

The Purple Ribbon

A morphing robot adventure for Fantasy Flight Games' Horizon: Mechamorphosis with conversions for GURPS 4th edition, Mutants & Masterminds, Cartoon Action Hour, Marvel Universe and other D20 games

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INTRODUCTION

Fantasy Flight Games' Horizon: Mechamorphosis introduces the morphing robot 1980s nostalgia to the D20 system. In this setting, the Exiles and their Animech allies fled to Earth through a white hole to escape the evil Tyrants' dictatorship. Through nanotechnology, these "mechamorphs" transform and disguise into vehicles, animals, weapons and objects. Plundering Earth's resources, the Tyrants face the Exile-Animech resistance to defend freedom and reclaim their homeland.

This adventure is designed for 3-6 level 5 mechamorphs, with conversions in appendix. Futuristic technology refers to the D20 Future SRD.

BACKGROUND

The Tyrants investigated alien vestiges on Earth from the accounts of Ng Tannenbaum, a captured conspiracy theorist. They discovered an alien compound on mount Kanchenjunga (Nepal), where fungal crustaceans guarded exotic nanotechnology. The Tyrants' conquest was however Pyrrhic: they were infected with nanorobots, slowly transforming them into nanomatter. The aliens also activated a beacon, summoning a probe from Jupiter.

From the probe's emissions, the Tyrants extrapolate its origins from a spaceship that survived the white hole transit. To find a cure, they dupe the Exiles into exploring the alien caves beneath the Kanchenjunga. Provoking the Exiles' nanocontamination, the Tyrants have them fight the monsters, softened for subsequent overtaking. The Exiles contaminated, commander Vorpall has them retrieve the cure from an ancient Animech spaceship crashed in Jupiter's Red Spot. Assimilated by the nanites, the ship's insane navigator attempts to convert the mechamorphs into its heralds, spreading its seed across the universe.

INVOLVING THE PLAYERS

The heroes belong to an Exile special ops team undercover in Tokyo, Japan. Intelligence reports indicate the Tyrants explored various Earth mythic sites for ancient secrets. Two weeks ago, the Hubble satellite photographed a small, fast object heading towards Nepal. With aid from the US National Reconnaissance Office (NRO) and NASA, the Trilateral Commission organised a scientific symposium at the Tokyo Grand Hotel to address the matter.

Aegis, the Exile commander, apprehends a Tyrant ploy behind this. Hiding in the hotel's parking, the heroes tap its security systems to watch the symposium.

A. SYMPOSIUM (EL 5)

The hotel's ostentatious halls buzz with chattering international experts and politicians. One panelist startles the audience: Sandy Kusarowa, Tannenbaum's niece, associates the object with controversial Nepalese carvings of Jupiter's Red Spot. She contends a Himalayan beacon summoned the "probe", presenting as evidence a DVD containing NRO extrapolations of its origin and destination.

As she inserts the CD into a laptop, the cell phone in her pocket transforms into a robot, steals the disk and rushes to the exit amidst the panicked crowd: Deadringer, the Tyrant spy!

B. CHASE (EL 8)

Outside the hotel, a tank (Scattershot) awaits Deadringer while its bird companion, Glitterhawk, provides air support. The Tyrants rush to meet their accomplice Dervish at the Tokyo Port, 1.5 miles northeast. A chase likely ensues across Tokyo, with various obstacles demanding Pilot checks (1d6 damage per missed check):

- Knocking down a parking fence (DC 11)
- Crashing through a Ninja Burger® fast-food franchise (DC 16)
- Skidding away from an exploding gas station (DC 17)
- Evading fire trucks rushing to a burning sushi bar (DC 12)
- Dodging an ambulance at a hospital's doors (DC 14)
- Skirting a hydrogen truck rolling over (DC 18)
- Escaping a collapsing underground highway (DC 19)
- Jumping from the train tracks across a fish market (DC 13)
- Outrunning police cars and helicopters over a highway exit under construction (DC 15)
- Jumping above a closing collapsible bridge (DC 20)

In hydroplane form, Dervish is waiting at the port to carry Deadringer back to Nepal. Deadringer deliberately drops the DVD if the Tyrants escape successfully. If Scattershot can't reach Dervish he'll inflame buildings, gauging that the Exiles value human safety over his capture.

