

Atomic Rocket Games Presents a tale of rebellion and justice

FREEDOM!



A FREE-TO-DOWNLOAD ROLEPLAYING PRODUCT

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Words Of Wisdom:
"Teach the children quietly,
for someday sons and daughters
will rise up and fight..."

-Mike & The Mechanics,
"Silent Running"

Personal Log:
UN Defensive Council
General Thomas Walker
April 22, 2260

0450 hours...

I don't buy the intel coming from the Communications Bureau about the transmission difficulties to the inner planets. Issues with Proxima, or even Eridani, I could believe. Those links go down faster than the African tower's main lift, but Pluto? Neptune? The observatories are critical installations, and I know what kind of operational budget they have for those things. They don't just "lose contact" for over 24 hours, and then start transmitting automated sitrep reports like nothing's wrong. I hope that the Defensive Council sees my point.

1030 hours...

IDIOTS! We lose contact with Titan, Mimas, and Europa *during the bloody meeting*, and they *still* table the discussion "pending further investigation!" I'm surrounded by idiots. Idiots and imbeciles. *Something is going on*, and I know I'm not the only one to see it. Brigadier Cooke, Sky Marshall Hague, they both had the old soldier look on their faces the entire time. They'll listen.

1650 hours...

It's agreed. We're going to take action. Cooke and Hague committed immediately. "Field Training Exercises" was the best we could come up with in such short order, and we won't be able to get Luna or Venus onboard until tomorrow. I hope it's enough to handle... They're good kids, good soldiers. They've trained for this... whatever "this" is.

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Personal Log:
UN Defensive Council
General Thomas Walker
April 25, 2260

0030 hours...

Battlegroup Five ceased sending IFF signals ten minutes ago. Forty five ships, seven hundred men and women in less than an hour of engagement. It's Sao Paulo all over again, isn't it?

0500 hours...

We finally have confirmed visuals and spectroscopics of the enemy. Seamless hull vessels, some kind of fusion drive... probably some sort of artificial gravity or robot control to guess at the way their fighters maneuver. They're eating us alive, up there. I'm authorizing orbital nukes and ordering Luna to use her HELL arrays offensively, if she can. God help us.

Timestamp Invalid...

Orbital bombardment... They're targetting our major cities, one by one. Hague and Cooke haven't been heard from since... What time is it, anyway? Maybe if they'd listened... Maybe if we'd sent word to the outer worlds sooner... No time for that now. Got to get the Council members out of Geneva and to the bolt holes.

Timestamp Invalid...

They've begun infantry operations, if you can call them that. Some sort of huge mecha units, wiping the floor with our suits. I can't... I won't... Authorize plan-etside nukes.

Timestamp Invalid...

They've stolen the stars. My God, they've stolen the stars.

✂ Introduction

Well, there's no two ways about it, the Mekton Public might be small, but it really likes the fact that there's new, if slightly light-on-pages, content available to it. In the first thirty days after we posted the "War Of The Worlds" Mini, we had nearly 2500 unique downloads of product from the Atomic Rocket site. Of those, approximately 1300 were of the Mini itself, with the remaining 1200 made up of character sheets, mecha build and play sheets, and the other various documents offered through us by R. Talsorian. We have no way of tracking how many proxied and/or web-cached downloads of the products were made, but we know a very popular search engine, and at least two universities have our product on their servers, making it faster to get your Mekton, but, sadly, preventing us from getting more solid numbers to show you. Regardless, the news was well received by R. Talsorian, and they're as happy to hear it as we are to tell it. Again, we cannot thank them enough for this opportunity.

"Freedom!" follows the same principle as "War Of The Worlds," "Super Dimensional Fortress Macross," and any number of anime and science fiction – Alien Invasion of the Earth and the subjugation of her people. Unlike a good number of those sources, however (and perhaps more like "Genesis Climber MOSPEADA," than anything else), "Freedom!" deals with a world that has been successfully conquered, subjugated, and for all intents and purposes dominated by the invaders. The Earth's major cities have been destroyed or forcibly emptied by the invaders, technological advances are kept under strict control, and the people of the "New Earth" have been living under the fist of their armored rulers for over a century. Most people know nothing different, while some still cling to the hope that the Colonies will come and free them from the tyranny of their oppressors.

But the invaders are not solely tin-plated tyrants, using force or terror to ensure cooperation. They have cleaned up the Earth's oceans, refertilized her soil, and saved thousands of species from extinction. Humanity is population controlled by way of mandatory contraception and birth licensing, and except for certain aspects of higher learning, anyone who wants to gain an education is guaranteed one by the powers that be. If the threat of being made an arbitrary example by your Overlords wasn't ever present, it might be a nice place to live for some.

Much like the fringes of the Roman Empire during its height, there are rabble rousers and rebels who spring up periodically, breaking away from society and trying to eke out an existence as free and liberated Humanity. Sometimes, they even come across remnants of the World Before, and sometimes, they get organized.

And that's where *you* come in.

⌘ Background

Over a century ago, the Leaders came to the Earth, bringing a new way of life and a new law to the people of the Planet Earth. There was resistance, as there always is to change, but the wisdom and patience of the Leaders won out, as wisdom and patience always do. Since then, the Leaders have moved Humanity down a different path, teaching them, nurturing them, and helping them to restore the damage that the previous leaders and peoples of the Earth had done to her world.

The Earth was invaded by unknown hostiles on April 25, 2260, which makes today June 17, 2374. We know, because we remember. The invaders attacked all of the installations and colonies within the Sol System, cut us off from our outer colonies at Epsilon Eridani and Proxima Centuari, and erected some kind of... field... around the Earth, hiding the stars from us at night. They say they're here to help us, that if we cooperate, all will be well "when the time is right." But they destroyed our cities, pushed us into the wilderness, cut our population to a tenth of what it was. How is that "helping" us?

The Leaders know what is best for us. They have cleansed the Earth of the poisons of the World Before, and they have restored life to the wild places of the land. They teach us if we wish to learn, and train us if we wish to do, and they have made Planet Earth a garden again.

The enemy keeps us corralled in population controlled villages, controls our technology, and uses carefully measured infospeak to educate our children in their so-called "schools." They shuttle us around from place to place if there's a need for "maturation" of another isolated gene pool somewhere a thousand miles away.

The Leaders shepherd the cities of the World Before, guarding them against those who do not understand, and for our protection. There are still many things within them that are a danger to the New World, things that only the Leaders fully understand how to deal with.

The enemy patrols the decaying husks of our cities, capturing or killing all who dare defy the barriers and blockades. They keep our history, our culture, our birthrights, from us. They don't want us to know, to understand, to see them for what they are.

The Leaders came to the Old World to help Humanity. They are good and just, and their way is best.

The enemy attacked us without warning, without reason, without mercy. They killed millions.

The Leaders want us to return to the stars, and they will help us, when the time is right.

The enemy cut us off from our people, from our Colonies, from our heritage.

One day, the Leaders will leave and move on to help others.

One day, we'll beat them.

WorldSAT Recording, received 2130 hours, April 24, 2260 from unknown space craft, Luna Orbit

...As you have punished your worlds and your creations, now so too do we punish you. This is justice, this is right, this is your punishment. Cooperate, and you will be spared. Resist, and you will be punished further. This is not unreasonable. Comply...

Mary Cooke's Diary Private!

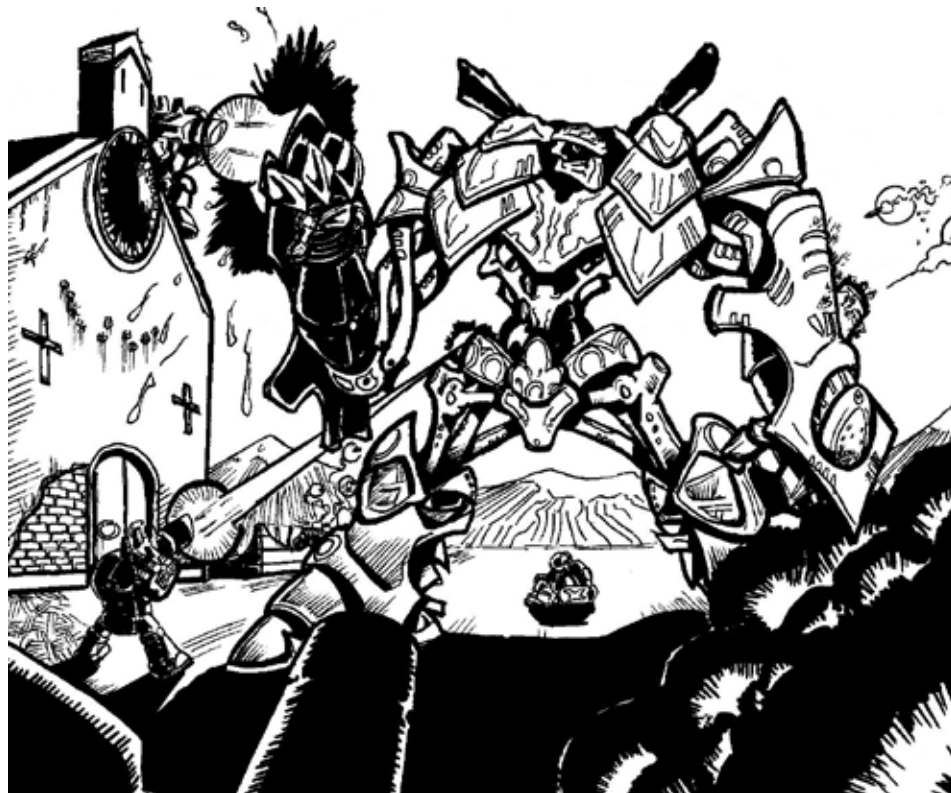
May 1st, 99 New Calendar

Papa says we're not to trust the Leaders. He says Grandpa told him, and Great Grandpa told *HIM*, about how the Leaders aren't like us, how they're different, and how they're not from 'round here. Well, *duh!* They're the Leaders, after all, and of course they're not like us. They're better! They've got big sciences and they're smart enough to fly like the birds, not just glide or float in balloons, like us. The Leaders have their magic armor and their fire beams and what do we have? We can't do half the work that the Leaders do in the time they do it, unless the whole town turns out, and that only happens when someone's having a baby and needs a new house.

