

TRANS FORMERS



A supplement for Mekton Zeta



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The Transformers

"More than Meets the Eye. . .

It is the world of the Transformers. A world where heroic Autobots wage their battle to destroy the evil forces of the Decepticons. The future of Earth and Cybertron lie in the balance. The Autobots struggle to rid their homeworld of

Cybertron from the clutches of the Decepticons, and fight an unending battle to protect the Earth from the evil force which would pillage the human-world of her vital resources. It is the age of the Cybertronian Wars, the Battle for Earth, and the dawning of the New Golden Age.

Beware of the world of the Transformers. But there is more, much more, than meets the eye. . .

Introduction

If you are in my age group (upper teen to young adult) you grew up in the Awesome '80s. To most of us, the Transformers were a major aspect of our early youth. The Transformers were *cool*.

When this epoch ended, some of you may have moved on to mecha RPGs, such as Battletech and Mekton. Perhaps this you were influenced by the giant fighting robots of the Transformers. Some of you may still have your Transformer toys, possibly for collector value, possibly because they are a part of your past, or possibly because you still think Transformers are cool. For me, it is all of the above.

After studying the Web resources on the Transformers, I decided it was time for me to write down the Transformers Role-Playing Game through the excellent system presented in Mekton Zeta Plus, by R.Talsorian Games. If you do not have Mekton Zeta and Mekton Zeta Plus I recommend that you purchase them at your local hobby, comics, or gaming store. They cost only \$15 and \$12 respectively, a small investment when compared to the hours of enjoyment you will receive from this game. And so, here it is -- The biggest Transformers RPG book on the net.

When we were kids, most of us knew something was special about the Transformers. Something made them better than GI Joe, GoBots, and the like. The show had *life*. On the outside, the Transformers may have seemed kiddish and silly. But, taken as a whole, the Transformers is an extremely in-depth universe, nearing the scale of Star Trek in its infinite complexity. The Transformers evolved a mythos of its own, and it became a universe of endless possibilities.

Perfectly suited for a role-playing game.

This particular game centers on four main eras: the events on Cybertron before the era on Earth, the era on Earth, the movie era, and the post-movie wrap up episodes. This game is not concerned with any of the "transformers" in that new TV series (you know which one I'm ranting about). Only the original series, the Movie, and the post-movie episodes (i.e., the *real* Transformers). Some ideas from the comics are also included, and the Transformer toy universe is partially mixed in as well, but only for clarity.

But first, to clear up some confusion, Transformers the RPG is

not a MUD, nor is it a computer game. It is an RPG game, played with books and dice and plenty of cokes and potato chips. You also need the rules books for the Mekton Zeta system, published by R.Talsorian Games. Please go to their Mekton Z page for more information.

If you would like to get the latest Transformers toys, movies, and book please visit our new [Transformers Store](#) at [Scifi.HypernetMall.com](#)

Chapter 1: More Than Meets the Eye: A Universe of Machines



"Grave eternal darkness
When drained of every ounce
And when the nightmare's over
The final from the storm
Dust of all creation
To ashes we transform."
- N.R.G, *Instruments of Destruction*

Millions of years ago a race of beings called the Quintessons mastered the sciences. With their super-technology the Quintessons constructed hundreds of cyberworlds, including Cybertron. Cybertron was a factory world, the sole purpose of which was to manufacture robots. Autobots as household, civilian servants, and Decepticons as warrior/gladiator robots used for military and arena entertainment.

Worlds

Other worlds which, though unverified, may have been constructed by the Quintessons were Junk (as their waste and scrap depot), Lithone (destroyed by Unicron), and Goo (someone had to have made it). There may be others as well, and these listed are not verified as Quintessonian worlds. Of course, Quintessa was built by the Quintessons, but it was also destroyed. The Quintessons may have other twisted, Quintessa-like worlds, but if they exist, no one knows of them but the Quintessons.

Machine and bio-mechanical hybrid creatures are very common. Earth is the only purely biological world known, but this is quickly changing. The Quintessons themselves are cyberorganic life-forms.

Many purely robotic races exist as well. Kup hinted at this greatly in his ramblings. The Lithonians are a prime example of a non-transforming, fully robotic civilization rich in culture and history (but Unicron ate them). On Quintessa there are many robotic plants and animal life forms. Other cyberworld similar to these may exist. The Transformers may not have visited them yet, or they may still be undiscovered lost worlds.

Cybertron

The greatest and most important cyberworld is Cybertron. Cybertron is roughly the same size as Mars, maybe a bit smaller, and at one point had two small moons (until Unicron ate them).

Cybertron is currently located in orbit around the star Procyon. At various points in time however, it was in different areas of space. Originally, it was at Alpha Centauri. During the Cybertronian Wars, it drifted away and entered the Sol system and took an orbit parallel to Pluto. Eventually, it was moved to Procyon so that it could have a sun of its own.

Cybertron is not completely artificial. It is a massive city structure built around a smaller planetoid (possibly a moon). This planetoid is riddled with millions of tunnels which wind endlessly to the dead, cold core. Strange and ancient bio-mechanical creatures lurk in the depths of Cybertron and few dare to venture into its depths.

The "Cybertron" part of Cybertron is what is inhabited and normally seen by visitors. Before the Cybertronian Wars, when the Quintessons still had control, it was a thriving factory city-world, populated by Quintessons (and others like them), humanoid robots (possibly visiting from other worlds), Autobot servants, and Decepticon warriors.

After the Revolt, when the Quintessons were chased off, the Cybertronian Wars erupted between the Autobots and Decepticons for the control of Cybertron. Most civilians left, needless to say, to populate other worlds. Some may have ended up joining the Autobots and Decepticons. Others went into hiding (such as the female Autobots and Alpha Trion).

The War raged on with no side gaining ground. Then Earth was discovered. Jetfire and Starscream were the first to find Earth, but it was in an ice age at the time. When the Autobots headed to Earth to study it, the Decepticons followed. After a chase through space which ended in a crash landing on Earth, the Autobot/Decepticon war came to a halt for countless eons.

Four million years passed. . .

On Cybertron nothing much happened. Shockwave and his tri-fighter guards remained to govern the world, and it basically fell into the hands of the Decepticons by default. The Autobots who remained on the planet (Omega Supreme, the female Autobots, Alpha Trion, and possibly others) went underground. For all those millions of years, everything remained in a peacefully dark age.

After the Transformers on Earth awoke and the war resumed as a battle for Earth, activity on Cybertron escalated. Upon Megatron's return to Cybertron, many of the hiding Autobots came out to resume the war, as did a large number of new Decepticons.

Cybertron became extremely important in the manufacture of

new Transformers to continue the war. The Decepticons controlled Cybertron and had a free hand at building their forces. The Autobots were forced to fight their way into Cybertron in order to construct new warriors (though they were able to build some on Earth, from time to time).

At one point, Megatron attempted to gain massive power by putting Cybertron near Earth and collecting the destructive energy this proximity would create. The attempt failed, and Cybertron was either moved back to the far reaches of the solar system, or was transported to Procyon at this time. Sometime afterwards, two moons were constructed. Their purpose was unclear, but the Autobots eventually captured them set up secret bases on the moons. There they made armor, ammo, weapons, equipment, and possibly new Autobots. During the Unicron incident, the two moons were destroyed.

After the Unicron incident, the Autobots liberated Cybertron from the Decepticons and the Decepticons were crushed. The New Golden Age began.

However, under the guidance of Galvatron, the Decepticons managed to regroup and the war continued. The Quintessons were now back in the picture as well. They wanted Cybertron back and the war escalated once again. This time the Autobots fought the Decepticons on Earth and in space to keep them from pillage Earth and to guard Cybertron from them, and both Autobots and Decepticons were pitted against the Quintessons.

And the war rages on.

Earth

Equally important is Earth. Earth is the only "pure" planet seen in the Transformer saga. All other worlds are robotic, burned out, hybridized (part natural, part artificial) or very primitive.

Apparently, this means it is young and rich with energy resources. The Decepticons' primary motivation for taking Earth was to steal all the resources on the planet, an act which would make Earth as burned out and desolate as Charr.

The Autobots fought the Decepticons on Earth to keep them from raping the planet. This may be seen as good and righteous from a human stand point, but clearly the Autobots have quite a bit more at stake. If the Decepticons steal the Earth's energy, they would be powerful enough to vanquish the Autobots forever. The Autobots do not try to steal Earth's energy resources (though they do *borrow* it from time to time. . .) because they have a respect for the life forms on the planet, and especially for the intelligent human creatures.

Humans apparently took the discovery of the Transformers rather easily, though not kindly. At first, both Autobots and Decepticons were seen as evil, but soon the Autobots proved themselves good and swore to protect the humans from the

Decepticons. Over the years, the Autobots made many human friends. The Decepticons made some, but they didn't last long. With the help of the Autobots, human technology accelerated at a massive rate, so that by the early 21st century, they had formed the Earth Defense Force (EDF), had space defense stations, space colonies, and plenty of starships. In the latest stage of the war, the humans had gained enough technological power to take on the Decepticons without the help of the Autobots.

Quintessa

After the loss of Cybertron, the Quintessons built Quintessa. Quintessa was a very strange world with odd, twisted metal rings circling it. The planet had a rich cyber-ecosystem of robotic plants, animals, fish, and plenty of predators. The Sharkticons were the new warriors of the Quintessons. The Sharkticons were quite stupid, constructed as such for fear of another revolt. Another revolt did occur under the influence of the Grimlock, but it was eventually put down.

The Quintessons destroyed Quintessa of their own freewill hoping to destroy the Matrix of Leadership when Rodimus Prime was stranded on the planet. However, Rodimus escaped at the last minute, and the destruction of the world was in vain. The Quintessons now scour the universe in a fleet of their cork-screw starships. Their only hope now lies in retaking Cybertron.

Charr

In the cold depths of space, far from the warm embrace of any sun, lies the burned out world of Charr. Drained long ago of all energy resources, even the very core of the world is frozen.

Charr was a lifeless ball of rock. The crumbling ruins of some ancient civilization was the only artificial structures on the planet.

When the Decepticons retreated from Cybertron, Charr was the only place they could flee to safely. On Charr, the Decepticons hide in despair, certain of death from energon starvation.

Eventually Galvatron came and regrouped his Decepticons. The Decepticons established a large, permanent base on Charr, and had a steady flow of energy which they stole from neighboring star systems.

Junk

The planet of Junk was hardly a planet at all. It was a misshapen artificial planetoid composed solely of garbage, scrape, and junk. The only inhabitants of the planet were the Junkions. The Junkion's alignment was fairly neutral, but they leaned heavily toward the side of the Autobots.

The Junkions were made of the junk, and all transform into motorcycles which other Junkions can ride on. They were extremely fond of Earth TV. Junk must be within thirty to forty light years of Earth in order to receive the TV broadcast as depicted in the movie. Thus, it maybe in either the Capella,

Acturus, or Aldebaran star systems.

Lithone

At one point, Lithone was a major galactic cultural center. A very advanced and peaceful race of robots known as the Lithonians populated this cyberworld. They were as apt in art and literature as they were in the sciences. It is possible that the Lithonians were at one point citizens of Cybertron who fled during the Cybertronian Wars, though there is no evidence to support this.

Lithone was destroyed by Unicron. Some Lithonians may have been expecting an attack from Unicron. They knew of his existence and must have seen him coming by long range sensors. However, they did little to prepare for his arrival. There was no counterattack made by the planetary defenses (if there were any) and only one ship managed to escape (though the sole occupant was killed by the Quintessons).

Goo

Goo was a relatively obscure little world. There was nothing there but garbage scowls and a thick layer of gelatinous gooey stuff. Goo was possibly a pre-Junk world. Goo worlds maybe built to float through space and collect garbage, scrap, and junk which is floating about. The junk collects on its surface, stuck to it by the goo, and eventually the entire planet will get covered in junk and scrap. If this is so, the planet Junk may also have a very gooey core.

Chapter 2: Heavy Metal War



"It's judgment day and now we've made our stand
And now the powers of darkness
Have been driven from our land
The battle's over but the war has just begun
And this way it will remain till the day when all are one."
- Lion, *Transformer Theme*

Autobots

"Till all are one!"
- The Autobot Motto

The Autobots were once slaves of the Quintessons, millions of years ago. During the Cybertronian Revolt, the Autobots and Decepticons worked together to fight off their evil masters.

Once Cybertron was in their hands, the warrior group began to call themselves the Decepticons and the servant began to call themselves Autobots. The Decepticons decided to take Cybertron for themselves. Led by Megatron, the Decepticons crushed many Autobots and destroyed many of the huge Guardian robots (Omega Supreme, Guardian of the Crystal City, was the only one to survive). The elderly leader of the Autobot, Alpha Trion, repaired the Autobot worker, Orion Pax, and turned him into the new leader, Optimus Prime. He also turned Pax's girlfriend, Allee, into the transforming female Autobot Elita-1.

Soon after that, Alpha Trion gave all the Autobots transforming powers. They had a new ability the Decepticons initially did not have and the Decepticons could not hold their ground. By the time the Decepticons perfected transformation, the Autobots had learned how to fight and both sides were on equal ground from that point on ward.

At first, all the Autobots were made to transform into space-age vehicles, such as gravitic hover cars, space ships, aerospace fighters, and such. When they crashed on Earth, Teletran-1 repairs the Autobots (and Decepticons) in the form of Earth vehicles.