The disk reveals the probe's origin (Jupiter) and destination: the Kanchenjunga, 12 miles west of Mount Everest. Unfortunately, the disk's theft is a deception to lure the Exiles in the Tyrants' grip. Deadringer blackmailed Kusarowa into cooperating to save her uncle's life, her "help" leading only to red herrings.

C. HIMALAYAS (EL 4)

The cloudy Himalayas' northern frontiers are patrolled by 40-men Chinese infantry platoons, backed by Type 86 APCs and MiG-17PF fighter airplanes. Though the Kanchenjunga incident alarmed the communists, CIA-supported Tibetan saboteurs hamper their mountain surveillance.

The mountain is tainted by cancerous growths of bulbous violet crystals. These defensive systems transform ambient electromagnetic energy into lightning blasts. Stealth can bypass them (DC 13). Their explosions cause avalanches of rubble and ice (Acrobatics, DC 14, to avoid; 2d6 damage; Reflex save for half, DC 12).

Crystal batteries (10): CR 1; Break 2; HP 10; Mas -; Init +0; Spd 0 ft.; Defense 0; BAB +0; Atk +0 ranged (shock, 1d8 Nexus); SQ haywire (2/day); Skills: Senses +3.

D. CAVES (EL 9)

The DVD leads the Exiles beneath the mountain peaks, to murky caves strangled by mauve crystals. The caves run three miles deep, covered with ominous pictograms of stellar bodies and Mobius ribbons, older than any Earth civilization (Knowledge (Earth History), DC 14) yet featuring demonstrations of 11th-dimension M-theory (Knowledge (Science), DC 20).

Deep below, a violet blob simmers before the abhorrent idol of a faceless crimson king. The aliens control the

amalgamated nanites through the idol, a psychic space beacon. Intense radio static could block its emissions, causing the nanites to disperse (Build/Repair (Complex), DC 20; AC 5; Hardness 14; HP 60). Tannenbaum is chained underneath, dying from hypothermia.

Crustacean Fungi (15): CR 1; Medium-size Aberration; HD 1d8+1; HP 6; Mas 13; Init +2; Spd 25 ft./fly 150; Defense 13 (+3 Dex); BAB +5; Grap -5; Atk +4 (bioelectric pistol, 1d8 Nexus); Reach 5 ft.; SQ blindsight, damage reduction 10/-, darkvision 90 ft, immunities (cold, poison, vacuum), snatch; AL Unknown; SV Fort +1, Ref +3, Will +6; Str 1, Dex 16, Con 13, Int 18, Wis 16, Cha 7; Skills: Acrobatics +6, Build/Repair (Complex, Simple) +14, Knowledge (Science) +6, Senses +8, Stealth +7; Feats: Dodge, Mobility, Point Blank Shot, Wild Talent (Missive).

Advanced Litter Brute: CR 6; Gargantuan construct; HD 12d10+40; HP 105; Mas -; Init -1; Spd 20 ft.; Defense 16, touch 5, flatfooted 14 (-4 size, -1 Dex, +11 natural); BAB +9; Grap +23; Atk +12 melee (slam, 2d6+5 Nexus); Reach 10 ft.; SQ construct, darkvision 60 ft., dimension door, engulf, fast healing 5, crystal growth, sharp implements; AL None; SV Fort +4, Ref +5, Will -2; AP 0; Rep +0; Str 20, Dex 9, Con -, Int -, Wis 1, Cha 1; Skills: None.

Laboratory study of the nanites (Build/Repair (Complex), DC 25) reveals their exotic matter composition: negative mass (-1.00794 amu) that repels gravity and requires no reaction mass for acceleration. These "exonanites" increase the density of nearby elements through emitted magnetic fields. Changes in metals or atomic minerals are quasi-instantaneous, while carbon requires thousands of years. The exonanites' expansion is retarded in low-density environments, but threatens industrial zones, electric systems and mechamorphs.