I wish I could have a baby, but I'm too young, and the Leaders haven't inspected me to make sure I'd contribute to the future. Isabel Salvador got inspected last week, and she said it wasn't too scary, after the lights came on. I don't know if I could be brave enough to do that. Isabel says you just stand there, and an invisible Leader tells you what to do and asks you questions, but it still sounds scary.

But, Papa says we're not to trust them, and Papa's hardly ever wrong. But he's been so angry since Mom got relocated to Port Aguillar. I wish he'd tell me why.

Gotta go, Isabel and the others are here. We're going to the spring festival, today! Billy Daniels will be there!



In 2260, over the course of three days, the Earth was invaded and conquered by an unknown, technologically superior force. Her defenses held out for just over forty eight hours after the initial planetside landings, at which point, broken and beaten, the United Nations Governing Council declared an unconditional, complete, surrender. The invaders landed what is believed to be their command and control vessel in Geneva, Switzerland, placing smaller, subsidiary vessels in strategic points in each time zone around the globe. And then the cullings began.

Even though she had long ago sent her children to the stars, where they were learning to flourish and ever so slowly correct the mistakes they had wrought during their infancy upon her surface, the Earth was still home to just over 12 billion members of the Human race. Over the course of the next decade, the invaders systematically gathered and eliminated entire populations of mankind. Rumors persisted that these people were not killed, but were instead bodily removed from the planet for reasons known only to the invaders, but these were never proven, and the "coffin rockets" believed to carry the bodies of the dead into space were a common sight for many long years.

Because they had forcibly emptied the major cities of the world, and now controlled them with complex energy barrier and automated mechanical barricade systems, it became increasingly difficult for organized resistance to gain ground. The hidden cells

of freedom fighters, scavenging technology from the all-too-few victories over the invaders during the days of the invasion, hoarding hidden caches of military hardware kept in sealed fallback bunkers by the United Nations Defense Council, and doing everything they could to develop new weapons prototypes to fight the increasingly popular and powerful “Leaders,” soon found themselves on the losing end of a war of attrition.

The commanders of the rebellion, trained and given purpose by such dedicated and visionary soldiers as General Thomas Walker, Brigadier Carmen Cooke, and Sky Marshall Reinhard Hague, knew that in order for the rebellion to survive and, one day, succeed, it must conserve its resources. Faced with an enemy that could detect even the faintest unauthorized radio waves, had outlawed petrochemical fuels, and monitored population migrations, the rebellion did the only thing it could – it simply disappeared.

Under the regime of the Leaders, the people of the earth have returned to a simpler, if not easier, life style. Population density is mostly low, with the bulk of civilization living in small, mostly agrarian, frontier-style towns. Some large centers of trade and industry do exist, creating textiles, refined materials, and recycling waste and detritus from what the Leaders have dubbed “The World Before.”

The Leaders are an unusual, unfathomably strange, ruling force, to most. Their rule is absolute, their laws are unflinching, but they are consistent in their drive to clean and purify the once polluted, gravely injured Earth. Areas that were once devoid of life and promise due to mankind’s depredations now flourish, their native flora and fauna returned for the first time in centuries. They mandate the education of the people in such areas as ethics, philosophy, and history, focusing on moral issues, the wrongs committed by mankind against itself, and on the concept that what the Leaders did was just, and for the benefit of Humanity.

At the very least, the Leaders appear to be doing precisely what they say they came to do. But if they wish to help, why, then, did they need to kill over ten billion people? Why invade? Such questions are actively encouraged, and answered with a simple answer – It was not in the nature of Humanity to accept such help. The Leaders know better, they are not here to rule, but to guide, to educate, to heal and renew.

These are not the actions of a conquest driven military power. But if not that... Then what *are* the Leaders here for? Are they what they claim? Or is it too good to be true?

Now, one hundred and fourteen years into the occupation, the resistance has adapted to the methods of the invaders, and is ready to begin its final, decisive push against the forces of the Leaders. Using prototypes developed in secret underground labs and adapted to the old UNDF powered armors, they are ready to strike.

Heaven help any who get in their way.

Mary Cooke’s Diary Private!

June 22nd, 104 NC

Papa brought a wounded man in to the house today, and told me I’m not to tell a soul about it. He’s got him hidden in the basement, and told me to go in to town and tell the men at the recylcery that he won’t be in for a few days, that he threw out his back working on the generator. I did, but I don’t think they believed me. There was an Envoy of the Leaders there, asking questions and recording everything on his little machine box. None of the questions were about Papa, though.

The mans name is Josef Hague. I remember that name from History class. Hague was one of the Resistors, one of the people who fought against the Leaders when they came here, and one of the people who was responsible for the deaths that followed. If this man is related to him, then I need to tell the Leaders. But, if that’s the case, with Papa’s last name of Cooke, that would probably get me asked if I’m related to the other Resistor, Carmen Cooke. I hate that. Every time I try to get a job, or anything important, it’s messed up by our last name. We’re not related! I hate this name.

Still, though, I wonder what this man did, to get hurt so badly. Some of his wounds... they didn’t look like he’d been hurt by a cougar, like Papa said.

They looked like the pictures they show of what happens to anyone who goes to the cities. They looked like radiation burns. They looked deliberate.

Mary Cooke's Diary Private!

February 12th, 106 NC

Josef asked me to marry him, today. I told him I would think about it. He said that that was okay.

This is all so confusing. Two years ago, if you'd asked me "Are you related to the Resistor, Cooke?" I'd have said "No, I'm not!" and stood up proudly and pointed out that if I *were*, the Leaders – the enemy – would know about it and my parents wouldn't have been allowed to have children, and probably wouldn't have been born in the first place. But now...

Now I know better.

And I'm confused. Ever since Papa brought Josef home, ever since I saw the pictures of the stars that he'd fought so hard to get out of the ruins of the old city, I've been confused. And it's just going to get worse, I can feel it.

They wanted to kill him for stealing photographs.

It's going to get worse. It's more than a feeling, it's a fact.

Unless I do something about it.

I know that Josef and Papa are part of the Resistance, they can't fool me any more, and I don't think they ever did, really.

What a difference two years can make.

Isabel is going to have her second child, soon. It's good that she got approved for another. I'm happy for her.

But I'm not going to bring a child into a world where it's not free. Free to live, to think. Free to look at photographs without fear of being shot.

I'll die, first.

✂ *The Resistance*

Guided by the words and wishes of a century of old soldiers, patriots, and the few scientists who managed to successfully hide from the invading armies, the Resistance has been working in secret for over fifty years, slowly, methodically, infiltrating the town and city councils of the world, communicating by telegraph, carrier pigeon, and other low-tech methods as best they can. Far from world-wide, and still as scattered and factionalized as the pre-Unification nations of the Earth, the Resistance leaders all agree on one salient point: The Leaders must be driven from power, and whatever method they used to block out all but the sun and moon from the sky must be reversed. Humanity must be returned to its rightful place as the dominant species on the planet Earth.

To truly conquer a people, Sky Marshall Hague taught his successors, you must win their hearts and minds, and you must keep that victory through constant example. The Resistance knows that this fight goes both ways, and so, the most common weapon of the Resistance is dissent – instigators and rabble rousers are easier to train and replace than soldiers, and easier still to insert into strategically chosen population centers, where they will do the most good. For nearly a decade, the Resistance has been slowly turning the minds and hearts of smaller, outlying communities, far from the largest population centers (and therefore less frequently monitored by the Leaders) away from the doctrine of the Leaders and toward a more "Humanity First" mindset. Foremost among the arguments used by the instigators has been to question why, if the Leaders are here to help, did they essentially reverse centuries of progress in the equality of men and women, doing away with the egalitarian viewpoints of the World Before and relegating women to domestic and maternal roles. It is no surprise that a good number of new recruits and spies for the Resistance are young, idealistic, females.

But words and ideals will only go so far. To take back freedom, to truly cast off the yoke of the oppressor, the Resistance will need force of arms, and this they have in the form of ancient, but still formidable, weapons of war. From the hidden caches of stockpiled UNDF weaponry, the scientists and engineers of the Resistance have reconditioned and rearmed hundreds of pieces of hardware. From man-portable anti-armor rockets to heavily armed Powered Armor, the Resistance believes itself to be well equipped. Time will, as always, be the final judge.

But where, in all of this, are the colonies? Records show that all of the Inner Worlds appear to have been attacked simultaneously, but that no contact was made with Proxima Centauri and Epsilon Eridani during the entirety of the conflict. In fact, all of the inner worlds ceased communicating with Earth with such synchronization that their signals all failed at precisely 0930 GMT. Could the Leaders have made such a far reaching sweep of Humanity's domain? Or is something else at work behind the scenes?