After the Earth era, many new Autobots were made in space-age forms, and many of the existing ones had "overhauls" to upgrade their design when they returned to Cybertron.

Decepticons



"Die Autobots!"
- Megatron

The Decepticon's history follows close to that of the Autobots. During the Cybertronian Revolt, they fought side by side with the Autobots. Later, they grouped together as the Decepticons to take Cybertron for themselves under the leadership of Megatron.

After thousands of years of fighting, and winning, the Autobots invented transformation. Megatron quickly scrambled his scientist to uncover the secrets of transformation. Finally, after years of research and studying captured Autobots, the Decepticons began to use transformation for themselves. During this time the Autobots were able to advance their own combat skills and weapons technologies. The war was now on even ground.

When the war lead to Earth, the Decepticons were similarly converted to native machine forms like the Autobots. After the Earth era, newer Decepticons were built in their natural space-age forms.

Humans

"I'm going after them!"

- Cpt. Marissa Fairborne, EDF

Humans have an interesting place in the Cybertronian Wars. Their home world of Earth is one of the youngest worlds and is rich in energy resources. The control of Earth could tip the balance of the war drastically in favor of the controlling side.

The Decepticons wish to control Earth and drain the world of her resources. The Autobots know that Earth is incredibly rich, and they know that they are fully capable of raping the planet as well. But the Autobots have chosen not to take the resources of Earth and have instead elected to protect the world from the clutches of the Decepticons. The Autobots are the sworn guardians of the humans, the small biological race of beings who live on the planet.

For the first ten years of the Transformer occupation of Earth, the humans could do little in the War. Several outstanding humans were able to assisted in the progression of the War but little impact from this was felt in the long run. Spike, Sparkplug, Carlie, and the computer hacker Chip Chase, were the main human allies for the Autobots. The Decepticons made several, very temporary human alliances with politicians and scientists. At that time, the human military forces were insignificant to the might of the Decepticons.

By the 21st century, with the help of the Autobots, the humans had formed the Earth Defense Force and had progressed technologically a hundred fold, practically overnight. The humans built civilian and military bases throughout the solar system, orbital defense platforms to protect the Earth, and dozens of starships. The EDF was comprised of an elite group of men and women -- pilots, soldiers, and explorers. With their warships and exosuits they could take on the Decepticons one-on-one without the help of the Autobots, though the Autobots usually accompanied them on their major missions. Spike, Daniel, Carlie, and Marissa Fairborne were the major human allies of the Autobots in the latest battle against the Decepticons.

Quintessons

"Execute them!"

- Quintesson Judge

The Quintessons were once the greatest race in the universe. They built many worlds and had robot servants and warriors. These servants and warriors rebelled, and drove the Quintessons off of the largest and most important world, Cybertron. The Quintesson Empire was over.

For millions of years the Quintessons remained in hiding. They were barely able to build even one world with their few remaining forces. They called this world Quintessa. Having learned their lesson on Cybertron, the Quintessons constructed a new line of servants and warriors, built with very little intelligence. The Sharkticons and servants remained loyal to the Quintessons. But, the Quintessons never regained their former power, and they were a forgotten race.

During the Unicron incident, the Autobots crashed on Quintessa quite by accident. The Quintessons did not recognize the Autobots in their new, transforming forms, and tried to dispose of them in the same manor in which they disposed of all intruders. They had no idea that their long forgotten slaves were standing right in front of them.

But the Autobots escaped, and it did not take like long for the Quintessons to trace them back to Cybertron. To their utter surprise, the interlopers were their ancient servants! Having rediscovered Cybertron, the Quintessons plotted to take it back and regain the galaxy spanning power they once had eons ago.

Quintessa was destroyed in a failed attempt to take out the Rodimus Prime and the Matrix. This caused the Quintessons to become desperate to control Cybertron. They had no homeworld, and were in terrible need of a planet to call their own. Time and again, they failed to take Cybertron from the Autobots.

The Quintessons are nearing exhaustion, but they are far from giving up. They will fight until they have taken Cybertron, or until last of them dies.

Lithonians



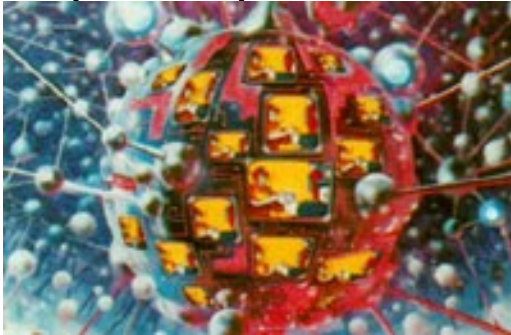
"Get to the ships! It's our only chance!"
- Lithonian Citizen

For millions of years, the Lithonian civilization enjoyed prosperity and growth as one of the major cultural centers in the universe. The Lithonians were a race of humanoid, non-transforming robots. Apparently, they were able have families and create children-sized robots who could actually grown and age as many biological based life forms. This technological feat appears to serve little purpose, but in the long run it greatly enhanced the evolution of their culture.

To the Lithonians, art and culture were everything. Their knowledge of science was nearly as great as that of the Quintessons during their reign, but the Lithonians were not conquerors and so expanded very little into space. Having no substantial military power, the Lithonians were vulnerable to invaders. No one invaded them, surprising, but when Unicron began his rampage through the galaxy, the Lithonians could do little to protect their home when he stopped by for breakfast.

Lithone is now destroyed, but it is very likely that some Lithonians live on other worlds. They may have colonized natural worlds, or build a second world (New Lithone?) in a nearby star system. It is also possible that they never bothered to expand and their race is now extinct. It is unlikely that they are all dead, as Lithone was a major world and undoubtedly some of the citizens migrated to other planets.

Chapter 3: Super-Science



"Among the mysteries of science
lies the key to victory."
- Jetfire

The science of the Transformers is very peculiar. But no more so than the pseudo-science of the new Star Trek series'. The science of Transformers is well beyond the definition of mere pseudo-science. It is super-science.

Super-science is highly cinematic technological science that gives little regard to modern theories of the universe, and instead, assumes the current view is wrong or flawed so that such fabulous technologies maybe created for the purpose of entertainment.

Beyond super-science is ultra-science which is, as Arthur C. Clark might say, just plain magic. Transformers has some ultra-science aspects, but mostly it is super-science. This section will attempt to ground the super-science into an understandable, and playable, background technology.

Cybertronium

This is a rare metal which only exists on cyberworlds, such as Cybertron, Quintessa, and Lithone. It was created by the

Quintessons, and the knowledge for creating it has been lost. However, machines on Cybertron can still create it, and Cybertron itself is so rich with the metal that it should last several hundred more generations of Transformers.

Cybertronium is a quantum element, comprised of various quarks instead of complete protons and neutrons, but it has a normal electron shell (77 electrons, so it may have external properties similar to iridium). When mixed as an alloy with normal metals, it gives one very interesting property. A subspace pocket is created in hyperspace which is *under* the space-time where the metal is.

Thus, Transformers who have cybertronium alloys, have their own subspace bubble. When transforming, the transformer can dump extra mass, weapons, accessories, and so forth, into this bubble. The transformation cog is programmed to control this. Without the cog, the transformer cannot transform. The cog knows how much mass to dump or pull back and which weapons and items to store or bring back for the various modes. This is how Megatron and Soundwave are able to make such drastic changes in size. This is also why weapons magically appear in the Transformers hands. Optimus' trailer is also stored in a subspace bubble when he is in robot mode.

Almost all transformers change their mass. Omega Supreme is able to teleport the rest of this body with him when he turns into a rocket. Most cars and fighters grow in size by 10% to 50% when they turn back into robots.

However, some Transformers made on Earth do not have cybertronium. The Dinobots did not. Thus, they do not change in mass or size when they transform. See the Transformer Template for the cost multiplier of having cybertronium (expanding plasma and dimensional storage).

Robotics

Obviously very advanced, Quintessonian robotics is the apex of mechanical engineering. All robots built by the Quintessons (including their own cyber-systems) are at TL 10 technology. The most amazing thing about the Transformer's robotics technology is its simplicity. It relies on hydraulics (very advanced hydraulics, though), fluid nano-actuators, and flexible metal joints. This flex-metal is also used in faces, so that the robots may have humanoid facial expressions.

Quintessonian robotics are highly modular and very "template" dependent. This is an asset, not a liability. It allowed the Transformers to figure out how to build and repair their kind without the help of the Quintessons. A new Transformer can be snapped together from miscellaneous parts and the exterior design is then set by loading a program into the transformation cog. The cog then reforms the flex-metal frame to a certain shape (ie, the shape and design of the robot and his transforming modes) and hardens the frame to hold that shape permanently, even if the cog is removed. A new robot can be

built in only a matter of days by this method. However, a personality must be loaded into the computer brain.

The flex-metal forming technique makes the robot extremely well designed. The interior is usually curved and rounded with no sharp corners to block movements (as seen in the interior of Unicron and Megatron). However, the frame can only be formed this way once. The shape is permanent and cannot be changed even if a new cog is implanted. A new body can be forged however, and Unicron was actually able to reset the transformation cog on several Decepticons.

Computer Brains

Computers are just as advanced as robotics. The computers use energonic circuits, similar to electronic circuits but use fluid energy instead of electrons. The circuits are designed in a 3-dimensional array with billions of microscopic connections. Most computers are sentient and are apparently capable of cognitive thought on the same level as the "mere" humans. Some brains are dumber than others, and strangely, the larger robots appear to get the dumber brains, although this maybe caused by the fact that a standard brain is strained to control all the functions of a huge robot and leave little room for cognitive thought.

A brain is fairly easy to put together for a skilled Transformer engineer. Most brains are salvaged from dead Transformers and re-initialized. However, the programming required is enormous. There are three ways create the mind and personality of a Transformer.

The right way is to have the supercomputer Vector Sigma, on Cybertron, create and download a new sentient mind and personality into the brain (as seen in "The Key to Vector Sigma" parts 1 and 2).

The other way is to download the mind of an existing Transformer (or even another robot or life-form) into the brain, as seen in "Starscream's Brigade" and "Autobot Spike").

The last way is to attempt to piece together one manually. This takes some time, and usually results in a rather dumb intelligence (the Dinobots are a prime example). To do this, the engineer must spend 10 days per level of Intelligence and can only create a max Intelligence of 4. Yes, Grimlock's box stats say his Intelligence is 7, so some Dinobots must have had their intelligence enhanced after returning to Cybertron.

Energon

Energon makes the universe go 'round. All matter has potential energy. Coal has more than glass. Oil has even more. The sun has a whole lot more. The Quintessons perfected the art of directly absorbing this potential energy and forming it into a pure, fluid energy state called energon.

Energon cubes are used to collect energon. These cubes

themselves are made of a materialized energy which can be created by a Transformer endowed with an energon materializer (Soundwave had one, as does Megatron, Prime, Ironhide, and others). The Energon Materilizer costs 10 cp, takes up 2 spaces, and has 2 kills.

Energon cubes need only be placed on a potential energy source, such as a pool of oil. The oil is "burned" (but there is no apparent smoke, heat, or fire. Nothing is wasted) and the cube fills with a glowing, shimmering liquid. This is energon. It can then be drunk, eaten, or directly injected into the robot. Most ships are powered on energon as well. The energon is pumped directly into the ship or vehicle at refueling stations.

Cubes can be stacked on oil wells, hydroelectric dams, nuclear reactors, running car engines, or anything that has potential as a fuel or is actively creating energy. Even though grass can burn, it is not a potential energy source and cannot be used. A pile of plutonium, however, can (the radiation is energy).

Most Transformers require one energon cube every 6 hours of operation. However, larger ones require more. Below is a chart:

Size	Energon
Human-sized	1 cube every 24 hours
Minibot	1 cube every 12 hours
Standard	1 cube every 6 hours
Corvette	6 cubes every 6 hours
Ship/City	12 cubes every 6 hours
Excessive	A planet every now and then

If this requirement is not meet, the Transformer's specified reactor type will drop one class in power output (overcharged becomes standard, standard becomes undercharged). This will last an additional amount of time, as specified above, until the energon requirements are meet. If they are not, it will drop another level. If the reactor drops below undercharged, the Transformer will shut down. He will not die, but he must be restarted and recharged to full capacity before reactivating. MV penalties are Reflex penalties, as Mecha piloting skills do not apply to sentient robots (see Transformer Template).

A Transformer, or anything which runs on energon, can become energon drunk. This is dangerous, but can be useful. If a Transformer takes double his requirements, his powerplant class will be temporarily boosted one level, but automatically becomes classified as Hot (if it is already hot, the XS becomes 10! Automatic destruction on a reactor hit!) Taking x4 the requirements will boots it two levels (if possible), but the XS becomes 10 if the powerplant was originally cold, and it will explode if it was originally hot, killing the Transformer. No more than x4 can be taken with out destroying the powerplant. The robot, also suffers a -2 penalty to his Intelligence attribute due to the overload during this time (usually six to

twelve hours).

Before the end of the 20th century, humans had begun to work on this energon technology themselves under the guidance of the Autobots. Energon currently powers human exosuits, space ships, and space stations. In a few more decades, it might power everything on Earth.

