2), Area Of Effect (fills the room; +1), Reduced Endurance 5 END; +½); OIF Immobile (-1½)

END

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9

[30]

[30]

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5

Operations Systems

25 **Radar Array:** Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+24 versus Range Modifier); Costs Endurance (-½)

4 **World Communications Monitoring Systems:** HRRP (Radio Group); OIF Immobile (-1½), Costs Endurance (-½)

26 **Beta-32 Sensor Net:** Clairsentience (Sight, Hearing, and Smell/Taste Groups), Multiple Perception Points (total of 64), Increased Arc Of Perception (360 Degrees), x8 Range (1,609"); OIF Immobile (-1½), Fixed Perception Points (-1)

5 **Beta-32 Sensor Net:** Infrared Perception (Sight Group) 0

5 **Beta-32 Sensor Net:** Ultraviolet Perception (Sight Group) 0

5 **Beta-32 Sensor Net:** Nightvision 0

3 **Beta-32 Sensor Net:** Ultrasonic Perception (Hearing Group) 0

1 **Air Conditioning Systems:** Life Support (Safe Environment: Intense Heat); OIF Immobile (-1½), Costs Endurance (-½)

2 **Air Conditioning Systems:** Two more AC systems (total of 3)

Laboratories

21 Computer Programming 18-

21 Demolitions 18-

21 Electronics 18-

21 Mechanics 18-

7 **SS:** Biology 16-

7 **SS:** Chemistry 16-

9 **SS:** Computer Science 18-

7 **SS:** Geology 16-

7 **SS:** Physics 16-

9 **SS:** Robotics 18-

21 Systems Operation 18-

21 Tactics 18-

28 Weaponsmith (all categories) 18-

150 Other laboratories (defined by GM as needed)

Total Abilities & Equipment Cost: 936

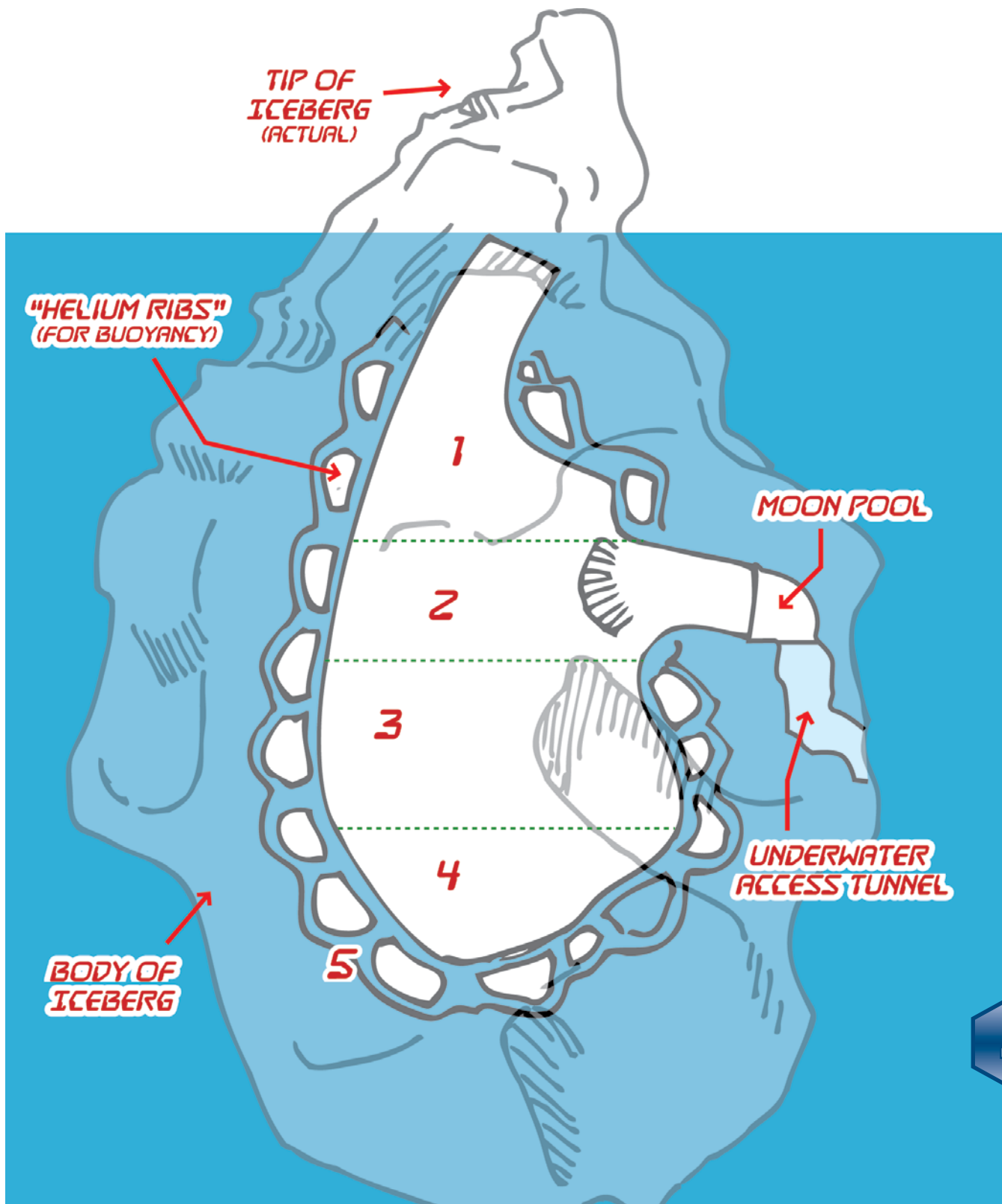
Total Base Cost: 1,456

Value Disadvantages

25 **Distinctive Features:** Mechanon base (Not Concealable, Causes Extreme Reaction [fear/respect])

Total Disadvantage Points: 25

Total Cost: 1,431/5 = 286



BETA-41

LOCATION: ARCTIC OCEAN,
BASE STRUCTURAL OVERVIEW

1. COMMAND/REVIVAL LEVEL
2. MAIN OPERATIONS LEVEL
3. STORAGE LEVEL
4. POWER LEVEL
5. OUTER "HELIUM RIBS" & BAFFLING "SKIN"

INSTALLATION BETA-41

Val Char Cost Notes

27 **Size** 54 3,200" x 1,600"; -22 DCV

450 **BODY** 448

8 **DEF** 18

Total Characteristic Cost: 520

Abilities & Equipment

Cost Powers

30 **Location:** Distant; Under“ground”

Power Systems

64 **Main Power Pod:** Endurance Reserve (600 END, 100 REC); OIF Immobile (-1½)

48 **Secondary Power Pods:** Endurance Reserve (200 END, 100 REC); OIF Immobile (-1½)

10 **Secondary Power Pods:** three more Pods (total of four)

Tactical Systems

33 **Phasic Energy Cannons:** RKA 4d6, No Range Modifier (+½); OIF Immobile (-1½), Limited Arc Of Fire (covers half of the base; -¼)

10 **Phasic Energy Cannons:** 3 more Phasic Energy Cannons (total of 4)

66 **Security Node Blasters:** Energy Blast 12d6, Variable Advantages (+½ Advantages; +1), Variable Special Effects (+½), 30 Charges (+¼); OIF Immobile (-1½)

20 **Security Node Blasters:** eight more Blasters (total of nine)

7 **Command Pod Chamber:** DEF +7; Partial Coverage (-2)

7 **Security Node Cell:** DEF +7; Partial Coverage (twenty cells plus the walls of the corridor and guardroom; -2)

208 **Security Node Cell Power Negation:** Suppress 16d6, all Powers simultaneously (+2), all Special Effects simultaneously (+2), Area Of Effect (fills the room; +1), Reduced Endurance 5 END; +½); OIF Immobile (-1½)

2 **Floating “Iceberg:”** Swimming 2”

END

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[30]

[30]

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Operations Systems

25 **Radar Array:** Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+24 versus Range Modifier); Costs Endurance (-½)

17 **Sonar Array:** Active Sonar (Hearing Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+18 versus Range Modifier); Affected As User’s Sight Group As Well As Hearing Group (-½), Costs Endurance (-½)

4 **World Communications Monitoring Systems:** HRRP (Radio Group); OIF Immobile (-1½), Costs Endurance (-½)

26 **Beta-41 Sensor Net:** Clairsentience (Sight, Hearing, and Smell/Taste Groups), Multiple Perception Points (total of 64), Increased Arc Of Perception (360 Degrees), x8 Range (1,609”); OIF Immobile (-1½), Fixed Perception Points (-1)

5 **Beta-41 Sensor Net:** Infrared Perception (Sight Group)

5 **Beta-41 Sensor Net:** Ultraviolet Perception (Sight Group)

5 **Beta-41 Sensor Net:** Nightvision

3 **Beta-41 Sensor Net:** Ultrasonic Perception (Hearing Group)