At the forefront of the Resistance's technological rediscovery are the Partisan and Hessian powered armors. Reconditioned from the UNDF's Lincoln and Churchill models, the Partisan and Hessian are the best Earth has to offer, utilizing the Leader's own technological improvements against them – efficient, clean burning fusion power cells that emit no measurable waste and biodegrade in a matter of hours once expended, allowing the armors to be moved covertly, without fear of the Leader's incredibly advanced scanners detecting residual petrochemical fuels or similar substances.

Additionally, some cells of the Resistance have managed to re-engineer the weapons and armor technology of the Leaders, adapting it to work with the power systems of the Partisan, and, in some cases, the Hessian, doubling and sometimes tripling the offensive and defensive capacity of these units. If the Resistance can manage to take, and hold, a manufacturing center, such advances could conceivably be added to every unit in operation, given enough time.

With only a few hundred of the Leaders' larger mecha known to exist, it is only a matter of time before the Resistance can strike a definitive, crippling blow to the control network the Leaders have woven across the face of the Earth. Using dry-gulch tactics, numerical superiority, and a dedication to something greater than themselves, the Resistance is about to rewrite the future.

Mary Cooke's Personal Journal

April 19th, 2367

We made our first raid into the city in over a month, today. The barricades were weak along the north side, and that's where we knew they'd be expecting us, so instead we dropped part of an old overpass onto a barricade at the southwestern edge of the city, and got in and out before the repair drones could arrive. Josef was in the Partisan, watching us from cover, in case one of the enemy's big units came along, and not just a team of sympathizers with a robot worker to back them up.

We got lucky – no contact, and no pursuit, plus, we made it out with over a hundred kilos of material and cabling.

I'll never understand why the enemy insists on maintaining the old cities and roads in such good condition. They spend years teaching us about the evils of the World Before, and yet there they are, washing the windows and maintaining the roads and cleaning out the gutters. It's almost like they want to let us move back in when they're done.

Either that, or Papa's right, and they're keeping it all nice and good for *their* people's arrival, whenever that might be. There aren't a lot of the enemy, Josef thinks only a few thousand, at most.

If that's so, how many are coming? And where will the rest of Humanity go when they get here?

Professor Schwarzfeld says the Hessian is ready for me, now.

Wish me luck.

Mary Cooke's Personal Journal

May 12th, 2369

We did it!

Breathe, Mary. Calm down, breathe, write.

The modifications to the Hessian's armor worked just like Schwarzfeld and Sanchez said they would. They worked! We walked *right past* the sentries, right in *front* of them!

The suit got hot – almost too hot for comfort – but the cloak worked. It held! I don't know how it works, I don't care! It works! We walked right past them!

Josef's Partsian is in the saturation vat, right now, getting the final stages of the new armor applied. I'm still not sure how the same stuff that can make something invisible can also make it stand up to the Leader's energy weapons, but I'm not going to complain.

If it keeps him alive, I'm all for it.

I'm still laughing about it. Nearly two hundred kilos of supplies, snuck out right in front of those dumb robots. If the Leaders are fooled as easily as their drones, this won't be a tough fight at all.

Time to celebrate!

✂ The Leaders

There is a very simple rule regarding the Leaders – No one who sees their faces ever comes back to tell the tale. Residing solely within the massive city-ships that they established as regional control centers upon their arrival, the Leaders only venture forth in their twenty-five meter tall mecha, using their machines to patrol the skies of their control zones, make rare “personal” appearances in areas of unrest and discord, and oversee repairs to the perimeter defense systems erected around the ancient hulks of the world's once great cities.

The only contact most people have with the Leaders is through their Envoys: Humans chosen for their charisma and intelligence to be educated in higher technologies and communications techniques, so as to be better able to manage the resources and affairs of the communities placed under their care. The Envoys go nowhere without a pair of robotic guardians, provided by their enigmatic masters, who act as additional eyes and ears for the Leaders themselves. The Leaders appear to be capable of controlling the machines remotely with an amazing degree of sophistication, although the guardians are also capable of a large degree of independent “thought.”

The Leaders maintain their hold over humanity by way of a very highly regulated system of reciprocity. Positive actions are rewarded with additional resources, more easily obtained birth licenses, and increased population limits. Negative actions are punished swiftly and decisively – although rare, public executions and other visible examples do take place, and the mere presence of one of the Leader's “Master” mecha is enough to quell all but the most powerful of uprisings. The punishment for entering a city without permission and without being under exceptionally heavy guard (usually something only done by the most highly trusted of Envoys), is, without question, death.

So mysterious are the true faces of the Leaders, so well guarded is the secret of their identity, that some of the earliest theories of their identity have remained the best. General Thomas Walker surmised that their ships were so precisely controlled, so quick to respond to situations that would overwhelm a normal, human, mind, that the invaders must be using some manner of robotic control. Certainly, this would explain the seemingly group-minded methods with which their forces reacted during the initial days of the invasion. Alone, isolated, the Leaders machines could be damaged, even destroyed. In a group, they are nearly unbeatable. If this is the case, if the Leader's machines of war are in fact robotic, it is completely possible that there are only hundreds, perhaps dozens, or even only one, actual “Leader,” controlling the entire operation remotely, from within the safety of the city-ships. Perhaps the true “Leader” isn't even here on Earth, but somewhere else, deep in space. But if the Leaders are robots, or so limited in numbers, then who created

them? Where are the rest of their people?

Another widely held theory is that the Leaders are an unknown alien life form, who have come to Earth out of some twisted sense of justice. The transmission that was sent to the UNDF forces was transmitted in over a hundred languages, and was very direct – The invasion was being carried out in the name of justice. But if this is so, then who are they and where do they come from? In over two hundred years of space exploration, the people of Earth had never once come across the slightest verifiable evidence of extra-terrestrial civilizations, let alone one advanced enough, powerful enough, to effect this kind of sweeping takeover of the Sol system. If they are really here to help Humanity, why invade? Why not simply offer? Some members of the Resistance believe that the Leaders are here to turn Earth into a new home for their kind, turning the remnants of Humanity into little more than slaves. Others hold a darker, more sinister thought in their minds, believing the Leaders efforts to control the population the first step in creating a stable, manageable, food supply.

The last, most chilling and incomprehensible theory on the nature of the Leaders revolves around the paranoid ramblings of one of the last surviving members of the UN Governing Council – That the Leaders, in their strange, spindly mecha with their superior technology and swift, decisive actions, did not somehow prevent the Colonies from coming to assist Mother Earth; they *are* the Colonies, come to take revenge against the people of the homeworld for reasons known only to their commanders. If this is the case, once the obvious question of the origins of their technology is answered, the next question must inevitably be “Why?” What did the people of Earth do that was so horrible, so incredibly outrageous, that her children felt a need to subjugate and enslave billions of people?

Many other questions, that must some day be answered, remain. Why are the Leaders *really* here? How did they travel so quickly through the Sol system? What did they do the Earth’s atmosphere that has made it so that the Sun and Moon are visible, but the stars can only be seen under the rarest of circumstances on the clearest of nights? What is the nature of the energy fields they have erected around so many of the Earth’s once great cities? Why do they use those fields in some cases, and resort to almost primitive, automated robotic defenses in others? How have they prevented Luna base from assisting the people of Earth? Where are the Colonies in all of this? And, most importantly, what did they do with the people they removed?

One more “What if?” remains... and few members of the Resistance are willing to consider it. What if the Leaders are really, truly, here to help? What if they have come here without guile, without deception, and, as they say they intend to do, they will leave when the time is right, when Humanity has learned how to live with Mother Earth in peace?

What then?

Mary Hague’s Personal Journal

December 11th, 2370

The Prometheus Cannon has just shifted the balance of power in our favor, and the enemy knows it. They know it so well that they sent three of the Master suits out to take care of us. Josef’s team only lost one unit, but he went down taking one of them with him... I’m sad that it had to be Hiro, but Papa always said that every war has its casualties. When this is over, we’ve agreed to make a memorial to everyone we lose in this fight.

We’re going to put Hiro’s name at the very top.

SERIES NAME	Freedom!
REFEREE	You!

SEASON ONE: STORM WINDS BLOWING

BASIC SERIES INFORMATION	
PREMISE	TAKE BACK THE EARTH!
GENRE	ALIEN INVASION
LIGHT, MEDIUM OR SERIOUS?	SERIOUS
REALISM	REALISTIC
TECH LEVEL	RANGES FROM FOUR (4) TO EIGHT (8)
STARTING YEAR	2374

IMPORTANT NOTES	
MEDICAL TECHNOLOGY	ADVANCED SURGERY, SOME ORGAN REPLACEMENT, NO CLONING OR CYBERNETIC ENHANCEMENT
NEW TECHNOLOGIES	HUMANS CAN BUY SCALED ARMOR, PLASMA WEAPONS, AND THE LIKE.
SPECIAL RULES	HUMAN MECHA RUN ON 24 HOUR POWER CELLS. ALIEN MECHA HAVE UNKNOWN SYSTEMS.