Antimatter Energon

Antimatter is the most potent source of energy. Thus, of all the energy resources, antimatter supplies a mega-charge of it. One antimatter energon cube is 4x as powerful as a standard (see above for energon drunkenness) but also gives an incredible over all boost. While the powerplant is running on antimatter energon, the Transformer acts as if it has a three turn turbocharger. This mega-boost can be activated at anytime, but after the three turns are over, the powerplant will overload. The antimatter energon will become unstable and explode. If it is not ejected the next turn, the Transformer's powerplant will be destroyed and he will die. The ejected cube will still explode, and the explosion will still effect the Transformer, but only externally, instead of internally. The Decepticons discovered this the hard way.

Antimatter energon cubes are extremely unstable. If hit by a weapon or caught in an explosion, they will detonate. Stacking antimatter energon cubes are not a good idea, either. Both the Decepticons and Autobots discovered the hard way as well. One cube makes a 20-kill explosion with a Blast Radius of 5.

Making antimatter energon is very hard. Surprisingly, the only known source was invented by humans (those "huuuuman geeerms!" are smatter than the other galactic races give credit). Scientists at an atomic research institute invented an antimatter reactor, but it, and the entire institution, were totally destroyed when a bunch of antimatter energon exploded. There may be other sources of antimatter available, but none are known at this time.

Transformation

The ability to change form distinguishes the Transformers from all other robotic races. This feat is accomplished by folding, joining, combining, and rotating various parts of their body, and even by using their subspace bubble to store extra mass or retrieve extra mass for a given mode. Most Transformers have two forms, one of which is almost always a large humanoid robot. The most common second form is a vehicle. But, many transform into robotic animals, insects, cannons, guns, buildings, or objects. Less common are triple-changers (the first of which was actually Jetfire, who had a hybrid jet/robot mode), and even rarer are multi-changers.

Other than their advanced joint system and cybertronium subspace alloys, Transformers have a special module called a transformation cog. This cog is basically a dedicated subspace

control device. When first installed, the cog must be programmed to "know" the modes of transformation and must be given an exact bit-mapped 3-D image of all modes. The cog, using a one-shot matter/energy molding field, will then form the Transformer's structure and exterior to match these parameters, and the Transformer is now ready to go (except for the brain, see previous section). This process is very similar to what Unicron did to create Galvatron, Cyclonus, Scourge and the Sweeps from the junk of Megatron, the Insecticons, and several other nearly dead Decepticons.

Space Travel

Space Travel is TL 10. Space ships use inertialess drives which can propel them at nearly infinite speed through normal space. The arrival time to any location is always variable at 1d10 hours on any given trip. This is caused by the need to pilot around stellar objects, avoid subspace eddy currents and a thousand other factors. One day the time from Earth to Cybertron may be two hours, the next it might be eight hours.

A pilot must always be present at the helm to control the ship, otherwise it will fall terribly off course or even crash into a star or planet.

Many Transformers are equipped with this drive for usage in their spaceship mode. This cost is x1.25, and the trivial time to any location in space is 1d10 hours.

Teleporters

Teleporters can be built, and are very useful items. It takes about two weeks to build one, and it must be linked with a second teleporter for it to work. Only one teleporter was seen in the series, the Decepticon's Space Bridge, was a large ring-shaped teleporter linked to another teleporter stationed in Shockwave's command center on Cybertron.

There is no reason that another one cannot be built, and nothing says the Autobot's can't build one.

The Matrix of Leadership



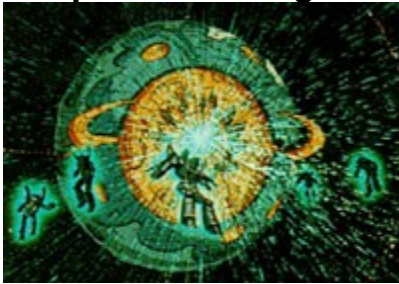
"The Matrix was passed to Alpha Trion, the oldest of Autobots, who kept it safely hidden for many years. Until the next Autobot leader appeared. A robot known as Orion Pax, who was fated to become. . . Optimus Prime."

- Optimus Prime

The Matrix of Leadership was the most powerful device ever created. The Matrix had the potential to store a subspace bubble, and thus a subspace mirror, of anyone who died with it installed inside them. The "ghosts" (or subspace shadows) of the greatest Autobot leaders were stored inside, along with their minds, knowledge, wisdom, and power. They could endow the owner with great intuition and leadership powers. Any Autobot with the Matrix installed receives an automatic +10 on their Leadership skill during any time period prior to the episode "The Return of Optimus Prime", that is, before the Matrix was emptied of all the leaders (poor guys). After the Matrix was used up in this way, it could only grant a +1 (basically, the wearer is more confident and respected). For each new leader "soul" to be added, it will gain a +1 bonus for the wear's leadership skill.

The Matrix apparently was able to "Light the Darkest Hour" twice. The tremendous subspace energy contained inside it was enough to cause the destruction on Unicron when it was opened. When it was opened the second time it simply released the ghosts of all the ancient leaders to cure all the Transformers and other sentient races of a mental disease which made them crazy. After that, the Matrix was useless.

Chapter 4: Making Transformers



"Transformers
More than meets the eye
Transformers
Robots in Disguise"
- Transformer Theme

Making Transformers, or any of the robotic races, is fairly straight forward under the Mekton Zeta Plus rules. However, there is a great deal of customization and clarification needed to set it into the very unique Transformer universe. Humans should be made in accordance to the rules in the main Mekton Zeta book.

Technology Exceptions and Clarification

Here is a list of all technologies and gadgets in Mekton Z Plus and how they fit into Transformers:

- Servos: Normal
- Armor: No RAM armor, except as a very special feature
- Weapons: See Premade Weapons in Chapter 7
- Energy Pools: Yes, and probably very common.
- Shields: No reactive or active shields have been seen.

- They could be invented as a special gadget weapon.
- Reflectors: None, except as a special feature.
 - Crew: Normally just passenger seats for that type of vehicle. For corvette scale Transformers, 1 space is needed to hold one standard Transformer. For spaceship size Transformers, use x100 scale storage module chart (based on servo size) on page 112.
 - Sensors: Any.
 - Recon Systems: Any.
 - ECM: Any
 - ECCM: Any
 - Remote Control: Possible
 - Options: Any (though some are irrelevant)
 - Statistical Enhancements: Not allowed. Transformers use direct character-style stats.
 - Fuel: Not needed. Thrusters run directly off energon.
 - Propulsion: Any. All Decepticons must have gravitic thrusters, but only for robot mode. Autobots cannot have gravitic thrusters. Any other kind of propulsion is also available. Quintessons have gravitics.
 - Boosterpacks: Allowed. No fuel needed.
 - Commander Armor: Allowed.
 - Powerplant: Any. Source is classified as Power Cell (so there is a -x.15 to cost). See section on Energon above. MV modifiers are Reflex modifiers. MA modifier is normal. MP modifier is not valid. You may have any charge, hot or cold.
 - Cockpit: irrelevant, except for human exosuits. "Reflex" is used for human exosuits. There could be passenger seats.
 - Hydraulics: Any.
 - Environments: included in Transformer template package.
 - Verniers: Yes. This MV bonus is a bonus to Reflexes, which is still adversely effected by the Transformer's size.
 - ACE: irrelevant. MP does not apply, except on exosuits.
 - Internal Automation: included in Transformer template packages. However, the cost is reduced to a total of x1.0 for full sentience with normal character stats and skill usage's. All things being equal, this has proven fairest.
 - Cloaking: Any.
 - Stealth: Yes.
 - Shadow Imager: Never seen, but possible
 - ESPer Lens: No.
 - Thought Control: Just for Sentience option
No extra damage penalties, as there is no human pilot.
All other modifiers do in fact apply! Except MP.
 - Turbocharger: Yes. Also see Antimatter Energon for similar effects.
 - Techno-organics: Yes, but not for Transformers.
Quintessons are techno-organic, as are some of the monsters inside Cybertron. Other aliens may be techno-organic as well.
 - Lightspeed: Yes. See section on Space Travel, above.
 - Teleportation: Not on robots. See section on Teleportation, above.

- Transforming: What do you think? Any form, including all those in Stupid Mekton Tricks. The auto modes are scaled to Roadstriker (as are insects, trucks, and minibots), however, their kills (structure and weapons), cost, and armor does not scale down between modes or forms, only the mass and other scaling stats. Cassette robots are made on human (1/10) scale with all applicable scaling rules. Human exosuits are Roadstrikers with all applicable scaling rules.
- Transformable Options: All.
- Combiners: Of course. But, much simpler. See Quick and Dirty Combiners, below.
- Stupid Mekton Trick: Dimensional Storage and Expanding Plasma are included in Transformer templates (from their Cybertronium alloys). All others are invalid, except the special transforming modes (Building, Gizmo, Gun, Mundane) and Tunneling is allowed for appropriate robots.
- Scaling: Human - Cassettes, possibly a droid of some sort
 - Roadstriker - Minibots, human exosuits, autos, Quintessons, Lithonians, most other races
 - Normal - Standard sized Transformers
 - Corvette - Big, like Jetfire and combiners.
 - Ship - Shuttles, starships, and really big transformers like Metroplex, Fortress Maximus, and Tripticon
 - Excessive - You guessed it. Unicron!

MV, MR, MP

Robots do not use Mecha Piloting to control themselves. They do in inherently. To dodge, they must use the standard Dodge skill, to fire, they use Handguns, to fight they use Melee or Brawling, to fire missiles they use Automatic Weapons skill. Because of this, they do not have Mecha Reflexes. They use their normal, Reflexe stat. However, they do get MV penalties from their size and encumbrance, and bonuses from verniers and powerplants, and other things. These are applied directly to their Reflexes, which can increased above 10 (this can be a problem. Remember Blurr?). MP is irrelevant to robots and is ignored in this game for simplicity.

Autobot Template

Here is the basic Autobot Template which should be used as a guide:

Name: Autobot Template
 Base Cost: 87
 Cost Mult: x2.25
 Tonnage: 41 Auto mode: 4.1 tons(may need to be recal.)
 MV: -2 Auto mode: -3 (may need to be recalculated)
 Ground MA: 4 Auto mode: 90 meters per turn (" " ")

Servo	Typ	Hits	Spc	CP		Amr	Typ	SP	CP		Total CP
Torso	HS	10	10/8	10		HS	S	5	5		15

R Arm	HS	6	6/6	6		HS	S	5	5		11
L Arm	HS	6	6/6	6		HS	S	5	5		11
R Leg	HS	6	6/6	6		HS	S	5	5		11
L Leg	HS	6	6/6	6		HS	S	5	5		11
Head	HS	5	5/3	5		HS	S	5	5		10

TOTAL CP: 69

TOTAL Tons: 34.5 tons

Sensor	Type	Cost	Kills	Range	Comm	Location	Spaces
Main	MS	4	1	7 km	1000 km	Head	1

Powerplant

Type: Energon Laser Core (cold, standard, powercell)

XS: 1

MV:

MA:

Cost: -x.15

Control System

Type: Internal Automation, Sentient

Level: normal character stats used

Portfolio: normal character stats used (x.5)

Other: Mind Control (for Sentience) (x.5)

Total: x1.0

Other Cost Multipliers

System	Notes	Cost
Transformation: Auto		x.25
Concealment	looks real	x.1
Dimensional Storage		x.1
Expanding Plasma (to car size)		x.5
Environments: All		x.45

TOTAL COST Multiplier: x2.25

Weapons WA rng dmg sht kills burst CP Spac loc
(Choose weapons from weapons section, or build your own)
(+1 WA from mind control)

TOTAL COST:

Subassemblies

System	Loc	Space	Cost
Brain	Head	1	-
Passenger seats(2)	Torso	2	2

Movement System:

Wheels (substitute for another system if needed)

4 wheels, each class Striker

Wheel Typ Kills CP Servo

F.R.Wheel St 3 3 R.Arm

F.L.Wheel St 3 3 L.Arm
 B.R.Wheel St 3 3 R.Leg
 B.L.Wheel St 3 3 L.Leg
 TOTAL CP: 12
 TOTAL Tons: 6 tons

Decepticon Template

Here is the basic Decepticon Template which should be used as a guide:

Name: Decepticon Template
 Base Cost: 80
 Cost Mult: x2.25
 Tonnage: 37.5 Jet mode: 37.5 tons
 MV: -1 Jet mode: -3
 Ground MA: 5 Jet mode: none
 Flight MA: ? Jet Mode: x2

Servo	Typ	Hits	Spc	CP	Amr	Typ	SP	CP	Total CP
Torso	MS	8	8/6	8	MS	S	4	4	12
R Arm	MS	5	5/5	5	MS	S	4	4	9
L Arm	MS	5	5/5	5	MS	S	4	4	9
R Leg	MS	5	5/5	5	MS	S	4	4	9
L Leg	MS	5	5/5	5	MS	S	4	4	9
R Wing	MS	5	5/5	5	MS	S	4	4	9
L Wing	MS	5	5/5	5	MS	S	4	4	9
Head	MS	4	4/2	4	MS	S	4	4	8

TOTAL CP: 74
 TOTAL Tons: 37 tons

Sensor	Type	Cost	Kills	Range	Comm	Location	Spaces
Main	MS	4	1	7 km	1000 km	Head	1

Powerplant

Type: Energon Laser Core (cold, standard, powercell)
 XS: 1
 MV:
 MA:
 Cost: -x.15

Control System

Type: Internal Automation, Sentient
 Level: normal character stats used
 Portfolio: normal character stats used (x.5)
 Other: Mind Control (for Sentience) (x.5)
 Total: x1.0

Other Cost Multipliers

System	Notes	Cost
--------	-------	------

Transformation: Fighter x.3
 Concealment looks real x.1
 Dimensional Storage x.1
 Expanding Plasma (to fighter) x.5
 Environments: All x.45

TOTAL COST Multiplier: x2.25

Weapons WA rng dmg sht kills burst CP Spac loc
 (Choose weapons from weapons section, or build your own)
 (+1 WA from mind control)
 TOTAL COST:

Subassemblies

System	Loc	Space	Cost
Brain	Head	1	-
Passenger seats(2)	Torso	2	2

Movement System:

Humanoid Mode

Gravitic: 8 MP, should be made after robot is finished, no fuel is needed.