E. INDECENT PROPOSAL (EL 11)

The Tyrants secretly track the Exiles through the Himalayas. While Dervish and Deadringer watch the skies, Impact, Scattershot and Vorpal roll out to the caves' entrance. The moment the fight is over, Scattershot fires smoke shells before the ambushed Tyrants' charge, Impact wielding Vorpal in sword form. To capture the Exiles, the Tyrants refrain from lethal blows, retreating if overwhelmed.

If the Exiles escaped capture, Vorpal sends Deadringer to negotiate a cease-fire, offering to lend his spaceship at the condition that his Tyrants come along. Otherwise, Vorpal mockingly exposes his plan:

"Welcome, Exiles! Thank you for cleaning the place for us. Unfortunately, this crystalline amoeba was composed of alien nanorobots that presently infect your circuits, just like ours. In weeks, they shall spread to metallic structures everywhere, turning us into goo and destroying the monkeys' "civilization". However, the space probe's existence proves the contamination can be overcome. Consequently, I suggest a truce, that we mutually board it and retrace its origins, in the spirit of cooperation, yes?"

Exiles who'd rather reconstruct their own spaceship from the wreck in the Pacific Ocean than trust Vorpal risk death. Deadringer contaminated the hull with a variant "grey goo" nanovirus, contained by a magnetic field any intrusion ruptures. It only affects high-density alloys, convert them into more nanites, and returns to dormancy afterwards. The infected vessel vanishes within 4d6 hours.

Mechamorphs touching grey goo must succeed at a Fortitude saving throw (DC 35) for every 10 minutes of exposure or disintegrate within 3d10 hours. Only magnetic containment or amputation can save a victim, unless a counter-virus is devised rapidly (Build/Repair (Complex), DC 30).

F. SPACE JOURNEY (EL 4)

The Exiles can reach Jupiter either with the Tyrant's ship (the Panopticon) or by salvaging their own ship from

the grey goo. The Panopticon is a 19-kiloton Lightning-Class Strike Cruiser (PL 7) with Hardness 4, HP 500 and room for 10 Huge-size mechamorphs, staffed by Deadringer, Dervish and Scattershot. (See the D20 Future SRD for details.) Its particle impulsion engine, with backup photon sails, requires 135.6 days to make the 390,600,000 miles Earth-Jupiter journey.

As the nanites gradually overcome the crew, alien thoughts and paranoid feelings consume their sanity. Infected mechamorphs must succeed a monthly Will check (DC 10+1 per 2 weeks of infection) or succumb to confusion, as per the spell. Control can be regained by winning a similar Will check (one attempt per hour).

G. THE POD (EL 6)

The automated pod is intercepted 70,000 miles from Earth, beyond Mars. It weighs 0.11 kilotons, with Hardness 2 and HP 12 (orbital shuttle, PL 7). Within lie two "nanocannibals", murderous exonanite swarms that can merge as a full action (stack their HD, HP, damage and BAB).

Nanocannibals (variant Star Doppelganger, Malleable): CR 4; Large-size construct; HD 4d10+29; HP 50; Mas -; Init -1; Spd 30 ft., burrow 20 ft. climb 20 ft.; Defense 10, touch 7, flat-footed 10 (-1 Size, -3 Dex, +4 natural); BAB +3; Grap +11; Atk +3 melee (bite, 2d4 Nexus); Reach 15 ft; SQ absorb, alien physiology, blindsight 60 ft, bludgeoning resistance 5, convert, darkvision 120 ft., fear aura (DC 12), flesh transfer (DC 13), hive mind, immunities, malleable form, mimic, construct traits, regeneration 5, split, vacuum survival; AL Navigator; SV Fort +5, Ref +0, Will -1; AP 0; Rep +0; Str 10, Dex 4, Con 16, Int -, Wis -, Cha 1; Skills: Athletics +12; Feats: Nimble.

The pod's records pinpoint its precise origins within Jupiter's Red Spot and the Deseret's location (Computers, DC 10).

H. JUPITER (EL 7)

Beyond its huge and severely radioactive magnetosphere (over 1,000,000 rads), Jupiter's explosive 86% hydrogen atmosphere harbors layers of red-brown clouds, gradually condensing into a liquid hydrogen sea above its metallic core. Its Red Spot, twice Earth's size, is a permanent storm of lightning and 400 mph winds.

