



VEHICONS

Millions of stellar cycles in the future, during the waning solar cycles of the Beast Wars, Megatron conquered Cybertron. Using a deadly technovirus that caused paralysis and prevented mode conversion in the Cybertronian population, Megatron captured the Sparks of the trapped Cybertronians and turned their bodies into raw materials for an endless army of Sparkless Drones, which hunted the survivors to extinction. Megatron called his Drone armies the Vehicons.

The returning Maximals, believing themselves the victors of the Beast Wars, were attacked by the planet's orbital defenses without explanation or warning. The Maximals were scattered across Cybertron and found themselves alone against a seemingly unlimited force of Drones, each of them an extension of the will of the last being on Cybertron still possessed of his own Spark: Megatron.

In his endless quest to purge all independent thought and any vestige of organic life from Cybertron, Megatron unleashed his Vehicons *en masse* against the returning Maximals, and a new phase of the Beast Wars erupted on Cybertron.

TABLE 7-1: VEHICON THREATS BY THREAT LEVEL

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An Army of Drones under Megatron's Command

All Vehicon Drones are without Sparks and cannot develop their own Sparks by any means. Each of them is nothing more than a mindless remote-controlled machine operating as Megatron commands. From within his fortress at the former council citadel in Cyberropolis, Megatron's control over the Vehicons extends throughout the planet. The mind of Megatron, networked throughout the vast communications arrays on Cybertron, can control thousands of Vehicon Drones at once in multiple locations simultaneously.

Megatron considers the Vehicon Drones completely disposable and will not hesitate to have Drones fire on each other if they can catch an enemy in the blast radius. Being Sparkless, the Vehicon Drones cannot think or feel, which makes them impossible to persuade and immune to fear. All Vehicons are likewise incapable of harming Megatron, as their programming will not allow it. Even Megatron's Generals, when he chose to create them, were bound by this limitation.

Like Megatron himself, all Vehicons share a unique flaw in their long-range sensor programs that makes them unable to detect Maximals in their technorganic forms, as Vehicon sensors were designed to detect technological life signs, not organic ones. This is why Vehicons can detect Maximals in their Bot Modes, which are sufficiently similar to the technological life-forms that the Vehicons were originally designed to pursue. Despite efforts by Megatron to correct this flaw throughout the conflict, the Vehicons never overcame this limitation. Vehicons could still recognize Maximals in beast form on sight and target them appropriately.

Vehicons were made by the thousands in identical batches according to a small number of templates Megatron designed for specific purposes. The Maximals came to recognize the following configurations of Vehicons.

AERO DRONES

Megatron's Aero Drones give his Vehicon forces air superiority, raining plasma bolts from the sky on his enemies.

THREAT LEVEL: 6

SIZE: Large/Long **HEALTH:** 6

MOVEMENT: 30ft Aerial (Bot Mode)*; 90ft Aerial (Alt Mode)

STRENGTH: 3 **SPEED:** 13
SMARTS: 1 **SOCIAL:** 1

TOUGHNESS: 13 **EVASION:** 23
WILLPOWER: 11 **CLEVERNESS:** 11

SKILLS

- Acrobatics +d4
- Alertness +d2
- Athletics +d2
- Deception +d2
- Driving +d8
- Initiative +d6
- Intimidation +d2
- Might +d2
- Targeting +d8
- Languages: Understands Cybertronian and Cybertronix; Drones do not speak

PERKS

Aerial Superiority: The Aero Drone gains an Edge and $\uparrow 1$ on Attack Skill Tests when attacking from higher ground.

Fast Conversion: Cybertronian Drones spend a Free action to convert between Bot Mode and Alt Mode.

Hover: Aero Drones don't need to move to maintain their altitude.

ATTACKS

Articulated Talons (Might): +d2, Reach (1 Sharp damage)

Alternate Effects: 1 Stun ($\downarrow 1$)

Requirements: Bot Mode Only

Traits: Integrated, Sharp

Flyby (Driving): +d8, Reach (1 Blunt damage)

Alternate Effects: Shove (1)

Requirements: Alt Mode Only, Move at least 10ft before attacking.

Traits: Integrated

Twin Plasma Cannons (Targeting): +d8, Range 150ft/600ft; min 30ft (1

Energy damage)

Alternate Effects: Multiple Targets - 2 ($\downarrow 1$), 1 Stun ($\downarrow 1$), Spot