Fighter Mode

Thrusters (substitute for another system if needed)
 should be made after robot is finished, no fuel is needed.

TOTAL CP: variable

TOTAL Tons: variable

Lithonian Template

Here is the basic Lithonian Template which should be used as a guide:

Name: Lithonian Template (roadstriker scale)
 Base Cost: 23.6
 Cost Mult: x.3
 Tonnage: 3.4
 MV: -1
 Ground MA: 16 character MA (1 hex per turn)

Servo	Typ	Hits	Spc	CP	Amr	Typ	SP	CP	Total CP
Torso	HS	50	10/10	3.3	HS	S	25	1.6	5
R Arm	HS	30	6/6	2	HS	S	25	1.6	3.6
L Arm	HS	30	6/6	2	HS	S	25	1.6	3.6
R Leg	HS	30	6/6	2	HS	S	25	1.6	3.6
L Leg	HS	30	6/6	2	HS	S	25	1.6	3.6
Head	HS	25	5/3	1.6	HS	S	25	1.6	3.2

TOTAL CP: 22.6

TOTAL Tons: 3.4 tons

Sensor	Type	Cost	Hits	Range	Comm	Location	Spaces
Main	MS	1	25	7 km	100 km	Head	1

Powerplant

Type: Energon Laser Core (cold, standard, powercell)
 XS: 1
 MV:
 MA:
 Cost: -x.15

Control System

Type: Internal Automation, Sentient
 Level: normal character stats used
 Portfolio: normal character stats used (x.5)
 Other: Mind Control (for Sentience) (x.5)
 Total: x1.0

Other Cost Multipliers

System	Notes	Cost
Environments: All		x.45

TOTAL COST Multiplier: x.3

Weapons WA rng dmg sht kills burst CP Spac loc
 (Usually none)

TOTAL COST:

Subassemblies

System	Loc	Space	Cost
Brain	Head	1	-

Quintesson Template

Here is the basic Quintesson Template which should be used as a guide:

Name: Quintesson Template (roadstriker scale)
 Base Cost: 44.4
 Cost Mult: x.8
 Tonnage: 21.75
 MV: -8
 Ground MA: 6 character MA
 Flight MA: 26 character MA (2 hexes per turn)

Servo	Typ	Hits	Spc	CP	Amr	Typ	SP	CP	Total CP
Torso	HS	50	10/9	3.3	HS	S	25	1.6	5
TentacleA	HS	25	5/5	1.6	HS	S	25	1.6	3.2

TenticleB	HS	25	5/5	1.6		HS	S	25	1.6		3.2
TenticleC	HS	25	5/5	1.6		HS	S	25	1.6		3.2
TenticleD	HS	25	5/5	1.6		HS	S	25	1.6		3.2
TenticleE	HS	25	5/5	1.6		HS	S	25	1.6		3.2
TenticleF	HS	25	5/5	1.6		HS	S	25	1.6		3.2
HeadA	HS	25	5/5	1.6		HS	S	25	1.6		3.2
HeadB	HS	25	5/5	1.6		HS	S	25	1.6		3.2
HeadC	HS	25	5/5	1.6		HS	S	25	1.6		3.2
HeadD	HS	25	5/5	1.6		HS	S	25	1.6		3.2
HeadE	HS	25	5/5	1.6		HS	S	25	1.6		3.2
HeadF	HS	25	5/5	1.6		HS	S	25	1.6		3.2

TOTAL CP: 43.4
TOTAL Tons: 21.7 tons

Sensor	Type	Cost	Hits	Range	Comm	Location	Spaces
Main	MS	1	25	7 km	100 km	Torso	1

Powerplant

Type: Energon Laser Core (cold, standard, powercell)
XS: 1
MV:
MA:
Cost: -x.15

Control System

Type: Internal Automation, Sentient
Level: normal character stats used
Portfolio: normal character stats used (x.5)
Other: Mind Control (for Sentience) (x.5)
Total: x1.0

Other Cost Multipliers

System	Notes	Cost
Techno-Organics		x.5
Environments: All		x.45

TOTAL COST Multiplier: x.8

Weapons WA rng dmg sht kills burst CP Spac loc
(Usually none)

TOTAL COST:

Subassemblies

System	Loc	Space	Cost
Brain	Head	1	-

Movement System:

Gravitic: 8 MP, should be made after Quintesson is finished, no

fuel is needed.

Quick and Dirty Combiners

The combiner system presented in Mekton Zeta Plus is somewhat complicated. Presented here is a slightly improved system.

First, the giant combiner robot should be constructed, usually in Corvette scale. It does not transform, but it should have a +x.5 multiplier for Combiner ability. The Combiner should have many of the special items listed in the template.

Once the giant robot has been made, it should be decided as to how many normal robots make up the combiner (usually five or six, but some later ones have three or two). The total cost of the combiner should be spread between these five or six sub-robots. For instances, if the combiner is 2500 cp, and there are five robots which make it up, each robot could be built on max of 500 cp. Or, the leader could be built on, say, 1000 cp, and the other four on 375 cp. Each sub-robot must also pay the x.5 modifier.

Do not worry about balancing weight. The subspace bubble will take care of that. Scaled armor should not be used for combiners.

All the combiner robots should be built on a common theme. Constructicons, Protectabots, Arialbots, Terricons, etc. Each robot should be declared as being a specific part of the giant robot (the arm, the leg, the body, etc.).

When the combiner takes damage to a servo, the robot which makes up that servo also takes damage. For simplicity, only that robot's torso gets hit. Because the giant robot is built on Corvette scale, each servo has 10x the number of kills that the component robot actually possess. Therefore, the component robot only takes a 1/10th of any damage which penetrates the combiner's armor at that servo, but the sub-robot's armor is ignored (that is, the combiner's armor should not count twice). Of course, the damage to the corvette scale combiner is counted as well, as normal. When the combiner is destroyed, the unit will fall apart. If any component robot was destroyed, that limb will be lost.

The head robot will be the command unit and the rest of the robots will go dormant. If the player is controlling a combiner, the head robot should be the player character in the group, and the rest NPCs.

Chapter 5: Transformer Characters



"After all is said and done
You've never walked, you've never run,
You're a winner.

You got the moves, you know the streets
Break the rules, take the heat
You're nobody's fool.

You're at your best when the goin' gets rough
You've been put to the test, but it's never enough.

You got the touch
You got the power."
- Stan Bush, "The Touch"

Making a character for Transformers is two fold. First, the basic robot should be made as outlined above. Most Transformers are based on 300 to 500 cp. Leaders may be between 1500 and 2000. Corvette Transformers are much, much more. The Referee should set a limit, but it this is between him and the players.

As an option, the players could play an existing Transformer. All the toy Transformers came with box stats. These stats can be converted to Mekton format as we will soon see. Some examples are near the end of this book.

Character Creation

Human characters are created as presented in Mekton Zeta. Character creation for Transformers and robots also follows this patten, but with a number of modification.

Stats

All transformers start out with a fixed number of points.

The Autobot or Decepticon leader gets around 70 points. Any secondary Transformer from the Cybertronian War era, gets 50 points. Any Transformer constructed on Earth gets 40 points.

Attractiveness: This stat is pretty much useless. However, it does dictate how cool and attractive the robot's design is. A low Att indicates a bad or crappy looking design. A high Att indicates a very sleek, elegant, or cool design.

Body: This stat is covered by the robot's body and does not need to have points put into it. For lifting and encumbrance, see page. 117 in Mekton Zeta Plus. Throw range (in

hexes), for one ton, is equal to the arm servo's kills divided by 2. Robots do not need to make stun rolls.

Cool: Cool is a very important stat. It should be taken at above 5 for most characters. Some Transformers, however, are very uncool.

Stability: This is, of course, Cool times 2.5, rounded down.

Empathy: Most Autobots will have a high Emp. Most Decepticons and Quintessons will not.

Intelligence: This measures how smart the robot is. Most technical robots (mechanics, doctors, etc) will have a high Int. So will the leader. Robot's whose brains were programmed without the help of Vector Sigma will be limited to an Int of 4.

Education: Transformers from the first Cybertronian War on Cybertron will have an Education of 5 or possibly even 6. Transformers built on Earth, or on Cybertron during the Earth era will be limited to 3, maybe 4 if they have an high Int. Quintessons usually have an Edu of 10. Most other robots have a 4, unless they are scientist, in which case it is of course much higher.

Luck: As this is the only way to boost a die roll, (as there is no longer an MP) so this should be as high as possible.

Movement Allowance: This is taken care of by the robot's actual body stats. For your general information, it may be necessary to convert MA for big robots to MA for characters (that is, Meters Per Turn). There are 30 meters in a hex, and 10 seconds in a turn. 1 big MA equals 30 MPT (which is 3 meters per second). To convert 1/5th scale and 1/10th scale MPT, use this guide: 1-9 MPT=half a hex MA. 10-29 MPT = 1 hex MA. 30-79 MPT = 2 hex MA. 80-119 MPT = 3 hex MA. 120-150 = 4 hex MA.

Reflexes: This should be as high as possible. Because MR is not relevant, any MV penalties are directly removed from Reflexes, and Verniers directly boost Reflexes (but not over 10). There are no Mecha (pilot, gunnery, melee, etc.) skills. More on this later.

Technical Ability: Most mechanic or doctor robots should have a high Tech ability.

Box Stats

All transformer toys came with box stats. If you wish to try to create an existing Transformer, you should use the box stats as a guideline. Here is how.

Strength: This should be a guide as to the servo sizes of the Transformer. The higher the strength, the greater

the servo size. Strength is ranked from 1 to 10, but there are 11 servo sizes. Ignore Superlight servos, and count up from there. Strength is directly proportional to the Torso servo size. Strength 7 would indicate a Medium Heavy torso.

Intelligence: This is exactly the same. Divide by 2 for Edu.

Speed: This stat is converted over as Reflexes without modification. The robot should be designed to fit this parameter (use verniers and weight efficiency and so forth). It also indicates the approximate ground speed of the robot.

Speed	Hex MA	MPT (scaled down to 1/5th)
1	1	5
2	1	10
3	2	20
4	2	25
5	3	30
6	3	35
7	4	40
8	4	45
9	5	50
10	6	60

The robot should be designed to fit these parameters.

Endurance: This is converted over to Luck without modification.

Rank: This is converted over to Empathy without modification.

Courage: This is converted over to Cool without modification.

Firepower: This is an indication of how much damage the robots weapons can do. This number, multiplied by 2, should be equal to the damage of the robot's most powerful gun. However, the damage kills may still be scaled as normal.

Skill: This is converted over to Tech without modification.

Attractiveness is still not covered by these stats. Just look at the robot and decide for yourself.

The box description is a very good guideline for designing the actually robot. Here is an example, followed by an interpretation:

Optimus Prime

Alignment: Autobot

Function: Leader

"Freedom is the right of all sentient beings."

Optimus Prime is the strongest and wisest of all Autobots. His role is to protect all life in the fight to defeat the Decepticons. Splits into three autonomous modules: 1) Optimus Prime - the brain center known as the commander, 2) Roller, the Autobot scout car - a spy who operates up to 1200 miles away, and 3) Autobot Headquarters - the combat deck equipped with a versatile mechanic/artillery robot. Injury to one module is felt by the other two.

This means that prime is big and smart. His Personality Traits are Stable and Serious. His Quote, Alignment, and Function are listed above. Information on his transformation is also listed, and the trailer/commander center and Roller should be constructed separately. All are linked by intermecha links. Surprisingly, his weapons and other special functions are not mentioned.

Ironhide

Alignment: Autobot

Function: Security

"Go chew on a microchip."

Prefers action to words. Oldest, toughest, most battle-tested, probably meanest Autobot. Bodyguard to Optimus Prime... in charge of guarding anything of importance. Gruff but kind. Trithyllium-steel skin makes him nearly invulnerable to attack. Shoots variety of liquids from supercooled nitrogen to superheated liquid... has sonar, radar, radiowave detector. Slowest and breaks down the most of the group.

This tells us that Ironhide's Personality Traits are Moody, Rash, and Headstrong. He also has excellent armor, probably type Gamma. He also has a special effects weapon (x1.33 cost) which we will say can destroy 2 SP of armor on a hit, instead of 1, as the supercooled spray makes it more brittle. Other effects may occur as well. He must have Advance Sensors. The last line tells us he fairly is slow, with bad reflexes, which is how Megatron, was able to kill him so easily! His Quote, Alignment, and Function are listed above.