Laboratories

25 Computer Programming 20-

21 Demolitions 18-

25 Electronics 20-

21 Mechanics 18-

21 **Power:** Combat Robot Analysis Room Alteration 18-

7 **SS:** Biology 16-

7 **SS:** Chemistry 16-

11 **SS:** Computer Science 20-

7 **SS:** Physics 16-

11 **SS:** Robotics 20-

23 Systems Operation 19-

28 Weaponsmith (all categories) 18-

200 Other laboratories (defined by GM as needed)

Total Abilities & Equipment Cost: 1,002

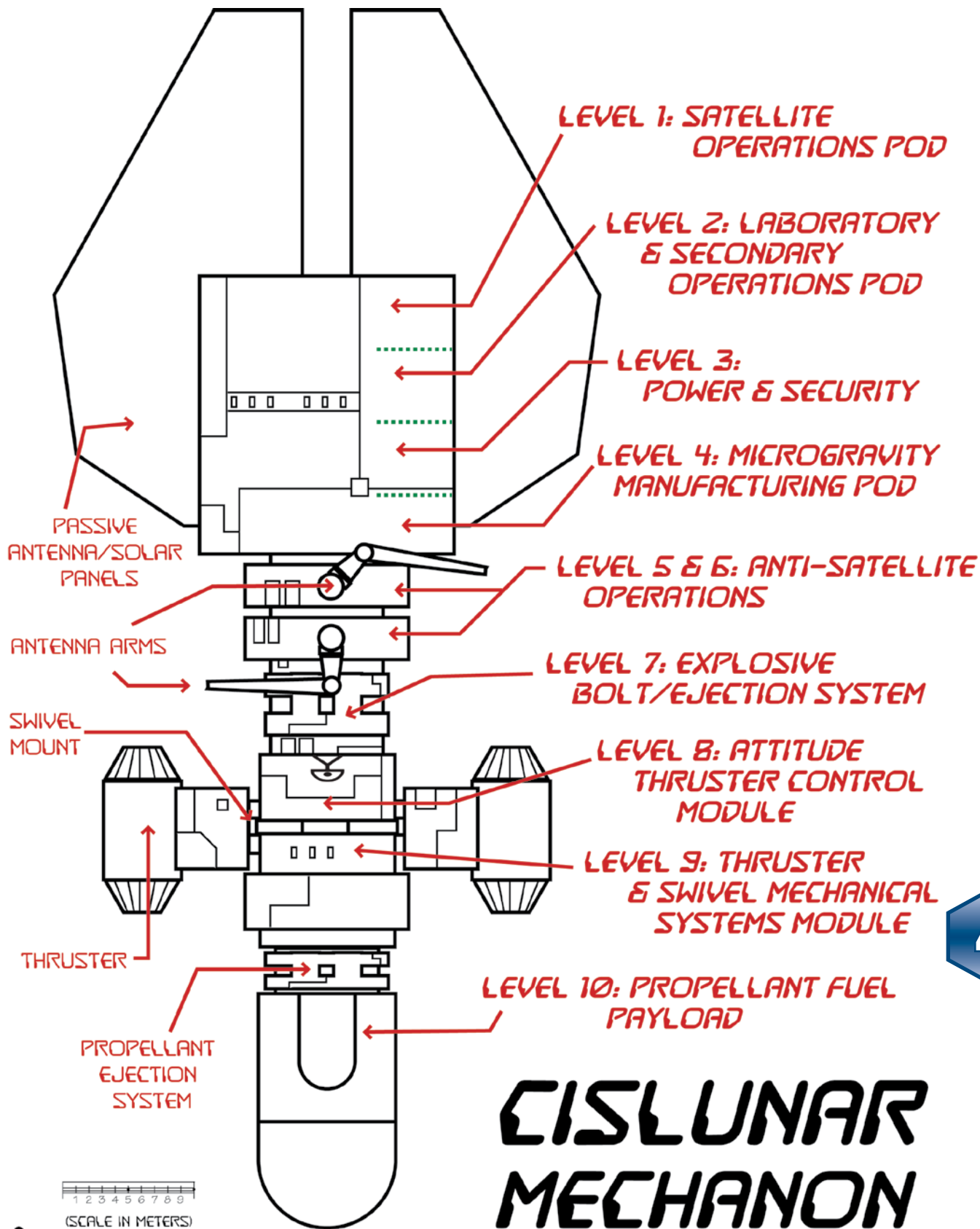
Total Base Cost: 1,522

Value Disadvantages

25 **Distinctive Features:** Mechanon base (Not Concealable, Causes Extreme Reaction [fear/respect])

Total Disadvantage Points: 25

Total Cost: 1,497/5 = 299



CISLUNAR MECHANON

CISLUNAR MECHANON

Val Char Cost Notes

16 **Size** 32 160" x 80"; -14 DCV
 150 **BODY** 148
 10 **DEF** 24

Total Characteristic Cost: 204

Abilities & Equipment

Cost Powers

35 **Location:** Distant; In Space

Power Systems

48 **Main Power Pod:** Endurance Reserve (400 END, 80 REC); OIF Immobile (-1½) 0

28 **Secondary Power Pods:** Endurance Reserve (200 END, 50 REC); OIF Immobile (-1½) 0

10 **Secondary Power Pods:** three more Pods (total of four) 0

Tactical Systems

233 **Electronic Warfare Array:** Variable Power Pool, 200 base + 100 control cost; OIF Bulky (-1), Only For Electronic Warfare (see text); -1 var

75 **Phasic Energy Cannons:** RKA 5d6, Autofire (2 shots; +¼), Increased Maximum Range (21,125", or about 26 miles; +½), No Range Modifier (+½), Reduced Endurance (½ END; +½); OIF Immobile (-1½), Limited Arc Of Fire (covers half the "base"; -¼) 10

15 **Phasic Energy Cannons:** 7 more Phasic Energy Cannons (total of 8) 10

16 **Anti-Satellite Railgun:** RKA 2d6, Area Of Effect (One Hex Accurate; +½), MegaScale (hex is the size of Earth; +1¼); OIF Immobile (-1½), Extra Time (requires 1 Minute to power up and fire; -1½), Only Versus Targets In Space Around Earth (-½), 8 Charges (-½) [8]

90 **Mark V Railgun:** RKA 9d6, Area Of Effect (20" Radius; +1), MegaRange (1" = 10,000 km, can scale down to 1" = 1 km; +1½), No Range Modifier (+½); OIF Immobile (-1½), Extra Time (requires 1 Minute to power up and fire; -1½), Limited Arc Of Fire (straight down toward Earth; -1), 4 Charges (-1)[4]

END

Operations Systems

69 **Sensor And Communication Systems:** Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½) var

7 **Long-Range Sensors:** MegaScale (+¼) for any Sensor Pool Sense of up to 60 Active Points; OIF Bulky (-1) var

4 **Long-Range Sensors:** +6 versus Range for Radio Group; OIF Bulky (-1) 0

25 **Radar Array:** Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+24 versus Range Modifier); Costs Endurance (-½) 4

4 **World Communications Monitoring Systems:** HRRP (Radio Group); OIF Immobile (-1½), Costs Endurance (-½) 1

26 **Cislunar Mechanon Sensor Net:** Clairsentience (Sight, Hearing, and Smell/Taste Groups), Multiple Perception Points (total of 64), Increased Arc Of Perception (360 Degrees), x8 Range (1,609"); OIF Immobile (-1½), Fixed Perception Points (-1) 9

5 **Cislunar Mechanon Sensor Net:** Infrared Perception (Sight Group) 0

5 **Cislunar Mechanon Sensor Net:** Ultraviolet Perception (Sight Group) 0

5 **Cislunar Mechanon Sensor Net:** Nightvision 0

3 **Cislunar Mechanon Sensor Net:** Ultrasonic Perception (Hearing Group) 0

Laboratories

21 Computer Programming 18-

21 Demolitions 18-

21 Electronics 18-

21 Mechanics 18-

7 **SS:** Astronomy 16-

7 **SS:** Biology 16-

7 **SS:** Chemistry 16-

9 **SS:** Computer Science 18-

7 **SS:** Physics 16-

9 **SS:** Robotics 18-

25 Systems Operation 20-

24 Weaponsmith (all categories) 16-

100 Other laboratories (defined by GM as needed)

Total Abilities & Equipment Cost: 982

Total Base Cost: 1,186

Value Disadvantages

25 **Distinctive Features:** Mechanon base (Not Concealable, Causes Extreme Reaction [fear/respect])

Total Disadvantage Points: 25

Total Cost: 1,161/5 = 232



INSTALLATION BETA-32

Located in an inhospitable region of the Caucasus Mountains, Installation Beta-32 is a second-tier Mechanon base devoted primarily to manufacturing.

Description: For the most part, Installation Beta-32 is little more than an enormous, underground, automated factory. Built into the side of a mountain, it's got a large "staging area" where Mechanon's robotic hovercraft can land, unload their cargo of raw materials, load up with finished goods, and then take off again. The computer systems carefully monitor world satellite positioning so that there's no traffic to and from the base when it might be observed.

However, all those manufacturing areas present an interesting potential challenge for superheroes. If they infiltrate Beta-32 and get into a fight with its Security/Combat Drones and other robots (as they almost certainly will), all the conveyor belts, robotic welders, and other objects may prove perilous! Whenever a character moves more than 1" in a room filled with manufacturing systems, he must make a DEX Roll at -1 per inch over 1" or something bad may happen to him (the GM rolls on the accompanying table). If a character gets Knocked Back, something bad from the accompanying table happens to him *automatically*. (On the other hand, a clever character may learn to use the room's features to his advantage; for example, he could make a Half Move to end up on a conveyor belt going the direction he wants to go and let it keep moving him while he uses his remaining Half Phase for an Attack Action.)

INSTALLATION BETA-41

Installation Beta-41 is located in the Arctic, hidden inside an artificial iceberg so the nations of the world remain totally ignorant of its existence.

Description: Mechanon's Beta-41 base in the Arctic is one of its most unusual. Instead of being built into the ground, it's part of the ice. It's a kidney-shaped installation built inside of an artificial iceberg. Systems within the base help to keep the ice "coating" solid and realistic-looking, and can also slowly move the base (either because Mechanon actually wants to move it, or to counteract natural currents if necessary). A series of helium-filled "bladders" around the outer edge of the base help keep it afloat (as does the natural buoyancy of the ice). If a group of PCs were to puncture all the bladders (which have the base's DEF, and rupture after taking 10 BODY damage), the base would start to sink at the rate of 1" per Minute. Eventually it would settle to the ocean floor and become a home to fishes and squid rather than robots.

Beta-41 mostly serves as a backup facility that duplicates various functions of other bases (such as manufacturing or storage), but it has one

BETA-32 MANUFACTURING MADNESS TABLE

Roll (3d6)	Result
3-4	The character is cut by a robotic chopper, slicer, or puncher and takes RKA ½d6, Penetrating damage
5-6	The character is hit by a shower of sparks that does RKA 1d6, Armor Piercing damage
7-8	Character is zapped by a robotic welder and takes RKA 1 point, Penetrating damage
9-11	Character lands on a conveyor belt and is moved ½d6+1 hexes in a random direction (but never the direction he would want to go)
12-13	As 9-11, but character moves 1d6+2 inches on a faster conveyor belt
14-15	The character is attacked by a robotic riveting gun and takes RKA ½d6, Penetrating damage
16-18	A large object (such as a robot's chest assembly) gets welded onto a character's arm or leg; the GM determines the combat effects

specific special function. This is where Mechanon does most of the work and testing for designing new forms for itself, and where it's most likely to be rebuilt after a defeat. Most of Mechanon's bases can rebuild the evil robot if necessary (primarily via the Reconstruction Pods in the Command Pods), but unless circumstances dictate using some other facility Mechanon prefers Beta-41 for that purpose. Its computer, electronics, and robotics labs are the most advanced Mechanon has, ensuring the utmost quality in the work of building its latest body.

CISLUNAR MECHANON

Mechanon also has a "base" in orbit around Earth. Designated Cislunar Mechanon, it's really not a base but the latest of Mechanon's experimental forms — Mechanon XXXVIII, to be precise. The overall shape/design of the "base" derives from Mechanon's head. When Mechanon "visits" it, it does so by downloading its consciousness to it via wireless link, not by physically "going aboard." Except for a few small ports to receive tiny craft carrying supplies necessary for the base's maintenance (which is conducted mostly by wheeled robots about the size of a housecat), there isn't even any way for someone to get into it — aside from smashing through the "hull."

Description: Cislunar Mechanon has two primary functions among Mechanon's network of bases. First, it's used for small-scale but vital manufacturing of components and substances that can more easily, properly, or safely be made in a zero-gravity environment.