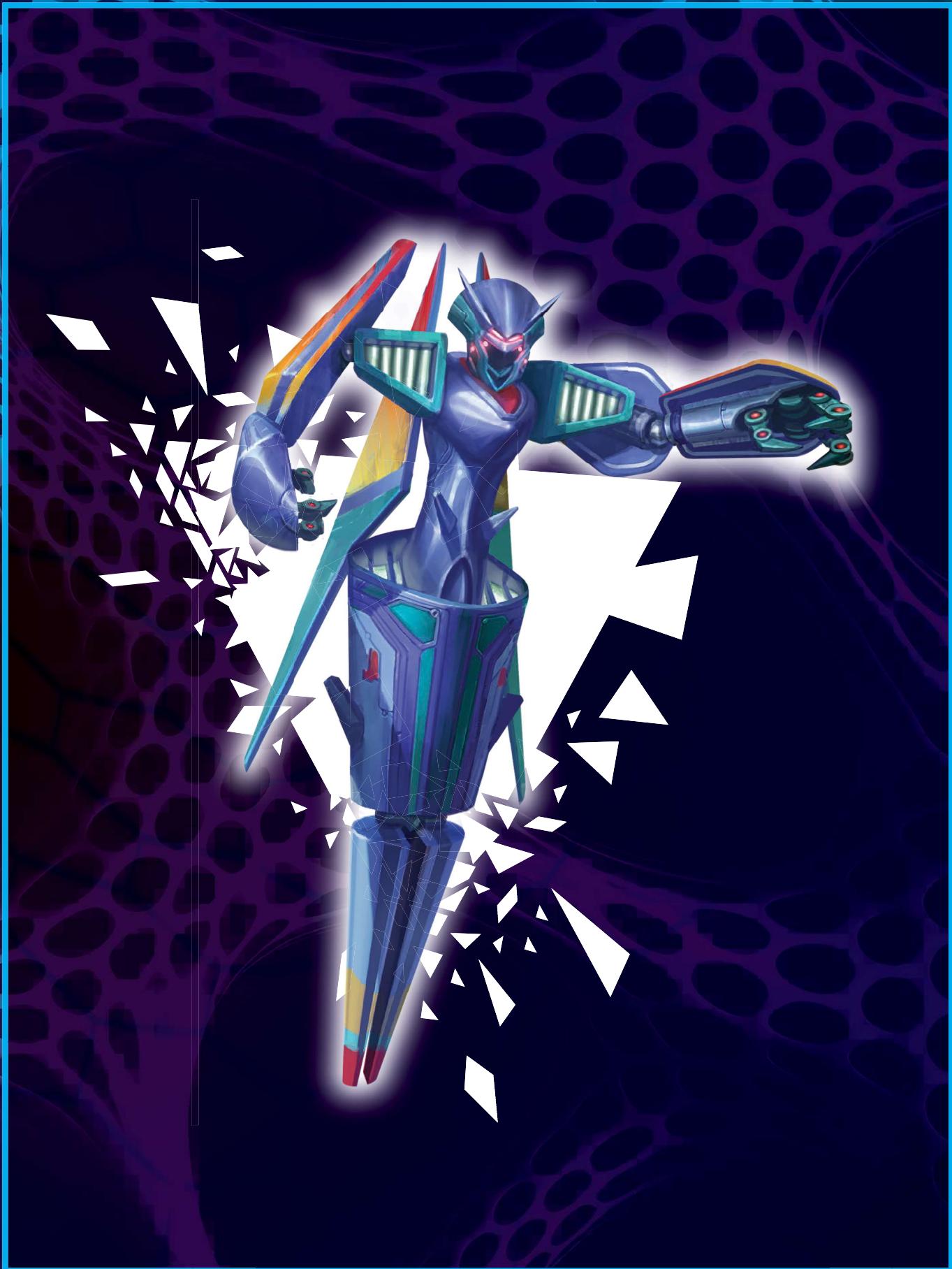
Traits: Ballistic, Integrated, Laser

GEAR

Weapons: Twin Plasma Cannons (Targeting integrated element)

HANG-UP

Delicate Frames: Aero Drones take the same damage as any targets they hit with their Flyby attack.



ARTILLERY DRONES

Developed in tandem with the Copter Drones, Artillery Drones are fast and maneuverable attack platforms packing heavy firepower.

THREAT LEVEL: 9

SIZE: Huge/Extended **HEALTH:** 9

MOVEMENT: 40ft Ground (Bot Mode); 60ft Ground (Alt Mode)

STRENGTH: 8

SPEED: 12

SMARTS: 3

SOCIAL: 1

TOUGHNESS: 18

EVASION: 22

WILLPOWER: 13

CLEVERNESS: 11

SKILLS

- Acrobatics +d2
- Alertness +d6
- Athletics +d4
- Brawn +d4
- Deception +d2
- Driving +d8
- Initiative +d6
- Intimidation +d4
- Might +d4
- Targeting +d8
- Languages: Understands Cybertronian and Cybertronix; Drones do not speak

PERKS

Concentrated Barrage: Artillery Drones that focus all of their attacks in a turn on a single target gain $\uparrow 1$ for every attack after the first.

Mode Conversion: Artillery Drones spend a Standard action to convert between Bot Mode and Alt Mode.

Superior Mobility: Artillery Drones gain $\uparrow 1$ on all Driving Skill Tests.

ATTACKS

Forward Photon Blasters (Targeting): +d8, Range 50ft/150ft (1 Sharp damage)

Alternate Effects: Multiple Targets - 2 ($\downarrow 1$)

Requirements: Alt Mode Only

Traits: Ballistic, Integrated

Heavy Photon Turrets (Targeting): +d8, Range 100ft/300ft; min 30 ft (2 Sharp damage)

Alternate Effects: 1 Sharp damage Blast: 20ft radius ($\downarrow 1$), 2 Sharp damage Blast: 20ft radius ($\downarrow 3$)

Requirements: Alt Mode Only

Traits: Anti-Tank, Armor Piercing, Ballistic, Integrated, Mounted, Reinforced Mount, Reload, Wrecker.

Ram (Driving): +d8, Reach (1 Blunt damage)

Alternate Effects: 1 Stun ($\downarrow 1$), Shove

Requirements: Alt Mode Only, Must move 10ft before attacking.

Traits: Integrated

Reinforced Gauntlets (Might): +d4, Reach $\times 2$ (1 Blunt damage)

Alternate Effects: 1 Stun ($\downarrow 1$), Maneuver ($\downarrow 1$)

Requirements: Bot Mode Only.

Traits: Integrated

GEAR

Weapons: Forward Photon Blasters (Targeting integrated projectile), Heavy Photon Turrets (Targeting integrated explosive), Reinforced Gauntlets (Might integrated melee)

HANG-UP

Rollover: On any failed Driving Skill Test, roll a d2. On a result of 1, the Artillery Drone flips over and becomes Prone. Unless assisted by another Drone, it must convert into Bot Mode to right itself.

COPTER DRONES

Deployed as an upgraded version of the Aero Drones, Copter Drones can hover in all forms to deliver sustained air-to-ground bombardment.

THREAT LEVEL: 8

SIZE: Large/Long **HEALTH:** 8

MOVEMENT: 30ft Aerial (Bot Mode); 60ft Aerial (Alt Mode)

STRENGTH: 6 **SPEED:** 12
SMARTS: 3 **SOCIAL:** 1

TOUGHNESS: 16 **EVASION:** 22
WILLPOWER: 13 **CLEVERNESS:** 11

SKILLS

- Acrobatics +d4
- Alertness +d6
- Athletics +d2
- Deception +d2
- Driving +d8
- Initiative +d4
- Intimidation +d4
- Might +d6
- Targeting +d8
- Languages: Understands Cybertronian and Cybertronix; Drones do not speak

PERKS

Aerial Superiority: The Copter Drone gains an Edge and 11 on Attack Skill Tests when attacking from higher ground.

Mode Conversion: Copter Drones spend a Standard action to convert between Bot Mode and Alt Mode.

Spotlight: When in Alt Mode, the Copter Drone's spotlight allows it to spot targets for other Drones or the Vehicon Generals as a Free action.

Sustained Bombardment: A Copter Drone that fires at the same target it attacked on the prior turn gets $\uparrow 1$ on all its attacks against that target. This is cumulative with Aerial Superiority when both Perks apply.

Weapon Swap: Copter Drones cannot use their Raking Claws and Repeating Photon Blasters at the same time and must use a Free action to swap between those weapons.

