

SANTOS DE LA MUERTE NEGRA (BLACK DEATH SAINTS)

The *Santos de la Muerte Negra* ("Black Death Saints") are more commonly known just as SMN. They are a criminal cartel controlled by Prospero Anzara Barbero – a local human Argentinian crime boss. The SMN have their fingers in many illicit operations – from drugs to prostitution to illegal weapons to protection rackets to the black market.

SANTOS DE LA MUERTE NEGRA

Breakdown: 311 total members: 84% Human and 16% Zentraedi. For every 1 full-sized Zentraedi there are three micronized Zentraedi. The SMN are unaware that a few of these Zentraedi members are secret spies for the Zentraedi Red Path terrorist organization. While the SMN may be Zentraedi friendly, they have no love for the Red Path terrorists.

Common Gang Member Alignments: Anarchist, Aberrant, Miscreant, and Diabolic.

Colours: Fashionable and expensive dark suits, hats, and equally fashionable dark sunglasses. Their hatbands have colourful traditional indigenous beads. Each member has many colourful tattoos. The SMN uses an insignia of a red rose with many thorns, on a black circle background, surrounded by a ring of white grinning skulls.

Standard Weapons: Automatic pistols, automatic rifles, sub-machine guns, blade weapons, and explosives are common. The SMN also has access to exotic weaponry like the 9mm recoilless rifles, 40mm grenade launchers (mounted on their rifles), Zentraedi assault rifles, and even the odd scavenged destroids and Zentraedi Mecha.

Body Armour: Usually none, but full-sized Zentraedi members often will still have their light Zentraedi body armour (and weaponry).

Gang & Criminal Activity: Prostitution, drugs, weapons, blackmail/extortion, and the black market. They are seeking to control the whole black market in Ascendance City, but they can only currently muster partial control. The remaining half of the black market in Ascendance City consists of multiple, capable individual "freelancers" who have formed an informal alliance against the cartel. To cross the cartel means death to the individual and his immediate family members as well.

The Gang Leaders: Prospero Barbero is the crime-lord of the SMN. Prospero is smart, cruel, and ruthless. He believes he was a Zentraedi in a previous life and that's why the SMN are more Zentraedi friendly than the other human-based crime organizations in the South American Sector. His second in command is a micronized Zentraedi named Ghax.

PROSPERO ANZARA BARBERO

SMN Crime-lord

Hit Points: 46

S.D.C.: 41

Alignment: Miscreant

Attributes: I.Q. 19, M.E. 10, M.A. 17, P.S. 17, P.P. 12, P.E. 15, P.B. 12, Spd. 11.

Age: 42

Sex: Male

Height: 6' 1" (1.85 m)

Weight: 185 lbs. (83.9 kg)

Disposition: Sadistic, cruel, ambitious, ruthless, and decadent. He enjoys the perks that his position has to offer – he has access to the best drugs, women, and politicians that money (and extreme violence) can buy (intimidate). He is sympathetic to the Zentraedi plight of finding their way on Earth after the Robotech War. He is convinced that he was a Zentraedi in a previous life, by the name of Khett, so he considers the Zentraedi as brothers in arms. He views the RDF as a foreign invader trying to take over his/SMN's territory.

Level of Experience: 8th Level

Skills:

Automobile	98%	Prowl	80%
Body Building		Radio: Basic	90%
Detect Ambushes	90%	Swimming	98%
Detect Concealment	80%	Truck	98%
Hand to Hand Combat: Expert		W.P. Knife	
Intelligence	85%	W.P. Automatic Pistol	
Interrogation	80%	W.P. Sub-machine Gun	
Land Navigation	85%	Boxing	
Language: English	95%	W.P. Heavy (6th level)	
Language: Spanish	98%	W.P. Sword (6th level)	
Language: Zentraedi	95%	Dance (3rd level)	57%
Mathematics: Basic	98%	Radio: Scramblers (3rd level)	55%

Combat Skills: HTH Expert

Attacks per Melee: 4

Bonuses: +2 to strike, +4 to parry/dodge, +1 to HTH damage, +3 to pull/roll with punch, fall, or impact, critical strike on a natural 18+, paired weapons.

Other Combat Info: Punch 1D4, knife hand 1D6, kick 1D6, Judo-style body throw/flip 1D6 (victim loses initiative and 1 attack).

Other Abilities: +5% I.Q. bonus, trust/intimidate 45%, and charm/impress 10%.

Weapon Proficiencies:

W.P. Automatic Pistol: +5 to strike (aimed), +3 to strike (burst), +2 to strike (wild).

W.P. Heavy: +4 to strike (aimed), +2 to strike (burst), +1 to strike (wild).

W.P. Knife: +2 to strike, +2 to parry, +1 to throw.

W.P. Sword: +2 to strike, +2 to parry.

W.P. Sub-machine Gun: + 5 to strike (aimed), +3 to strike (burst), +2 to strike (wild).

Personal Profile: Prospero Anzara Barbero grew up on the dangerous streets of *Villa Miseria*, a shanty town located on the outskirts of Ascendance City's northern district. There is little RDF presence in the shanty town so the cartel maintains order there (by their own rules). No one will speak ill about the SMN in the Villa (those that do tend to disappear).

Prospero controls the SMN through intimidation, fear, and extreme violence. Any threats to his position or power are dealt with quick and messy to give a message to others – don't mess with Prospero Anzara Barbero and the SMN.