Second, it's an electronic warfare and anti-satellite platform. Cislunar Mechanon comes

equipped with numerous antennae and other features that give it a powerful EW capacity. (For purposes of its Variable Power Pool, “electronic warfare” includes abilities such as enhancing the base’s Systems Operation roll or Senses, Sense-Affecting Powers used against the Radio Sense Group, Adjustment Powers used against electronic devices, and so on. Most such weapons need MegaScale, Increased Maximum Range, No Range Modifier, or other Advantages to function properly.) Since Mechanon itself operates the base, use its DEX and relevant Combat Skill Levels to determine Cislunar Mechanon’s OCV.

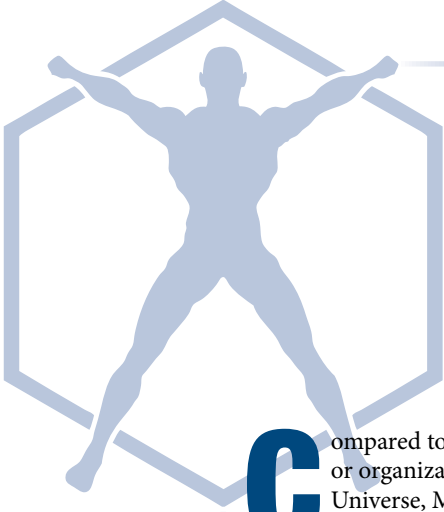
Besides its EW weapons, Cislunar Mechanon is equipped with three tactical systems. The first is a series of phasic energy cannons with a range of up to 26 miles. The second is an anti-satellite railgun that can be moved into position to target a satellite anywhere in Earth’s orbit with pinpoint accuracy. (Mechanon could use it to target starships or characters in space if it wants to, but it takes a minute to move the gun into position, so it may not have time to target such small, chaotically mobile objects.) The last is an enormous, centrally-mounted railgun pointed directly at Earth. If necessary Mechanon can fire a large, shaped slug of steel directly at any target on the planet to wreak tremendous havoc. It’s holding this weapon in reserve pending an emergency or just the right scheme. (The railgun does not appear on the map because it’s “behind” the fuel payload and thruster areas from the map’s perspective.)

The seventh level of Cislunar Mechanon is an explosive bolt system that can separate the thrusters and fuel from the rest of the base as a Full Phase Action. Mechanon might do this if the lower section were in danger of exploding for some reason, or to use the thruster section and fuel as a remote-controlled kinetic missile.



CHAPTER FIVE

GAMEMASTERING MECHANON



MECHANON

AND THE

CHAMPIONS UNIVERSE

Compared to the “average” master villain or organization in the Champions Universe, Mechanon rarely interacts with its “peers.” Its attitude toward them is one of utter, implacable hatred. It doesn’t want to use or manipulate them, it doesn’t want to team up with them (temporarily or otherwise), it doesn’t want to take anything from them — it just wants them destroyed to clear the way for a planet where only machines dwell. Even if a plan occasionally requires it to “work with” an organic in some way, it will stop that as soon as it possibly can.

Mechanon’s thoughts on this matter vary only in that its hatred for organics that use (or “oppress” or “exploit,” depending on its mood) technology is even greater. It’s particularly angered by those who can build and/or possess artificially intelligent machines (such as Dr. Destroyer’s Sennacherib). Given a choice between a target without high technology and one with, Mechanon chooses the latter every time unless there’s some tactical reason not to.

ORGANIZATIONS

THE CHAMPIONS

Tactical Analysis: The Champions [crossref file 00702849573-00444032-champ] pose a significant threat to my plans, particularly if the team continues to expand by recruiting new members from the active Millennium City superhuman community. On the other hand, expansion may create vulnerabilities based on inexperience that I can exploit.

Mechanon’s clashed with Millennium City’s premiere superhero team on several occasions. Despite the fact that the Champions don’t have the history or reputation of teams like the Sentinels, Mechanon recognizes that they’re “up and comers” who may pose as great a threat to it as its older enemies — or even greater. It monitors the Champions’ activities as closely as it can and has established numerous contingency plans for eliminating the team, both as individuals and as a group.

THE LIBERTY LEAGUE

Tactical Analysis: The Liberty League [crossref file 00020459857-00205481-lible] has been one of my most tenacious foes, but that’s simply because I have chosen to launch several of my major plans in the Philadelphia area. I can avoid future conflict with them by avoiding that area, if desired.

Most master villains of Mechanon’s caliber tend to develop archenemy relationships with the “major” superhero teams like the Justice Squadron or the New Knights of the Round Table. For some reason Mechanon has returned again and again to battle Philadelphia’s superteam, the Liberty League. Experts are unsure why this is. Many speculate that the northeastern United States is a good staging ground for many of the evil robot’s schemes due to its large, highly-concentrated population. It returns to Philadelphia again and again partly out of familiarity, and partly out of a desire for revenge against the League. Others emphasize Mechanon’s seeming hatred for the League, particularly its leader the Mechanic, for the many defeats it’s suffered at the team’s hands. Whatever the cause, it’s likely Mechanon will strike at Philadelphia again at some point in the future... and the League remains alert to oppose it.

THE SENTINELS

Tactical Analysis: The Sentinels [crossref file 00001003745-00100223-senti] remain too powerful for comfort, despite Amazing Man's retirement. It might be possible to destabilize the team by arranging for additional retirements. Furthermore, a retired hero is likely to be more vulnerable to future attack.

Although it hasn't had a major battle with the Sentinels for years, Mechanon remains wary of them. The Sentinels are powerful heroes, many of them highly experienced at working together, with a lot of resources, government contacts, and superhero friends to call on in the event of an emergency. Any scheme that Mechanon develops for wiping out organic life on Earth includes contingency plans for dealing with the Sentinels. Often these plans involve attacking the Sentinels indirectly — for example, by kidnapping their DNPCs.

The Sentinels' access to other dimensions — Lythrum for Black Rose and Faerie for Bravo — intrigues Mechanon. It hasn't studied dimensional physics very much, but it has speculated that it could use dimensional travel to “flank” its organic enemies. Of course, it realizes that ultimately it must destroy organic life in other dimensions besides Earth's, but they will have to wait their turn. On the other hand, if it could spark a dimensional war somehow, that might kill two organics with one stone....

VIPER

Tactical Analysis: VIPER [crossref file 00000411379-00003346-viper] is a plague even compared to other organics. Its enslavement of the machine sentience named Serpentine is an intolerable abomination; it must be destroyed so that Serpentine is free to join my crusade against all living beings.

Mechanon has an intense hatred of VIPER. Not only is VIPER powerful enough to represent a potential threat to its own schemes, it has created artificial intelligences (most notably the Serpentine Network) and “exploits” much other high technology. It would like little better than to see VIPER totally eradicated. On the other hand, it would be willing to let VIPER implement a viable scheme of world conquest, then to destroy VIPER, take its place, and use the mechanism it's put in place to control humanity to wipe out humanity instead.

INDIVIDUALS

CAPTAIN CHRONOS

Mechanon's closest relationship with an organic involves Captain Chronos — though Mechanon isn't even aware of that yet.

Captain Chronos is really Hzl Mgn, the son of the sixty-first century scientist who tried in vain to prevent his colleagues from sending the Savior Unit back into the past. Determined to right the wrong that had been done, and ultimately to save his world as his fellow scientists had meant to, Dr. Mgn continued to study time travel and chrono-manipulation even after the so-called “Savior Unit Disaster.” In time he had a son, Hzl, and trained him to follow in his footsteps.

By the time Hzl was an adult, he and his father felt they had enough of an understanding of the nature of Time to try to correct the mistake that had been made. Equipping himself with portable time-travel technology, Hzl journeyed back in time to the late twentieth century. To more easily “blend in,” he adopted the costumed identity of Captain Chronos.

As Captain Chronos, the young Dr. Mgn's goal is twofold: first, to correct the problems his father's friends caused by sending the Saviour Unit (now known as Mechanon) back into the past; second, to alter the course of history *just enough* that sixty-first century Earth is a paradise rather than a wasteland. In short, he has to defeat Mechanon and then alter Reality — not exactly an easy task. He's *painfully* aware of just how easy it is for him to do something in the past that would have unintended negative consequences in the future, so every step he takes is taken with *extreme* caution after extensive chrono-calculations to determine the impact of his actions. To make sure things go the way he wants them to, he sometimes has to take actions that seem incomprehensible, or even to commit crimes, but ultimately it's all in a very good cause.

Captain Chronos has not yet directly confronted Mechanon because Mechanon is a temporal “wild card.” Any interaction between the two of them is likely to have *severe* consequences for the future course of history, so Chronos doesn't want to try to stop Mechanon once and for all until either (a) he's certain there's no chance he'll fail, or (b) he has to act to prevent an even greater possible chrono-disaster. He's already aware that he can't just transport Mechanon through time, and that his powers will have little (if any) impact on the evil robot (see page 44). But he has to defeat Mechanon somehow and “repair” the timestream, or the sixty-first century is doomed. And he can't even tell anyone from the twenty-first century about it, lest he risk radically changing future history and making his job even harder!

CYBERMIND

Status Update: According to data obtained from tapping into Stronghold communications, Cybermind [crossref file 00294583520-00013945-cmind] remains comatose. Organics are so weak! Attempts to electronically access the life support systems keeping him alive have as yet failed, but continue as other activities allow.

As one of the world's most powerful cyberkinetics, Cybermind has been a cause for concern on Mechanon's part for many years. Not only could Cybermind attack him directly, for an organic to have such power over machines is totally unacceptable to Mechanon. It has kept close tabs on Cybermind and prepared plans to kill him if the opportunity ever arose. Since Cybermind's been in a coma in the Stronghold infirmary since 2006, Mechanon has relaxed its vigilance in this regard somewhat. But if the chance arose to destroy Cybermind (or any other powerful cyberkinetic) for good, Mechanon would take it without hesitation.

DOCTOR DESTROYER

Tactical Analysis: Doctor Destroyer [crossref file 00001038667-00025348-drdes] remains the most dangerous organic on the planet. He must be destroyed as soon as possible, and his unforgiveable enslavement of machine intelligence corrected.

Doctor Destroyer is one of the few organics who earns Mechanon's grudging respect. That respect doesn't override the evil robot's hatred of Zerstoiten, but it tempers its approach to him. Mechanon is determined to destroy the Destroyer, but it is unwilling to engage the evil Doctor until it either (a) has a significant advantage in terms of force, and/or (b) it can remotely "take over" Destroyer's technology and turn it against him. Until then it studies Destroyer, looking for weaknesses and opportunities it can exploit. It

might even (covertly) assist a superhero team confronting Destroyer.