ATTACKS

Raking Claws (Might): +d6, Reach $\times 2$ (1 Sharp damage)

Alternate Effects: 1 Stun ($\downarrow 1$)

Requirements: Bot Mode Only

Traits: Integrated, Sharp

Repeating Photon Blasters (Targeting): +d8, Range 50ft/150ft (1 Sharp damage)

Alternate Effects: Multiple Targets - 3 ($\downarrow 2$)

Requirements: Bot Mode Only

Traits: Ballistic, Integrated

Twin Heavy Photon Cannons (Targeting): +d8, Range 150ft/600ft; min 30ft (1 Energy damage)

Alternate Effects: Multiple Targets - 2 ($\downarrow 1$), 1 Stun ($\downarrow 1$), 1 Energy damage Blast: 20ft radius ($\downarrow 3$)

Requirements: Alt Mode Only

Traits: Armor Piercing, Ballistic, Integrated, Laser

GEAR

Weapons: Raking Claws (Might integrated melee), Repeating Photon Blasters (Targeting integrated projectile), Twin Heavy Photon Cannons (Targeting integrated energy)

HANG-UP

Sensitive Targeting Systems: The targeting systems of the Copter Drone are so sensitive that they are prone to disruption. When exposed to an effect that would disrupt targeting, the Copter Drone suffers a Snag on all attempts to use its ranged weaponry.

CYCLE DRONES

Megatron's highly mobile scout force, Cycle Drones are used to run down his enemies through the streets of Cybertron.

THREAT LEVEL: 5

SIZE: Common **HEALTH:** 5

MOVEMENT: 50ft Ground (Bot Mode); 75ft Ground (Alt Mode)

STRENGTH: 4 **SPEED:** 10

SMARTS: 1 **SOCIAL:** 1

TOUGHNESS: 14 **EVASION:** 20

WILLPOWER: 11 **CLEVERNESS:** 11

SKILLS

- Acrobatics +d6
- Alertness +d2
- Athletics +d4
- Deception +d2
- Driving +d6
- Initiative +d4
- Might +d4
- Targeting +d4
- Languages: Understands Cybertronian and Cybertronix; Drones do not speak

PERKS

Earlier is Better Than Later: Cycle Drones are often the first Drones on the scene when a new threat is discovered. In Alt Mode, Cycle Drones can use Free actions to Push Themselves for 10ft of additional movement instead of 5ft. Additionally, Cycle Drones can use Free actions to Push Themselves without limit and exchanging Free actions for additional movement is not limited for Cycle Drones.

Fast Conversion: Cycle Drones spend a Free action to convert between Bot Mode and Alt Mode.

ATTACKS

Gripping Clamps (Might): +d4, Reach [1 Blunt damage]

Alternate Effects: 1 Stun (↓1), Maneuver (↓1)

Requirements: Bot Mode Only

Traits: Integrated

Ram (Driving): +d6, Reach [1 Blunt damage]

Alternate Effects: Trip (↓1, Cycle Drone falls Prone)

Requirements: Alt Mode Only, Move at least 10ft before attacking.

Traits: Integrated

Twin Electro-Pulse Blasters (Targeting): +d6, Range 30ft/90ft [1 Electric damage]

Alternate Effects: Multiple Targets - 2 (↓1)

Requirements: Bot Mode Only

Traits: Electric, Ballistic, Integrated

GEAR

Weapons: Gripping Clamps (Might integrated melee), Twin Electro-Pulse Blasters (Targeting integrated element)

HANG-UP

Missed by THIS Much: When trying to jump across empty space, Cycle Drones suffer a Snag on their Acrobatics Test to land safely. Despite this, Cycle Drones are willing to take this route whenever they run out of road.



DIAGNOSTIC DRONES

Megatron's assistants in his technological research and development, the Diagnostic Drones are used to repair and upgrade the Vehicon Forces. Capable of limited self-direction, they are more intelligent than other Drones but have little utility in combat situations.

THREAT LEVEL: 5

SIZE: Small

HEALTH: 5

MOVEMENT: 25ft Aerial

STRENGTH: 2

SPEED: 5

SMARTS: 6

SOCIAL: 3

TOUGHNESS: 12

EVASION: 17

WILLPOWER: 16

CLEVERNESS: 13

SKILLS

- Acrobatics +d2
- Alertness +d4
- Athletics +d2
- Deception +d2
- Driving +d2
- Initiative +d2
- Infiltration +d2
- Might +d2
- Persuasion +d4
- Science +d4
- Targeting +d2
- Technology [Repairs] +d4*
- Languages: Cybertronian, Cybertronix; Diagnostic Drones can speak, but do not address anyone except Megatron and the Vehicon Generals.

PERKS

Quick Little Thing: The Diagnostic Drones can be surprisingly quick when they need to be and gain +2 Evasion, reflected in their stats.

Repair Experts: Diagnostic Drones have complete schematics of all Vehicons within their databases, along with access to their standardized parts and systems. When repairing any Vehicon, they gain an Edge and +3 to their Technology Skill Tests.

ATTACKS

Electrobolt Emitter (Targeting): +d4, Range 25ft/75ft (1 Electric damage)

Traits: Energy (Electric), Integrated

Manipulator Grips (Might): +d2, Reach (1 Stun)

Alternate Effects: Maneuver
Traits: Integrated

POWERS

Call for Help (Move): A Diagnostic Drone confronted by hostile forces can attempt a **DIF 12 Persuasion Skill Test** to appeal to Megatron for rescue. If successful, the Diagnostic Drone summons 2d4 additional Vehicon Drones better suited to combat. The reinforcements will arrive in 1d6 rounds.

Force Shield Generator (Free, 3/Scene) Powering up its miniature Force Shield Generator grants the Diagnostic Drone a +2 Deflective Bonus to Toughness and Evasion until the beginning of its next turn. The Force Shield Generator can be removed from a Grappled or Restrained Diagnostic Drone (removing this Power) with a **DIF 15 Brawn or Technology Skill Test**.

GEAR

Weapons: Electrobolt Emitter (Targeting integrated element), Manipulator Grips (Might integrated melee)

Armor: Force Shield Generator (See Powers)

Other: Enhanced Communications System, Standard Technology (Engineering) Kit

HANG-UP

Self-Preservation Protocol: Absent a direct command from Megatron, a Diagnostic Drone will not initiate or participate in combat. Anytime a Diagnostic Drone is without other Vehicons to protect it, it will attempt to flee the scene.



