

CRISANTO ATENCIO – MILITARY SPECIALIST

Pilots a Gladiator Destroid

Rank: Sergeant (Vagabond Squadron)

Hit Points: 25

S.D.C.: 41

Alignment: Principled

Attributes: I.Q. 14, M.E. 15, M.A. 20, P.S. 14, P.P. 14, P.E. 13, P.B. 19, Spd. 20.

Age: 27

Sex: Male

Height: 6' (1.83 m)

Weight: 192 lbs. (87.1 kg)

Disposition: Blunt, assertive, confident, orderly, practical, and demanding. He expects nothing short of perfection from his men and himself. He is a true believer in the RDF and their role to protect humanity from alien threats like the Zentraedi.

Crisanto prefers an urban setting over a more natural one. He absolutely hates insects of all kinds. He prefers an environment where he controls the area so it remains insect free.

Level of Experience: 3rd Level Military Specialist

Skills:

Automobile	88%	Mecha Combat: Gladiator	
Basic Electronics	50%	Pick Locks	60%
Boxing		Pilot Mecha: Gladiator	70%
Detect Ambushes	75%	Prowl	60%
Detect Concealment	65%	Radio: Basic	60%
Demolitions	85%	Radio: Scramblers	50%
Demolitions Disposal	85%	Surveillance Systems	50%
First Aid	67%	Wilderness Survival	65%
Hand to Hand Martial Arts		W.P. Automatic Pistol	
Intelligence	75%	W.P. Automatic Rifle	
Interrogation	60%	W.P. Revolver	
Land Navigation	70%	Language: Zentraedi (1st level)	55%
Language: English	90%	Pilot: Motorcycle (1st level)	60%
Language: Rioplatense Spanish	65%	W.P. Energy Pistol (1st level)	
Mathematics: Basic	88%		

Personal Profile: Crisanto Atencio was born in Beuno Aires, Argentine Quadrant of the South American sector. His father, Marcos, was a gifted musician who could play over a dozen instruments, sing, and compose music. His mother, Julieta, was a nurse who worked at the Hospital de Clínicas in Beunos Aires. Crisanto also had three younger brothers, Tomas, Javier, and Mateo. Tomas was studying to become a doctor. Javier and Mateo were still in school when the Zentraedi arrived at

Earth. His parents were killed during the Zentraedi global assault, but his brothers survived the bombardment. His brothers Javier and Mateo have joined the Argentinian Army while Tomas works as a doctor. Crisanto is currently estranged from his brothers, with the exception of Tomas, for his decision to join the RDF instead of the Argentinian Army. Javier and Mateo both see the RDF as an invading and occupying force along with the Zentraedi.

Combat Training: Martial Arts

Attacks per Melee: 3

Bonuses: +2 to Strike, +4 to parry/dodge, +4 to roll/pull with punch/fall/impact.

Other Combat Info: Knockout on a natural 20, punch 1D4, knife hand 1D6.

Other Abilities: Trust/intimidate 60%, charm/impress 45%.

Mecha Combat: Gladiator

Attacks per Melee: 6

Bonuses: +3 to Strike, +5 to parry, +4 to dodge, +6 to roll/pull with punch/fall/impact (explosion).

Other Combat Info: Triple damage on a natural 20, restrained punch/slap 1D4 M.D., full strength punch 2D6 M.D. power punch 2D6+4 M.D., mace adds 1D6 M.D. to punch, body block/tackle 2D4 M.D., stomp 1D4 M.D., tear or pry with hands 1D4 M.D.

Weapon Proficiencies:

W.P. Automatic Pistol: +3 to Strike (aimed), +1 to strike (burst), +0 to strike (wild)

W.P. Automatic Rifle: +3 to Strike (aimed), +1 to strike (burst), +0 to strike (wild)

W.P. Knife: +1 to Strike, +1 to parry, +1 to throw

W.P. Revolver: +4 to Strike (aimed), +1 to strike (burst), +0 to strike (wild)

Experience Points: 3,954

Next Level Goal: 7,451

Lift: 420 lbs.