The strong Jovian gravity (2.36 G) causes a -10 to Strength checks and skills and -2 to melee attacks. Parasitic noise prevents radio communications (-15 to skill checks).

Wise pilots avoid Io's plasma belt and favor the equator for orbital transit, its escape velocity lower (18.4 mps versus 26 mps) because of Jupiter's quick rotation (9.9 hours). Reaching the Deseret requires many hazardous maneuvers (Pilot checks); co-pilots can assist with the Aid Another action. Stress causes the ship 1d6 points of damage per check, doubled on failures:

- Shed velocity within the magnetosphere (DC 12)
- Manage the entry angle to reduce atmospheric friction (DC 20)
- Penetrate the Red Spot's boundaries (DC 25)
- Navigate through the clouds (DC 12, once per hour)
- Evade the lightning storms (DC 14, once per hour)
- Locate the Deseret (Senses, DC 16, once per hour)
- Descend to its position at the Ribbon's edge (DC 25)
- Grapple the ships together with a gravity tether (DC 12)

400 miles from the Animech ship, the crew comes upon a majestic sight: a continent-size violet Mobius ribbon made entirely of exonanites, slowly rotating in the tempest's eye. Encased in crystalline growths, the ship rests on the Ribbon's edge, its far end rotating furiously.

I. THE DESERET (EL 10)

The skittle-shaped Deseret displays the Animech's finest technology, a 160-kiloton Star Freighter (PL 8) spaceship with Hardness 3, HP 1,600 and room for 200 Huge-size mechamorphs. (See the D20 Future SRD for details.)

The nanites destroyed what the crash didn't, leaving the Deseret a dead husk. All airlocks and inner doors are locked (Build/Repair (Simple), DC 15). Pulsating crystals defile its carcass, defaced by yellow glyphs depicting skinless Inca gods (Knowledge (Earth Culture), DC 15). Other unsettling carvings portray the macabre worship of devoured stars and a gigantic, loathsome horror expanding from Pluto to Mecha Terra, hinting of the crustacean fungi's galactic encroachment.

Transformed by the Ribbon, the ship merged with its Navigator at the command center. Her ten nanocannibals scout the Deseret, but never venture into the rotating section.

J. ENGINE ROOM (EL 0)

The rotating section's overwhelming 10G gravity repulses all exonanites (-20 to Strength skills and checks, -4 to melee attacks). The room is filled with robot parts, tools, shattered machinery and a relativistic stardrive. Unique in the solar system and the mechamorphs' only way home to Mecha Terra, it is priceless.

Weighing 5 tons, the stardrive works according to superstring theory, locally warping space-time from a convex to a concave curve. This temporary "wormhole" spans stellar distances, at humongous energy costs. An antimatter-catalyzed nuclear pulse provides fuel, stored in "Penning traps" by the ship's particle accelerators.

The last Animech survivor, Guzzler, lays inactive here since millennia. His chest holds a hard disk/hologram player containing backups of the Deseret crew's minds.

Upon reanimation (Build/Repair (Complex), DC 12), Guzzler eagerly cooperates with his saviors. He long studied the Ribbon before settling for voluntary deactivation. When the fleeing Animech fleet fled Mecha Terra, the Deseret fell to Jupiter's gravity and the Ribbon's exonanite clouds. Most of the crew was cannibalized before Guzzler transformed the engines into a safe zone with his fallen comrades' Nexus generators. The exonanites fell into dormancy after devouring half the ship.

Guzzler discovered that for a billion years, the Ribbon gradually increased Jupiter's density, creating its distinctive Red Spot. Putatively, the Ribbon expands like a virus, increasing the mass of astronomical objects as it creates new stars. Whether it is living or sentient is unclear. In billions of years, Jupiter will collapse on its own density into a singularity and be reborn as a small quasar, its black hole devouring 10 stars per year. The Himalayan exonanites threaten Earth analogously in the long term.

Guzzler's cure theory is to create a microsecond singularity (a mini black hole) repelling the nanites' negative mass. This would require a relativistic stardrive, the command center's sensor archives and enormous energy (Build/Repair (Complex), DC 40). The Navigator's intimate mesh experience, with her aid or hijacked mind, provides a +15 insight bonus. Using this cure against the Ribbon itself, however, would trigger a 100,000-gigaton explosion, sufficient to destroy Australia. The Exiles may alternatively formulate an alternate cure of their own (Build/Repair (Complex), DC 45).