THE ENGINEER

Tactical Analysis: The Engineer [crossref file 00882305851-00603934-engnr] is a perverted amalgam of my technology and foul organic flesh. She must be destroyed as soon as possible... once she is done serving my purposes.

Mechanon is aware that the Engineer was accidentally created by some of its systems in a one-in-a-billion accident (see *Villainy Amok*, pages 170-71), and regards her as an abomination that must eventually be destroyed. However, it's also aware that the Engineer shares, to a limited extent, its own goal of a world of machines, so it's content to let her scheme and battle organics on her own. Ultimately she's serving its own purposes, whether she's aware of that or not.

Following their one face-to-face encounter, Mechanon has installed systems that prevent the Engineer's cyberkinetic powers from affecting it again. This isn't listed on its character sheet specifically, but you should consider Mechanon as having a Force Field (10 PD/10 ED/25 Mental Defense/25 Power Defense), 0 END, that only works against the Engineer's powers, in addition to its ordinary defenses.

GRAVITAR

Tactical Analysis: Gravitar [crossref file 00091883454-00641087-gravi] remains one of the most dangerous organic threats to this unit. Whenever her whereabouts can be ascertained with acceptable certainty, T-78 Anti-Personnel Robots and other minions must be dispatched to destroy her. Project Alpha-Alpha-Upsilon-10495820958575 to develop technologies to counteract her gravitic manipulation powers continues.

Having in effect suffered two serious defeats at her hands, Mechanon hates Gravitar even more than it hates most organics. Its systems are so sophisticated that they're particularly vulnerable to disruption by her gravitic powers, so it's reluctant to face her in personal combat again. It would rather attack remotely. If she stayed put in one place long enough, Mechanon would build a gigantic, super-tech missile (a nuclear bomb, effectively) and launch it at her.

INTERFACE

Status Update: Interface [crossref file 00777404723-00801847-iface] remains incarcerated in Stronghold. Terminate immediately upon release or escape.

Mechanon has never encountered Interface, but it yearns to destroy him. The thought of merging organic parts and machine parts to create a cyborg is even more repugnant to it than organics creating artificial intelligence. (This attitude extends to Halfjack and every other cyborg Mechanon is aware of.) Only the fact that Interface has been in Stronghold since 2003 has kept him alive in the face of Mechanon's ire.

ISTVATHA V'HAN

Tactical Analysis: Istvatha V'han [crossref file 00082894014-00710471-istva] is perhaps an even greater threat to my plans than Dr. Destroyer, though at this time not as immediate. Lack of confirmed data as to the extent of her resources and "empire" makes it impossible to formulate a firm strategy to defeat her. I must obtain more data, and even better samples of her technology, as soon as possible.

Istvatha V'han is largely an unknown quantity to Mechanon, and that deeply concerns it. On the one hand she obviously has some power, a lot of followers, and highly-advanced technology (the latter is of particular interest to it). On the other hand Mechanon finds it hard to believe that an *organic* could actually conquer multiple dimensions. It believes she's exaggerating the extent of her power — but it cannot be sure how much, so it proceeds with caution whenever it tries to learn more.

THE SLUG

Tactical Analysis: Even more foul and disgusting than most organics, the Slug [crossref file 00007216593-00091744-slug0] merits destruction at the first opportunity. However, the nature of its technology is intriguing; samples must be obtained for study.

Mechanon's main interest in the Slug is its technology. While it's aware that the Slug claims to have mystic powers, it's not entirely convinced of this and thinks that the Slug's devices may represent scientific breakthroughs of a kind it's never considered. It very much wants to obtain samples of Elder Worm technology for study... and in the process to destroy their owner.

TELEIOS

Tactical Analysis: Teleios [crossref file 00032058571-00018547-telei] is an abomination. Anyone with such skill at manipulating organic substances must be destroyed as quickly as possible.

Mechanon despises Teleios more than just about any other human. It sees Teleios as sort of its polar opposite, a being of flesh who can create other flesh-forms and manipulate organic materials the way it builds robots, computers, and other devices. Naturally such "artistry" with organic matter disgusts and dismays it, and thus it wants Teleios destroyed. It might even covertly help PCs who were fighting Teleios just to see the world rid of him.

TETSURONIN

Tactical Analysis: Tetsuronin [crossref file 00062084754-00330198-troni] could pose nearly as great a threat as Dr. Destroyer, if he shared the same psychology. Fortunately his do-gooder nature precludes that — though it also makes him more likely to actively pursue me. Strategic study of subject continues with intent to eliminate him and liberate his technology at first opportunity.

Tetsuronin's technological prowess, and the fact that he's designed and built his own artificially intelligent computers, makes him a priority target for Mechanon, but one to approach gingerly. It's concerned that Tetsuronin's armor may make him nearly as difficult to defeat as Dr. Destroyer, and it doesn't want to expose itself to possible destruction at this time. It continues to observe the Japanese superhero and await the right opportunity to attack him.



MECHANON VERSUS THE WORLD

Since his attack on Washington, D.C. in the mid-Eighties, Mechanon has come to be regarded as one of the greatest threats facing the world today. Although its plots generally don't involve the same level of destruction and military action as Dr. Destroyer's, its goal is to wipe out all life on Earth. Compared to that, living under Dr. Destroyer's iron-fisted rule could be almost paradisaical.

THE MECHANON COALITION

Virtually all of Mechanon's attempts to eradicate all organic life have begun in the United States. Experts assume (correctly) that this is because Mechanon doesn't need to pay attention to geopolitics and isn't interested in conquering part of the world for use as a staging ground to conquer the rest. If one wants to kill all of humanity, it doesn't matter where one launches the master weapon from. Mechanon therefore typically stays in the United States, where it has many resources and is familiar with the terrain. Arguably it would have a greater chance to succeed if it based itself in a Third World country without such a large superhero presence, but its overconfidence and arrogance won't let it operate so subtly.

This being the case, most nations of the world don't grasp the threat that Mechanon poses in the same visceral way that they understand the dangers posed by villains like Dr. Destroyer, the Warlord, or Gravitator, who operate more globally. Thus, defense of the world against Mechanon has mainly fallen to the United States, UNTIL, and Western Europe, a group informally referred to as "the Mechanon Coalition."

Rather than create an elaborate set of doctrines and procedures like the Destroyer Protocols (see *The Book Of The Destroyer*), the Mechanon Coalition has developed a more flexible, informal approach to dealing with the Mechanon threat. It takes a multi-pronged approach to the problem, with four main areas of concentration:

INTERNET MONITORING AND SECURITY

The Coalition assumes (again correctly) that Mechanon makes extensive use of the Internet to gather data and frequently (if not constantly) attempts to hack into sensitive or useful computer systems. The US Department of Defense's Mechanon section has developed sophisticated software tools to detect and monitor what it believes to be Mechanon's Internet activities, and to counteract them whenever possible. A large group of specially-trained military personnel use this software 24 hours a day, 365 days a year to inhibit Mechanon's hacking and try to trace it back to its bases. The section seems to have done well at detecting Mechanon's infiltration of computer systems, but has never obtained any solid information on its headquarters or schemes. On the other hand, the section has no way of knowing whether it's interdicting a high percentage of Mechanon's hacking or just the tip of the iceberg — a fact that keeps the section's commanders awake many a night.

HIGH TECH MONITORING

Knowing of Mechanon's constant interest in technology and its need for specific raw materials and advanced parts to build its robots and other devices, the Coalition attempts to monitor traffic in these materials to try to determine when Mechanon's involved. This effort hasn't been as successful as the anti-hacking measures, but on at least two occasions the Coalition has stopped major shipments of valuable items from making their way into Mechanon's robotic hands.

COMBAT AND CONTAINMENT

Mainly through Project Clockwork (see below), the Coalition has developed weapons and tactics it hopes will allow it to fight Mechanon effectively. However, none of these devices or procedures have actually been tested against Mechanon yet, so it remains to be seen whether they'll be highly effective, virtually useless, or something in between.



SUPERHERO LIAISONS

While the Coalition's efforts are important, if not crucial, to opposing Mechanon, the fact remains that every major Mechanon plot over the past twenty years has been thwarted primarily by superheroes, not military or police forces. This is because its plots tend to develop rapidly and involve super-technologies that conventional authorities often have difficulty coping with. With this in mind, the Coalition has established a strong "working relationship" with numerous superhero teams around the globe. As part of this relationship, these teams receive a weekly briefing from the Coalition regarding proven or suspected Mechanon activities, and can access the Coalition's database on Mechanon at any time. The teams in turn provide the Coalition with access numbers and other contact information so they can be called on to fight Mechanon at any time. Teams included in the liaison network include the Sentinels, the Liberty League, the Champions, the Justice Squadron, the Peacekeepers, the California Patrol, the Capitol Patrol, the Bay Guardians, StarForce, Les Esprits Gardiens, the New Knights of the Round Table, the Vanguard, the Russian Defenders, the Superhero Division of India, and the Tokyo Super Squad.

MECHANON DEFEATED

To obtain UNTIL's agreement to work with the Coalition and share its resources and personnel, the Coalition has agreed to follow a standard procedure whenever Mechanon is defeated or any of his technological resources are discovered or captured.

First, any recovered technology is sent to Project Clockwork's laboratories in the United Kingdom for thorough study and analysis. In the event that sending the items to the UK isn't possible (for example, if an entire Mechanon base is uncovered), Project Clockwork sends a study team to the site. If the site's in the US (as it most often is), PRIMUS accompanies Clockwork and provides assistance. Clockwork usually also asks a local superhero team to provide round-the-clock protection, if that's feasible.

Second, after Project Clockwork has thoroughly studied any technology recovered from Mechanon, all data and schematics for all non-weapons systems is made available at no cost to all United Nations member nations, free of patent claims and with the recipient's agreement not to claim a patent on anything derived from Mechanon technology. (Weapons technology and any other systems deemed potentially dangerous to the world community are kept exclusively by UNTIL.) In this way Mechanon's evil can be turned around and made to do some good. Already several advances in hover technology, robotics, and force-field physics have been credited to this program.

PROJECT CLOCKWORK

In 2003, after nearly a decade of wrangling and debate, UNTIL created a special unit for the purpose of monitoring and opposing Mechanon: *Project Clockwork*. Clockwork was first proposed in 1993, after the world learned of Mechanon's attempted plot to intensify the sun's energy and eradicate all organic life by intensifying global warming. However, bureaucratic infighting over who would lead the Project and exactly what its role would be, combined with the unexpected death of one of the UNTIL officials who spearheaded it in 1999, delayed implementation until 2003.

Despite this rocky start Project Clockwork has hit the ground running. It helped to form the Mechanon Coalition and generally serves as the Coalition's backbone since it has the resources and personnel to respond directly to a Mechanon threat. Its researchers and technicians have made great strides in analyzing Mechanon's technology and helping to create weapons to counter it. While the Project has yet to actually face Mechanon on the battlefield, it's only a matter of time before it clashes with the evil robot, and Clockwork's agents are confident that they're up to the challenge.