Carry: 210 lbs.

Throw (Max): 210 lbs., 4 ft. 8 in.

Run: 13.6 mph

Max Melee: 1400 yards

Ft/Melee: 100 ft. **Ft/Attack:** 33 ft.

"EL GAUCHO"

Vehicle Type: Gladiator Destroid

Crew: One

M.D.C. by Location:

Hands — 100 each

Arms — 150 each

Legs — 250 each

*Main Body — 250

Reinforced Crew Compartment — 250

Missile Pods Mounted on Shoulder — 150 each

Gun Cluster — 75

Top Laser Turret — 25

Battle Mace — 50

GU-11 Gun Pod — 100

* Depleting M.D.C. of main body shuts the unit completely down.

Speed: 65 mph (104 kph) maximum

Height: 37 ft (11.31 m) at shoulders

Width: 27 ft (8.3 m)

Weight: 29.4 tons

Main Engine: DT-2004 Fusion Reactor; Output = 3200 SHP

Weapon Systems

1) Twin Barrel, ROV-10, Laser Turret: Mounted on top of the main body between the shoulders like a tiny head. 360 degree rotation.

Primary Purpose: Anti-Aircraft Weapon.

Secondary Purpose: Protection of the Flank

Mega-Damage: 4D6 per blast

Range: 4000ft (1200m)

2) Missile Launcher Pods: Mounted on each shoulder. The missile compartments/launchers are heavily armoured, protecting the missiles from detonation by enemy fire. The missile pods also serve to protect the shoulder joints.

Primary Purpose: Assault/defense

Secondary Purpose: Riot Control/Civil Rescue

Missile Type: Short range, guided missiles. Specific warheads vary with the situation and can include explosive, gas and chemical. A common missile mix for civil defense is 12 explosive, 4 tear gas, 4 knockout gas and 4, fire retardant, chemical foam. A common mix for straight combat conditions is all explosive, or a combination of 2 plasma/napalm, 2 smoke, 2 knockout gas and the remainder explosive.

Mega-Damage: Varies with specific warheads. See missile descriptions elsewhere.

Rate of Fire: One at a time or volleys of two or four, with a total of 12 volleys. Note: Each missile pod holds payload of 12 missiles each for a total of 24 (two can be fired simultaneously and count as one attack). Volleys can be fired equal to the hand to hand abilities of the pilot per melee.

3) Main Armament: TZ-IV Gun Cluster located in the heavily armoured midsection of the body.

Weapons include: (1) laser, (1) 32mm auto-cannon, (1) 180mm grenade launcher and (1) flamethrower.

Laser does 2D6 mega-damage (M.D.). Range 2000ft (609.6m). Rate of fire is equal to the pilot's combined hand to hand attacks. Payload: unlimited.

32mm Auto Cannon: Does 2D6 M.D. short burst, 4D6 M.D. long burst, 6D6 M.D. for one full melee of continuous fire (each is considered to be one attack regardless of the size of burst). Range: 4000ft (1310m).

Payload is limited to 240 rounds. 24 shells are fired per melee on a full melee burst, 12 in a long and 6 in a short burst.

180mm Grenade Launcher does 4D6 M.D.. Range: 4000ft (1310m). Rate of Fire: Once per melee. Payload: A total of 50 rounds.

Flamethrower: Does 5D10 NORMAL damage (not M.D.; ineffectual against any mecha). Range: 200ft. Rate of Fire: Two per melee with a total of 50 blasts. Note: Flames will ignite all combustible material; 40% chance of igniting gasoline tanks.

4) Optional Use of the GU-11 Gun Pod. This is the identical weapon used by the Veritech Fighters; does 3D6 short burst, 6D6 long burst or 1D6 x 10 mega-damage for one full melee burst.

