

# LUNZAR

*Zentraedi SMN Gangster (Red Path Terrorist)*

**Hit Points:** 3,400 or 34 M.D.C.

**S.D.C.:** 3,000 or 30 M.D.C.

**M.D.C.:** 64

**Alignment:** Miscreant

**Attributes:** I.Q. 11, M.E. 10, M.A. 11, P.S. 1800, P.P. 13, P.E. 1900, P.B. 9, Spd. 11.

**Age:** 2

**Sex:** Male

**Height:** 51' (15.5 m)

**Weight:** 1,820 lbs. (825.5 kg)

**Disposition:** Proud, cruel, sadistic, uncaring, tactless, and greedy. He loves the misery and pain he causes on others, especially micronians. He is currently a Red Path undercover agent that has infiltrated the SMN. He dreams of killing Glosk but he knows he has to follow Atazra's orders; he has been ordered to be a deep cover agent in the SMN, under Glosk's command, so that's what he will do... for now.

**Level of Experience:** 4th Level

## Skills:

Body Building		Radio: Basic	75%
Hand to Hand Combat: Basic		Radio: Scramblers	65%
Language: English	70%	Read Sensory Equipment	65%
Language: Spanish	70%	Weapon Systems: Pods	90%
Language: Zentraedi	95%	W.P. Automatic Rifle	
Mathematics: Basic	92%	W.P. Energy Pistol	
Mecha Combat: Pods		W.P. Energy Rifle	
Pilot Mecha: Pods	90%	W.P. Heavy	
Prowl	55%		

**Combat Skills:** HTH Basic

**Attacks per Melee:** 3

**Bonuses:** +2 to parry/dodge, +2 to pull/roll with punch, fall, or impact, +30% to save vs. coma/death, +8 to save vs. poison.

**Other Combat Info:** Punch 4 M.D., kick 5 M.D.

**Other Abilities:** Trust/intimidate 15% and charm/impress 4%.

**Mecha Combat Skills:** Zentraedi Battle Pods

**Attacks per Melee:** 4

**Bonuses:** +1 to strike, +2 to parry, +3 to dodge, +3 to pull/roll with punch, fall, or impact.

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

**Weapon Proficiencies:**

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

**Profile:** Lunzar is a blue-skinned, purple-haired full-sized Zentraedi. He was a new recruit, fresh from the clone vats, serving on the *Shokunar-Golga* ("Dark Cosmos") of Commander Grun's Zentraedi Command Ship. He served faithfully until Commander Grun's small fleet of sixteen ships was decimated by the Micronian Veritech forces from Zor's battlefortress while it was attempting to return to earth. Lunzar dreams of past battles and old glories as he rots in the "stinking jungle" – that's what he calls Ascendance City. He hates the climate and preferred the controlled climate of a Zentraedi battlecruiser. Don't get him started about insects.

**Equipment:** Light Zentraedi body armour (50 M.D.C.) and armed with a Zentraedi assault rifle (1D6 short burst, 2D6 long burst, or 4D6 for a full melee burst, Range: 4000 ft., 200 rounds, RoF: 4 short bursts, 2 long, or 1 full melee of continuous fire). He has a Minmei doll hanging in his battle pod. It's his good luck charm (a habit he has picked up from his human surroundings). His battle pod is decorated in the garish colours of the *Santos de la Muerte Negra* and their cartel symbol of a thorny rose surrounded by grinning skulls.

## GLOSK

*Zentraedi SMN Gangster (Red Path Terrorist)*

**Hit Points:** 29

**S.D.C.:** 25

**Alignment:** Miscreant

**Attributes:** I.Q. 10, M.E. 9, M.A. 12, P.S. 16, P.P. 14, P.E. 15, P.B. 11, Spd. 14.

**Age:** 5

**Sex:** Male

**Height:** 5' 9" (1.75 m)

**Weight:** 186 lbs. (84.4 kg)

**Disposition:** Stern, daring, aggressive, aloof, and amoral. Glosk is enjoying his time in the SMN. He enjoys the destruction and chaos that the SMN brings to its fellow humans. Glosk is secretly the head agent of a Zentraedi triad that infiltrated the SMN on orders of the Red Path. He is dedicated to the Red Path's goals of perpetual warfare (the "Red Path") against humanity and eventually to the stars. The Zentraedi shall destroy any who stand against them.