Guzzler: CR 10; Scientist 5/Brewer 5; Large mechamorph/giant polyp; HD 5d6+5d8; HP 43; Mas -; Init +2; Spd 30 ft.; Defense 16, touch 14, flat-footed 14 (-1 Size, +2 Dex, +3 class, +2 armor); BAB +5; Grap +5; Atk +8 melee (1d8+1, wrench) or +7 concussion rifle (2d10+recoil, gravity); Reach 10 ft.; SQ mechamorph, wall of force (1/day); AL Animechs; SV Fort +5, Ref +3, Will +5; Str 12, Dex 14, Con 10, Int 18, Wis 10, Cha 9; Skills: Athletics +10, Build/Repair (Complex, Simple) +21, Computer Use +12, Disguise +3, Fine Manipulation +10, Knowledge (nanotechnology) +17, Pilot +13, Programming +8, Senses +8; Feats: Diehard, Dodge, Run, Skill Focus (Athletics, B/R-C, B/R-S), Process Fuel; Form Feats: Armor Boost 2; Abilities: big wrench +2, good brew (premium), medic 3, the cure, tool talk +2; Gear: concussion rifle, lab tools 3, mechanicomp sensor, repair tools 3, silver disk.

Alternate form (giant polyp): Atk +10 (2d6+12, tentacle); HP 113; Str 20, Con 25; SQ blindsight, ooze immunities, damage reduction 20/Nexus, resistance (acid, fire, cold) 10, Feats: Alertness, Combat Finesse, Power Attack, Whirlwind Attack; Skills: Senses +28.

K. COMMAND CENTER (EL 9)

The Navigator merged with the Deseret's writhing gemstones, her psychic powers taming the exonanites at the price of insanity. Once Aegis' lost love, she now zealously believes the Ribbon chose her to create new stars, and seeks heralds to spread the exonanites through the galaxy. Anything she destroys transforms into Nanocannibals, three of which always guard her. Exploiting the Navigator's love for Aegis could temporarily restore her sanity (Persuasion, DC 18; Will save every turn to maintain, DC 15). Tyrant betrayal remains a possibility...

The Deseret's logs contain navigational information and the data needed for Guzzler's cure.

Navigator (Malleable): CR 10 Scientist 5/Battle Mind 4; Medium mechamorph/fungal crustacean; HD 5d6+5d8+20; HP 63; Nexus 9; Mas -; Init -10; Spd 30 ft.; Defense 24, touch 19, flat-footed 24 (-3 Dex, +9 class, +5 armor, +3 psychic shield); BAB +6; Grap +6; Atk +3 melee (1d6+1, psiblade) or +3 ranged (automatic photon rifle, 2d6); Reach 5 ft.; SQ mechamorph, *slow* (1/day); AL Ribbon, Insanity; SV Fort +10, Ref -1, Will +10; Str 8, Dex 4, Con 15, Int 21, Wis 14, Cha 9; Skills: Autohypnosis +11, Build/Repair (Complex, Simple) +11, Concentration +10, Knowledge (Galaxy, Ribbon, Science) +8, Pilot +13, Programming +11, Senses +11; Feats: Combat Expertise, Iron Will, Nimble, Skill Focus (Pilot), Wild Talent; Form Feats: Armor Boost 5; Abilities: bludgeoning resistance 5, create spawn, database, imprint tattoo, malleable form, medic 2, psiblade, psychic shield; Power points 5; Psionic powers: Far punch, Electric Bolt, Lesser Concussion, Valor, Verve; Gear: automatic photon rifle, Nexus sensors 3.

Alternate form: Spd fly 150; Defense 30, touch 25, flat footed 27(+3 Dex, +9 class, +5 armor, +3 psychic shield); SQ blindsight, damage reduction 10/-, darkvision 90 ft, snatch; Dex 16; Skills: Acrobatics +6; Feats: Dodge, Mobility, Point Blank Shot.