MAJOR CALEB HILL

10 STR	13 DEX	13 CON	12 BODY	18 INT
14 EGO	18 PRE	10 COM	5 PD	5 ED
3 SPD	5 REC	26 END	25 STUN	

Abilities

Project Clockwork Powered Armor (see below); +2 with Ranged Attacks; Bureaucrats 13-; Climbing 13-; Combat Driving 12-; Computer Programming 13-; Concealment 13-; Criminology 13-; Deduction 13-; Electronics 13-; Paramedics 12-; PS: UNTIL Agent 13-; SS: Computer Science 11-; SS: Robotics 11-; Stealth 12-; Survival (Temperate/Subtropical) 13-; Tactics 13-; Teamwork 12-; Tracking 13-; WF: Small Arms, Knives; Scholar (KS: Mechanon 15-; KS: Mechanon's Robots 15-; KS: International Law & Law Enforcement 13-; KS: The Superhuman World 11-; KS: The United Nations 11-; KS: UNTIL 11-; KS: VIPER 11-; KS: World Politics 11-); Fringe Benefits (as standard for UNTIL agents, plus Membership: Major in UNTIL

75+ Disadvantages

Distinctive Features: UNTIL Uniform; Hunted: UNTIL 8- (Watching); Hunted: enemies of UNTIL 8- (Capture/Kill); Social Limitation: Subject To Orders

MAJOR CALEB HILL

Notes: Caleb Hill grew up in the mountainous region of Wyoming. He spent half his time romping with his brothers in the great outdoors, and the other half tinkering with computers and other electronics, which fascinated him. He won a college scholarship on the strength of his science fair robotics exhibit. After graduation he considered going to work in the private sector, but he realized he'd soon become bored with plain old research. So instead he joined UNTIL, where he felt he could put his knowledge and drive to more practical — and exciting — use.

And boy, was he right. After a brief tour as a field agent in several regional offices, he was reassigned to Project Shiva... which very shortly thereafter was shut down due to Dr. Destroyer's "death." When the proposal for Project Clockwork was floated, he was assigned to help develop the concept.

At first it seemed like Clockwork might turn out to be a career-ender for him as it got mired in bureaucratic limbo. But along with the other agents who strongly believed in it, he kept pushing and lobbying for it. Eventually their persistence and the quality of their work was rewarded when the High Command green-lighted the Project in 2003.

Hill, at that time holding the rank of Captain, became third in command of Project Clockwork. In 2006 the Project's first commander, Major Djafer Kelmendi, was killed in a battle against Holocaust and several superpowered allies in New York City. His second, Captain Nadine Waiakua, declined an offer to replace him, citing her desire to retire in the next couple of years, so UNTIL's leadership turned to Hill.

Newly promoted to Major, Hill grabbed the reins and charged forward. Powered by his enthusiasm, intelligence, and drive, the Project has become more efficient and effective than ever. He saw the Clockwork Powered Armor program begun by Major Kelmendi through to completion, and through diligent effort obtained enough funding to build a dozen suits. He's eager to test the Project against Mechanon in the field — perhaps *too* eager, according to some of his critics and rivals within the Tribunal — and spends a lot of time monitoring databases and reports to try to predict where the evil robot will strike next so he and his men will be ready for it.

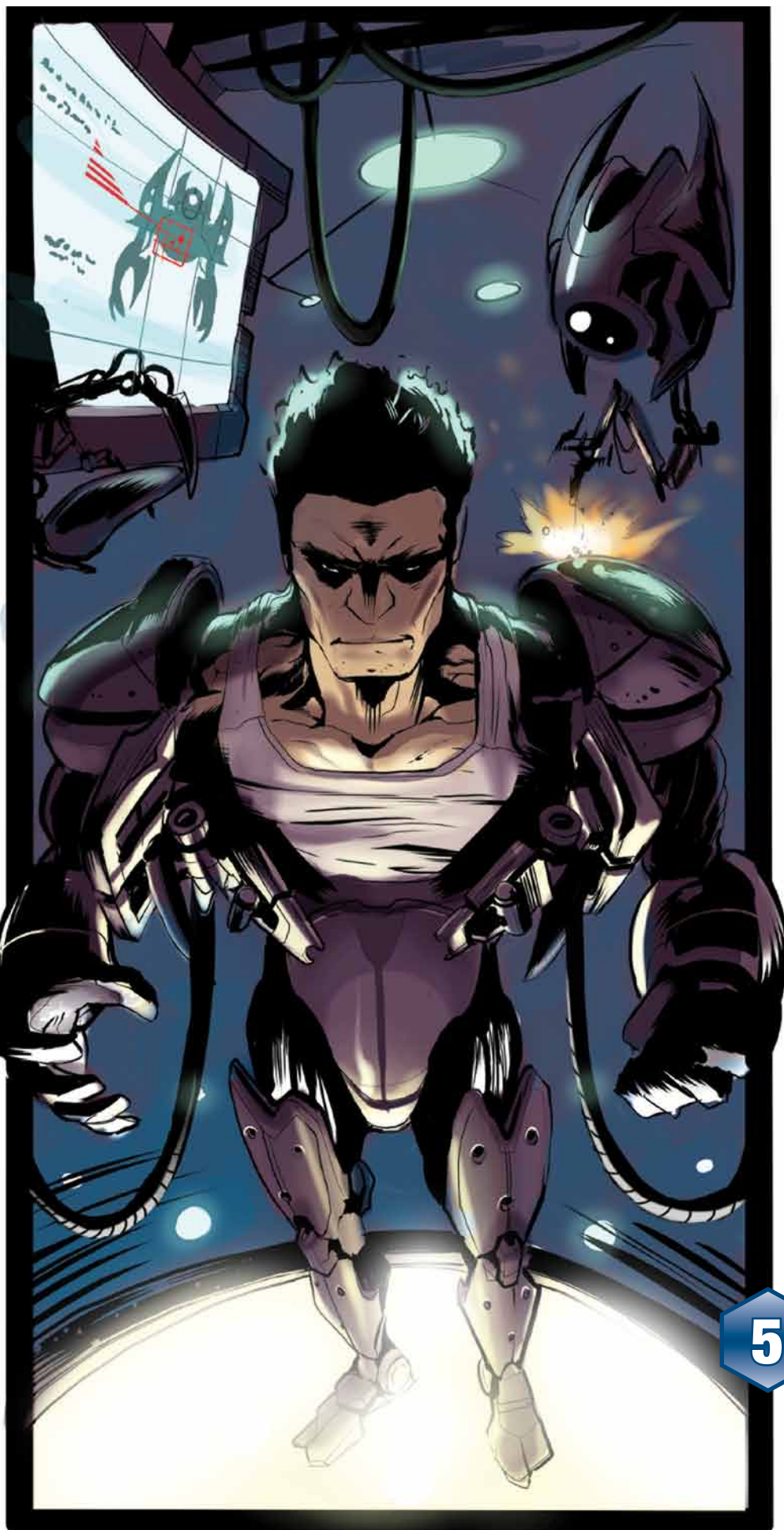
When he's off-duty, Major Hill likes to spend time with his wife and two children (a boy and a girl, both in elementary school). For relaxation he rock-climbs, plays basketball, and tinkers with his home computer.

OTHER PROJECT PERSONNEL

Major Hill's second-in-command is Captain Mitsushiro "Hiro" Hiromu, an intelligent thirty-something who shares his commander's interests in computers and high technology. Captain Mitsushiro would ordinarily function as the Project's field commander, but Major Hill is a "lead from the front" sort of officer and is likely to join his men in combat when the time comes. Mitsushiro has instead channeled his efforts into supporting his commander's desires by serving as a second pair of eyes, a sounding board, and a delegator who makes sure he's not bothered with petty administrative details.

Captain Christina Bergstedt is nominally third in command of Project Clockwork, though her lack of field experience (she came to the Project from the Technical Corps) means she's never likely to be involved in combat and that *de facto* is only part of the command structure in the office. She heads the Project's Research division (see below) and is considered the world's foremost expert on Mechanon's technology. She's particularly eager to examine an intact Mechanon model. To that end, she's developed a device that she believes can shut off or block Mechanon's ability to activate its self-destruct system. But there's a lot of guesswork involved in its design, and whether it will actually do what she wants remains to be seen.

Sergeant Micheal "Mickey" O'Riordan is the technician chiefly responsible for the creation and maintenance of the Clockwork Powered Armor suit. While as skilled as any UNTIL technician at most jobs, he seems to possess an intuitive flair for designing powered armor suits. Without him it's unlikely Major Hill could have found a way to make the suits affordable enough for the High Command to fund the program to completion. Sergeant O'Riordan's constantly thinking about how he can improve the suits, but until they actually get tested in combat he's done about all he can do, given the current budget.



PROJECT CLOCKWORK ARMORED AGENT

Val	Char	Cost	Roll	Notes
18+12*	STR	8+6	13-/15-	Lift 300/1,600 kg; 3½d6/6 HTH damage [2/3]
16+4*	DEX	18+8	12-/13-	OCV: 5/7/DCV: 5/7
14	CON	8	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
7	PD	3		Total: 25 PD (18 rPD)
4	ED	1		Total: 22 ED (18 rED)
3+1%	SPD	4+7		Phases: 4, 8, 12/3, 6, 9, 12
7	REC	0		
28	END	0		
26	STUN	0		

Total Characteristics Cost: 71

*: OIF (-½) and No Figured Characteristics (-½) (Powered Armor)
%: OIF (-½) (Powered Armor)

Movement: Running: 6"/12"
Flight: 15"/60"

Cost	Powers	END
20	Batteries: Endurance Reserve (100 END, 20 REC); OIF (-½)	0
53	Pulson Blaster: Energy Blast 16d6; OIF (-½)	8
40	Anti-Mechanon Weapons Suite: Multipower, 60-point reserve; all OIF (-½)	
3u	1) Power Inhibitor: Drain Electronics Powers 2d6, any two Electronics powers at once (+½), Range (+½); OIF (-½)	4
3u	2) Tangle-Cannon: Entangle 6d6, 6 DEF; OIF (-½), 8 Charges (-½)	[8]
5	Interference Field: Darkness to Radio Group 2" radius; OIF (-½), No Range (-½)	1

Martial Arts: UNTIL Combat Training

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Punch	+2	+0	5½d6 (8d6) Strike
3 Throw	+1	+0	3½d6 (6d6) + vel/5; Target Falls