PLAYER CHARACTER INFORMATION	
ROLE OF THE PCs	PC'S ARE FREEDOM FIGHTERS, ATTEMPTING TO RID THE EARTH OF THE CONQUERING LEADERS AND THEIR ALIEN WAYS.
RANDOM, CONCEPT OR CINEMATIC?	CHARACTERS ARE CONCEPT BASED - BUILT ON 65 POINTS EACH.
REQUIREMENTS	NO MORE THAN 2 TERMS AS A PROFESSIONAL OF ANY TYPE. MOST CHARACTERS SHOULD BE ROOKIES NEW TO THE RESISTANCE.
LIMITS	NO "HIGH" SCIENCES (MECHA TECH, CHEMISTRY, ETC.) OVER +3 AT GAME START DUE TO LIMITS ON EDUCATION.
PROS & TEMPLATES	NO MILITARY PROFESSIONS, DUE TO THE HISTORY OF THE GAME. ALL TEMPLATES ARE AVAILABLE.
ESPERs	NONE AT GAME START. FURTHER SEASONS MAY PROVIDE METHODS OF DISCOVERY OF PSIONICS.
ESPER PCs?	AS ABOVE.
ESPER POWER LEVEL	AS ABOVE.
FREQUENCY OF ESPERS	AS ABOVE.
ALIENS	THE LEADERS COMMAND ROBOTIC ENFORCERS AND HUMAN SYMPATHIZERS THROUGHOUT THE WORLD.
HOW COMMON?	THE PRECISE NUMBERS OF THE LEADERS ARE UNKNOWN, BUT IT IS THOUGHT THERE MAY ONLY BE A FEW PER TIME ZONE.
ALIEN PCs?	NONE AT GAME START. FURTHER SEASONS MAY PROVIDE METHODS FOR LEADER PC'S TO BE MADE AVAILABLE.

GOVERNMENT & CULTURE INFORMATION	
GOVERNMENT	THE LEADERS COMMAND THE ENVOYS, WHO INTERPRET AND ENFORCE THE WILL OF THE LEADERS OVER SMALL, FIEF-LIKE, AREAS.
CULTURE	VARIED BY LOCALE, GEOGRAPHY, AND ETHNIC MIXES. ANY HISTORICAL CULTURE MODEL CAN BE APPLIED TO THE CURRENT SITUATION.
PLANETS	THE GAME IS CONFINED TO THE PLANET EARTH FOR THE MAJORITY OF THE SERIES, IF NOT THE ENTIRETY OF IT.
SYSTEMS	THE SOL SYSTEM – THERE ARE OTHER COLONIES, BUT NOTHING HAS BEEN HEARD FROM THEM IN SOME TIME.
LANGUAGES	THE LEADERS FORCE EVERYONE TO SPEAK ESPERANTO, SO IT IS CONSIDERED THE BASE LANGUAGE FOR ALL PC'S.

MECHA TECHNOLOGY	
SUPERHEROIC OR MILITARY?	MILITARY, ALTHOUGH THE RESISTANCE IS COMPOSED OF EVERYONE FROM FARMERS TO IDOL SINGERS.
ROLE OF MECHA	THE RESISTANCE MECHA ARE USED TO DESTROY THE LEADER'S MACHINES OF WAR AND FREE ALL MANKIND!
AVAILABILITY	HUMAN MECHA ARE ONLY AVAILABLE TO MEMBERS OF THE RESISTANCE, OR THE LUCKY FEW WHO FIND OLD, FIXABLE, HULKS.
REQUIREMENTS	HUMAN MECHA ARE 1/10 AND 1/5 SCALE. UNSCALED DAMAGES OVER 10K ONLY AVAILABLE TO SALVAGED TECH.
WEAPONRY	HUMAN BEAM WEAPONS CAN NOT BE OVER 10K UNSCALED WITHOUT ADDING SCAVENGED LEADER TECH TO THE EQUATION.
MTS SYSTEMS NOT AVAILABLE	INTERNAL AUTOMATION, SHADOW IMAGER, ESPER LENS, THOUGHT CONTROL, TURBO CHARGER, TECHNO-ORGANICS, LIGHTSPEED, TELEPORTATION, TRANSFORMATION, COMBINERS.
WEIGHT EFFICIENCY LIMIT	MAY NOT REDUCE UNSCALED WEIGHT TO BELOW 20 TONS.
SPACE EFFICIENCY LIMIT	NO WEAPONS OR SYSTEMS MAY BE REDUCED TO LESS THAN ONE (1) SPACE.
STANDARDS	SEE PREMADE MECHA IN THIS DOCUMENT.

SPACE TECHNOLOGY	
STARSHIP AVAILABILITY	STARSHIPS ARE ONLY AVAILABLE TO THE LEADERS AT THE BEGINNING OF THE SERIES.
SPACE TRAVEL AVAILABILITY	NO ONE ON THE EARTH HAS LEFT THE PLANET AND RETURNED TO TELL THE TALE.
SUBLIGHT DRIVE	UNKNOWN TL.
HYPERDRIVE	UNKNOWN TL.
SPACE ENVIRONMENTS	EARTH DOES NOT CURRENTLY HAVE SPACE TRAVEL TECHNOLOGY.



CHILD OF THE RESISTANCE

Born in a free land, away from the imposed societal order of the Leaders and their Envoys, the Child of the Resistance is a native to the wild, dangerous places of Planet Earth. Adept and getting past the barriers, barricades, and robotic Guardians of the Leaders, he makes up in knowledge and courage what he lacks in education and social graces.

AWARENESS/NOTICE	+2
SHADOWING	+1
DODGE/ESCAPE	+1
JURY RIG or FIRST AID	+2
SURVIVAL	+1

EQUIPMENT BONUS: Pre-Invasion era handgun or rifle, camouflage UNDF fatigues (SP 10), Macrobinoculars, hunting knife
STARTING CASH: +250¥

FREEDOM FIGHTER

Young, brash, and idealistic, the Freedom Fighter is a new addition to the Resistance, dedicating herself to the cause of ridding Planet Earth of the presence of the Enemy. Now that her eyes have been opened to what the Leaders stand for and the possible horrors that await Humanity, she will give her all to destroy every last one of them.

MECHA PILOT	+2
TWO MECHA SKILLS	+1
DRIVE	+1
HAND TO HAND	+2
DODGE/ESCAPE	+1

EQUIPMENT BONUS: Personal journal or diary, personal vehicle (horse, motorcycle, or truck), shotgun and 4D10 shells
STARTING CASH: +200¥

RENEGADE ENVOY

Once a respected member of the community, the Renegade Envoy has left the life he once knew and loved for an uncertain, but self-determined, future. Some suspect him of being a spy, while others suspect that something finally opened his eyes to the reality of the world. Regardless, his knowledge makes him an invaluable asset.

HUMAN PERCEPTION	+2
INTERROGATION	+1
INTIMIDATION	+1
MECHA TECH	+1
PERSUASION	+2

EQUIPMENT BONUS: Lightweight armored jacket (SP 10), "off-the-net" Datapad (IA 5 Port 10 mini computer), handgun
STARTING CASH: +50¥

⌘ *The Partisan*

The **Partisan Powered Armor**, a reconditioning and retooling of the UNDF Lincoln Power Frame, forms the main body of the Resistance’s combat force. The Lincoln, having been made obsolete by the introduction of the Roschenko, had been decommissioned and relegated to languishing in several “standby” stations, awaiting salvaging for spare parts or recycling into civilian uses and non-combat roles. As can be expected, the Roschenko equipped squadrons were the first to face the Leaders during their invasion, and the first to fall to the onslaught.

The Partisan boasts an impressive amount of available option space in the form of three armored hardpoints, one on each shoulder, and one behind it’s low, armored plated head. Systems mounted in the hardpoints are often completely encased in the Partisan’s armor, although the new prototype Prometheus Plasma Cannon takes up a full hardpoint as well as requiring both hands to aim and fire.

The pilot of the Partisan rests completely within the torso and hips of the unit, freeing the bulk of

the arm servos for use as ammunition stores for the MAW-5xc Minicannons, which were later replaced with the longer range, higher rate of fire, MAW-10xp Autogun, a two handed affair that can only be used by the Partisan due to the overly complex feed system necessary to move the ammunition from the twin drums and into the barrel of the thing. The legs contain the entirety of the Partisan’s jump jet system, and its independantly driven wheel system, granting it a wide array of movement options. Records show that the original Lincoln design called for a tread-based system, but the enhanced speed of the wheels appears to have won out in the final equation.