MOLE DRONES

When Megatron needs to hunt targets below Cybertron's surface, Mole Drones are deployed to locate the threat and neutralize it.

THREAT LEVEL: 6

SIZE: Extended **HEALTH:** 6

MOVEMENT: 40ft Ground; 20ft Underground
(See Perks)

STRENGTH: 8 **SPEED:** 8
SMARTS: 1 **SOCIAL:** 1

TOUGHNESS: 18 **EVASION:** 18
WILLPOWER: 11 **CLEVERNESS:** 11

SKILLS

- Alertness +d2
- Athletics +d4
- Brawn +d4
- Deception +d2
- Driving +d6
- Infiltration +d2
- Initiative +d2
- Might +d8
- Targeting +d6
- Languages: Understands Cybertronian and Cybertronix; Drones do not speak

PERKS

Breakthrough: Mole Drones may enter battle by drilling through nearly any type of material, though they must make an Infiltration Test with $\downarrow 1$ to successfully ambush their opponents without the rumble of their drilling giving their presence away.

Drilling: Mole Drones can drill through solid materials at half their movement rate.

Weapon Swap: Mole Drones come equipped with a Flamethrower and Rapid-Fire Photon Blaster but must reconfigure as a Move action to swap between them. While one is active, the other cannot be used.

ATTACKS

Drill Face (Might): +d8, Reach [1 Sharp damage]

Requirements: Must Move at least 10ft to use this attack.

Traits: Armor Piercing, Integrated, Sharp

Flamethrower (Targeting): +d6, 25ft/75ft [1 Fire damage]

Alternate Effects: 1 Fire damage Blast: 20ft radius ($\downarrow 1$), 2 Fire damage Blast: 20ft radius ($\downarrow 3$)

Requirements: See Weapon Swap Perk

Traits: Energy, Integrated

Rapid-Fire Photon Blaster (Targeting): +d6, 25ft/75ft [1 Sharp damage]

Alternate Effects: Multiple Targets - 2 ($\downarrow 1$), Multiple Targets - 4 ($\downarrow 3$)

Requirements: See Weapon Swap Perk

Traits: Ballistic, Integrated

GEAR

Weapons: Drill Face (Might integrated melee), Flamethrower (Targeting integrated element), Rapid Fire Photon Blaster (Targeting integrated projectile)

HANG-UP

Unstable: If knocked Prone, the Mole Drone cannot right itself without another Drone's assistance.

TANK DRONES

The frontline assault force of Megatron's Drone army, Tank Drones are sent in whenever their excessive firepower is required.

THREAT LEVEL: 7

SIZE: Huge/Extended **HEALTH:** 7

MOVEMENT: 20ft Ground (Bot Mode); 45ft Ground (Alt Mode)

STRENGTH: 10

SPEED: 8

SMARTS: 1

SOCIAL: 1

TOUGHNESS: 20

EVASION: 18

WILLPOWER: 11

CLEVERNESS: 11

SKILLS

- Alertness +d2
- Athletics +d4
- Brawn +d6
- Deception +d2
- Driving +d4
- Initiative +d4
- Intimidation +d4
- Might +d6
- Targeting +d8
- Languages: Understands Cybertronian and Cybertronix; Drones do not speak

PERKS

Magnetic Treads: Tank Drones gain $\uparrow 1$ to Athletics Tests to move on metal surfaces.

Megatron's Commanders: The Vehicon Generals

Though Megatron's ability to command the Vehicon Drones was almost without limit, his leadership alone could not lead the Vehicons to overcome the Maximals' unpredictable tactics. It was, as his Diagnostic Drone suggested, a lack of free will among the Vehicon Drones that caused his defeats. Megatron took this odd suggestion seriously, using the captured Sparks of two Maximals and a former Predacon to create his first three Generals: Jetstorm, Tankor, and Thrust. Later in the war, after losing Tankor and Jetstorm, Megatron reincarnated two legendary Cybertronian Generals, Obsidian and Strika, into new bodies to lead his forces to victory.

Mode Conversion: Tank Drones spend a Standard action to convert between Bot Mode and Alt Mode.

Static Bombardment: The Tank Drone can forfeit its move action to gain $\uparrow 2$ on Targeting Skill Tests until the end of its turn.

ATTACKS

Claw Grappler (Might): +d6, Reach [1 Blunt damage]

Alternate Effects: 1 Stun ($\downarrow 1$), Maneuver ($\downarrow 1$)

Requirements: Bot Mode Only

Photon Artillery Cannon (Targeting): +d8, Range 300ft/600ft; min 30ft [2 Sharp damage]

Alternate Effects: 1 Sharp Blast (20ft) ($\downarrow 1$), 2 Sharp damage Blast: 20ft radius ($\downarrow 3$)

Traits: Armor Piercing, Anti-Tank, Ballistic, Indirect, Integrated (Shoulder Mount in Bot Form), Mounted, Reload, Reinforced Mount, Wrecker

GEAR

Weapons: Claw Grappler (Might integrated melee), Photon Artillery Cannon (Targeting integrated explosive)

HANG-UP

Top Heavy: In Bot Mode, the Tank Drones are unbalanced and suffer $\downarrow 2$ on any Acrobatics Tests to resist effects that would knock them off balance.

The Vehicon Generals, with the notable exceptions of Obsidian and Strika, do not act as allies and will often attempt to undermine each other to gain Megatron's favor. They are incapable of Lending Assistance to each other under any circumstances. Each Vehicon General can command all Drones of their type as if they were Megatron, and they often arrive with up to a dozen Drones of their type as a group.

TABLE 7-2: VEHICON GENERAL DRONE TYPES

VEHICON GENERAL	DRONE COMMANDED
Jetstorm	Aero Drones
Tankor	Tank Drones
Thrust	Cycle Drones
Obsidian	Copter Drones
Strika	Artillery Drones



WOBRIEN

JETSTORM

Quick with a witty quip as he is to trigger his plasma cannons, Jetstorm roars across the skies over Cybertron with his Aero Drones in tow to scour the planet clean of Megatron's enemies.

