50 Strength x1 50 0 22 Body x1 18 4 8 Size x5 0 40 12 Defense x3 2 30 21 Dexterity x3 10 33 9 Speed x10 3.1 59 Characteristics Cost: 166 STR Roll: 19- Run 17" DEX Roll: 13- Swim 2" INT Roll: 11- Jump 10" EGO Roll: 11- Jump 10" Experience: 0 0 0 DISADVANTAGES BASE: 373+PTS Distinctive, "Military 20 mecha", not concealable, major		R:	roid	- Glad	iator	
DEX Roll: 13- INT Roll: 11- EGO Roll: 11- PER Roll: 11- DISADVANTAGES BASE: 373+PTS Distinctive, "Military 20 mecha", not concealable, major Rep, "Heroic Robotech 10 Defense Force vehicle",	50 22 8 12 21 9	Stre Body Size Defe Dext Spee	ength ense terity ed	x1 x1 x5 x3 y x3 x1	50 18 0 2 10 3.1	0 4 40 30 33 59
DISADVANTAGES BASE: 373+PTS Distinctive, "Military 20 mecha", not concealable, major Rep, "Heroic Robotech 10 Defense Force vehicle",	DEX R INT R EGO R	oll: oll: oll:	13- 11- 11-	Swim		17" 2" 10"
Distinctive, "Military 20 mecha", not concealable, major Rep, "Heroic Robotech 10 Defense Force vehicle",	Exper	ience	e: 0			
Rep,"Heroic Robotech 10 Defense Force vehicle",	Disti: mech	nctiv a",nc	ve,"Mi	llitary		+ PTS 20
	Rep," Defe	Heroi nse F	orce	ootech vehicl	е",	10

Disadvantages Total : Experience Spent +

Total Points =

403 403 = Total Cost

PTS 0	R	OBOTECH		Base OCV: 7 Base DCV Adjustment + Adjustment Final OCV = Final DCV
4 40 30 33	HE	RO 4TH EDITION		ManeuverPhaseOCVDCVEffectBlock1/2+0+0stops attacBrace0+21/2+2 vs RMe
59	PTS	S POWERS E	ND	Disarm $1/2$ -2 +0 STR vs ST
166	5	2 Extra Limbs,"Arms &		Dodge 1/2 +0 +3 all attacks
17"	10	Legs"		Grab 1/2 -1 -2 grab, do S
1/" 2"	19	Life Support,doesn't breathe,safe in		Haymaker 1/2 +0 -5 x1 1/2 ST Move By 1/2 -2 -2 STR/2 + v
10"		vacuum/pressure, safe		Move By $1/2 - 2 - 3 = 3 = 10/2 + \sqrt{3}$ Move Through $1/2 - \sqrt{5} - 3 = 3 = 3 = 7 + \sqrt{3}$
		in radiation,safe in		Set 1 +1 +0
	110	heat/cold		Rang <4 <8 <16 <32 <64
	113	<pre>MP (227),"Weapons", OIF(-1),bulky</pre>		Rang <4 <8 <16 <32 <64 RMod -0 -2 -4 -6 -8
	1u	4 1/2D6 EB, "Flame		
+PTS		Thrower",33-64		DEX: 21 SPD: 9 ECV:
20	0	Charges(+1/2)	0	Phases - 2 3 4 - 6 7 8 - 10
	Zu	2D6+1 HKA,"Club",vs physical defense,0		PD/rPD 2/ 0 ED/rED 2/
10		END(+1/2)	0	
	4u	3D6+1 RKA, "Laser", No		END: 20 STUN: 20 BODY:
		Knockback(-1/4), 0 END		
		(+1/2),[x5 Increased Max Range(+1/4),Not		
		underwater(-1/4)	0	3D6 Loc StunX NStun BodyX CV
	4u	4D6 RKA, "Twin Barrel	-	3-5 Head x5 x2 x2 -8
		Laser Turret",No		6 Hands x1 x1/2 x1/2 -6
		Knockback(-1/4), 0 END		7-8 Arms x2 x1/2 x1/2 -5
		(+1/2),[x5 Increased Max Range(+1/4),Not		9 Shoulders x3 x1 x1 -5 10-11 Chest x3 x1 x1 -3
		underwater(-1/4)	0	12 Stomach $x4$ $x11/2$ $x1$ -7
	3u	3D6+1 RKA, "Auto		13 Vitals x4 x1 1/2 x2 -8
		Cannon", vs physical		14 Thighs x2 x1 x1 -4
		defense,17-32 Charges (+1/4),x5 Increased		15-16 Legs x2 x1/2 x1/2 -6 17-18 Feet x1 x1/2 x1/2 -8
		Max Range $(+1/4)$	0	1/-10 100 X1 X1/2 X1/2 -0
	5u	3D6+1 RKA,"Grenade		NOTES
		Launcher", Explosion		Last updated October 9th,
		(+1/2),33-64 Charges (+1/2),x5 Increased		by Mathew R. Ignash.
		Max Range $(+1/4)$	0	Robotech (550) p58
	11u	4 1/2D6 RKA, "Short		Name: Gladiator
		Range Missiles",17-32 Charges(+1/4),x5		Team: Robotech Defense For Height: 37 feet
		Autofire $(+1/2)$,x25		Weight: 27.4 tons
		Increased Max Range		
		(+1/2),Area Effect	•	
	4.0	(+1), radius	0	
	40	PKG,"Sensors",OIF(-1), bulky		
	(5)	360 Degree Sensing,		
	(0)	Radio Group		
	(2)	Discriminatory,Radar +2 Enhanced PER,		GEEQ AL
	(2)	"External audio		
		pick-up",Hearing		
	(5)	-0 Images,		
		"Loudspeaker",Hearing, Only to amplify		
		sounds $(-1), 0 \text{ END}(+1/2)$	0	
	(2)	IR Vision		
		Radar Sense		
		Radio XMIT/REC +18 Telescopic Sense,		
	(10)	Radio Group		
	(2)	UV Vision		
	30	17" Running,No turn mode(+1/4)		
30		: Powers Total		
0 403		+ Characteristic Total = Total Cost		

-5 x1 1/2 STR 1/2+01/2 -2 -2 STR/2 + v/5 1/2 -v/5 -3 STR + v/3 1 +1+08 <16 <32 <64 <128 2 -4 -б -8 -10 SPD: 9 ECV: 3 3 4 - 6 7 8 - 10 11 12 / 0 ED/rED 2/ 0 STUN: 20 BODY: 22 mX NStun BodyX CV Armor x5 x2 x2 -8 x1/2 x1/2 x1 -6 $\mathbf{x2}$ x1/2 x1/2 -5 x1 x3 x1 -5 x3 x1 x1 -3 x4 x1 1/2 -7 x1 x4 x1 1/2 -8 x2 x2 x1 x1 -4 x2 x1/2 x1/2 -6 x1 x1/2 x1/2 -8 NOTES ed October 9th, 2016 R. Ignash. 550) p58 iator tech Defense Force feet .4 tons

Base DCV: 7 Adjustment + Final DCV =

+0 +0 stops attack

1/2 +2 vs RMod +0 STR vs STR

-2 grab, do STR