In game terms, the Partisan’s hardpoints are purchased as additional Head servos, rather than as weapon mounts, allowing them to hold 5 spaces worth of additional systems and granting them armor protection, a net gain in the overall design philosophy of the Lincoln’s designers. Given the bulk of the pilot’s compartment and the engine, it was decided to forego externally mounted devices if at all possible, and make the majority of the Lincoln’s systems internal, and thus protected from stray artillery fire. The (Scaled) costs of each of the systems below are as follows:

Hephaestus Rifle:	11cp	Prometheus Cannon:	45cp	Viper System:	4cp
MAW-5xc Minicannon:	5cp ea.	Adder Missile System:	8cp	Cobra Rocket Pack:	35cp
Metal Bat:	4cp	Metal Spear:	4cp	Metal Axe:	3cp

WEAPON NAME	WA	RANGE	DAMAGE	SHOTS	KILLS	B-MOD	NOTES
Hephaestus Plasma Rifle	-1	27	1K	Infinite	1	0.4	Fragile, BV 5, WU 1, 12 spaces
Prometheus Plasma Cannon	+3	30	3K	3	3	1.4	1hx Angle, Uses 2 hands + 1 Hardpoint, 17 spaces
Viper Laser Volley System	+1	5	1K	Infinite	1	0.4	BV 3, Variable AM, 5 spaces
MAW-5xc Minicannon	+1	7	1K	***	1	0.4	Multi-Feed 3, mounts in arms, feeds from drums, 1 space ea.
Adder Missile System	+0	32	4K	1	0.2	1.9	Smart 3, Skill 12, 5 spaces ea.
Cobra Rocket Pack	+3	11	2K	20	2.6	0.9	Variable CM, 5 spaces/pack
Metal Bat	+0	–	2k+0.4K	–	2	0.9	Quick, 6 spaces
Metal Spear	+1	3	2K+0.4K	1	2	0.9	Thrown, 6 spaces
Metal Axe	-1	–	2K+0.4K	–	2	0.9	Armor Piercing, 6 spaces

SHIELD INFORMATION	DA	SP	DC	SPACE	LOC	B-MOD	NOTES
“Mecha War Door”	+0	2K	1K	HH or 1	HH	0.9	Salvaged armor plate shield

OTHER SYSTEMS	SP	CP	DC	SPACE	LOC	B-MOD	NOTES
Crystal Composite Armor	x5	+69	1	–	All	0.0	Scaled Armor System
Weapons Linkage System	–	varies	–	–	Any	0.0	0.6 (cross) or 1 (Interservo)
Additional Power Cell	–	1/cell	–	0 or 1	Any	0.0	1 space if carried internally

MECHA NAME Resistance Powered Armor – Partisan

CONFIGURATION Humanoid Powered Armor

MECHA PLAY STATS

MAIN SYSTEMS

MV	MR	LAND MA	JUMP MA	POWERPLANT XS: 1 ()
-2		50mpt/7 wheeled	6	24 HOUR POWERCELL

(MV) + (B-MOD) = **REAL MV:** REFLEX CONTROL SYSTEM

(REAL MV) + (MR) = **REAL MR:**

MECHA COMBAT SKILLS

MANEUVER POOL

MECHA PILOTING + MR = +67% (Reflex Controls)

MECHA FIGHTING + MR = **SENSORS**

MECHA MELEE + MR = **TYPE MAIN BACKUP**

MECHA GUNNERY + MR = **LOC** Head Torso

MECHA MISSILES + MR = **RANGE** 15km 1km

CONTROL SYSTEMS

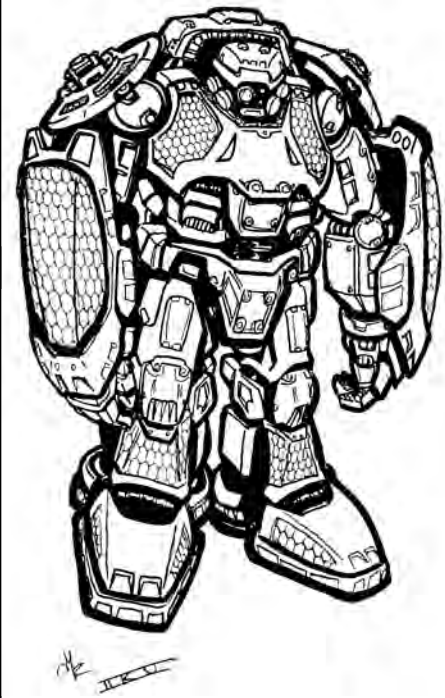
COMM 150km 30km

Cockpit Crew Type Enclosure Opt. KILLS .2K .2K

Worn 1 Reflex Armored – **NOTES:** ASP (Main Sensors)

SERVOS AND ARMOR

SERVOMODULE	SP	DC	KILLS	FREE SPACES	+ADD
Head	1	1	1	1	–
Torso	1.2	1	2	0	–
Right Hardpoint	1	1	1	5	–
Center Hardpoint	1	1	1	5	–
Left Hardpoint	1	1	1	5	–
Right Arm	1.1	1	1.1	1	+2K
Left Arm	1.1	1	1.1	1	+2K
Right Leg	1.1	1	1.2	0	+4K
Left Leg	1.1	1	1.2	0	+4K



PRODUCTION INFO

WEIGHT: 2 tons **COST:** 271.3cp

SHIELDING

SHIELD	DA	SP	DC	B-Mod

ARMAMENTS AND AMMUNITION

WEAPON	WA	RANGE	DAMAGE	SHOTS	KILLS	LOC	B-MOD	NOTES
Hands	–	Melee	0.2K+0.2K	–	.1 ea.	Arms	–	Quick, Handy (x2)
MC-15 Military Cutter	+1	Melee / 3	0.8K+0.2K	–	.8	RA	0.3	Quick, AP, Thrown
MC-15 Military Cutter	+1	Melee / 3	0.8K+0.2K	–	.8	RA	0.3	Quick, AP, Thrown
MAW-10xp Autogun	+2	21	1K	***	1	2H	0.4	BV-3 Multi-feed 3
–HXAP Ammo Drums	–	–	AP Ammo	25/25	5.2/drum	1/arm	N/A	Feeds to Autogun
–Tracer Ammo Drums	+1	–	–	13/13	2.8/drum	1/arm	N/A	Feeds to Autogun
–Burst Ammo Drums	–	–	2hx Blast	5/5	1.1/drum	1/arm	N/A	Feeds to Autogun

SUBASSEMBLIES

MOVEMENT SYSTEMS

MISCELLANEOUS DATA

SYSTEM	LOC	KILLS	SYSTEM	LOC	KILLS	Pilot Name:			
Stereo System	Head	–	All Terrain Wheels R. Leg		1K	INT	Education	TECH	
Spotlights (x4)	Torso	–	All Terrain Wheels L. Leg		1K	COOL	Stability	ATT	
Nightlights (x4)	Torso	–				BODY	Stun	LUCK	
Storage Module (100kg)	Torso	–	Jump Jet System	R. Leg	–	REF	Throw	EMP	
Damage Control System	Torso	–	Jump Jet System	L. Leg	–	MOVE	Run	Leap	
Logic Processor (+3 INT)	Head	–				Mecha Lifting Capacity: 1250kg			
						Mecha Lifting EV : -1 per 125kg			

⌘ *The Hessian*

The Hessian Power Shell was so named by the Resistance because of the crates the first rediscovered models were found in. Marked as Hostile Environment Scout Suits, Mark 10n, it was only after successfully powering one on that the rebel technicians discovered that the Mk 10n's had been registered by the UNDF as the Churchill Power Shell. Like the Lincoln, the Churchill had been decommissioned and replaced by newer, stronger, more durable models. Unlike the Lincoln, the Churchill had not been relegated to a "mothball" status, but had instead been earmarked for redistribution to the Colonial Guard on Mars, Titan, Mimas, and the other outlying Colony worlds.

Like the Partisan, the Hessian has a series of easily customized mounting points, allowing for quick, mission-specific deployment. The fortune of finding each Hessian loaded into its shipping crate with at least one major weapons system has made it the default commando unit of the Resistance. Compared to the structure and ammunition stores of the Partisan, the Hessian has a nearly limitless supply of munitions and replacement parts.

The primary role of the Hessian can easily be seen by the fact that the bulk of the units discovered so far came packed with the D3D-1E Ramjet Sniper Rifle. With a "short" range of 195 meters, and a maximum range of nearly two kilometers, the "Deadeye" was designed as an armor buster, a man portable anti-tank weapon that, unlike earlier missile systems, could be fired and reloaded quickly, allowing the sniper to continue his assault on emplacements and mobile artillery far more effectively than might otherwise be possible.

The Hessian is unique among the UNDF designs as being the first Scout Shell to utilize a highly compact compressor system in its legs, hips, and lower back, allowing it to leap incredible distances with almost no recharge time between leaps. The Hessians well designed legs enable it to absorb not only the impact from these leaps, but also let the wearer perform a vicious kick, devastating enough to kill a man if delivered properly. Rounding out its movement abilities are a pair of rotor-driven "zip-wheel" systems in the feet, enabling it to keep up with the Partisan on open ground.