THREAT LEVEL: 12

SIZE: Huge/Extended **HEALTH:** 12

MOVEMENT: 30ft Aerial (Bot Mode)*; 90ft Aerial (Alt Mode)

STRENGTH: 5

SPEED: 15

SMARTS: 4

SOCIAL: 6

TOUGHNESS: 16

EVASION: 25

WILLPOWER: 14

CLEVERNESS: 16

SKILLS

- Acrobatics +d6
- Alertness +d8
- Athletics +d2
- Deception +d6
- Driving (Flying) +d8*
- Initiative +d6
- Intimidation (Insults) +d6*
- Might +d2
- Persuasion (Command) +d6*
- Targeting (Cannons) +d10*
- Languages: Cybertronian, Cybertronix

PERKS

Aerial Superiority: When Jetstorm attacks from higher ground, he gains an Edge as well as $\uparrow 1$ on attacks.

Afterburn: Jetstorm gains $\uparrow 2$ on his Flyby attack by spending two Free actions for additional movement immediately before attacking.

Fast Conversion: Jetstorm spends a Free action to convert between Bot Mode and Alt Mode.

Hover: Jetstorm doesn't need to move to maintain his altitude.

Lightning Speed: Jetstorm gets $\uparrow 3$ on all Initiative Skill Tests.

ATTACKS

Articulated Talons (Might): +d2, Reach (1 Sharp damage)

Alternate Effects: 1 Stun ($\downarrow 1$)

Requirements: Bot Mode Only

Traits: Integrated, Sharp

Homing Mine (Targeting): +d8, 600ft/1200ft (1 Energy damage Blast: 50ft radius)

Alternate Effects: 2 Energy damage Blast: 50ft radius ($\downarrow 2$)

Requirements: Alt Mode Only, Limited Ammo (1)

Traits: Anti-Tank, Computerized, Consumable, Element, Indirect, Mounted, Seeking, Wrecker

Flyby (Driving): +d8, Reach (1 Blunt damage)

Alternate Effects: Shove

Requirements: Alt Mode Only, Move at least 10ft before attacking.

Traits: Integrated

Twin Plasma Cannons (Targeting): +d8, Range 150ft/600ft; min 30ft (1 Energy damage)

Alternate Effects: Multiple Targets - 2 ($\downarrow 1$), 1 Stun ($\downarrow 1$), Spot

Traits: Ballistic, Integrated, Laser

POWERS

Aero Drones, Attack! (Standard, 2/Scene): Jetstorm always makes sure to have several dozen Aero Drones to back him up. Succeeding at a **DIF 15 Persuasion (Command) Skill Test** ensures that another 2d6 Aero Drones arrive within the next 1d2 rounds.

Flee for Your Miserable Lives! (Free, 3/Scene):

When targeting an opponent with an attack, Jetstorm can make a **DIF 14 Targeting Skill Test**. If successful, the opponent must keep moving to avoid Jetstorm's constant barrage and cannot benefit from cover until after the end of Jetstorm's next turn.

Your Situation is... TERMINAL! (Free, 3/Scene):

Jetstorm, after succeeding at an Intimidation Skill Test against an opponent, may make a **DIF 16 Targeting Test** to make an immediate attack against that opponent. This Targeting Test may benefit from Aerial Superiority if the Perk applies.

GEAR

Weapons: Articulated Talons (Might integrated melee), Homing Mine (Targeting integrated energy), Twin Plasma Cannons (Targeting integrated projectile)

Armor: Light Armor Matrix (+1 deflective to Toughness)

HANG-UPS

Cut and Run: For all his bravado, Jetstorm is a coward at heart, and anytime his Health is less than 4 or all his accompanying Aero Drones have been Defeated, he will attempt to retreat.

Mid-Battle Banter: Jetstorm cannot resist verbally abusing his opponents before attempting to fry their circuits. He must always make a quick quip (and an Intimidation Test) before attacking any new target.



The Spark Within: Silverbolt

The righteous Maximal Silverbolt (see Chapter 5) was used as the core Spark beneath Jetstorm's programming shell. Repulsed by how much he enjoyed the cruelty he inflicted as Jetstorm, should Silverbolt be liberated, he changes into Silverbolt and joins the Maximals as he did when restored by the Maximal Blackarachnia in ***Beast Machines: In Darkest Knight***.

OBSIDIAN

Obsidian, one of the greatest generals in Cybertronian history, commands the Copter Drones to win the war in the skies with cunning and sophisticated battle strategies. He and his consort Strika fought a thousand wars for Cybertron... and won them all.

THREAT LEVEL: 14

SIZE: Huge/Extended **HEALTH:** 21

MOVEMENT: 30ft Aerial (Bot Mode); 60ft Aerial (Alt Mode)

STRENGTH: 7

SPEED: 13

SMARTS: 8

SOCIAL: 6

TOUGHNESS: 20

EVASION: 24

WILLPOWER: 18

CLEVERNESS: 16

SKILLS

- Acrobatics +d4
- Alertness (Situational Awareness) +d6*
- Athletics +d2
- Culture +d6
- Deception +d6
- Driving (Flying) +d8*
- Initiative +d4
- Intimidation (Fearsome Reputation) +d6*
- Might +d6
- Persuasion (Command) +d6*
- Targeting (Cannons) +d10*
- Technology +d4
- Languages: Cybertronian, Cybertronix

PERKS

Aerial Superiority: Obsidian gains an Edge and $\uparrow 1$ on Attack Skill Tests when attacking from higher ground.

Deadly Synergy: Obsidian and his consort Strika can each use the Lend Assistance action to help the other as a Free action as long as they are within line of sight of each other.

Know Thy Enemy: Whenever fighting against an opponent Obsidian has encountered in the past, Obsidian gets an $\uparrow 1$ on all Skill Tests against them.

Mode Conversion: Cybertronians spend a Standard action to convert between Bot Mode and Alt Mode.

Sustained Bombardment: If Obsidian fires at the same target he attacked on the prior turn, he gets $\uparrow 1$ on all his attacks against that target. This is cumulative with Aerial Superiority when both Perks apply.

Weapon Swap: Obsidian cannot use his Raking Claws and Repeating Photon Blasters at the same time and must use a Free action to swap between those weapons.