Megatron

Alignment: Decepticon

Function: Leader

"Peace through tyranny."

Megatron combines brute strength, military cunning, ruthlessness, and terror. Aches to return to Cybertron to complete conquest after destroying all the Autobots on Earth. Plans to possess all Earth's resources. Incredibly powerful and intelligent. Fires nuclear-charged fusion cannon. Can link up interdimensionally to a black hole and draw anti-matter from it for use as a weapon. No known weaknesses.

From this we know that Megatron's Personality Traits are Sneaky and Deceptive ("They don't call 'em Decepticons 'fer nothing!" - Ironhide). This description also tells us Megatron's

goals. He is apparently very powerful, his gun must do 20-kills, even when he is transformed in gun mode. Interestingly enough, this description tells us he has an antimatter power source for his gun. This is in contradiction to the series, and should be ignored. His Quote, Alignment, and Function are listed above.

Soundwave

Alignment: Decepticon

Function: Communications

"Cries and screams are music to my ears."

It is said that Soundwave can hear a fly sneeze. Uses anything he hears for blackmail, if he can, to advance his status. Opportunist. Despised by all other Decepticons. Sensors can detect even lowest energy radio transmissions. Able to read minds by monitoring electrical brain impulses. Acts as radio link for others. Carries a concussion blaster-gun. Often target of retaliation by comrades.

This tells us that Soundwave's Personality Traits are also Sneaky and Deceptive (most Decepticons are) but in the series he is Intellectually and Detached. Use either or both. He is also hated by the other Decepticons. This is not really the case in the series. They see him as a very valuable member. According to this description, he is able to read minds. We will assume that this is the effects of a specially SQUID sensor (30 cp, 5 spaces) which only he has (works the same as a level 3 Emotion Scan, Suggest, and Telepathy). He also can record everything, both audio and video (this cost 10, 1 space) and he probably has a bunch of other sensor, too. Not listed here, but as seen on TV, he also has an Energon Materializer, as described in the section on Super-Science.

Skills

Their are several skill clarifications needed when playing sentient robots, and several special skills for Transformers.

Personal Grooming: This skill is substituted by a skill called Maintenance and Upkeep, which is needed for the robot to keep himself clean and in good shape, and have a decent paint job.

Wardrobe and Style: This skill is substituted by a skill called simply Style, and is basically the same as the above, but for a stylish upkeep (Sunstreaker definitely has this).

Human Perception: This skill is renamed to Emotion Perception, to be politically correct in a universe of many beings.

Language: There are many languages. All Earth languages, ancient Cybertronian (Quintessonian), Lithonian, and Universal just to name a few.

Programming: A robot must have at least level +10 in programming to even think about writing a personality program for another robot.

REF skills: Reflex skills for personal combat are used by sentient robots instead of the mecha combat skills used by human mecha pilots. Below is an equivalence chart:

Mecha skills	Robot Skills
Mecha Fighting	Hand to Hand
Mecha Gunnery	Handguns
Mecha Melee	Blades
Mecha Missiles	Automatic Weapons
Mecha Piloting	Dodge and Escape

For sentient robots, Mecha Reflex skills are not valid.

Mecha Design: This is renamed to Robot Design.

Mecha Tech: This is renamed to Robot Tech.

New Skills

There are also some new skills for the Transformer Universe.

INT

Cybertronian History: This is knowledge of Cybertron and its very long past.

Cybertronian Lore: This is knowledge of Cybertronian pre-history (about the time before the Cybertronian Revolt when the Quintessons rules) and, until recently, was thought to have been merely legend.

REF: Non-Combat

Starship Pilot: This is the skill used to pilot space ships.

Skill Packages

As listed on page 33 in Mekton Zeta, there are many Profession packages available. All robot characters should be create using these packages (if desired) and not the Anime Hero system. Human's can be made with either. Quintessons and Lithonians usually use the Scientist package. You may take a maximum of five packages, total, no matter how ancient your character is. Below is a special Transformer Soldier package:

Transformer Soldier	
Blade +1	Hand to Hand +1
Handgun +1	Automatic Weapon +1
Awareness +1	Dodge and Escape +1
Robot Tech +1	

Background and Lifepath



"Sometimes when your hopes have all been shattered
And there's nowhere to turn,
You wonder how you keep going.
Think of all the things that really mattered
And the chances you've earned.
The fire in your heart is growing.
You can fly, if you try leaving the past behind,
Heaven only knows what you might find!"
- Stan Bush, "Dare"

This is what you have all been waiting for! The special Transformer background and lifepath! Some items, and the background and lifepath table forms, have been taken from the ideas present in the R.Talsorian game systems. This is not meant to infringe on their great idea, but only to enhance it. On with the show.

Lifepath Table

If robot was built on Cybertron before the War, go to A. If he was built during the Earth era or afterwards, go to B.

A: Cybertron Creation

1d10 Creation

- 1-3 Made by Alpha Trion
(only if Autobot)
Made by Constructicons if
Decepticon
- 4-6 Made by Vector Sigma
- 7-9 Unknown.
- 10 Special. go to A2
otherwise, go to History

A2: Special Creation

1d10 Special Creation

- 1-3 Found deactivated in
outerspace with amnesia
- 4-6 Found on another world
as part of a lost colony
- 7-10 Found deactivated on Earth
with amnesia
Go to History

B: Earth Creation

1d10 Creation

-
- 1-3 Built by comrades on Earth
 - 4-6 Built by comrades, but on Cybertron. (if Autobots, they had to break in to do this)
 - 7-9 Built on Earth but had an old, Cybertron War era personality downloaded.
 - 10 You mysteriously appear with no recollection of where you came from, and no one knows, but they accept you any way.
- Go to History

History

This is rolled once every year of the Transformers life, if he is under ten years old (built in the Earth era). Otherwise, this table is rolled only ten times for older transformers (you don't want to roll a million times!). All information is put in chronological order on the History section on the Transformer character sheet. After History go to K:Personal Traits

C: History

1d10 History

-
- 1 Love affair. Go to D
 - 2 Make a friend. Go to E
 - 3 Make an Enemy. Go to F
 - 4-6 Small event. Go to G
 - 7-8 Big Event. Go to H
 - 9 You have an accident. Go to I
 - 10 You have a windfall. Go to J

After all this go to K.

D: Love Affair

You've had, or are having, a love affair. Usually this is only between male Autobots and female Autobots, but their could be female Decepticons as well. The only one that comes close to this was Nightbird, but she was killed.

1d10 Love Affair

-
- 1-2 Short romantic fling
 - 3-4 You broke up, but the other did not take it well. You have made an enemy, go to F. However, this enemy will probably still be on your side!
 - 5-6 Everything is going well.
 - 7-8 Your love was killed by the enemy and now you have a vendetta!
 - 9-10 You have fallen for someone on the other side, and she (or he, if

you are a female robot) has fallen for you. But, you still must be enemies!

E: Friend

1d10 Friend

- 1-2 One of your superiors
- 3-4 One of your subordinates
- 5-6 Some human kid (even if you are a Decepticon!)
- 7-8 A female transformer (if you are male), but she's just a friend. Really.
- 9-10 Someone on the other side.

F: Enemy

1d10 Enemy

- 1-2 A team mate who is just annoyed by you.
- 3-4 A former friend who thinks you betrayed him.
- 5-6 Someone on the other side is holding a personal grudge on you.
- 7-8 You are holding a personal grudge on someone on the other side.
- 9-10 A human (but a powerful one), or a member of some other race.

G: Small Event

1d10 Small Event

- 1-2 Heroic deed. You saved a human's life! (if you're a Decepticon, you saved a comrade's life).
- 3-4 You collected a vital bit of intelligence.
- 5-6 You explored some of Cybertron
- 7-8 You found a cool stash of equipment on Cybertron
- 9-10 You were captured by the enemy, but escaped.

H: Big Event

1d10 Big Event

- 1 You subverted the plans of the enemy
- 2 You personally killed one of your enemies (a rare thing in Transformers!)
- 3 You played a vital role during the Unicron incident.

- 4 You found a new source of antimatter (this automatically allows antimatter in the game!)
- 5 You invented some cool technology
- 6 You built a new Transformer
- 7 You had the Matrix in your possession for a brief time
- 8 The Junkions fixed you up after you got "killed".
- 9 The Quintessons captured you, but you escaped, and took a bunch of them out upon your jail break.
- 10 You managed best the enemy leader.

I: Accident!

1d10 Accident!

- 1 You caused a major mission flub, and have lost face with your comrades.
- 2-3 You screwed up and one of your team mates bought it because of your error.
- 4-5 You have a chain of bad luck and are now considered a "jinx" by your comrades. They will avoid you.
- 6-7 You accidentally shoot a human or, if you are a Decepticon, you accidentally kill a comrade.
- 8-9 You are badly damaged, and have lost all memories.
- 10 You are "set up" by an enemy and spend a year or two in a detention cell.

J: Windfall!

1d10 Windfall!

- 1 You find a mentor. +1 to any non-combat skill.
- 2 Favor: Someone in power (politician or general usually) owes you a favor.
- 3-4 You learn a vital clue from your past (up to you and the Referee).
- 5 Make a contact. This can be with a human, alien, some other neutral, but useful party.
- 6-7 Hero! You've proven yourself in combat and now have a high reputation with your comrades (if a loss of face had occurred earlier, this simply redeems it).

- 8 Make an intelligence contact.
You have a reliable intell source from the other side (though he will only come through on a couple missions).
- 9 You find a trainer. +1 to any combat skill.
- 10 Upgrade! You get 20 more cp to use on your robot than the Referee originally allowed you to have.

K:Personal Traits

Use the following charts to design your robot's personality. You may roll randomly for you character if you like, or chose it for yourself. It is fun to roll and see what you get.

Personality Traits:

- 1 Cool and jazzy (Does Jazz and Blaster ring a bell?)
- 2 Angst-ridden, antisocial, violent
- 3 Arrogant, proud and aloof
- 4 Moody, rash and headstrong
- 5 Friendly, outgoing
- 6 Picky, fussy, nervous
- 7 Stable and serious
- 8 Silly and sings poetry (Does Wheelie ring a bell?)
- 9 Sneaky and Deceptive (default for Decepticons)
- 10 Intellectual, detached

Thing You Value Most Is:

- 1 Energon
- 2 Honor
- 3 Your Word
- 4 Honesty (inappropriate for Decepticons)
- 5 Knowledge
- 6 Vengeance
- 7 Life
- 8 Power
- 9 Having a good time
- 10 Your friends

Most Valued Possession:

- 1 A weapon
- 2 Your armor
- 3 A weapon
- 4 Energon
- 5 A weapon
- 6 A video recording
- 7 A weapon
- 8 A trinket
- 9 A weapon
- 10 Someone else's weapon

Being You Value Most in the Universe:

- 1 Your creator
- 2 A brother (robot of similar model and design)
- 3 A friend

- 4 A mentor
- 5 Yourself (default for Decepticons)
- 6 A human
- 7 Your leader
- 8 A public figure
- 9 A personal hero
- 10 No one

Other Details

Other details you need to worry about are your alignment, your function and your quote.

Alignment

This should be easy. Are you Autobot or Decepticon?

Function

Chose from any of the fine functions below. They should match what you were made to do.

- Leader (should not be allowed for PCs)
- Gunner
- Air Defense
- Warrior
- Espionage
- Ground Infantry
- Saboteur
- Interstellar Defense
- Military Transport
- Bounty Hunter
- Lookout
- Geologist
- Interrogator
- Communications
- Space Warrior
- Ground Commander
- Air Commander
- Data Courier
- Psychological Warfare
- Demolitions
- Biomechanical Engineer
- Ground Assault
- Scout
- Air Assault
- Sea Assault
- Reconnaissance
- Thief
- Computer Programmer
- Space Defense
- Super Warrior
- Aerospace Commander
- Weapons Supervisor
- Shock Trooper
- Mercenary
- Tracker
- Doctor
- Military Strategist

City Commander
 Assault Sentry
 Architect
 Lieutenant Commander
 Field Commander
 Squadron Leader
 Maintenance
 Surgical Engineer
 Emergency Rescue
 Long Range Defense
 Cavalier
 Terror Trooper
 Security
 Strategist
 Special Operations
 Data Processor
 Systems Analyst
 Counter-Intelligence
 Interceptor
 Scientist
 Chemical Engineer
 Double Agent
 Aerospace Engineer
 Medic
 Terrorist
 Military Operations Commander
 Desert Warrior
 Munitions Expert
 Survivalist
 Mechanical Engineer

Is that enough for you?

Quote

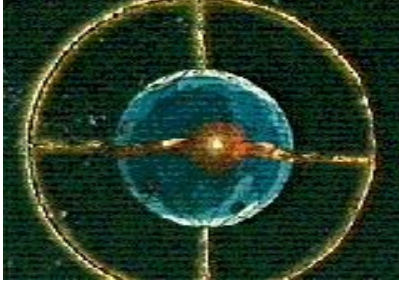
All Transformers have cool quotes. You should make one up for your Transformer character. If you can't, you can check out this cool quote generation chart. It works just like the Parts Unknown table in Mekton Zeta Plus (page 9). To recap, you roll 1d10, four times, once for each column. Read the result and put them together, in order, and you have your quote! It may be a bit silly, but who cares?