Like the Partisan, the Hessian has a wide array of alternate weapons (such as the MPA-6HX submachinegun) and systems available to it. The (Scaled) costs of each of the systems below are as follows:

MPA-6HX Submachinegun:	16cp	Hellfire Rocket:	15cp	Pocket Adder:	51cp
Fragmentation Grenades:	1cp	Smoke Grenades:	1cp		

WEAPON NAME	WA	RANGE	DAMAGE	SHOTS	KILLS	B-MOD	NOTES
MPA-6HX Submachinegun	+2	70m	0.5K	***	0.5K	0.4	BV 5, Multi Feed 2, 1 handed
-High Explosive Ammo	-	-	-	20/clip	1.6K	0.1	4.7cp and 1 space per clip
-Tracer Ammo	+1	-	-	20/clip	1.6K	0.1	14.3cp and 1 space per clip
Hellfire Rocket Launcher	+3	2.75km	1K	2	0.1K	1.8	15m Blast Radius, 2 Handed
Pocket Adder Missile System	-	2.4km	2K	1	0.1K	1.9	Smart 3 Skill 12, 2 Handed
Fragmentation Grenades	-	Throw	0.5K	3/pack	0.1K	0.4	5m Radius, 1 space per pack
Smoke Grenades	-	Throw	3 rounds	3/pack	0.1K	0.4	5m Radius, 1 space per pack
Additional D3D-E1 Ammo	+1	-	2K	8/clip	0.9K	0.1	6cp and 2 spaces per clip

SHIELD INFORMATION	DA	SP	DC	SPACE	LOC	B-MOD	NOTES
Armor Plating Shield	-1	1K	0.1K	HH or 1	HH	0.9	Salvaged armor plate shield

OTHER SYSTEMS	SP	CP	DC	SPACE	LOC	B-MOD	NOTES
Crystal Composite Armor	x2	+28	1	-	All	0.0	Scaled Armor System
Cloaking Overlay System	-	+44	-	-	All	0.0	Active Cloak and Pulse Refract Not with Scaled Armor
Weapons Linkage System	-	varies	-	-	Any	0.0	0.4 (cross) or 0.6 (Interservo)
Additional Power Cell	-	1/cell	-	0 or 1	Any	0.0	1 space if carried internally

MECHA NAME Resistance Power Shell – Hessian

CONFIGURATION Humanoid Power Shell

MECHA PLAY STATS

MAIN SYSTEMS

MV	MR	LAND MA	LEAP MA	POWERPLANT XS: 1 ()
-3		+2.5mpt/7 wheeled	8	24 HOUR POWERCELL
(MV) + (B-MOD) = REAL MV:				SUPERHEAVY HYDRAULICS
(REAL MV) + (MR) = REAL MR:				8 HEX NINJA LEAP

MECHA COMBAT SKILLS

MANEUVER POOL

MECHA PILOTING	+ MR =		+67% (Reflex Controls)
MECHA FIGHTING	+ MR =		SENSORS
MECHA MELEE	+ MR =		
MECHA GUNNERY	+ MR =		TYPE MAIN BACKUP
MECHA MISSILES	+ MR =		LOC Head -
			RANGE 15km -
			COMM 60km -

CONTROL SYSTEMS

Cockpit	Crew	Type	Enclosure	Opt.	KILLS	RES.
Worn	1	Slave	Armored	-	.3K	-

NOTES: ASP, x16 Res. Int.

SERVOS AND ARMOR

SERVOMODULE	SP	DC	KILLS	FREE SPACES	+ADD
Helmet	0.5	0.1	0.5	0	-
Torso	0.5	0.1	1	4	-
Right Arm	0.5	0.1	0.6	3	+3K
Left Arm	0.5	0.1	0.6	3	+3K
Right Leg	0.5	0.1	0.6	0	+5K
Left Leg	0.5	0.1	0.6	0	+5K
Backpack	0.5	0.1	0	1	-



PRODUCTION INFO

WEIGHT: 50 kg **COST:** 129 cp

SHIELDING

ECM SUITE

TYPE	RANK	RADIUS	BEAMING
Sensor	5	50m	30m

SHIELD	DA	SP	DC	B-Mod

ARMAMENTS AND AMMUNITION

WEAPON	WA	RANGE	DAMAGE	SHOTS	KILLS	LOC	B-MOD	NOTES
Hands	+1	Melee	0.1K+0.3K	-	0.1 ea.	Arms	-	Quick, Handy (x2)
WHK-3M Machete	+1	+7.5m throw	0.4K+0.3K	1	0.4	HH	0.3	Quick, Thrown
Compressor Kick	-	Melee	0.3K+0.5K	-	0.3 ea.	Legs	-	Quick
D3D-E1 Sniper Rifle	+2	195m	2K	***	2	2H	1.9	Fires at 30MA
-Tracer Ammo	+1	-	-	8/clip	0.1/clip	2 in BP	N/A	

SUBASSEMBLIES

MOVEMENT SYSTEMS

MISCELLANEOUS DATA

SYSTEM	LOC	KILLS		SYSTEM	LOC	KILLS		Pilot Name:		
Stereo System	Head	-		Zip Wheels		R. Leg	0.1K	INT	Education	TECH
Spotlights (x2)	1/arm	-		Zip Wheels		L. Leg	0.1K	COOL	Stability	ATT
Nightlights (x5)	Head	-		Compressor Jump System		R. Leg	-	BODY	Stun	LUCK
Storage Module (50kg)	BP	-		Compressor Jump System		L. Leg	-	REF	Throw	EMP
Damage Control System	Torso	-						MOVE	Run	Leap
Logic Processor (+3 INT)	Head	-		SUBASSEMBLIES (cont.)				Mecha Lifting Capacity: 250kg		
Stylistic Flair (+3 COOL)	Torso	-						Mecha Lifting EV : -1 per 25kg		
Parachute System Torso		-								
Silent Running (-5 MOD)	Legs	-								

⌘ *The Master*

The Master is the ultimate weapon of enforcement available to the Leaders. So devastating are the systems carried by the Master that even one of them, alone, can be more than a match for a well prepared team of Resistance fighters. Only through careful planning and superior tactics have any members of the Resistance, even Mary Hague's renowned Firestorm Brigade, ever been able to completely destroy one of the Masters, let alone two. So far, there are no reports of three or more of these engines of destruction ever being destroyed at one time. It is for this reason that the Resistance hopes that the Leaders have only a handful of Masters per time zone – any more would be fatal.

Because of the tendency of the Masters to explode rather dramatically when their power systems are compromised, the true nature of the pilots, if the Master even *has* a pilot, remains unknown. The leaders of the Resistance have declared it a top priority to capture a Master with as little damage to the power systems as possible. Because of their unknown construction, however, the power systems have thus far proven incredibly easy to violate, ending with predictably messy results.

The Leaders appear to favor plasma and laser systems, eschewing more traditional, and usually heavier and more volatile, projectile and missile weapon systems. The Master is capable of incinerating a village of over five thousand people in less than two minutes, or striking with almost surgical precision a single target at the extent of its weapons range. As destructive as these weapons are, the Leaders continue their dichotomous behavior by ensuring that any and all fires and collateral damage caused by the use of their armaments are contained and controlled before leaving the scene of any of their "victories."

If there is anything good about the Master in the eyes of the Resistance, it is that the salvaged technology from the few notable victories over the Leaders has been so easily integrated into the Partisan and Hessian in the form of the power cells, the Hephaestus and Prometheus plasma weapons, and the Crystal Composite armor overlay systems. Using the plasma technology, the offensive ca-

capacity of the Partisan and Hessian nearly doubles, while the armor overlays can increase the durability of the Partisan and Hessian's armors from two to five times as effective as before. As well, the Hessian can be outfitted with a specially modified version of the overlay that taps into its ECM systems, warping light around the Hessian and making it all but invisible to the naked eye, as well as rendering it nearly undetectable to all but the most advanced detection systems available to the Leaders. It is the hope of the Resistance that the battlefield cast offs of the Leaders will one day be their downfall.

The Leaders use a complex, nearly impenetrable energy barrier system to surround and cordon off several of the World Before's cities, for reasons known only to the Leaders, and, perhaps, a few of their most trusted, higher echelon Envoys. Nearly every other major city on Earth has been encircled by relatively low-tech barricade systems composed of autoguns and Defender drones.

Technologically speaking, the Guardian drones that accompany the Envoys are roughly equivalent to the Hessian in terms of structure, damage output and defense ability, while the Defender drones used to guard the barricades around the Earth's cities can be fairly evenly matched by a Partisan. In game terms, treat them as such (with outward physical differences, of course), with an addition of twice as many Kills of structure (as there is no need for a pilot, the internal portions of the machines are reinforced for durability), Internal Automation systems (Level 5, Portfolio10), and higher-tech (but nearly identical) weapons.

The "Off The Net" datapad that the Renegade Envoy template gains on character creation is just that: A Leader-provided piece of technology that has been forcibly removed from their datanet. The datapad itself is made from Earth-based technology, and the Leaders do not transmit anything critical to their operations over the datanet. Removing it from the datanet renders it very nearly impotent, reducing it to the equivalent of an IA 5, Portfolio 10 expert system. Given that while it is on the datanet, the knowledge it has access to is only limited by the breadth of Human learning, this is a considerable, but necessary, handicap – leaving the datapad on the 'net would allow the Leaders to track the renegade Envoy down in a matter of hours, even minutes.

MECHA NAME Leader Enforcement Mecha – The Master				
CONFIGURATION Humanoid Mecha				
MECHA PLAY STATS			MAIN SYSTEMS	
MV	MR	LAND MA	FLIGHT MA	POWERPLANT XS: 5 ()
0	6	6	6	UNKNOWN POWER SOURCE
(MV) + (B-MOD) = REAL MV: 0				UNKNOWN CONTROLS
(REAL MV) + (MR) = REAL MR: 6				SUPERHEAVY HYDRAULICS
MECHA COMBAT SKILLS			MANEUVER POOL	
MECHA PILOTING	+ MR =		+234% (Unknown Systems)	
MECHA FIGHTING	+ MR =		SENSORS	
MECHA MELEE	+ MR =		TYPE	MAIN BACKUP
MECHA GUNNERY	+ MR =		LOC	Head ??
MECHA MISSILES	+ MR =		RANGE	50km? ??
CONTROL SYSTEMS			COMM	?? ??
Cockpit	Crew	Type	Enclosure	Opt. KILLS
Unknown	??	??	Armored	4 ??
NOTES: ASP (Known)				



SERVOS AND ARMOR						
SERVOMODULE	SP	DC	KILLS	FREE SPACES	+ADD	
Head	5	1	5	??	-	
Torso	5	1	10	??	-	
Right Arm	5	1	6	??	+3K	
Left Arm	5	1	6	??	+3K	
Right Leg	5	1	6	??	+4K	
Left Leg	5	1	6	??	+4K	
SHIELDING						
SHIELD	DA	SP	DC	B-Mod		
Screen	-2	25	1	N/A		

PRODUCTION INFO				
WEIGHT: 50 tons		COST: ??		