**Level of Experience:** 3rd Level

**Skills:**

Body Building		Mathematics: Basic	88%
Hand to Hand Combat: Basic		Mecha Combat: Pods	
Language: English	65%	Pilot Mecha: Pods	80%
Language: Spanish	65%	Prowl	50%
Language: Zentraedi	90%	Radio: Basic	70%

Radio: Scramblers	60%	W.P. Energy Pistol
Read Sensory Equipment	50%	W.P. Energy Rifle
Weapon Systems: Pods	80%	W.P. Heavy
W.P. Automatic Rifle		

**Combat Skills:** HTH Basic

**Attacks per Melee:** 2

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

**Other Combat Info:** Punch 1D4, kick 1D6.

**Other Abilities:** Trust/intimidate 15% and charm/impress 4%.

**Weapon Proficiencies:**

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

**Profile:** Glosk is a grey-skinned, brown-haired micronized Zentraedi. He volunteered to be micronized so he could infiltrate the SMN. He has only been micronized for just over a year now. and he hates it. He dreams of the day he will be able to return to his true height of 59 feet.

**Equipment:** Glosk wears the traditional dark suits of the SMN and is armed with a RDF laser pistol (5D6 S.D.C. damage; 10 shot e-clip; Range: 2,000 ft.).

## PELL

### *Zentraedi Red Path Terrorist*

**Hit Points:** 2,500 or 25 M.D.C.      **S.D.C.:** 3,000 or 30 M.D.C.      **M.D.C.:** 55

**Alignment:** Diabolic

**Attributes:** I.Q. 12, M.E. 11, M.A. 13, P.S. 1700, P.P. 12, P.E. 1600, P.B. 13, Spd. 17.

**Age:** 4

**Sex:** Male

**Height:** 50' (15.2 m)

**Weight:** 1,860 lbs. (843.7 kg)

**Disposition:** Moody, brave, tactless, resentful, and aggressive. He's having a blast taking his frustrations out on the enemies of the SMN. He is waiting for the orders from Glosk to pursue the Red Path's agenda instead of the SMN.

**Level of Experience:** 2nd Level

**Skills:**

Body Building		Language: Zentraedi	90%
Hand to Hand Combat: Basic		Mathematics: Basic	88%
Language: English	65%	Mecha Combat: Pods	
Language: Spanish	65%	Pilot Mecha: Pods	80%

Prowl	50%	W.P. Automatic Rifle
Radio: Basic	70%	W.P. Energy Pistol
Radio: Scramblers	50%	W.P. Energy Rifle
Read Sensory Equipment	50%	W.P. Heavy
Weapon Systems: Pods	85%	

**Combat Skills:** HTH Basic

**Attacks per Melee:** 2

**Bonuses:** +2 to parry/dodge, +2 to pull/roll with punch, fall, or impact, +30% to save vs. coma/death, +8 to save vs. poison.

**Other Combat Info:** Punch 4 M.D., kick 5 M.D.

**Other Abilities:** Trust/intimidate 15% and charm/impress 4%.

**Weapon Proficiencies:**

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

**Profile:** Pell is a blue skinned, green hair full-sized Zentraedi. He previously served with Warlord Grun until his defeat by the hands of the Micronians. He is a soldier and he wants to recapture the glory of combat. He wants the Zentraedi to reclaim their rightful place as warlords over the puny Micronians.

**Equipment:** Body armour (50 M.D.C.) and armed with a Zentraedi assault rifle (1D6 short burst, 2D6 long burst, or 4D6 for a full melee burst, Range: 4000 ft., 200 rounds, RoF: 4 short bursts, 2 long, or 1 full melee of continuous fire). Pell's battle pod is decorated in the garish colours of the *Santos de la Muerte Negra* and their cartel symbol of a thorny rose surrounded by grinning skulls.