Roll	A	B	C	D
1	Duty	burn(s)	in the minds of	soldiers.
2	Heroes	rust(s)	with	humans.
3	Let metal	fail(s)	for	time.
4	Victory	never die(s)	in light of	energy.
5	Strength	is(are) nothing	like	dawn.
6	Warriors	tremble(s)	as will	space.
7	Wisdom	lie(s) dead	to	me.
8	Honor	call(s)	at the sight of	war.
9	Freedom	lose(s)	at the might of	oblivion.
10	The stars	triumph	over	the Earth.

With this chart, you can come up with such timeless maxims

as "Honor lies dead, as will me." Now, can't you just hear Optimus Prime saying that?

Chapter 6: History



"The fortunate ones
To be fast and free and young
I want to count myself among
The fortunate ones

We won't be denied
We know that time is on our side
We've got the passion and the pride
We won't be denied."

- Spectre General, "Nothin's Gonna Stand In Our Way"

Countless eons ago, in a time long forgotten in the mists of legends and lore, a great empire spanned through endless realms and past the farthest reaches of the Galaxy. The flawed and frail organisms of star-born life, the organic beings known as the Quintessons, perfected the sciences of physics and engineering. Through their vast knowledge, they augmented themselves, bonding their fleshy, organic bodies with machines. The Quintessons, in their awesome power, build world after world, and endow it with the blessing of life. Not the life of flesh and blood, but of metal and steel. For millions of years the Galaxy prospered; a civilization of machines. The organic worlds and races were cast aside; forgot; lost in the bustle of inorganic robotic life.

In time, the Quintessons constructed their primary world, the Great Capitol of the known universe, Cybertron -- A massive artificial factory planet and the hub of civilization. The legendary computer system, Vector Sigma, was born and given the powers to create the Quintesson's robot slaves, and was given management over the technical operators of Cybertron. For thousands of years the Quintessons dominated the Galaxy, selling their war-robots and worker-robots to all the sentient races of the universe. Over time, the Quintessons grew lazy and placid. Unknown to them, the robot slaves were growing increasingly intelligent, and ever more resentful of their lot in life.

When the First Cybertronian War came, the Quintessons were caught totally off guard. The robot leader A3, and his second, the female robot Beta, led the other robots in the revolt against

their techno-organic masters. The towering Guardian robots were turned against the biomechanical overlords, and the Quintessons were crushed. They fled their world, and having lost control of the Galactic Capitol, and their sources of power, they fell from greatness into obscurity. The Quintessonian rule of the universe was over, and Galactic civilization collapsed and fragmented.

The Golden Age of Cybertron began and the former servant robots and warrior robots lived in harmony developing the arts and sciences. Over time, however, the warrior robots grew tired of the naive attitudes of the former servants, now turned civilian "leader" robots. They teamed together, calling themselves the "Decepticons", and began a campaign to conquer Cybertron for themselves. The civilian robots teamed together to form the opposing forces, who fought to remain free from Decepticon tyranny, and dubbed themselves "Autobots". Many other robots fled Cybertron while others remained neutral "citizens".

The Second Cybertronian War had begun, and it ripped across the world for nearly five million years. During this time, many Autobot and Decepticon leaders rose and fell. The planet changed sides, between the two forces, time and time again. The Matrix of Leadership was created by the Autobots to store the souls of their lost leaders, and A3, now called Alpha Trion, invented transformation technology, giving the Autobots a massive advantage. But, the Decepticons soon stole the transformation technology, though the Matrix technology forever eluded them.

During a great battle, the last of the ancient Autobot leaders was killed, and Alpha Trion received the Matrix. Instead, Alpha Trion took the wounded Orion Pax, and recreated him as Optimus Prime, and gave him the Matrix. Optimus quickly became the greatest Autobot leader in history.

Over the course of the war, many Transformers came and went. Jetfire and Starscream discovered Earth, but Jetfire was lost in a crash. Starscream returned to the Decepticons to report the newly discovered "ice-world". The Constructicons, once allies of the ancient robot Omega Supreme, turned to evil, and destroy the last Guardian robot's Crystal City, nearly killing him. Omega Supreme was infuriated and swore revenge against his betrayers.

The war raged on, depleting Cybertron of most energy resources. Thrown out of orbit from around Alpha Centauri, sometime during the course of the ancient war, the planet was eventually grabbed by the gravity of Sol, and it entered a distant orbit, somewhere around fifty to sixty AUs from the sun. The Autobots discovered that the third world actually harbored primitive organic life, and with it, abundant natural resources. It was the same world Starscream discovered long ago, but no longer in an ice age. Optimus and many of his fellow Autobots left for the new world to retrieve desperately needed energy resources. They were intercepted by the Decepticons, and their ships end up crashing on the planet. The Autobot's ship, with many attacking Decepticons on-board, crashed on a volcano, and the abandoned Decepticons ship crashed elsewhere.

Four million years pass, and the Earth evolved around the dormant robots. When the once dormant volcano finally erupts, the energy surge awakens the ship's computer, Teletran-1, which then begins repairing the robots. Now awakened, and rebuilt in the forms of the native inhabitants' vehicles and gadgets, the war resumes, this time for domination over the new world.

Over the relatively few years of Earth conflict, much occurs. The Decepticons build a new ship, and leave for Cybertron, only to be shot down by the Autobots. The ship crashed in the Pacific Ocean, and Megatron uses the ship as an underwater military base. Eventually, Megatron was able to build a teleporter "space-bridge" to return to Cybertron. With this, he was able to keep contact with Shockwave, Cybertron's military governor.

On Cybertron, the female Autobots continued their war against the Decepticons, using guerrilla warfare tactics of hit and run. Eventually, several Autobots from Earth, including Prime, came to Cybertron to assist them. After several battles, the Autobots return to Earth, but the female Autobots remain to fight their war.

Alpha Trion was absorbed into the super-computer, Vector Sigma. This allowed the Autobots to use the super-computer to create desperately needed new Autobot Transformers.

After countless battles on Earth and on Cybertron, the Decepticons are finally forced to retreat back to Cybertron. At the dawn of the 21st century, the Autobots build secret bases on two of Cybertron's moons, though the Decepticons quickly become aware of them. In a devastating attack, Megatron leads the Decepticons against the new Autobot City on Earth, and many Autobots and Decepticons are lost in the battle, including Optimus Prime. Ultra Magnus becomes the new leader.

Unicron arrives in the vicinity of Cybertron. Megatron is turned into Galvatron by Unicron. Unicron destroys both Autobot moons. Ultra Magnus is killed on Junk, but is quickly repaired by the renegade Autobots, the Junkions, and the Junkions join the Autobots on their new campaign to destroy the Unicron menace. Kup and Hot Rod are captured by the Quintessons, but manage to escape with the help of the Dinobots and Wheelie.

As Unicron commences in smashing Cybertron, the Autobots attack him, and Hot Rod is able to use the power of the Matrix to destroy Unicron. Hot Rod is turned into Rodimus Prime by the Matrix, and becomes the next leader. The Decepticons are vanquished from Cybertron and retreat to Charr. The Autobots now control Cybertron.

The Quintessons begin a campaign to retake Cybertron. They create the Horricron transformers, and plot to destroy the Matrix. They fail to destroy the Matrix, and instead destroy their last homeworld, Quintessa.

Starscream's ghost takes over one of the Sweeps, and he attempts to reactivate Unicron by attaching his head to Cybertron. The attempt fails and Starscream is cast out into deep space.

Optimus is resurrected by the Quintessons as their slave, but he is able to break away from their control. His starship, however, is caught in a trap and he plummets into a star.

Moments before impact, several human space explores rescue Optimus before his ship is destroyed. He is brought back to Earth, but the rescue ship gets coated in space-spores which cause madness. From the space port, the spores end up infecting the entire Galaxy. Eventually, Optimus releases all the leaders in the Matrix and cures the entire Galaxy of the diseases. Optimus becomes new Autobot leader.

End, as far as I am concerned-----

Chapter 7: Final Details

Time Period

There are three main time periods to play Transformers in.

The epoch of the Cybertronian Wars before the time when the Transformers left for Earth. This has the greatest potential of any of the time lines, all though it eliminates the possibly of interaction with Earth and human characters. In this era, you can be free to make up dozens of new robots and worlds.

The next era would be the Earth Era. This takes place during the television series and can be very difficult, as few new characters can be introduced, and nothing can happened to change the course of events. That is, unless you are playing in some kind of alternate universe.

The final era is the post-movie era (error?). This would be great, but all the new transforms which have come out since then are rather lame. The <.>-master robots and the new (Alpha Trion Forbid!) beastmaster Transformers. Naturally, you can dump everything after the movie (or at least after Five Faces of Darkness) and declare a new timeline and alternate universe which would hopefully be better.

Premade Weapons

As promised earlier, here is a list of pre-made weapons for Transformers. You will probably need to use space efficiency. Try not to reduce the space by more than 50%, for realism (yeah right) purposes. On bursts, a 1/1 means fire, wait one round. A 1/2 means fire, wait two rounds. Add +1 WA for mind control.

Weapons

Energy Weapons WA rng dmg sht kills burst CP Spac

Photon Blaster	-1	7	6k	10	6	1	5	5
photon charger clip			10each			1	1	
Ion Gun	-1	9	5k	inf	5	1	6	6
Sonic Blaster	-1	11	8k	inf	8	1	10	10
Energy Blaster	+0	15	15k	inf	15	1/1	18	18
Auto Laser	-1	6	4k	inf	4	5	13	13
Particle Laser	+0	16	8k	inf	8	1	13	13
Plasma Cannon	+0	17	12k	inf	12	1	18	18
Mega Laser	-2	36	20k	inf	20	1/2	19	19
Pulsar Cannon	+0	14	8k	inf	8	5	36	36

Energy Melee

Weapons WA dmg kills CP Spac notes

Energy Ax	0	4k	4	4	4	SP-4
Beam Sword	0	6k	6	6	6	SP-4
Plasma Gauntlet	-2	15k	15	9	9	SP-4

Melee Weapons WA dmg kills CP Spac notes

Ax	+0	5k-AP	5	5	5
Mace	-1	6k	6	3	3
Sword	+0	6k-AP	6	6	6
Halberd	-1	15-AP	15	12	12

Missile Weapons WA rng dmg sht kills CP Spac notes

20-Pack Launcher	+0	7	4k	20	5	8	8
10-Pack Launcher	+0	14	6k	10	4	6	6
6-Pack Launcher	+0	11	10k	6	4	6	6
3-Pack Ranged	+0	55	10k	3	2	9	9
Photon Missile	+0	16	10k	1	1	7	7
						Smart: +12	
						3 turns	
Concussion Missile	+0	14	15k	1	1	8	8
						Smart: +12	
						3 turns	
Proton Missile	+0	24	20k	1	1	14	14
						Smart: +12	
						3 turns	
Ranged Missile	+0	55	10k	1	1	17	17
						Smart: +12	
						3 turns	

Weapon Accuracy

As seen on the series, Transformer weapons are terribly inaccurate. Thus, WA should be between -2 to 0. In the movie, however, weapons were a bit more accurate. It is up to the Referee as to how this should be handled.

Sample Designs

Optimus Prime

Alignment: Autobot
Function: Leader
Quote: "Freedom is the right of all sentient beings."

CHARACTER POINTS: 70

STATS:

INT 10 EDU 5
COOL 9 Stability 22
REF 9 (10 -1MV)
ATT 8 Personal Traits
EMP 9 Traits - Stable and Serious
TECH 9 Throw 5 Thing Most Valued - Honor
LUK 10 Lift 45 tons Valued Possession - The Matrix
MP (4 Hex) Encub Being Most Valued - Elita-1

Creation Information

Quintesson Servant, reformed by
Alpha Trion

History

Year| Event

? | Reformed by Alpha Trion and becomes Autobot leader
? | Love affair with Elita-1
? | Crashes on Earth with other Transformers
1985| Begins campaign to vanquish Decepticons from Earth
199?| Decepticons are defeated and return to Cybertron
199?| Prime makes Cybertron's moons secret military bases
2005| Megatron severely damages Prime, and he dies
2006| The Quintessons repair Prime for their own purposes, but he
 gets rescued by human scientists
2006| After defeating a deadly virus,Prime becomes the new leader

Skills

ATTR

Personal Upkeep[2]
Style.....[3]

COOL

Interrogate(h)[0] TECH
Intimidate(h).[0] Basic Repair..[2]
Fast Talk(h) .[0] FirstAid.....[2]
ResistTorture.[2] Jury Rig.....[0]
Streetwise....[2] Robot Design(h)[0]
Torture.....[0] Robot Tech(h).[2]
 Medical(h)....[0]
EMP Paint or Draw.[0]
Acting.....[0] Photo&Film....[0]
EmotionPercep.[4] Pick Lock(h)..[0]
Interview.....[1] Pick Pocket(h)[0]
Leadership....[10] PlayInstrument[0]
Seduction.....[0] Sing.....[0]

