

	Typical SMN Member #1	Typical SMN Member #2	Typical SMN Member #3	Typical SMN Member #4	Typical SMN Member #5
Initiative:	12	5	10	17	2
Hit Points:	18	20	22	16	18
S.D.C.:	16	14	20	16	16
I.Q.:	11	13	10	10	11
M.E.:	12	13	13	11	12
M.A.:	11	12	12	14	11
P.S.:	13	15	14	15	13
P.P.:	11	12	14	14	11
P.E.:	12	14	13	12	12
P.B.:	11	12	12	11	11
Spd.:	12	15	13	10	12
XP Level:	2nd	2nd	2nd	2nd	2nd
Alignment:	Anarchist	Diabolic	Miscreant	Diabolic	Anarchist
Primary Damage:	Submachine Gun (2D6)	Submachine Gun (2D6)	Hv. Laser Rifle (1D4 M.D.)	Submachine Gun (2D6)	Submachine Gun (2D6)
Secondary Damage:	Automatic Pistol (3D6)	Automatic Pistol (3D6)	Submachine Gun (2D6)	Automatic Pistol (3D6)	Automatic Pistol (3D6)

	Typical SMN Enforcer #1	Typical SMN Enforcer #2	Jose Cordova	Zentraedi SMN #1	Zentraedi SMN #2
Initiative:	4	12	16	12	12
Hit Points:	20	21	32	31	37
S.D.C.:	25	23	32	25	32
I.Q.:	9	11	14	10	11
M.E.:	10	13	11	14	10
M.A.:	14	13	13	12	11
P.S.:	14	12	18	17	18
P.P.:	12	11	13	11	13
P.E.:	13	14	15	18	19
P.B.:	12	11	11	14	9
Spd.:	13	14	15	10	11
XP Level:	3rd	3rd	4th	3rd	3rd
Alignment:	Miscreant	Aberrant	Miscreant	Miscreant	Miscreant
Primary Damage:	Submachine Gun (2D6)	Hv. Laser Rifle (1D4 M.D.)	Hv. Laser Rifle (1D4 M.D.)	Hv. Laser Rifle (1D4 M.D.)	Hv. Laser Rifle (1D4 M.D.)
Secondary Damage:	Automatic Pistol (3D6)	Submachine Gun (2D6)	Automatic Pistol (3D6)	Automatic Pistol (3D6)	Automatic Pistol (3D6)

	Zentraedi SMN #2	Zentraedi SMN #2	Glosk (Zentraedi)	Lunzor (Zentraedi)	Pell (Zentraedi)
Initiative:	8	6	17	15	13
Hit Points:	52 M.D.C.	50 M.D.C.	27	64 M.D.C.	55 M.D.C.
S.D.C.:	—	—	25	—	—
I.Q.:	12	9	10	11	11
M.E.:	12	11	9	10	12
M.A.:	13	10	12	11	11
P.S.:	1900	1800	16	1800	13
P.P.:	13	13	14	13	11
P.E.:	1800	1800	15	1900	12
P.B.:	9	9	11	9	11
Spd.:	11	11	14	11	12
XP Level:	3rd	3rd	4th	4th	2nd
Alignment:	Diabolic	Aberrant	Miscreant	Miscreant	Anarchist
Primary Damage:	Zen. Assault Rifle (1D6 /2D6 /4D6 M.D.)	Zen. Assault Rifle (1D6 /2D6 /4D6 M.D.)	RDF Laser Pistol (5D6)	Zen. Assault Rifle (1D6 /2D6 /4D6 M.D.)	Submachine Gun (2D6)
Secondary Damage:	Zen. Laser Pistol (1D6 M.D.)	Zen. Laser Pistol (1D6 M.D.)	Hv. Laser Rifle (1D4 M.D.)	Zen. Laser Pistol (1D6 M.D.)	Automatic Pistol (3D6)

The SMN are using a stolen AAR-Recon II vehicle (5 SMN members and Jose Cordova), 2 land rovers (with 2 SMN enforcers and 3 micronized Zentraedi, including Glosk), and 4 Zentraedi tactical battle pods in the ambush.

The SMN have set up an ambush where the AAR-Recon vehicle will block the road while the SMN member in the land rovers try to take the Professor. The Zentraedi tactical battle pods will engage any destroids protecting the Professor's convoy (2 Veritechs in Guardian mode and Zaadu's Excaliber destroid; the rest of the unit are at the Professor's home).

AAR-Recon II: Speed 60 mph; A.R. 12 (S.D.C.); Main Body 10 M.D.C., machine gun 2 M.D.C., wheels 75 S.D.C. Has a top mounted, single barrel M-89 12.7mm machine gun (1D4 M.D. short burst, 2D4 M.D. long burst, or 4D4 M.D. continuous burst; 1000 rounds, 5 rounds for short burst, 10 rounds for long burst, 20 rounds for a full burst).

Land Rover: Speed 120 mph; A.R. 10 (S.D.C.); Main Body 6 M.D.C., wheels 50 S.D.C. No weapons.

RDF Armoured Car: Speed 120 mph; A.R. 10 (S.D.C.), Main Body 5 M.D.C., wheels 50 S.D.C. No weapons.