AFTERMATH

The Navigator dead, the Ribbon's exonanites cannibalize the spaceship once again. Escaping the Red Spot is a hardy challenge (Pilot check, DC 25), but the Deseret's superior engines would dramatically reduce the journey back to 2.2 days if installed on the Panopticon. The earthbound exonanites still need to be destroyed and the Exiles cured.

In worse case scenarios, the Exiles return home as the Navigator's spawns, infecting their brethren and Earth. The players can then take the role of fellow Exiles, Tyrants or Earth military opposing them, or bring about the Apocalypse as the Ribbon's cosmic heralds.

ALTERNATE SYSTEMS

GURPS 4th edition

Mechamorph template (327 points)

Advantages: A.I. [32], Alternate Form (Ground Vehicle [-100]; Enhanced Move 5 [100]) [15], Damage Resistance 10 [50], Doesn't Breathe [20], High Pain Threshold [10], Increased Strength +20 [200], Lifting ST 10 [30], Machine [25], Pressure Support 2 [10], Vacuum Support [5].

Disadvantages: Electrical [-20], Inconvenient Size [-5], Maintenance [-10], Numb [-20], Restricted Diet (Refined Energy) [-10], Unnatural Features (Robot) [-5].

Alternatively, see GURPS Robots (for 3rd Edition, p.72) or J.C. Connor's article in Roleplayer #28 (April 1992).

D20 Modern/Future

Build characters as bioroids with the following template: ECL +12; Str +10, Con -; Large-size construct; 12 ft/2,000 lbs. (-1 to attacks/defense); HP +100; Reach 10; Damage 1d8 (punch); SQ construct traits, damage resistance 10; Equipment slots 7.

To convert NPCs to the D20 Modern scale, multiply HP and Hardness by 10, add +10 to Strength and +5 to melee attacks and damage.

D20 Mecha

Build characters with 1,240 Mecha Points (MP) and the Full A.I. exotic ability (240 MP). Distribute 48 points among Dexterity and mental attributes (min 3/max 18). For examples, see the Space Ranger Ouroboros setting (D20 Mecha Compendium, p.134-141).

D20 Dragonmech

Treat sentient mecha as 5th-level Assimilated (pp.27-29) on a Barbagula chassis (p.99-100). Exiles become Rust Riders, Tyrants Stenian mechs and nanites Lunar creatures. The Deseret becomes an alien temple guarded by a Lunar dragon.

Mutants & Masterminds

PL 5 (60 points); Init +0; Defense 9 (-1 size); Spd 30 ft.; Atk +5 melee (+5 dmg, punch); SV Dmg +5, Fort +5, Ref +0, Will +0; Str 20, Dex 10, Con 20, Int 10, Wis 10, Cha 10; Skills Drive, Pilot or Profession (alternate form) +2; Feats: Durability, Immunity (Ageing, Cold, Disease, Poison, Pressure, Suffocation), Radio Broadcast, Radio Hearing; Powers: Growth +5 [Flaw: Always On; Source: Super-Science; Cost 4], Shapeshift +5 [Extras: Continuous, Movement; Flaw: Limited-One Type, Limited-Signature; Source: Super-Science; Cost: 2]; Equipment: Laser pistol [Energy Blast +5; Flaw: Device; Source: Super-Science; Cost: 1].

Cartoon Action Hour

Substitute Transbots for Exiles and Warbots for Tyrants and replace the Deseret by an alien vessel. Use Vandal's attributes (p.68) for the Navigator. Crystals, crustaceans and exonanites are goons (GF 4/6/8).

Marvel Universe

54 white stones: Strength 10, Durability 5, Technology 5, Toughness 10, Unstoppable 5, Transform Self (Durability 5, Technology 5, Toughness 10, Speed 6 or Flight 5), Challenge: Looking inhuman (-4).

INTERNET RESOURCES

Official Designs, conversion scale and Brewer class for Fantasy Flight Games' Horizon: Mechamorphosis

<http://www.olywa.net/jamesan/portfolio/chardes.html>

<http://www.fantasyflightgames.com/PDF/Mechamorphosis.pdf>

<http://www.fantasyflightgames.com/PDF/brewer.pdf>

Tokyo Map

<http://www.cityofnanaimo.com/asia/Japan/Tokyo.pdf>

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