ATTACKS

Raking Claws (Might): +d6, Reach $\times 2$ [$\downarrow 1$ Sharp damage]

Alternate Effects: 1 Stun [$\downarrow 1$]

Requirements: Bot Mode Only

Traits: Armor Piercing, Integrated, Sharp

Repeating Photon Blasters (Targeting): +d10, Range 50ft/150ft [$\downarrow 1$ Sharp damage]

Alternate Effects: Multiple Targets - 5 [$\downarrow 3$], 1 Sharp damage Blast: 20ft radius [$\downarrow 1$]

Requirements: Bot Mode Only

Traits: Armor Piercing, Ballistic, Integrated

Twin Heavy Photon Cannons (Targeting): +d10, Range 150ft/600ft; min 30ft [$\downarrow 1$ Energy damage]

Alternate Effects: Multi-Attack 2 [$\downarrow 1$], Multi-Attack 4 [$\downarrow 2$], 1 Stun [$\downarrow 1$], 1 Energy damage Blast: 20ft radius [$\downarrow 3$]

Requirements: Alt Mode Only

Traits: Armor Piercing, Ballistic, Integrated, Laser

POWERS

Advanced Ambush Tactics (Standard, 1/Scene):

Obsidian ensures that reinforcements are never far away. With a successful **DIF 16 Persuasion**

(Command) Skill Test, Obsidian can have 2d6 additional Copter Drones show up in 1d2 Rounds.

Cybertron's Greatest General (Standard, 2/

Scene): Obsidian's status as a peerless general is well known, and he exploits it to the fullest. Obsidian can reveal his identity and attempt a **DIF 20 Intimidation (Fearsome Reputation) Skill Test** with $\uparrow 2$ to convince that opponent to flee the battle.

GEAR

Weapons: Raking Claws (Might integrated melee), Repeating Photon Blasters (Targeting integrated projectile), Twin Heavy Photon Cannons (Targeting integrated energy)

Armor: Heavy Armor Matrix (+3 deflective to Toughness), ECM Suite (+1 to Evasion)

HANG-UP

Loyal to Cybertron: Obsidian is loyal to Cybertron and not to any particular leader, and if he can be convinced that Cybertron is ruled by a different faction than the one he fights for (a **DIF 18 Persuasion Test** rolled with a Snag and $\downarrow 3$), he can be persuaded to reconsider his loyalties and disengage from combat. He cannot be persuaded to attack Megatron in this way, only to question his assumption that Megatron is synonymous with Cybertron. This will only work once for any given Cybertronian Faction.



STRIKA

Strika delights in tricking her opponents into underestimating her fearsome intellect. Blazing across the battlefield with a deadly arsenal of high-tech weaponry with her consort Obsidian providing aerial support, Strika has fought in countless battles for Cybertron and has yet to lose a single one.

THREAT LEVEL: 15

SIZE: Huge/Extended **HEALTH:** 24

MOVEMENT: 40ft Ground (Bot Mode); 60ft Ground (Alt Mode)

STRENGTH: 10

SPEED: 12

SMARTS: 9

SOCIAL: 5

TOUGHNESS: 24

EVASION: 23

WILLPOWER: 19

CLEVERNESS: 15

SKILLS

- Acrobatics +d2
- Alertness (Battlefield Conditions) +d6*
- Athletics +d4
- Brawn +d4
- Deception (Trickery) +d10*
- Driving (Wheeled) +d8*
- Initiative +d4
- Intimidation +d6
- Might +d6
- Science +d6
- Targeting (Turrets) +d10*
- Technology (Cybertronian) +d6*
- Languages: Cybertronian, Cybertronic

PERKS

Concentrated Barrage: Strika gains $\uparrow 1$ each additional time she Attacks the same target during a turn.

Deadly Synergy: Strika and her consort Obsidian can each use the Lend Assistance action to help the other as a Free action as long as they are within line of sight of each other.

Hoverjets: In her Bot Mode, Strika can hover and has an Aerial Movement equal to half her ground movement rate.

Mode Conversion: Strika spends a Standard action to convert between Bot Mode and Alt Mode.

Weapon Master: When Strika takes the Attack action, she may make multiple attacks with her Forward Photon Blasters in her Alt Mode by spending 3 Free actions per additional attack.

ATTACKS

Forward Photon Blasters (Targeting): +d10, Range 50ft/150ft (1 Sharp damage)

Special Effects: Multi-Weapon (2)

Requirements: Alt Mode Only

Traits: Ballistic, Integrated

Heavy Photon Turrets (Targeting): +d10*, Range 100ft/300ft; min 30 ft (2 Sharp damage)

Alternate Effects: 1 Sharp damage Blast: 20ft radius ($\downarrow 1$), Multi-Weapon 2 ($\downarrow 2$), 2 Sharp damage Blast: 20ft radius ($\downarrow 3$)

Requirements: Alt Mode Only

Traits: Anti-Tank, Armor Piercing, Ballistic, Integrated, Mounted, Reinforced Mount, Reload, Wrecker.

Ram (Driving): +d8, Reach (1 Blunt damage)

Alternate Effects: 1 Stun ($\downarrow 1$), Shove

Requirements: Alt Mode Only, Must move 10 ft before attacking.

Traits: Integrated

Reinforced Gauntlets (Might): +d4, Reach $\times 2$ (1 Blunt damage)

Alternate Effects: 1 Stun ($\downarrow 1$), Maneuver ($\downarrow 1$)

Requirements: Bot Mode Only

Traits: Integrated

Thrown Energy Bombs (Athletics): +d4, 25ft/50ft (1 Energy damage Blast: 10ft radius)

Alternate Effects: 1 Stun (Blast: 10ft radius; $\downarrow 1$)

Requirements: Bot Mode Only

Traits: Computerized, Consumable, Laser

POWERS

General of Destruction (Free, 3/Scene): Strika brings incredible firepower to bear and can attempt a **DIF 20 Targeting Skill Test** with $\uparrow 1$ to give all of her weapons the Anti-Tank and Armor Piercing Traits until the end of her next turn.

Fire Everything! (Standard, 2/Scene): In her Alt Mode, Strika can concentrate fire on one of her enemies. Make a single **Targeting Attack Skill Test against an enemy**. If the attack is successful, it deals 6 Sharp damage, but Strika suffers $\downarrow 2$ on Skill Tests the following turn from the exertion.

GEAR

Weapons: Forward Photon Blasters (Targeting integrated projectile), Heavy Photon Turrets (Targeting integrated explosive), Reinforced Gauntlets (Might integrated melee), Thrown Energy Bombs $\times 4$ (Athletics thrown energy)

Armor: Ultra-Heavy Armor Matrix (+4 Plating Bonus to Toughness), ECM Suite (+1 to Evasion)

HANG-UP

You'll Never Outsmart ME!: If Strika is ever outwitted, such as by an attack against her Willpower, or if she loses a contested Smarts-based Skill Test and becomes aware of it, she flies into a rage against the perceived source of her humiliation, attacking relentlessly until it is Defeated.