Prospero loves karaoke and to sing. He considers himself a gifted singer of great natural talent but the truth is he's a terrible singer. No one has the courage to tell him that – they don't want to end up dead.

Equipment: Expensive clothing and jewellery. He always has an automatic pistol on his person.

TYPICAL SMN ENFORCER

Cartel Gangster Enforcer

Alignment: Any evil or selfish alignment

Attributes: I.Q. 9, M.E. 10, M.A. 14, P.S. 14, P.P. 12, P.E. 13, P.B. 12, Spd. 13.

Hit Points: 25

S.D.C.: 20

Level of Experience: 3rd Level

Skills:

Automobile	88%	Truck	74%
Detect Ambush	60%	W.P. Knife	
Detect Concealment	50%	W.P. Automatic Pistol	
Hand to Hand Combat: Expert		W.P. Sub-machine Gun	
Land Navigation	55%	W.P. Rifle	
Language: English	85%	Mecha Combat: Zentraedi Battle Pod (1 in 10)	
Language: Spanish	98%	Pilot Mecha: Zen. Battle Pod (1 in 10)	70%
Mathematics: Basic	88%	W.P. Energy Rifle (1 in 3)	
Prowl	50%	W.P. Heavy (1 in 5)	
Radio: Basic	60%		

Combat Skills: HTH Expert

Attacks per Melee: 2

Bonuses: +2 to strike, +3 to parry/dodge, +2 to pull/roll with punch or fall.

Other Combat Info: Punch 1D4, knife hand 1D6.

Other Abilities: Trust/intimidate 30% and charm/impress 10%.

Mecha Combat: Zentraedi Battle Pod

Attacks per Melee: 4

Bonuses: +3 to strike, +3 to parry, +4 to dodge, +3 to pull/roll with punch or fall.

Other Combat Info: Kick 1D6 M.D., body block 1D6 M.D., Stomp 1D4 M.D.

Weapon Proficiencies:

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

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

W.P. Heavy: +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. Sub-machine Gun: +3 to strike (aimed), +1 to strike (burst), +0 to strike (wild).

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

Personal Profile: This is a typical *Santos de la Muerte Negra* (SMN) gangster who lives by extreme violence in the name of the cartel. The enforcers are fanatical followers of the SMN's leader Prospero Anzara Barbero and the hardcore gangster lifestyle.

Equipment: Stolen RDF sub-machine pistol (2D6 damage per round, 500 ft. effective range, 30 round mag.) plus one extra magazine, large knife (1D6 damage), a Beretta M9 automatic pistol (3D6 damage, 15 round box magazine) plus one extra magazine, and a hand-held communicator (tuned to the frequency used by the SMN).

One in three SMN enforcers will be armed with a heavy laser rifle (1D4 M.D., 900 ft. effective range, 20 shots per mag.) and one in five will have a 90mm recoilless rifle (1D10 M.D., 1200 ft. effective range, 80 ft. blast radius, breech loaded). For every ten SMN enforcers, there will be a full-sized Zentraedi member who has access to a Zentraedi Battle Pod. Battle pods used by the SMN are painted in vibrant colours with cartel specific imagery. The SMN use their limited Zentraedi battle pod collection to intimidate others (civilian and military alike).

JOSE GRANA CORDOVA

SMN Enforcer

Hit Points: 32

S.D.C.: 32

Alignment: Miscreant

Attributes: I.Q. 14, M.E. 11, M.A. 13, P.S. 18, P.P. 13, P.E. 15, P.B. 11, Spd. 15.

Age: 31

Sex: Male

Height: 6' (1.83 m)

Weight: 220 lbs. (99.8 kg)

Disposition: Aloof, sadistic, cold, brutal, and violent, very, very violent. It doesn't take much to set off Jose and he will turn violent on the target of his wrath.

Level of Experience: 4th Level

Skills:

Automobile	92%	Radio: Basic	65%
Body Building		Truck	78%
Hand to Hand Combat: Expert		W.P. Knife	
Language: English	70%	W.P. Automatic Pistol	
Language: Spanish	95%	W.P. Sub-machine Gun	
Mathematics: Basic	92%	W.P. Energy Pistol (2nd level)	
Motorcycle	72%	W.P. Energy Rifle (2nd level)	
Prowl	55%	W.P. Heavy (2nd level)	

Combat Skills

Attacks per Melee: 3

Bonuses: +2 to strike, +2 to parry/dodge, +3 to hand to hand combat damage, +2 to pull/roll with punch, fall, or impact.

Other Combat Info: Punch 1D4.

Other Abilities: Trust/intimidate 25% and charm/impress 5%.

Weapon Proficiencies:

W.P. Automatic Pistol: +4 to strike (aimed), +2 to strike (burst), +1 to strike (wild).

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

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

W.P. Heavy: +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. Sub-machine Gun: +4 to strike (aimed), +2 to strike (burst), +1 to strike (wild).

Personal Profile: Jose Grana Cordova has always been a cold sadistic psychopath, even as a child. He killed his first human at the age of eleven. He has since lost count after he hit one hundred by the age of fourteen. That was when he was chosen to join the *Santos de la Muerte Negra*. By the age of sixteen, he was one of the SMN's top enforcers.

Equipment: He carries an automatic pistol (2D6 damage, 120 ft. effective range, 13 round magazine), two extra magazines, and a heavy laser rifle (1D6 M.D., 900 ft. effective range, 20 shots per magazine) for special situations.