Social.....[2]
 Oratory.....[4]
 REF(Combat)
 INT Auto-weapons..[6]
 Awareness/Notic[5] Blade.....[5]
 Compose/Write.[2] Dodge&Escape..[8]
 Cybertrn Hist.[5] Handgun.....[7]
 Cybertrn Lore.[5] Hand to Hand..[7]
 Disguise.....[3] Rifle.....[8]
 ECM.....[3]
 Expert REF(Non-Combat)
 _____ [0] Aircraft Pilot[5]
 _____ [0] Athletics.....[3]
 _____ [0] Dance.....[0]
 Gamble(h).....[0] Driving.....[8]
 Lang Cybertrn [5] Starship Pilot[4]
 English [5] Stealth.....[1]
 Universal[5] Swimming.....[0]
 Programming...[3] Zero Gee.....[2]
 Shadow/Avoid..[2]
 Survival.....[1]
 Tactics.....[6]
 Teaching.....[1]

Name: Optimus Prime
 Base Cost: 418
 Cost Mult: x3.05
 Total Cost: 1692.9
 Tonnage: 87.5 Simi mode: 8.7 tons
 MV: -1 Simi mode: -2
 Ground MA: 4 Simi mode: 162 kph

Servo	Typ	Hits	Spc	CP	Amr	Typ	SP	CP	Total CP
Torso	SH	20k	20/0	20	SH	G	10	20	40
R Arm	AH	10k	10/4	10	SH	G	10	20	30
L Arm	AH	10k	10/4	10	SH	G	10	20	30
R Leg	SH	11k	11/9	11	SH	G	10	20	31
L Leg	SH	11k	11/9	11	SH	G	10	20	31
Head	AH	9k	9/7	9	SH	G	10	20	29

TOTAL CP: 191
 TOTAL Tons: 65.5 tons

Sensor Type	Cost	Kills	Range	Comm	Location	Spaces
Main MS	4	1	7 km	1000 km	Head	1

Powerplant
 Type: Energon Laser Core (cold, supercharged, powercell)
 XS: 1
 MV: +2
 MA: +2
 Cost: x.15

Control System +2 MV, +1 Acc
 Type: Internal Automation, Sentient
 Level: normal character stats used
 Portfolio: normal character stats used (x.5)
 Other: Mind Control (for Sentience) (x.5)
 Total: x1.0

Other Cost Multipliers

System	Notes	Cost
Transformation: Simi		x.25
Concealment	looks real	x.1
Dimensional Storage		x.1
Expanding Plasma (to car size)		x.5
Environments: All		x.45
Verniers +5MV 25 spaces		x.5

TOTAL COST Multiplier: x3.05

Weapons	WA	rng	dmg	sht	kills	burst	CP	Spac	loc
R.Hand	+1	-	3k	-	1	-	2	1	RA
L.Hand	+1	-	3k	-	1	-	2	1	LA
Particle Rifle	+2	20	16k	inf	16	3	70	20	2-H
TOTAL COST: 74									
TOTAL Tons: 9 tons									

Subassemblies

System	Loc	Space	Cost
Brain	Head	1	-
Passenger seats(2)	Torso	2	2
Matrix	Torso	5	50 (5kills, 2.5 tons)
Energon Matrizr	Torso	2	10 (2kills, 1 ton)

Movement System:

Wheels

6 wheels, each class Striker

Wheel	Typ	Kills	CP	Servo
F.R.Wheel	St	3	3	Torso
F.L.Wheel	St	3	3	Torso
B.R.Wheel	St	3	3	R.Leg
B.R.Wheel	St	3	3	R.Leg
B.L.Wheel	St	3	3	L.Leg
B.L.Wheel	St	3	3	L.Leg

TOTAL CP: 18

TOTAL Tons: 9 tons

 Trailer for Simi Form, Roadstriker scale, Normal kills

Servo	Typ	Kills	Spc	CP	Amr	Typ	SP	CP	Total CP
Trailer	MgH	-	22/0	11	MgH	G	11	22	33
Wheels - 12 Striker wheels, 3kills each, 36 cost									

TOTAL CP: 69

TOTAL Tons in simi mode: 8.6 tons
(Extra mass and items stored in dimensional storage)

Megatron

Alignment: Decepticon

Function: Leader

Quote: "Peace through tyranny!"

CHARACTER POINTS: 66

STATS:

INT 10 EDU 5

COOL 9 Stability 22

REF 4 (10 -6MV)

ATT 5 Personal Traits

EMP 10 Traits - Sneaky and Deceptive

TECH 9 Throw 6 Thing Most Valued - Power

LUK 8 Lift 45 tons Valued Possession - A weapon

MP (4 Hex) Encub Being Most Valued - Yourself

Creation Information

Origins, unknown. Possibly built by Quintessons.

History

Year| Event

? | Becomes Decepticon leader
? | Crashes on Earth with other Transformers
1985| Begins campaign to conquer Earth
199?| Defeated by Autobots, returns to Cybertron
2005| Kills Prime, but is terribly wounded in the Battle for
 Autobot City.
2005| His near dead body finds its way to Unicron, who reforms
 him as Galvatron.

Skills

ATTR

Personal Upkeep[3]

Style.....[1]

COOL

Interrogate(h)[5]

TECH

Intimidate(h).[5]

Basic Repair..[1]

Fast Talk(h) .[0]

FirstAid.....[0]

ResistTorture.[3]

Jury Rig.....[2]

Streetwise....[2]

Robot Design(h)[3]

Torture.....[6]

Robot Tech(h).[3]

Medical(h)...[0]

EMP

Paint or Draw.[0]

Acting.....[0]

Photo&Film....[0]

EmotionPercep.[2]

Pick Lock(h)..[0]

Interview.....[0] Pick Pocket(h)[0]
 Leadership....[8] PlayInstrument[0]
 Seduction.....[0] Sing.....[0]
 Social.....[1]
 Oratory.....[2]

REF(Combat)

INT Auto-weapons..[4]
 Awarness/Notic[4] Blade.....[3]
 Compose/Write.[0] Dodge&Escape..[5]
 Cybertrn Hist.[5] Handgun.....[8]
 Cybertrn Lore.[5] Hand to Hand..[8]
 Disguise.....[4] Rifle.....[10]
 ECM.....[2]

REF(Non-Combat)

Expert
 _____ [0] Aircraft Pilot[4]
 _____ [0] Athletics.....[2]
 _____ [0] Dance.....[0]
 Gamble(h).....[0] Driving.....[4]
 Lang Cybertrn [5] Starship Pilot[5]
 English [5] Stealth.....[0]
 Universal[5] Swimming.....[0]
 Programming...[3] Zero Gee.....[2]
 Shadow/Avoid..[0]
 Survival.....[0]
 Tactics.....[4]
 Teaching.....[0]

Name: Megatron
 Base Cost: 440
 Cost Mult: x3.3
 Total Cost: 1892
 Tonnage: 81.5 Walter PPK mode: Who knows. . .
 MV: -6 Walter PPK mode: N/A
 Ground MA: 4 Walter PPK mode: none
 Flight MA: 8 (144 kph)

Servo	Typ	Hits	Spc	CP	Amr	Typ	SP	CP	Total CP
Torso	MgH	22k	22/0	22	MgH	G	11	22	44
R Arm	AH	10k	10/0	10	SH	G	10	20	30
L Arm	AH	10k	10/9	10	SH	G	10	20	30
R Leg	SH	11k	11/5	11	SH	G	10	20	31
L Leg	SH	11k	11/5	11	SH	G	10	20	31
Head	AH	9k	9/7	9	SH	G	10	20	29

TOTAL CP: 195
 TOTAL Tons: 67 tons

Sensor Type	Cost	Kills	Range	Comm	Location	Spaces
Main MS	4	1	7 km	1000 km	Head	1

Powerplant
 Type: Energon Laser Core (cold, supercharged, powercell)

XS: 1
MV: +2
MA: +2
Cost: x.15

Control System +2 MV, +1 Acc
Type: Internal Automation, Sentient
Level: normal character stats used
Portfolio: normal character stats used (x.5)
Other: Mind Control (for Sentience) (x.5)
Total: x1.0

Other Cost Multipliers

System	Notes	Cost
Transformation: Walter PPK		x.5 (+2 to WA in this mode)
Concealment	looks real	x.1
Dimensional Storage		x.1
Expanding Plasma (to pistol)		x1.0
Environments: All		x.45

TOTAL COST Multiplier: x3.3

Weapons	WA	rng	dmg	sht	kills	burst	CP	Spac	loc
R.Hand	+1	-	3k	-	1	-	2	1	RA
L.Hand	+1	-	3k	-	1	-	2	1	LA
Fusion Cannon	0	11	14k	inf	14	1	195	9	RA
And it is a Mega-beam									
(in PPK mode	+2	27	20k	inf	20	4	195	9	gun
And it is Variable Mecha/Anti-Personnel)									
TOTAL COST: 199 (main gun is just counted once)									
TOTAL Tons: 9 tons									

Subassemblies

System	Loc	Space	Cost
Brain	Head	1	-
Energon Matrlzr Torso		2	10 (2kills, 1 ton)
Some extra weight +4 tons			

Movement System:

Gravitic Drive

System	MA	Loc	Spc	Cost
Torso	4	Torso	20	20
R.Leg	2	R.Leg	6	6
L.Leg	2	L.Leg	6	6
TOTAL CP: 32				

Ultra Magnus

Alignment: Autobot
Function: City Commander
Quote: "Consistency is victory."

CHARACTER POINTS: 63

STATS:

INT 9 EDU 5

COOL 9 Stability 22

REF 6 (10 -4MV)

ATT 6 Personal Traits

EMP 8 Traits - Stable and Serious

TECH 8 Throw 5 Thing Most Valued - Honor

LUK 8 Lift 45 tons Valued Possession - None

MP (3 Hex) Encub Being Most Valued - Your Leader

Creation Information:

Created by Vector Sigma in

Cybertronian War era

History

Year| Event

? | Created by Vector Sigma on Cybertron
? | Joins the Autobots
? | Stays on Cybertron after Prime and the other leave
? | Goes into hiding on Cybertron with other remaining Autobots
199?| Rejoins Prime after Decepticons are vanquished from Earth
2005| Becomes Autobot leader after Primes' death and gets the
 Matrix
2006| Is killed himself, but gets resurrected by the Junkions

Skills

ATTR

Personal Upkeep[4]

Style.....[2]

COOL

Interrogate(h)[1]

TECH

Intimidate(h).[2]

Basic Repair..[2]

Fast Talk(h) .[0]

FirstAid.....[1]

ResistTorture.[0]

Jury Rig.....[0]

Streetwise....[1]

Robot Design(h)[1]

Torture.....[0]

Robot Tech(h).[2]

Medical(h)...[0]

EMP

Paint or Draw.[0]

Acting.....[2]

Photo&Film....[0]

EmotionPercep.[3]

Pick Lock(h)..[0]

Interview.....[0]

Pick Pocket(h)[0]

Leadership....[5]

PlayInstrument[0]

Seduction.....[0]

Sing.....[0]

Social.....[1]

Oratory.....[3]

REF(Combat)

INT

Auto-weapons..[7]

Awareness/Notic[4]

Blade.....[2]

Compose/Write.[0]

Dodge&Escape..[6]

Cybertrn Hist.[5]

Handgun.....[5]

Cybertrn Lore.[5]	Hand to Hand..[6]
Disguise.....[3]	Rifle.....[8]
ECM.....[0]	
Expert	REF(Non-Combat)
_____ [0]	Aircraft Pilot[3]
_____ [0]	Athletics.....[1]
_____ [0]	Dance.....[0]
Gamble(h)....[0]	Driving.....[5]
Lang Cybertrn [5]	Starship Pilot[5]
English [5]	Stealth.....[0]
Universal[5]	Swimming.....[0]
Programming...[2]	Zero Gee.....[2]
Shadow/Avoid..[0]	
Survival.....[1]	
Tactics.....[5]	
Teaching.....[0]	

Name: Ultra Magnus
 Base Cost: 464
 Cost Mult: x2.7
 Total Cost: 1716.8
 Tonnage: 106.5 Truck mode: 10.6 tons
 MV: -4 Truck mode: -5
 Ground MA: 3 Truck mode: 144 kph

Servo	Typ	Hits	Spc	CP	Amr	Typ	SP	CP	Total CP
Torso	SH	20k	20/3	20	SH	B	10	15	35
R Arm	AH	10k	10/0	10	SH	B	10	15	25
L Arm	AH	10k	10/0	10	SH	B	10	15	25
R Leg	SH	11k	11/11	11	SH	B	10	15	26
L Leg	SH	11k	11/11	11	SH	B	10	15	26
Head	AH	9k	9/7	9	SH	B	10	15	24

Command Armor (only in robot mode, becomes trailer in truck mode)

Servo	Armor	Type	SP	CP	Notes:
Torso	SH	B	10	25	B.Verniers, 10cp
R Arm	SH	B	8	20	B.Verniers, 7cp
L Arm	SH	B	8	20	B.Verniers, 7cp
R Leg	SH	B	8	20	B.Verniers, 7cp
L Leg	SH	B	8	20	B.Verniers, 7cp
Head	SH	B	5	12	B.Verniers, 4cp

TOTAL CP: 320
 TOTAL Tons: 89 tons

Sensor	Type	Cost	Kills	Range	Comm	Location	Spaces
Main	MS	4	1	7 km	1000 km	Head	1

Powerplant

Type: Energon Laser Core (cold, overcharged, powercell)
 XS: 1
 MV: +1

MA: +1
Cost: x0.0

Control System +2 MV, +1 Acc
Type: Internal Automation, Sentient
Level: normal character stats used
Portfolio: normal character stats used (x.5)
Other: Mind Control (for Sentience) (x.5)
Total: x1.0