TANKOR

Tankor is the brutal enforcer of the Vehicon Generals, eager to slag the enemies of Megatron. Known for his monosyllabic vocabulary and his love of violence, Tankor can be found blasting away with his heavy photon cannon at the forefront of every battle.

THREAT LEVEL: 13

SIZE: Huge/Extended **HEALTH:** 21

MOVEMENT: 20ft Ground (Bot Mode); 45ft Ground (Alt Mode)

STRENGTH: 15

SPEED: 12

SMARTS: 3

SOCIAL: 2

TOUGHNESS: 28

EVASION: 22

WILLPOWER: 13

CLEVERNESS: 12

SKILLS

- Acrobatics +d4
- Alertness +d6
- Athletics +d6
- Brawn +d6
- Deception +d2
- Driving (Ground) +d8*
- Initiative +d4
- Intimidation +d4
- Might (Mauler Discs) +d6*
- Persuasion +d2
- Targeting (Cannons) +d8*
- Languages: Cybertronian, Cybertronix

PERKS

Magnetic Treads: Tankor gets $\uparrow 1$ to Athletics Tests to move on metal surfaces.

Mode Conversion: Cybertronians spend a Standard action to convert between Bot Mode and Alt Mode.

Rapid Power Cycling: Tankor's Integrated Weapons benefit from upgraded power cycling circuitry that lets him reload any weapon with a Reload Trait as a Free action.

Static Bombardment: Tankor can forfeit his Move action to gain $\uparrow 2$ on Targeting Skill Tests until the end of his turn.

Weapon Swap: Tankor can only use either his Claw Grappler or his Mauler Discs for melee attacks and can swap between them as a Free action.

ATTACKS

Chest Rockets (Targeting): +d8, Range 50ft/150ft (1 Sharp damage)

Alternate Effects: 1 Sharp damage Blast: 20ft radius ($\downarrow 1$), Multiple Targets - 5 ($\downarrow 3$) if fully loaded
Traits: Anti-Tank, Integrated, Mounted, Reload (1 Rocket/action), Sharp, Wrecker

Claw Grappler (Might): +d6, Reach (1 Blunt damage)

Alternate Effects: 1 Stun, Maneuver

Requirements: Bot Mode Only

Traits: Integrated

Mauler Discs (Might): +d8*, Reach (1 Sharp damage)

Alternate Effects: 1 Strength Essence damage

Requirements: Bot Mode Only

Traits: Armor Piercing, Integrated, Sharp

Photon Artillery Cannon (Targeting): +d8*, Range 300ft/600ft; min 30ft (2 Sharp damage)

Alternate Effects: 1 Sharp damage Blast (20ft radius) ($\downarrow 1$), 2 Sharp damage Blast (20ft) ($\downarrow 3$)

Traits: Armor Piercing, Anti-Tank, Ballistic, Indirect, Integrated (Shoulder Mount in Bot Form), Mounted, Reload, Reinforced Mount, Wrecker

POWERS

TANKOR DESTROY! (Free, 3/Scene): Once locked onto a target, Tankor can make a **DIF 16 Targeting Skill Test** to ignore all of a target's Armor bonuses from Equipment until the beginning of his next turn.

TANKOR PULVERIZE! (Free, 3/Scene) By spending an Energon Point, Tankor can increase the damage of his Mauler Discs and Claw Grappler by 1 until the end of his next turn.

GEAR

Weapons: Chest Rockets (Targeting integrated explosive), Claw Grappler (Might integrated melee), Mauler Discs (Might integrated melee), Photon Artillery Cannon (Targeting integrated explosive)

Armor: Heavy Armor Matrix (+3 Plating Bonus to Toughness)

HANG-UPS

Easily Duped: For all his stubborn resolve, Tankor's gullibility makes manipulating him barely more difficult than simply commanding the average Drone. All Skill Tests to deceive, trick, outsmart, or fast-talk Tankor gain an Edge.

Hardwired to Serve: Tankor is hardwired to serve Megatron. If he attempts to attack Megatron directly, Tankor becomes Stunned until Megatron removes the Condition with a Standard action.

TANKOR SLAG BEASTBOTS! Without a direct order from Megatron to withdraw, Tankor will never willingly disengage from combat until every enemy combatant is Defeated.



TANKOR/RHINOX

When Rhinox gained control of Tankor, the Maximal scientist concluded that Cybertron would be best served with him in control. To this end, Rhinox tried to trick Optimus Primal and Megatron into using superweapons to destroy each other and leave Rhinox as the sole ruler of Cybertron. Unfortunately, Rhinox did not account for Tankor's Hardwired to Serve Hang-Up and met his end in the battle he schemed into fruition.

THREAT LEVEL: 23

SIZE: Huge/Extended **HEALTH:** 24

MOVEMENT: 20ft Ground (Bot Mode); 45ft Ground (Alt Mode)

STRENGTH: 15

SPEED: 12

SMARTS: 8

SOCIAL: 7

TOUGHNESS: 28

EVASION: 22

WILLPOWER: 18

CLEVERNESS: 17

SKILLS

- Acrobatics +d4
- Alertness +d4
- Athletics +d6
- Brawn +d6
- Deception +d10
- Driving (Ground) +d8*
- Initiative +d4
- Intimidation +d4
- Might (Mauler Discs) +d6*
- Persuasion +d4
- Science +d6
- Targeting (Cannons) +d8*
- Technology (Cybertronian) +d6*
- Languages: Cybertronian, Cybertronix

PERKS

Cybertronian Secrets: Tankor/Rhinox gains an Edge and $\uparrow 2$ on any Technology Skill Tests with Cybertronian Tech.

Magnetic Treads: Tankor/Rhinox can use his Ground Movement as Climb Movement on metal surfaces.

Masterful Deception: Tankor/Rhinox is quite skilled at pretending to still be Tankor and gains an Edge and $\uparrow 3$ to Deception Skill Tests to appear as Tankor. This includes interactions with his fellow Vehicon Generals and Megatron.

Mode Conversion: Cybertronians spend a Standard action to convert between Bot Mode and Alt Mode.

Rapid Power Cycling: Tankor/Rhinox's upgraded power cycling circuitry allows him to reload Integrated Weapons as a Free action.