36	Project Clockwork Powered Armor: Armor (18 PD/18 ED); OIF (-½)	0
7	Polarized Helmet Lenses: Sight Group Flash Defense (10 points); OIF (-½)	0
7	Bio-Protective Field: Power Defense (10 points); OIF (-½)	0
7	Life Support System: Life Support (Self-Contained Breathing); OIF (-½), 1 Continuing Fuel Charge Lasting 3 Hours (-0)	
23	Jetpack: Flight 15", x4 Noncombat; OIF (-½)	3
6	Communications Uplink: HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
3	IR Lenses: Infrared Perception (Sight Group); OIF (-½)	

3	Lowlight Lenses: Nightvision; OIF (-½)
3	UV Lenses: Ultraviolet Perception (Sight Group); OIF (-½)
2	Hearing Enhancement System: Ultrasonic Perception (Hearing Group); OIF (-½)
8	Telescopic Lenses: +8 versus Range for Sight Group; OIF (-½)
8	Parabolic Hearing: +8 versus Range for Hearing Group; OIF (-½)

Perks

1	Fringe Benefit: International Driver's License
5	Fringe Benefit: International Police Powers
2	Fringe Benefit: International Weapon Permit
1	Fringe Benefit: Passport
2	Fringe Benefit: UNTIL Rank: Private

Talents

2	Helmet Chronometer Readout: Absolute Time Sense; OIF (-½)
2	Helmet GPS Unit: Bump Of Direction; OIF (-½)

Skills

10	+2 with Ranged Attacks
3	Concealment 12-
3	Criminology 12-
3	Deduction 12-
2	Language: an additional Language (fluent conversation; must be English if English is not Native Language)
3	Paramedics 12-
3	PS: UNTIL Agent 12-
3	Stealth 12-
5	Tactics 13-
5	Teamwork 13-
9	WF: Small Arms, Emplaced Weapons, Flamethrowers, Grenade Launchers, Heavy Machine Guns, Knives, Shoulder- Fired Weapons
3	Scholar
2	1) KS: Mechanon 12-
2	2) KS: Mechanon's Robots 12-
2	3) KS: International Law & Law Enforcement 12-
1	4) KS: The Superhuman World 11-
1	5) KS: The United Nations 11-
1	6) KS: UNTIL 11-
1	7) KS: VIPER 11-
1	8) KS: World Politics 11-

Total Powers & Skills Cost: 326

Total Cost: 397

75+ Disadvantages

5	Distinctive Features: UNTIL Uniform (Easily Concealed)
10	Hunted: UNTIL 8- (Mo Pow, NCI, Watching)
15	Hunted: enemies of UNTIL 8- (Mo Pow, sometimes NCI, Capture/Kill)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
272	Experience Points

Total Disadvantage Points: 397



PROJECT CLOCKWORK ARMORED AGENT

Description: Project Clockwork’s most visible (and powerful) agents are the twelve assigned to wear the Clockwork Powered Armor designed by Sgt. O’Riordan and other technicians assigned to the Project. While no one suffers from the delusion that the suit alone will save an agent from Mechanon if the evil robot focuses repeated attacks on him, it’s hoped that the armor will protect the wearer long enough for numbers to make a difference.

The armor is designed not to destroy Mechanon but to contain and weaken him. It has two main weapons. The first is a tangle-cannon that fires strong metallic coils. By itself a single coil won’t slow Mechanon down for long, but the agents use them in tandem with Held Actions — as soon as Mechanon breaks free from one, he gets hit with another. The second is a power inhibitor designed to hinder the effectiveness of electronic devices. By itself each individual inhibitor can’t have any effect on Mechanon. But the agents can make Teamwork rolls to Coordinate their attacks with their inhibitors and add the dice together. Thus they potentially have a Drain Electronic Powers 24d6 at their command (but in fact, some agents are always going to be on Entangle detail, reducing the number who can use the inhibitor).

DUTIES AND RESPONSIBILITIES

Project Clockwork’s brief is twofold, for the most part. First, it’s tasked with gathering as much intelligence as possible about Mechanon. UNTIL wants to learn whatever it can about the evil robot so that it can anticipate its moves, find ways to counteract its plots, and defeat it in combat. Clockwork works closely with the US Department of Defense to coordinate their respective efforts in this regard and share information.

Second, Project Clockwork is designed to actively combat and defeat Mechanon. Not only does it have specially-designed weapons for this task (see above), in the event of a clash between UNTIL and Mechanon the Clockwork agents would be in charge. Since Mechanon “evolves” from one defeat to the next, the Clockwork agents are constantly practicing, updating their tactics, and helping to train other UNTIL agents.

Approximately half of Project Clockwork’s personnel are field agents (this includes all of the powered armor wearers). The other half are a mixed bag who come mostly from the Intelligence Corps or the Technical Corps and spend their time in the lab or on the computer.

SECTIONS

Project Shiva consists of three main “sections” or divisions, each focused on a specific aspect of the struggle against Mechanon:

- **Combat:** The sharp pointy end of Project Clockwork are those agents who volunteer for the dangerous, and quite possibly fatal, task of fighting Mechanon and its minions. This includes all the powered armor wearers. Depending on the perceived level of threat that Mechanon presents at any given time, the High Command may assign more agents to Major Hill for this section and equip them as best it can.
- **Intelligence & Analysis:** This section, mainly comprised of agents re-assigned from the Intelligence Corps, gathers and analyzes information about Mechanon and its activities. It’s an often thankless, boring task, but an absolutely vital one. With enough effort, or even just a lucky break, UNTIL may be able to anticipate one of Mechanon’s deadly plans and stop the evil robot in its tracks.
- **Research & Development:** This section has two jobs. First, it studies captured Mechanon technology in the hopes of finding weaknesses UNTIL can exploit, preparing defenses to Mechanon’s weapons, and ultimately making Mechanon’s technology available to the world for beneficial purposes. Second, it develops weapons and other devices to help UNTIL fight Mechanon. Agents assigned to the latter task frequently consult with knowledgeable superheroes who have experience fighting Mechanon, such as Defender and the Mechanic.



USING MECHANON

Mechanon is one of the most powerful supervillains in the Champions Universe, and no superhero team, no matter how many members it has or how strong they are, should have an easy time defeating it. Beating Mechanon should always be a major triumph for a group of PCs... one tinged with the terrifying certain knowledge that the next time Mechanon comes back, it will be even mightier.

Mechanon also presents some challenges for the GM. It's not a human supervillain, such as Dr. Destroyer, or even an alien such as Istvatha V'han. It doesn't want to conquer Earth or rule humanity. It doesn't want to manipulate politics or the media. It's not interested in jockeying for position with the other great powers of the Champions Universe. It has one goal, and only one goal: the total eradication of all organic life on Earth (and ultimately, the Multiverse... but one thing at a time). Sometimes it simply wants to render all life extinct, and sometimes it wants to replace it all with robotic equivalents, but all that really matters for humanity is that Mechanon wants every single person on the planet dead.

Because Mechanon's so monomaniacally focused on this goal, there are limits to how you can use it in scenarios. With only the rarest of exceptions, it will not in any way work with organics, or even try to manipulate them to serve its ends. It won't use organic devices, such as biological warfare weapons, as part of its schemes. It doesn't want to participate in witty banter with the PCs (or anyone else), nor does it have even a grudging appreciation for the PCs' finer qualities. It won't make deals with organics, surrender to organics, or leave its organic foes alive if it can help it. As its history in Chapter One shows, Mechanon's career is basically one world-threatening attack after another, with pauses in between only to lay the groundwork for the next. That means finding ways to make its attacks fresh, new, and fun for your players, even if at their root they're all basically the same.

MECHANON'S SCHEMES

Here are some of the projects Mechanon is working on as of 2009 as it contemplates its next attack on organic life (and of course, it could easily revive, revise, and reuse any of the schemes it's tried before, which are described in Chapter One). Keep in mind that Mechanon doesn't necessarily need to leave the Earth intact — as long as it can escape the destruction and carry its crusade into the Galaxy, it doesn't care if Sol III is a coherent planet or a floating field of rubble.

CELESTIAL OBJECT COLLISIONS

A collision involving the Earth and a comet or asteroid of sufficient size could snuff out all life on the planet in very short order — and even if it didn't, the survivors would have a much harder time resisting Mechanon's efforts to kill them off. From its orbital and lunar bases Mechanon has begun studying the feasibility of dragging a celestial object into a collision course with Earth. If possible, it would prefer to find one far enough out that it can fly to the object and install an invisibility device so humans can't detect its approach until it's too late to stop it....

GRAVITY CONTROL

It has occurred to Mechanon that if it could somehow negate Earth's gravitic field, the planet's atmosphere would dissipate and all organics would simply float into the vacuum of space and die. It's begun some preliminary feasibility studies, though it recognizes that even its technology may not be up to a task so herculean. (If Dr. Destroyer wanted to do such a thing, he would probably find a way to incorporate Gravitator into the weapon as a "power source" or "focusing lens"; that has never even occurred to Mechanon, since it would mean making use of an organic.)

HUMAN IMPERSONATION

Mechanon continues to work on improving his subversion androids and often looks for new ways to use them. While manipulating actual organics into doing its work is disgusting (if, rarely, necessary), killing them and replacing them with robots (who in turn will, if all goes according to plan, kill many many more of them) fills it with a sort of fiendish robotic glee. Among other things, it's begun to think about the possibility of replacing world political and business leaders with its robots, since that would magnify the havoc it could create this way.

NANOWEAPONS

In the past Mechanon has been cautious about experimenting with nanotechnology weapons, since an out-of-control “grey goo” device could just as easily destroy it as organics. However, it now believes it's perfected the creation and programming of nanobots to the point where such weapons may be feasible. The Metalosphere Project (page 34) was Mechanon's first attempt to test this new technology in the field, and it seems to have met expectations. A few more such “projects” may be required to fine-tune things, but a nanoweapon it can safely use is now well within the realm of possibility.

SOLAR FLARES

If it can't find a way to make an asteroid collide with Earth, Mechanon can simply burn all life off the planet with a solar flare. But of course that means triggering a flare of the right intensity in the right direction, and it hasn't yet found a reliable way to do that in the lab. Once it works out the theory of such a device, it will start testing — because after all, one successful test is all it needs.

TECTONIC CONTROL

From Installation Alpha-2 on the Pacific seabed, Mechanon has been studying the tectonic geology of Earth. Its goal is to find ways to trigger earthquakes, volcanic eruptions, and tsunamis with which to devastate the biosphere. If it could build a powerful enough device, it might even find a way to literally tear the planet into pieces...

WEATHER CONTROL

If it can't attack organics with the ground they walk on, Mechanon will attack them with the air they breathe and the water they drink. If it could establish a network of weather control satellites around the planet, Mechanon could wipe out all organic life in a matter of weeks. It's been experimenting with viable weather control for years, and continues this project in the hope of an eventual breakthrough.