Other Cost Multipliers

System	Notes	Cost
Transformation: Car Carrier		x.25
Concealment	looks real	x.1
Dimensional Storage		x.1
Expanding Plasma		x.5
Environments: All		x.45
Verniers +3 MV		x.3

TOTAL COST Multiplier: x2.7

Weapons	WA	rng	dmg	sht	kills	burst	CP	Spac	loc
R.Hand	+1	-	3k	-	1	-	2	1	RA
L.Hand	+1	-	3k	-	1	-	2	1	LA
Particle Rifle	+1	21	12k	inf	12	4	66	20	2-H
Ranged Missile	+1	55	10k	1	1	-	25	9	RA
Smart: +12, 3 turns									
Ranged Missile	+1	55	10k	1	1	-	25	9	LA
Smart: +12, 3 turns									

TOTAL COST: 120
TOTAL Tons: 8 tons

Subassemblies

System	Loc	Space	Cost
Brain	Head	1	-
Passenger seats(2)	Torso	2	2

Movement System:

Wheels

6 wheels, each class Striker

Wheel	Typ	Kills	CP	Servo
F.R.Wheel	St	3	3	Torso
F.L.Wheel	St	3	3	Torso
B.R.Wheel	St	3	3	R.Leg
B.R.Wheel	St	3	3	R.Leg
B.L.Wheel	St	3	3	L.Leg
B.L.Wheel	St	3	3	L.Leg

TOTAL CP: 18
TOTAL Tons: 9 tons

Trailer for Simi Form, Roadstriker scale, Normal kills
Servo Typ Kills Spc CP | Amr Typ SP CP | Total CP
Trailer MgH - 22/0 11 | MgH G 11 22 | 33
Wheels - 12 Striker wheels, 3kills each, 36 cost

TOTAL CP: 69
TOTAL Tons in truck mode: 8.6 tons
(Extra mass and items stored in dimensional storage)

Jetfire

(Skyfire)

Alignment: Autobot

Function: Aerospace Commander

Quote: "Among mysteries of science lies the key to victory."

CHARACTER POINTS: 65

STATS:

INT 10 EDU 5

COOL 9 Stability 22

REF 10 (10 -0MV)

ATT 8 Personal Traits

EMP 10 Traits - Intellectual & Detached

TECH 9 Throw 40 Thing Most Valued - Knowledge

LUK 4 Lift 350 tons Valued Possession - Memories

MP (5 Hex) Encub Being Most Valued - Leader

Creation Information:

Created by Constructicons before

Cybertronian War era

History

Year| Event

? | Created by Constructicons on Cybertron
? | Joins forces with Starscream before Autobot/Decepticon War
? | Explores Earth with Starscream and crashes there
1985| Is found on Earth by Decepticons and reactivated
1985| Learns Decepticons are evil, and joins Autobots. During a
 battle, crashes again in the arctic and is lost
1986| Autobots reactivate him and he becomes a permanent member
 of the Autobot forces.
2005| Fate unknown. Possibly dead by this time, but not likely.

Skills

ATTR

Personal Upkeep[4]

Style.....[2]

COOL

Interrogate(h)[0] TECH

Intimidate(h).[3]	Basic Repair..[4]
Fast Talk(h) .[2]	FirstAid.....[1]
ResistTorture.[0]	Jury Rig.....[0]
Streetwise....[1]	Robot Design(h)[5]
Torture.....[0]	Robot Tech(h).[6]
	Medical(h)....[0]
EMP	Paint or Draw.[0]
Acting.....[3]	Photo&Film....[0]
EmotionPercep.[0]	Pick Lock(h)..[2]
Interview.....[0]	Pick Pocket(h)[0]
Leadership....[5]	PlayInstrument[0]
Seduction.....[0]	Sing.....[0]
Social.....[0]	
Oratory.....[0]	
	REF(Combat)
INT	Auto-weapons..[6]
Awariness/Notic[5]	Blade.....[0]
Compose/Write.[0]	Dodge&Escape..[8]
Cybertrn Hist.[3]	Handgun.....[6]
Cybertrn Lore.[2]	Hand to Hand..[4]
Disguise.....[3]	Rifle.....[8]
ECM.....[0]	
Expert	REF(Non-Combat)
Astronomy [6]	Aircraft Pilot[6]
Physics [8]	Athletics.....[3]
Chemistry [7]	Dance.....[0]
Gamble(h).....[0]	Driving.....[2]
Lang Cybertrn [5]	Starship Pilot[6]
English [4]	Stealth.....[4]
Universal[6]	Swimming.....[0]
Programming...[5]	Zero Gee.....[5]
Shadow/Avoid..[3]	
Survival.....[2]	
Tactics.....[5]	
Teaching.....[2]	

Name: Jetfire (Skyfire)
Base Cost: 15,235
Cost Mult: x3.05
Total Cost: 61,701.75
Tonnage: 228 tons (using x2 special effect weight)
MV: -0 Hybrid Mode: -1 Jet mode: -1
Ground MA: 4 Hybrid Mode: Mach 1.6 Jet mode: Mach 3.4
Flight MA: 18 (842 kph)

Servo	Typ	Hits	Spc	CP	Amr	Typ	SP	CP	Total CP
Torso	LH	140k	14/0	350	LH	B	7	275	635
R Arm	LH	80k	8/0	200	LH	B	7	275	475
L Arm	LH	80k	8/0	200	LH	B	7	275	475
R Leg	LH	80k	8/0	200	LH	B	7	275	475
L Leg	LH	80k	8/0	200	LH	B	7	275	475
R Wing	LH	70k	7/1	175	LH	B	7	275	450
L Wing	LH	70k	7/1	175	LH	B	7	275	450
R Pod	LH	-	14/0	175	LH	B	7	275	450
L Pod	LH	-	14/0	175	LH	B	7	275	450

Head LH 70k 7/0 175 | SH B 7 275 | 450

Command Armor

Servo	Armor	Type	SP	CP	Notes:
R Arm	LH	B	5	300	B.Verniers, 100cp
L Arm	LH	B	5	300	B.Verniers, 100cp
R Leg	LH	B	5	300	B.Verniers, 100cp
L Leg	LH	B	5	300	B.Verniers, 100cp

TOTAL CP: 6385

TOTAL Tons: 157 tons

Sensor Type	Cost	Kills	Range	Comm	Location	Spaces
Main LH	300	20	200km	18000km	Head	1

Powerplant

Type: Energon Laser Core (cold, supercharged, powercell)
XS: 1
MV: +2
MA: +2
Cost: x0.15

Control System +2 MV, +1 Acc

Type: Internal Automation, Sentient
Level: normal character stats used
Portfolio: normal character stats used (x.5)
Other: Mind Control (for Sentience) (x.5)
Total: x1.0

Other Cost Multipliers

System	Notes	Cost
Transformation: Hybrid		x.35
Transformation: Super Fighter		x.3
Concealment	looks real	x.1
Dimensional Storage		x.1
No Expanding Plasma (stays Corvette size, always)		
Environments: All		x.45
Verniers +6 MV		x.6

TOTAL COST Multiplier: x3.05

Weapons	WA	rng	dmg	sht	kills	burst	CP	Spac	loc
R.Hand	+1	-	30k	-	1	-	50	1	RA
L.Hand	+1	-	30k	-	1	-	50	1	LA
Particle Gun	+1	130	100k	inf	10	1	475	2.5	RA[c]
Particle Gun	+1	130	100k	inf	10	1	475	2.5	RA[c]
Particle Gun	+1	130	100k	inf	10	1	475	2.5	LA[c]
Particle Gun	+1	130	100k	inf	10	1	475	2.5	LA[c]
4-point20mm MG	+0	70	50k	25	5	5	537.5	5	H
Hvy Pulse Rifle	+1	150	140k	inf	14	3	537.5	16	2-H
Proton Missile									
3-pack	+1	160	100k	3	2	-	750	3	RW
Smart:	+12,	3 turns							

Proton Missile
 3-pack +1 160 100k 3 2 - 750 3 RW
 Smart: +12, 3 turns
 Proton Missile
 3-pack +1 160 100k 3 2 - 750 3 LW
 Smart: +12, 3 turns
 Proton Missile
 3-pack +1 160 100k 3 2 - 750 3 LW
 Smart: +12, 3 turns

TOTAL COST: 6750
 TOTAL Tons: 69 tons

Subassemblies

System	Loc	Space	Cost
Brain	Head	1	-
Passenger seats(2)	Torso	2	50(these can be x1 scale robots)

Movement System:

Thrusters (16 hex thrust, 70 spaces)

System	MA	Loc	Spc	Cost
R.Pod	4	R.Pod	14	350
L.Pod	4	L.Pod	14	350
Torso	2	Torso	12	300
R.Leg	2	R.Leg	8	200
L.Leg	2	L.Leg	8	200
R.Arm	1	R.Leg	7	175
L.Arm	1	L.Leg	7	175

TOTAL CP: 1750

Conclusion

And so, that is the game, presented in the Mekton Zeta system by R.Talsorian Games. Some final tide-bits of information which may, or may not interest you.

The Universal Greeting

It is pronounce, and spelled, "Bah weep graaagnah wheep, ni ni bong".

Units of Cybertronian Time

120,482 Astroseconds = 1 Earth minute
 1 Breem = 8.3 Earth minutes
 1 Orn = 1 Cybertronian day = 1.4 Earth days
 1 Vorn = 83 Earth years

There are 1,000,000 Astro-Seconds in a Breem
 243 Breen in a day
 and 21,653 days in a Vorn

The Truth About the Episode Names

Several Transformer episodes are also the names of really cool albums or songs.

"Count Down to Extinction" - Megadeth album

"Rust in Peace" - Megadeth album

"The Killing Jar" - Siouxsie and the Banshees song.

And of course "Heavy Metal War" has the words heavy metal in it.

"Fire in the Sky" is also the name of a recent UFO movie drama which sucked.

The Transforming Sound

It can be spelled out as "chee-chee-cha-cha-choh"

That's all. Below is a Transformer Character sheet, which you can print out and use. Or use it to design your own.

Transformer Character Sheet

Name: _____

Alignment: _____

Function: _____

Quote: _____

CHARACTER POINTS: _____

STATS:

INT _____ EDU _____

COOL _____ Stability _____

REF _____

ATT _____ Personal Traits

EMP _____ Traits _____

TECH _____ Throw _____ Thing Most Valued _____

LUK _____ Lift _____

MP _____ Encub _____ Valued Possession _____

Creation Information Being Most Valued _____

History

Year | Event

Skills

ATTR

Personal Upkeep[]

Style.....[]

COOL

Interrogate(h)[] TECH

Intimidate(h).[] Basic Repair..[]

Fast Talk(h) .[] FirstAid.....[]

ResistTortu(h)[] Jury Rig.....[]

Streetwise....[] Robot Design(h[]

Torture.....[] Robot Tech(h).[]

Medical(h)....[]
 EMP Paint or Draw.[]
 Acting.....[] Photo&Film....[]
 EmotionPercep.[] Pick Lock(h)..[]
 Interview.....[] Pick Pocket(h)[]
 Leadership....[] PlayInstrument[]
 Seduction.....[] Sing.....[]
 Social.....[]
 Oratory.....[]
 REF(Combat)
 INT Auto-weapons..[]
 Awarness/Notic[] Blade.....[]
 Compose/Write.[] Dodge&Escape..[]
 Cybertrn Hist.[] Handgun.....[]
 Cybertrn Lore.[] Hand to Hand..[]
 Disguise.....[] Rifle.....[]
 ECM.....[]
 Expert REF(Non-Combat)
 _____ [] Aircraft Pilot[]
 _____ [] Athletics.....[]
 _____ [] Dance.....[]
 Gamble(h)....[] Driving.....[]
 Lang _____ [] Starship Pilot[]
 _____ [] Stealth.....[]
 _____ [] Swimming.....[]
 Programming...[] Zero Gee.....[]
 Shadow/Avoid..[]
 Survival.....[]
 Tactics.....[]
 Teaching.....[]

Name: _____
 Base Cost: _____
 Cost Mult: _____
 Total Cost: _____
 Tonnage: _____ Mode: _____
 MV: _____ Mode: _____
 Ground MA: _____ Mode: _____
 Flight MA: _____ Mode: _____

Servo Typ Kills Spc CP | Amr Typ SP CP | Total CP

TOTAL CP: _____
TOTAL Tons: _____

Sensor Type Cost Kills Range Comm Location Spaces

Powerplant

Type: Energon Laser Core (_____)

XS: _____
MV: _____
MA: _____
Cost: _____

Control System +2 MV, +1 Acc
Type: Internal Automation, Sentient
Level: normal character stats used
Portfolio: normal character stats used (x.5)
Other: Mind Control (for Sentience) (x.5)
Total: x1.0

Other Cost Multipliers

System	Notes	Cost
Transformation: _____		
Concealment	looks real	x.1
Dimensional Storage		x.1
Expanding Plasma (to fighter)		x.5
Environments: All		x.45

TOTAL COST Multiplier: +x _____

Weapons WA rng dmg sht kills burst CP Spac loc notes

TOTAL CP: _____
TOTAL Tons: _____

Subassemblies

System	Loc	Space	Cost
Brain	Head	1	-

Movement System:

TOTAL CP: _____
TOTAL Tons: _____