ATTACKS

Chest Rockets (Targeting): +d8, Range 50ft/150ft (1 Sharp damage)

Alternate Effects: 1 Sharp damage Blast: 20ft radius [$\downarrow 1$], Multi-Weapon 5 [$\downarrow 3$] if fully loaded

Traits: Anti-Tank, Mounted, Reload (1 Rocket/action), Sharp, Wrecker

Claw Grappler (Might): +d6, Reach (1 Blunt damage)

Alternate Effects: 1 Stun, Maneuver

Requirements: Bot Mode Only

Traits: Integrated

Mauler Discs (Might): +d6, Reach (1 Sharp damage)

Alternate Effects: 1 Strength Essence damage

Requirements: Bot Mode Only

Traits: Armor Piercing, Integrated, Sharp

Photon Artillery Cannon (Targeting): +d8, Range 300ft/600ft; min 30ft (2 Sharp damage)

Alternate Effects: 1 Sharp damage Blast: 20ft radius [$\downarrow 1$], 2 Sharp damage Blast: 20ft radius [$\downarrow 3$]

Traits: Armor Piercing, Anti-Tank, Ballistic, Indirect, Integrated (Shoulder Mount in Bot Form), Mounted, Reload, Reinforced Mount, Wrecker

POWERS

Pinpoint Accuracy (Free, 3/Scene): Tankor/Rhinox can make a **DIF 16 Targeting Skill Test** to ignore a target's Armor bonuses from Equipment until the beginning of his next turn.

Static Bombardment (Move): Tankor/Rhinox can forfeit his Move action to gain $\uparrow 2$ on Targeting Skill Tests until the end of his turn.

Tank Drone Commander (Standard, 1/Scene):

Tankor/Rhinox makes a **DIF 15 Persuasion (Command) Test** to summon an additional 1d6 Tank Drones in 1d4 rounds.

Unmatched Destruction (Free, 3/Scene) By spending an Energon Point, Tankor/Rhinox can increase the damage of his Mauler Discs and Claw Grappler by 1 until the end of his next turn.

GEAR

Weapons: Chest Rockets (Targeting integrated explosive), Claw Grappler (Might integrated melee), Mauler Discs (Might integrated melee), Photon Artillery Cannon (Targeting integrated explosive)

Armor: Heavy Armor Matrix (+3 Plating Bonus to Toughness)

Other: Computer Override Patch, Limited Technology (Engineering) Kit

HANG-UPS

Hardwired to Serve: Tankor/Rhinox is hardwired to serve Megatron. If he attempts to attack Megatron directly, Tankor becomes Stunned until Megatron removes the Condition with a Standard action.

Megalomania: Tankor/Rhinox is convinced of his superiority to the Vehicons and Maximals. He will never lend Assistance to anyone aligned with either faction.

THRUST

Cold, cruel, and utterly fearless, Thrust is fanatically loyal to Megatron's cause. Relentless in his pursuit of the enemies of Megatron, Thrust looks forward to running them all down.

THREAT LEVEL: 11

SIZE: Large/Long **HEALTH:** 15

MOVEMENT: 60ft Ground (Bot Mode); 90ft Ground (Alt Mode)

STRENGTH: 6

SPEED: 14

SMARTS: 3

SOCIAL: 5

TOUGHNESS: 18

EVASION: 25

WILLPOWER: 13

CLEVERNESS: 15

SKILLS

- Acrobatics +d6
- Alertness +d6
- Athletics +d4
- Brawn +d4
- Deception +d2
- Driving (Land) +d8*
- Initiative +d6
- Might +d4
- Persuasion +d4
- Streetwise +d4
- Targeting (Blasters) +d8*
- Languages: Cybertronian, Cybertronix

PERKS

Earlier is Better Than Later: Thrust always wants to be the first on the scene of a fight. When in Alt Mode, Free actions used for additional movement add 10 feet to movement instead of 5. Additionally, exchanging Free actions for additional movement is not limited.

Fast Conversion: Thrust spends a Free action to convert between Bot Mode and Alt Mode.

Roll With It: Thrust can roll with a blow to escape danger. Once per turn, when Thrust takes damage, he can immediately move up to 20ft away from the source of the damage.

Speedy Attacker: When he takes the Attack action, Thrust can attack an additional time for each 4 Free actions he spends.

ATTACKS

Gripping Clamps (Might): +d4, Reach (1 Blunt damage)

Alternate Effects: 1 Stun, Maneuver

Requirements: Bot Mode Only

Traits: Integrated

Ram (Driving): +d8, Reach (1 Blunt damage)

Alternate Effects: Trip (↓1, Thrust also falls Prone)

Requirements: Alt Mode Only, Move at least 10ft before attacking.

Traits: Integrated

Tow Line (Targeting): +d12, Reach ×3 (Maneuver)
Special Effects: Grapples Target. While Grappled in this way, the Target is Restrained
Requirements: Bot Mode Only
Traits: Integrated

Twin Electro-Pulse Blasters (Targeting): +d10, Range 30ft/90ft (1 Electric damage)

Alternate Effects: Multiple Targets - 2 (↓1), 1 Electric damage Blast: 20ft radius (↓2)
Requirements: Bot Mode Only
Traits: Electric, Ballistic, Integrated

POWERS

Rolling Lightning (Free): While driving in Alt Mode, Thrust can attempt a **DIF 15 Driving Skill Test** to go up on his rear wheel, exposing his electro-blaster nozzles and allowing him to attack with his Twin Electro-Pulse Blasters until the beginning of his next turn.

Cycle Drones, Attack! (Free, 3/Scene): Thrust always has a squad of Cycle Drones nearby. With a **DIF 13 Persuasion Skill Test**, Thrust can call in another 1d6 Cycle Drones that will arrive next turn.

GEAR

Weapons: Gripping Clamps (Might integrated melee), Tow Line (Targeting integrated projectile), Twin Electro-Pulse Blasters (Targeting integrated projectile)

Armor: Medium Armor Matrix (+2 deflective to Toughness), Reflective Finish (+1 to Evasion)

HANG-UP

Too Cool to Screw Up: Anytime Thrust Fumbles a Skill Test, he suffers ↓1 on all Skill Tests until the beginning of his next turn due to being flustered and unable to focus.

The Spark Within: Waspinator

The only former Predacon to be used to create one of Megatron's Generals, Waspinator is strangely comfortable becoming the cool biker Thrust and does not attempt to assert himself over Thrust's programming. When the two are fused in the Battle for the Spark, Waspinator and Thrust become Thrustinator.