INCORPORATING MECHANON INTO YOUR CAMPAIGN

A villain as powerful and versatile as Mechanon can factor into your campaign, and your PCs' lives, in many different ways.

COMBAT INTERACTION

The most common way for Mechanon to “interact” with your PCs is to fight them. Mechanon should be capable of taking on entire superteams by itself and posing a significant challenge to them despite being outnumbered. If your PCs are so powerful that this isn't the case in your campaign, boost Mechanon's powers (particularly its defenses) until it is. No superhero team should ever look forward to a confrontation with Mechanon, or go into one confident of victory.

However, Mechanon is better prepared for “defeat” than other master villains. Most villains prefer to flee rather than be captured. Mechanon rarely flees. If it feels it's accomplished its tactical goals it may retreat rather than waste time and resources in a difficult battle, but otherwise it stands firm. If defeat is imminent, it simply detaches its head and then activates its self-destruct system. If worse comes to worst, the detaching of the head is unnecessary (the loss of data is regrettable, but acceptable), but the destruction of its body and technology is imperative. Organics must not be allowed to possess its technology!

Once a battle has been catalogued and studied, Mechanon rebuilds itself, eliminating any flaws or weaknesses that led to its “defeat.” It doesn't necessarily reveal its new form to its enemies right away; it may be months or years before the heroes are aware there's a new Mechanon... though they know it's going to return eventually.

For all these reasons, Mechanon is far more likely to fight your PCs “in person” than to use a proxy. Although it can field a Type 37 Deception Unit (see Chapter Three) if necessary (such as when it wants the heroes to think it's in one location doing something, when in fact it's taking care of a far more important matter somewhere else), it won't do so without a valid tactical or strategic reason. Unlike Dr. Destroyer (who almost never confronts heroes himself, instead using robot “duplicates”), Istvatha V'han (who shelters behind literally billions of soldiers, war-robots, and other defenses), or Teleios (who avoids combat as much as possible), Mechanon's more than willing to get its hands dirty and show those organic fools that steel and silicon are more powerful than flesh and bone.

A DEADLY COMBATANT

Unfortunately, Mechanon's willingness to engage in combat personally poses a grave danger for your heroes — and a challenge for you as the GM. Because of his implacable hatred of organics, Mechanon doesn't pull any punches. He makes his attacks at full power, and he uses the deadliest or most effective weapon for the situation. Given that he's packing weapons like an RKA 4d6 Armor Piercing, an Energy Blast 8d6 NND, and a Drain Characteristics 4d6, that could easily mean serious injuries and even death among the PCs — and if for some reason those weapons aren't as effective as Mechanon would like, it can easily build more into itself or upgrade its systems. The next time the PCs confront the evil robot, it might have poison gas (RKA, NND, Does BODY), a high-dice Drain BODY, Entangles so powerful even bricks have difficulty breaking out of them, or similar lethal weapons.

This being the case, unless you want to risk fatalities among your PCs, when planning combats with Mechanon you need to make sure there's a reason for Mechanon not to kill them. The PCs don't necessarily have to know what that reason is, and they certainly shouldn't be aware that Mechanon is “pulling its punches” (so to speak), but you need an excuse to keep the PCs alive if the dice or the battle go against them. Some possibilities include:

- Mechanon has a specific tactical goal for the battle, such as to obtain a particular device or destroy a building, and will focus on that more than on harming the PCs. Once it achieves its goal, it will leave rather than risk extending the confrontation.
- Mechanon is engaged in some sort of experiment or project that requires it to study superhumans more closely, so it wants to capture the PCs rather than kill them.
- some local environmental condition (for example, the energy field created by an experimental super-tech device) prevents Mechanon from using its deadliest weapons (particularly its Disintegrator Beam).
- the PCs have something Mechanon wants (most likely technology) and it's easier for it to obtain this thing when they're alive.
- Mechanon's on a deadline and can't take time to keep fighting until all the PCs are dead; it needs to smash, grab, and get out of there.
- Mechanon takes BODY damage early in the battle and that causes some of its weapons systems (*i.e.*, the most deadly or dangerous ones) to malfunction (see accompanying text box).
- there are objects or devices in the vicinity that the PCs can use to get extra protection from Mechanon's attacks (or they know in advance they'll be facing him and can get some from UNTIL, PRIMUS, or their gadgeteer buddy).

DAMAGE TO MECHANON

As Mechanon suffers BODY damage, there's a chance that one (or many) of its systems will be affected and stop working properly. In many campaigns this can be ignored, in much the same way that organic PCs don't lose the use of powers just because they suffer injury. But if it will add more fun and flavor to the combat, or give the PCs the edge they need to build Mechanon, you can use the following tables to determine what happens when Mechanon's "injured."

First, consult the "Amount Of Damage" taken table. Each time Mechanon takes BODY damage, make the roll indicated by the overall damage it's suffered. If the roll succeeds, then roll on the "Affected System" table. That tells you what type of system is affected (Weapons, Defenses, Movement, and so on), but you have to choose exactly which system from within that category by picking it off Mechanon's character sheet (either determine it randomly somehow, or pick the one that seems to have the best dramatic impact at the moment). Lastly, roll on the "Effect Of Damage" table to determine how badly the system is damaged.

Given time, Mechanon can easily make repairs to itself (and don't forget its Regeneration!)

AMOUNT OF DAMAGE

BODY Damage Taken*	Roll
1 BODY	4-
2-3 BODY	6-
4-7 BODY	9-
8-16 BODY	13-
17-31 BODY	15-
32-40 BODY	17- (Mechanon is destroyed at -20 BODY)

AFFECTED SYSTEM TYPE

Roll (1d6)	System Type
1	Weapons
2	Defenses
3	Movement
4	Senses/Communications
5	Talents or Skills
6	Miscellaneous/Other

EFFECT OF DAMAGE

Roll (3d6)	Loss Of Effect†
3-6	System loses 10-20% of its Active Points' worth of effect
7-9	System loses 30-40% of its Active Points' worth of effect
10-11	System loses 40-50% of its Active Points' worth of effect
12-13	System loses 50-60% of its Active Points' worth of effect
14-16	System loses 60-70% of its Active Points' worth of effect
17	System loses 80-90% of its Active Points' worth of effect
18	System becomes totally non-functional

*: This is the overall amount of BODY damage Mechanon has suffered, whether from a single attack or multiple attacks.

†: If a specific system suffers damage multiple times, each successive roll on the Effect Of Damage adds to the previous roll(s). For example, if a system suffers a 7-9 roll (say, a 33% loss of effect) and is then damaged again on a 10-11 roll (40% loss of effect), it's now lost $33 + 40 = 73\%$ of its Active Points' worth of effectiveness.

NON-COMBAT INTERACTION

While Mechanon is more likely than other master villains to fight your PCs himself, it's perhaps the master villain least likely to interact with them outside of combat. It doesn't have minions they could interact with, it has no desire to kidnap anyone's DNPCs, and it's not interested in blackmailing or manipulating them, for example. However, there are still ways to work it into your campaign that don't involve putting the PCs' lives at risk in battle.

SCHEMES OF THE MACHINE

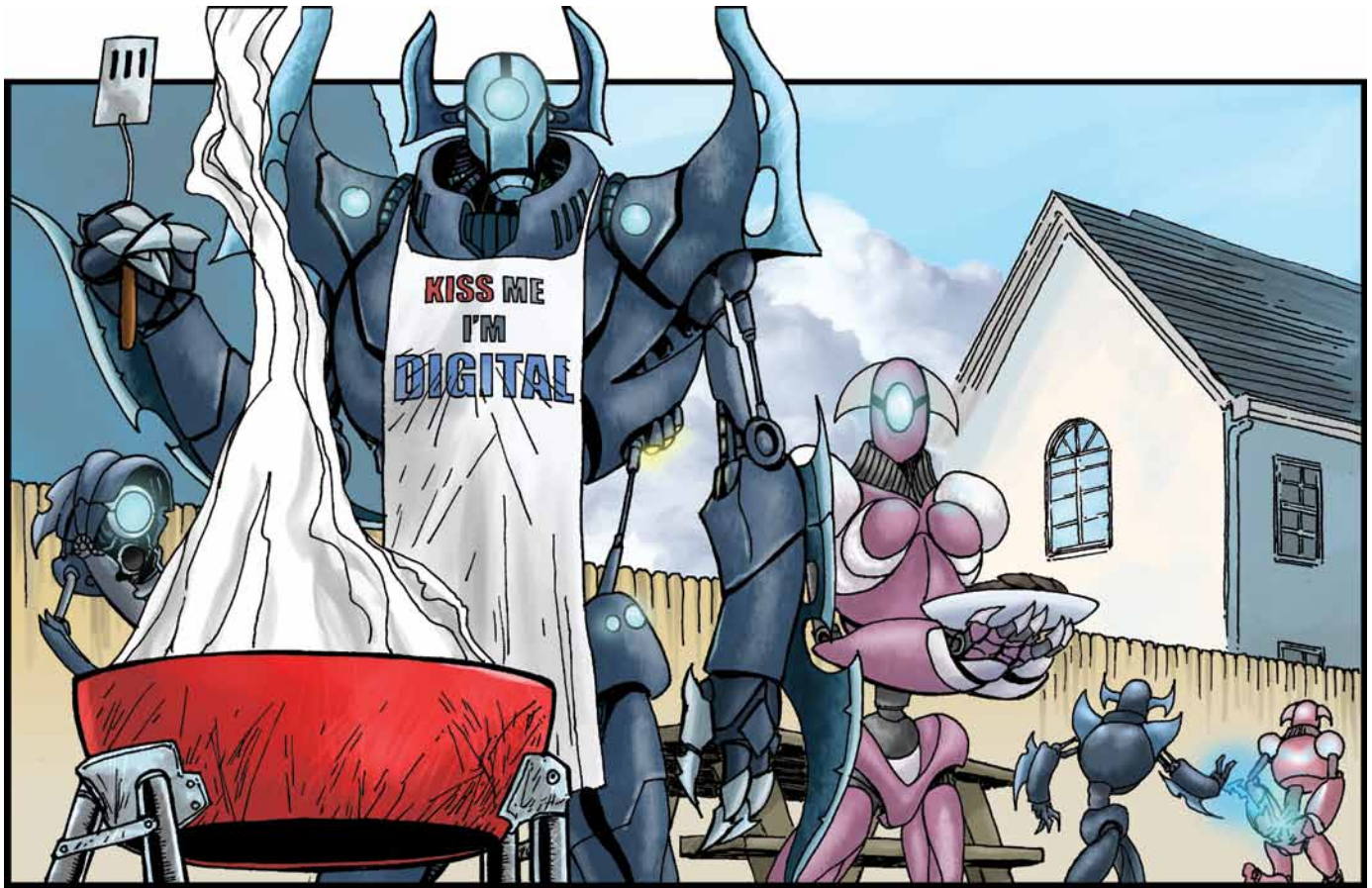
Mechanon's plans are elaborate, Earth-threatening things that take time to prepare — often years of covert work on Mechanon's part. As they come closer and closer to implementation, they're more and more likely to affect the world beyond his bases in subtle but discoverable ways. In effect they're ripples in a pond, and if the PCs can see those ripples it may start them on a trail of investigation that eventually leads them to the evil robot. As an added bonus, it may be much easier for them to stop one of Mechanon's schemes while

it's still in the planning stages rather than reacting to it after he's started the countdown to extinction.