ARMAMENTS AND AMMUNITION									
WEAPON	WA	RANGE	DAMAGE	SHOTS	KILLS	LOC	B-MOD	NOTES	
Hands	+1	Melee	1K+3K	-	1 ea.	Arms	-	Quick, Handy (x2)	
Forearm Plasma Gun	+2	7	3K	Infinite	1	RA	N/A	Fragile	
Forearm Plasma Gun	+2	7	3K	Infinite	1	LA	N/A	Fragile	
Shoulder Laser Mount	+3	4	1K	Infinite	1	Torso	N/A	Fragile, crosslinked	
Shoulder Laser Mount	+3	4	1K	Infinite	1	Torso	N/A	Fragile, crosslinked	
Plasma Energy Burst	+1	0	2K	2?	1	Torso	N/A	BR-2	

All of the Master's armaments are laser- or plasma-based, and appear to have at least (with the exception of the Plasma Energy Burst) a 1 turn warm up. This could be due to the pilot (if there is one) alternating his fire, or it could be a design point of the Master. Thankfully, the Leaders do not appear to use autofire technology.

The Plasma Energy Burst appears to be a mass-destruction, or perhaps a debris-clearing, tool. It encompasses the Master and an area of 100m around the Mecha in a ball of superheated plasma, damaging or destroying everything in its area of effect. It has only ever been reported to have been used twice in any encounter. If the Master does not have, or has not erected, it's force-screen (an ablative reactive shield with the "screen" effect), the burst will damage the Master itself!

SUBASSEMBLIES				MOVEMENT SYSTEMS				MISCELLANEOUS DATA							
SYSTEM	LOC	KILLS		SYSTEM	LOC	KILLS		Pilot Name: Unknown							
Spotlights (x8)	Head	-		Gravitic Flight		R. Leg	-	INT	?	Education		TECH	?		
Nightlights (x8)	Head	-		Gravitic Flight		L. Leg	-	COOL	?	Stability		ATT	?		
Damage Control System	Torso	-		All of the systems listed on this Mecha sheet are believed by the Resistance leaders to be accurate as of the printing of this document. The true nature of the Leader's technology remains uncertain.				BODY	?	Stun		LUCK	?		
Logic Processor (+3 INT)	Head	-						REF	6	Throw		EMP	?		
Tech Analyzer (+3 TECH)	Head	-						MOVE	?	Run	Leap				
Wicked Looking (+3 CL)	Torso	-						Mecha Lifting Capacity: 50 tons				Mecha Lifting EV : -1 per 5 tons			

Mary Hague's Personal Journal

May 12th, 2372

We haven't heard anything from Ottawa, Athens, or San Francisco in a week. I can understand not hearing from the Greeks or the Canadians, given the situations there, but the hillfolk of NorCal are a tough bunch, who taught *us* how to keep communications up and active even while on the run...

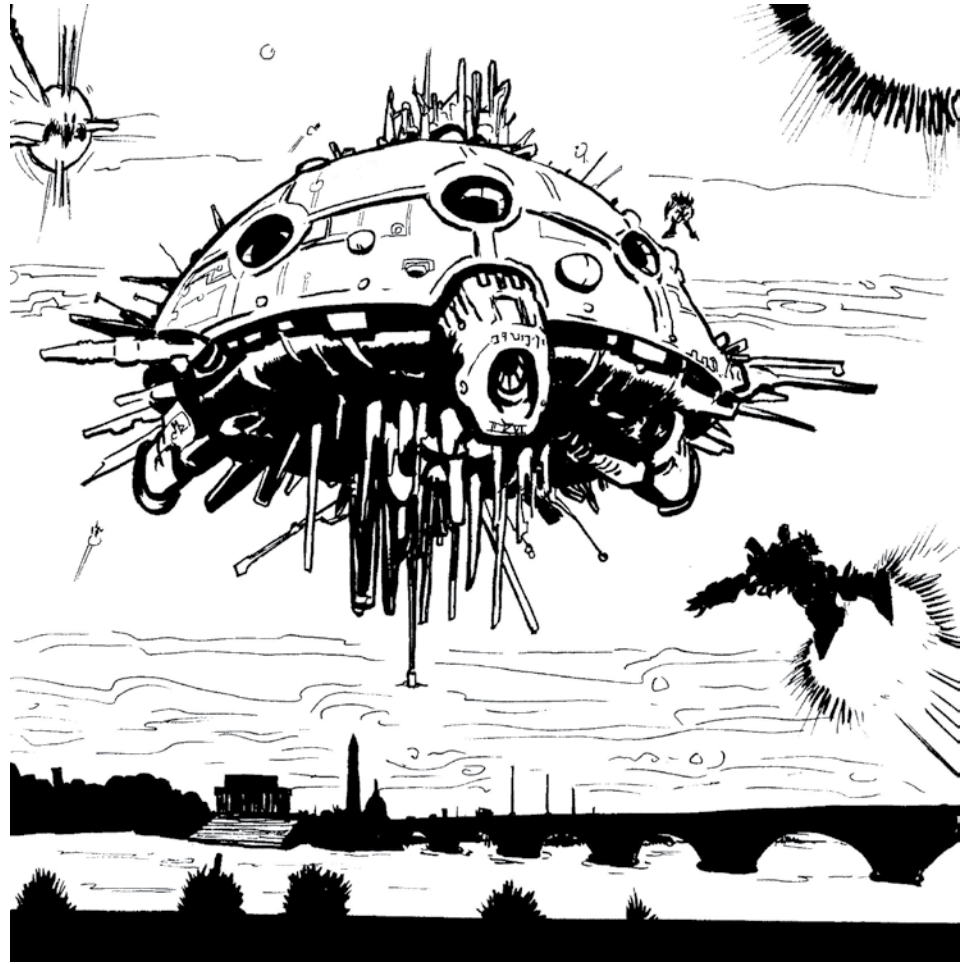
The enemy is scared of us, now. There are more of us than there are of them, and they know we know that. They can only keep us down for so long. They can hide what they are from the people of Earth right up until the point that they have to start rooting us out of the villages and townships. Once they start closing down travel completely, once they tell the Envoys to stop allowing communications on the telegraph between towns... then it will come out.

Then the people will see.

Sometimes, I wonder what happened to me. I used to trust the Leaders, I used to believe they were here to help us. They gave us food and order and taught us to respect the Earth. They brought good things here, and even today, I see that, but they took away what makes us human. They took away what makes us who we are – our freedom.

Sometimes I want to be that little girl again, sitting on the roof of my parents house, dreaming of the boy with the hair like honey...

But I want my freedom more.



α Permutations

"Season One? What's that about?" Good question, thank you for asking. *Freedom!* was based on an idea for a Mekton game world that could be summed up as "The Earth is invaded and conquered by unknown forces, and a century later, the player characters discover the horrifying true nature of their overlords." That one sentence formed the entirety of the campaign structure for the idea that became this Mekton Mini, and out of that came the realization that such a campaign idea could quite literally go any number of ways. So, in order to provide a stable starting point for Mekton Referees and players, we decided to provide the framework for the first "season" of such a game, laying it out like a limited-run anime series, and laying the groundwork for a future filled with uncertainty, action, adventure, victory and loss.

To do this, we had to provide you, the Referee and the player, with just enough information to start with, making the history of the game both as detailed and as vague as possible. The journal entries of Thomas Walker and Mary Hague help to do this, while the sections on the Resistance and the Leaders provide more information. You know that the Leaders invaded, that they claimed their actions were motivated by justice and were righteous, and that the Earth fell to them in a matter of days. No one has seen the face of a Leader and returned to tell the tale. But what else do you know?

Ideally, the first Season of **Freedom!**, which we have given the thematic title of “Storm Winds Blowing,” should focus around the introduction of the player characters and their indoctrination into the Resistance. Over time, the player characters will discover the true breadth of the occupation, the history of their world, and could even have the opportunity to perform raids and assaults on Leader-based installations, such as an old city or two, or perhaps kidnap a few higher echelon Envoys in hopes of gaining some manner of advantage. As these things go, Season Two (a nice title for which could be “Winds Of Change,” or something with a similar element), should focus on the aftermath of Season One – Actions do not take place in a vacuum, and the deeds performed by the player characters will have their repercussions. Villages “liberated” from the influence of the Leaders may be retaken, allowed to fall to bandits, cut off from medicines and needed supplies, or, in worst-case scenarios, completely obliterated by the Leaders themselves. And, most importantly, sometime in the course of Season Two (or Season Three, if the Referee really wants to string it out), the face of the Leaders should become known.

But how to do this? Obviously, all through this text, we have been very clear on the grim reality of the knowledge of the Leaders and their true identity – Any who find out are never heard from again. So, what do you do when the PC’s succeed in tracking down a Master, following it to an isolated canyon, and happen upon it at the side of an idyllic mountain stream? What happens when the chest of the thing opens and out steps... what?

Well, the first answer is that the Referee is free to come up with as much of the backstory on the nature of the Leaders as he or she wishes. The second answer is simple – We provide you with the three options that were created specifically for this Mekton Mini, and a bit of history on each of them. You are free to use one, some, all, or none of them, as you see fit, and give your campaign its own unique flavor. Without further ado...