Range: 4000ft (1310m)

Rate of Fire: Number of short bursts and long bursts are equal to the pilot's combined number of hand to hand attacks. *See Veritech Fighter for details.*

5) Optional Hand to Hand with a Battle-Mace: This is a large, 12 foot (3.6m), reinforced, metal alloy mace or club. Well balanced; specifically designed for the Gladiator.

Primary Purpose: Riot Control/Hand to Hand Combat

Mega-Damage: 1D6 M.D. is added to the normal 2D6 M.D. of a Gladiator's punch.

Number of Attacks Per Melee: Equal to Hand to Hand.

Special Note: The mace can be thrown. Range: 200ft (61m). Inflicts 2D6 M.D.

6) Optional Hand to Hand Combat: Rather than fire any weapons, the Gladiator can engage in hand to hand combat by delivering a series of powerful punches.

Mega-Damage: Restrained Punch/Slap — 1D4 M.D.

Full Strength Punch — 2D6 M.D.

Power Punch — 2D6 + 4 M.D.

*Stomp with Foot — 1D4 M.D.

Body Block/Tackle — 2D4 M.D.

Tear or Pry with Hands — 1D4 M.D.

Note: The Gladiator can not jump, leap or kick. It can climb if the structure can support its weight, and can pickup and carry up to 15 tons. Also see Hand to Hand Mecha skill.

*Stomp is effective only against small objects of 12ft or smaller.

Number of Attacks: Is equal to the hand to hand abilities. Physical hand to hand attacks can be used in combination with weapon attacks.

WEAPON COMBAT SUMMARY

Attacks Per Melee: Equal to combined Hand to Hand skills

Laser Turret: 4D6 M.D., Range: 4000ft (1200m)

Gun Clusters

Short Range Laser: 2D6 M.D., Range: 2000ft (609.6m)

32mm Auto Cannon: 2D6, 4D6 or 6D6 M.D.; Range: 4000ft

180mm Grenade Launcher: 4D6 M.D.; Range: 4000ft, R.F. One

Flamethrower: 5D10 normal damage; Range: 200ft

Missile Launcher Pods: Damage and Range vary with missile type. Payload 24.

Alternative Modes of Attack

Hand to hand with mace adds 1D6 M.D. to normal punch.

Hand to hand: punch, stomp or body block

GU-11 gun pod; hand held; *see Veritech Fighters.*

MISSILE LOG

Vehicle Type: Gladiator Destroid

Pilot: Sergeant Crisanto Atencio

MISSILE TYPE	TOTAL NO.	SHORT RANGE MISSILES																							
High Explosive (L)	4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
High Explosive (M)	8	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fragmentation (L)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Armour Piercing (M)	2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Napalm (M)	4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Tear Gas		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Knock-Out Gas	4	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Smoke	2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fire Retardant		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Additional Load		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Notes																									

MISSILE TYPE	TOTAL NO.	MEDIUM RANGE MISSILES																							
High Explosive (L)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
High Explosive (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Heavy Explosive (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fragmentation (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Armour Piercing (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Heat (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Multi-Warhead		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Smoke		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Additional Load		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Notes																									

MISSILE TYPE	TOTAL NO.	LONG RANGE MISSILES																							
High Explosive (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
High Explosive (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Fragmentation (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Armour Piercing (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Heat (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Plasma/Heat (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Proton Torpedo (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Reflex (M)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Reflex (H)		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Reflex/Multi-Warhead		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Additional Load		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Notes																									

OTHER:

High Explosive (L) SRM: 1D4x10 M.D., 500 mph speed, 3 mile range, 10 ft. blast radius, 5 M.D.C.

High Explosive (M) SRM: 1D6x10 M.D., 500 mph speed, 2 mile range, 15 ft. blast radius, 5 M.D.C.

Armour Piercing (M) SRM: 1D6x10 M.D., 650 mph speed, 5 mile range, 5 ft. blast radius, 5 M.D.C.

Plasma/Napalm (M) SRM: 1D6x10 M.D., 500 mph speed, 3 mile range, 15 ft. blast radius, 5 M.D.C.