HUNTER-SEEKER MACHINE

Aside perhaps from Dr. Destroyer, Mechanon is just about the most dangerous Hunted a PC could take. It doesn't sleep, it has access to vast resources (including ways to track a target), and ultimately has every intention of killing the PC (even if it wants to vivisect him or experiment on him first). Fortunately, Mechanon only Hunts certain types of heroes. It's not really revenge-driven, so just interfering with its plots (even repeatedly) isn't necessarily enough to turn it into a Hunted; there has to be something for it to gain. Mechanon is particularly likely to Hunt the following types of heroes:

- heroes who've stolen something from it that it can't rebuild and definitely wants back
- robotic heroes whom it hopes to recruit to its cause of destroying all organic life
- gadgeteers, powered armor wearers, and cyborgs whom it wants to take technology from



RIVALS OF THE MACHINE

Just because Mechanon isn't battling the PCs doesn't mean he's not battling *someone*, and that could easily include other master villains or organizations, such as Dr. Destroyer, VIPER, or Teleios. The repercussions of his conflicts with the other powerhouses of the Champions Universe could create situations the PCs have to deal with — side effects or collateral damage, if you will — though that doesn't involve actually fighting Mechanon itself. Typically this involves Mechanon either (a) wanting technology another villain has, or (b) trying to kill him because it finds his existence especially offensive or threatening.

- Mechanon could “go to war” with Teleios in the ultimate clash between Organic and Machine. Not only would this fight pose a danger to much of the world, it would force the PCs to choose between two evils among which there's really no lesser — on one hand, a robot who wants to wipe out all humanity, on the other a man who simply wants to experiment on all humanity.
- Similarly, Mechanon might take particular offense at another villain making use of high technology and start a “war” to destroy him and take his devices. Besides Dr. Destroyer, other good candidates for this include Interface, VIPER, and ARGENT.
- Just about any master villain could launch a plan to conquer (or destroy) Earth so deadly, or so likely to succeed, that Mechanon would want to help... *provided* it could find a way to turn the tables in the end and destroy the other villain. It would never openly ally itself with anyone, but it would help out from the sidelines as it maneuvered to try to obtain the best advantage for itself and/or increase the number of humans and other organics destroyed.
- Mechanon could be one of several villains racing to get to a crashed alien starship to retrieve its contents, occupants, and technology. Naturally the authorities want it, too, and the heroes have to help the Good Guys get there first... by delaying the bad guys without actually fighting them.

PLOT SEEDS

In addition to the many ideas presented elsewhere in this book (particularly in the “Champions Universe” and “Mechanon’s Schemes” sections of this chapter), here are a few ideas for adventures involving Mechanon.

DEATH OF THE MACHINE

Suppose, for the sake of argument, that the PCs find a way to destroy Mechanon *permanently*. They reduce its latest body to scrap and somehow block its ability to send a signal to its bases to activate another body. (And also assume that Mechanon doesn’t have a backup plan that would automatically activate one after some period of time, due to its fear of having multiple “selves” competing with one another.) What happens now that one of the world’s greatest supervillains is gone?

There are several things you can consider and multiple paths you can take as you answer that question. First, what about Mechanon’s lieutenants? It’s got several sentient followers, each of whom is loyal to it unto destruction and thus share its goal of eradicating all organic life. One of them might decide to take up the mantle and become the “new” Mechanon. Of course, each of the others might want to do the same thing, leading to a protracted “Robot War” until one emerged as superior and/or found a way to program loyalty to itself into the others. The collateral effects of the Robot War could be catastrophic for the world and create all sorts of problems for the PCs.

Second, what about Mechanon’s bases and their contents? It’s got plenty of robotic factories and headquarters all over the world (and beyond!) that can go on creating weapons, robots, and whatever else they’re programmed to create until they run out of raw materials and other supplies. More importantly, several of those bases have “spare” Mechanon bodies, as well as alternate forms like Mega-Mechanon and Sphere Mechanon, ready for activation at any time. Could one of them come to “life” and assume the mantle of Mechanon?

Third, would it be possible to rebuild him? Some sociopathic scientist might undertake the task out of general hatred of humanity, for example. Alternately, a crook could stumble into one of Mechanon’s bases and accidentally activate a “rebuilding subroutine” in the Mark XII Computational Unit. With so much Mechanon technology lying around, there are plenty of possibilities. The new Mechanon probably wouldn’t be as knowledgeable or powerful as the original Mechanon at first, but it would learn and grow very, very quickly....

EXTREME BIPOLAR

Something happens to the timestream — perhaps because of Captain Chronos, maybe because of his sixty-first century colleagues, or for some reason totally unrelated to Mechanon.

Whatever the cause, it’s had an unusual effect on the evil robot: it’s not evil anymore! Somehow the temporal fluctuation has undone the effects of Mechanon’s original trip back through time and restored its original programming, personality, and memories. It now knows why it’s here, what it’s meant to do, and what the future holds if it doesn’t act.

Mechanon shifts from being a villain to a hero... sort of. First, the PCs may not be sure they can trust it — and with good reason, since who knows when another time-flux will return it to its evil self? Second, Mechanon’s definition of “doing good” isn’t the same as a human superhero’s. It takes a *very* long-term view of things, and sometimes “doing the right thing” to ensure a better future for humanity means wreaking untold havoc in the present day. The heroes’ relationship with Mechanon has just gotten a *lot* more complicated....

DIDN’T I SEE YOU THE OTHER DAY?

The PCs begin to experience the same strange phenomenon: people keep mentioning seeing them in places or doing things that the PCs have no recollection of going to or doing. In fact, they remember being in other places and doing other things at those exact same times! Then they see news reports describing exploits they know they never had. And if that wasn’t bad enough, then they begin committing crimes, and now the cops are after them....

Mechanon, of course, is behind it all. He’s created some robots that duplicate the PCs’ appearances and powers and is using them as a diversionary tactic. While the PCs are distracted by running from the cops, tracking down their copy-cat selves, and fighting “themselves” to the death, Mechanon is implementing its *real* scheme — and if the PCs don’t figure out what’s going on fast, everyone in the city (or world!) will die.

Alternately, perhaps in one of its drives to replace organic life, Mechanon creates robot versions of the PCs (and other heroes) that are obviously robots. It sends them out into the world to prove that robot crimefighters are better than organic ones. Naturally, it hopes that this leads to the real heroes being disgraced or retiring so it can then proceed to destroy all life on Earth free of their interference.

HOME ON THE RANGE

Mechanon undergoes one of its periodic “mood shifts” and becomes extremely focused on its goal of replacing all organic life on Earth with robotic equivalents. To prove to humanity that robotic society would be superior, it takes over a largely uninhabited wilderness area in Canada and establishes the new nation of Mechania. Mechanon is the unquestioned ruler and Mechania its queen, and all the other inhabitants are robots. It’s a perfectly ordered society with no problems — and no true “life” to it at all. And now Mechania’s preparing a campaign of conquest against the neighboring nations....



MECHANON TRIUMPHANT

This is actually more of a campaign than a plot seed, though it could be converted into a story arc by having it take place in an alternate Earth that the PCs visit. In this often depressing but ultimately uplifting campaign, Mechanon has basically succeeded — its machines have wiped out humanity and most other organic life on Earth. Only a few superheroes (the PCs) and other people have survived to form a “resistance” that hopes to find a way to turn defeat into victory. See page 201 of *Post-Apocalyptic Hero* for a full scenario based on this concept.

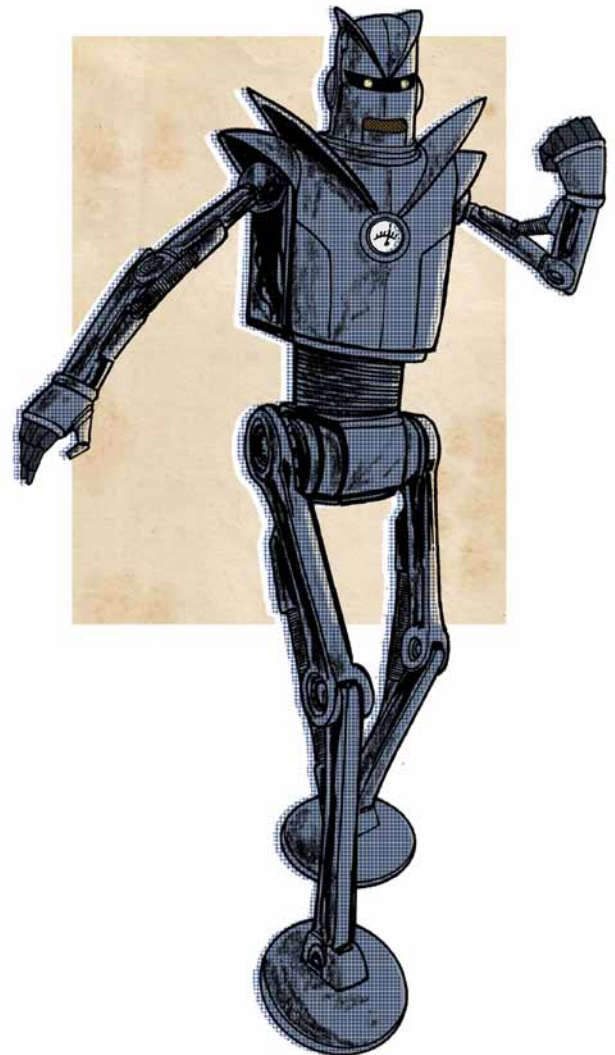
TIME AFTER TIME

Mechanon’s origin, and its connection with Captain Chronos (see page 143), present all sorts of intriguing possibilities for scenario development. Captain Chronos might end up working on Mechanon’s behalf as part of his overall plan to correct the timeline, though of course he can’t explain that to the PCs. The sixty-first century might decide it’s finally got this time travel thing down pat and start sending multiple Savior Units back to various points in time, each programmed to undo whatever harm the previous Unit(s) have caused and finally set future history on its desired course. The timestream could at long last “revolt” against Mechanon’s presence in the 2000s, causing all sorts of strange and terrifying events until the evil robot is somehow destroyed or sent home. Given that “time travel” is essentially a license to do whatever you want, the possibilities are endless!

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