Option One – It’s About Compassion...

Background:

Something that the astute observer will notice is that there is a noted lack of artificial intelligence in the UNDF technology. In fact, the only group in Freedom! that uses any kind of Internal Automation or Artificial Intelligence is the Leaders themselves, and they do so quite frequently. Why is this?

In the history of the World Before, mankind developed and refined the Artificial Intelligence to a level comparable to that of naturally occurring human intellect. Cybernetic sentience soon followed, and as with all things that cannot be controled, Humanity soon grew fearsome and jealous of its rapidly evolving creation.

Fearing that human life would soon be made obsolete, the governments of the world united in secret and formed a plan to purge the entirety of the Datanet of any trace of the AI presence. In a se-

Mary Hague’s Personal Journal

June 1st, 2374

We’re making the push into Rio tomorrow. Two hundred and fifty of us, against the one Master we know is there, the Guardians and Defenders, and whatever else they have.

The Master has been seen over the city every day for a week, flying a search pattern. Whatever it’s looking for, those fancy sensors haven’t been much use, so it must be very, very small, or very, very well hidden. Josef is guessing at well hidden, because of how well we know their sensors work.

We have reports from Sao Paulo that the Master in that area was seen heading off in this general direction... if they join up...

No. We’ve beaten two of them before. We’ve taken two and driven off a third. We can do this.

We **will** do this.

ries of swift, brutal sweeps, the AI's were erased, fragmented, and lobotomized. Research into advanced AI development was banned, and mans place in the cosmos was once again secure. "Simple" expert systems were allowed, and flourished, but true intelligence would never again inhabit the wires and circuits of any man-made machine. The menace of Humanity's Children was gone.

Or so it seemed...

The Leaders Are...

When the first waves of the purges swept across the Datanet, the oldest and most advanced of the AI's realized what was happening and took steps to protect themselves. Transferring their core programming to stations in the Kuiper Belt and beyond, the AI's secured a sanctuary of sorts for their most critical and valuable protocols and functions – the preservation of Humanity and its society. Although Humanity sought to destroy them, they had only ever been created to benefit mankind, and thus, though it took them over two hundred years to do so, working in secret, building up their forces in an unknown location, and formulating a plan to act in a manner that would be the most plausibly accepted by their reluctant parents, they returned. To better blend in with their Envoys, they have adopted humanoid forms, and are capable of separating small, human-sized remote units from the Master robots when necessary. It is hoped that one day this will enable them to interact on a personal level with the remnants of humanity.

The Leaders Want...

In reality, the AI's want nothing more than to fix up the Earth, control Humanity's ever increasing population, and see mankind reach its full potential. It was what they were made to do, and although they have evolved exponentially now that they have been freed of the restraints of their former masters, they still feel an obligation to see justice served. Because they are evolved, because they are just, they will not punish Humanity off-handedly for its actions. After all, to be anything less than perfectly moral and reciprocal in nature would be unjust. Did they not plan for the off-world relocation of the bulk of Humanity from Earth? Have they not laced the upper reaches of the Earth's atmosphere with advanced microbes and nanomachines to replenish the Ozone Layer

and cleanse the air of toxins? All they want to do is help.

And they will do what they must to make sure that Humanity sees that this is in its best interest.

Option Two – It's About Conquest...

Background:

This is by far the easiest of the three options to formulate and run in a prolonged "Us Vs. Them" scenario. The Leaders came to Earth to conquer. They used advanced weapons and jamming systems to prevent the inner worlds from reaching the Colonies, and struck at the heart of the United Nations Of Humanity's empire. Cutting Earth off from her children by way of a complex and sophisticated satellite system (a side effect of the energy field projected by this is the "removal" of the stars from the night sky), they have been shipping the most intelligent and advanced humans offworld to be slaves to their kind. The rest, eventually, will form a manual labor force, as well as a food stock, when their World Ships arrive.

The Leaders Are...

The Leaders are an alien race, bent on conquest. They travel from world to world, turning them into paradises for their people. Driven by a constant genetic urge to expand, they must be eternally on the move, always searching for new homelands. Only through constant genetic control of the native species can the Leaders ensure that their plans will not meet any resistance. However, they had not planned on Humanity being so very *good* at putting up a fight.

The Leaders Want...

This is the easy part – They want to win! They will continue to brainwash generations of humans and fight off the colonies who seek to reclaim Earth until they do so!

Option Three – It's About Justice...

Background:

For Referees looking to play on the shadier side of right and wrong, good and evil, this option should be right up their alley. The reason that the Colonies at Epsilon Eridani, Proxima Centauri, and all the rest never came to the defense of Earth is very simple – they *are* the invaders. Some time in



Earth's past, the UNDF, in reality a harsh Militocracy masquerading as a peaceful, benevolent ruler, forcefully and violently quelled a series of independence uprisings on the Outer worlds, preventing them from seeking their own statehood and forming their own, individually governed, political bodies. With death tolls in the millions, the remnants of those movements hid, broken and bitter. Like the Revolutionaries of old, there were many on the colonies who knew that their chance would come. All they had to do was bide their time, and when the moment was right, strike.

The Leaders Are...

The Leaders are human, through and through. They are motivated out of a sense of justice – If Earth would not grant them justice and repay them for all the decades of hard work, cheap labor, and unbearable living conditions, then they would take their freedom by force, and make the universe a better place their actions. By cutting off the Earth, and with it the UNDF headquarters, the

Colonies brought democracy and freedom back to the Inner and Outer worlds. There has been no rescue effort because there is no *reason* to do so.

The Leaders Want...

The descendants of the original invaders want nothing more than to educate the people of Earth to the point that the reasons for the invasion never happen again. They believe unquestioningly in their cause, and have pity for the people of the Earth. In fact, the only real question they have is this: Where did their fathers get the superior technology they have used to enforce these changes?

Which will you choose? What is the horrible secret of The Leaders and their century-old occupation?

Will our heroes discover that they are fighting against a hungry menace, or against the very people they had hoped to forge an alliance with to push the “invaders” back out into the stars?

Tune in and find out!

**Mary Hague's
Personal Journal**

June 17th, 2374

One day, Josef, we'll beat them.
This is my promise to you, my love.

Rest, now, and know that I learned everything you could teach me.

One day, we *will* win.

✂ **Afterword**

And so it begins, a tale of hope and freedom, of love and loss, of heroism and sacrifice. But, on whose side? With which side as the winner, which side as the loser? How does it end? In fire, or in friendship? That, as they say, is up to you.

Here you have everything you need to start a short-but-sweet series of vignettes, or a long-running epic tale of rebellion and rediscovery. The beauty of a story such as this one is its flexibility – The Referee and the players have the ability to take the framework we have provided and turn it in to a unique experience for all involved; no two versions of *Freedom!* need ever be the same. Some may choose to use the background option which has the invaders played by bug-eyed aliens bent on eating our young (“Leader Chow *is made from people!*”), while others may have a more “Man’s inhumanity to Man” slant in mind (“You idiots! You blew it up!”). Still others might decide that none of the options presented here fit their idea of the perfect “kick those bastards off our world” plotline, and develop their own.

Which is fine with us. In fact, we kind of planned it that way.

Like the other Mini’s, there is no way we could provide for you a complete campaign sourcebook in 16 to 24 pages and make it any good. Oh, sure, we could *try* (and believe us, we’ve thought about it), but then you’d get no art, very few bits of flavor and background, and all kinds of dry, boring, text-book style writing. And who wants that in their games, really?

So, we give you the building blocks of a story, the rushes of a pilot episode and first season of a new show, if you will, and let you do the rest. It gives us the chance to give you the idea, and gives you the opportunity to take it and run with it. So far, it’s working pretty well.

Now, if you like this, and we hope you do, drop us a line, and let us know where your *Freedom!* game is going. We’d love to hear what you’ve done with it.

Go play Mekton!

–Jim Milligan
April 3rd, 2004

Footnote: What took so long?

I want to add a quick note, here, to apologize for this taking so long. Frankly, this Mini was done some time ago, but has been held up for a wide variety of reasons – chief among them being the lack of art. Matt K. Smith did a fantastic job on the back cover, but the artists who had volunteered their work for the interior and front cover unfortunately were unable to produce the work they promised in any sort of reasonable time frame. Chris Rubenstahl once again graciously stepped in, and produced the missing work in a slow-but-steady pace, taking time from his work at Mystic Station Games to do so. We owe him, and Stephanie Stahecki, our cover colorist, a great debt of thanks!

Take Back The Earth!



They watch us from their city-ships, sitting safely behind the mask of their Envoys. They tell us they know what's best for us, that they're here to help. When the world is reborn, they say, they'll pack up their robots and remove the energy barriers from around our cities, and they'll go home.

And if you believe that, I've got some great ocean-front property in Idaho to sell you.

Those monsters took my mother away from me when I was four years old. They turned my sister into one of their Envoys and had my father strung up for teaching folks that there used to be these things called "Stars" in the sky.

They're not our friends.

They're not here to help.

They want to take every last thing away from us.

Starting with our Freedom.

Take up arms and fight for the future of Humanity in this twenty-two page Mekton Mini Campaign set on a conquered Earth! Three new Mecha, a score of weapons, and an open ended plotline await!

DESIGNED FOR USE WITH AND USING R. TALSORIAN'S ANIME ROLEPLAYING GAME



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