

APU Variants

After the end of the Lunar Revolution, Oncari was formed, in part, as a central source for APU development, a leader in the new field of warfare. It was decided early on that a strategy of incremental development would be taken, that radical changes would be avoided whenever possible. In this, it was hoped that older models could be retained, production costs could be reduced, and the market would not be flooded with last-generation models. (Comparisons were drawn to the jet fighter race of the twentieth and twenty-first centuries, and the cost overruns involved.) Thus, while the APUs of today are far advanced from those made seventy years ago, there has only been one additional production model made since Oncari's inception.

To increase versatility and allow competitors, different weapon types and layouts and minor production variants have been created by Oncari, its subcontractors, and various other companies. The creation of the Modular APU platform has increased versatility, to the point where new variants can be created in the field in response to changing needs. Some individual squadrons have their own unique modular layouts, particularly special forces. The most extreme example is, of course, the APU of a Magus — a unique combination of parts exclusively for a single pilot.

When it is relevant — rare except in deep engineering contexts or referencing specific standard weapon layouts — particular production runs are referenced by year (ie, "APU-01 Warrior, LR 6g Manufacture").

Full statistic blocks are not provided below; instead, only the differences between the standard model and the variant are given.

Warrior, with Plasma Rifle

One of the main issues with the Warrior's standard rifle is an inability to handle heavy armor. Plasma weaponry, though it has to work through laminate, is very effective against heavy armor, including tanks. The advent of such portable energy weapons greatly increased the APU's overall prominence, and greatly diminished the role of armor.

Magus Flight Type

A true variant, this unit is designated APU-212 by Aircraft Holding Industries, and APU-03V by Oncari. Created by AHI and first produced in LR 58, this machine is an attempt to increase the APU's versatility, in response to an ESAF requirement for an APU capable of more effective operation in the confined space of a Megacity. (The New Type APU project that produced the Shooting Star was a result of the same requirement.) AHI believed true flight was a requirement, to replace unwieldy helicopters and vulnerable combat personal rotorlift vehicles (PRVs).

The creation of the Flight Type involved the replacement of the Magus' engine structure. The engine structure was removed, and replaced, with structural struts hooked to the dual ducted fans (VTOL Lifters) placed on the back weapon mounts. The secondary engines, both the front braking jets and the leg hoverjets, are replaced with turbofans. While the reactor was retained for energy weapon use, it was remarked by AHI that the reactor could be entirely removed and replaced with a battery for electrical power, reducing weight at the cost of lower versatility.

The Flight Type succeeded, but problems still arose. While the VTOL engines allowed a maximum speed comparable to booster engines, both acceleration and instantaneous maneuverability suffered as compared to a standard unit. The dual-stick flight controls were incredibly complex, and nonstandard in comparison to both APUs and choppers. As such, the unit was considered to be extremely difficult to pilot. The best pilots took advantage of the air, acting as skydivers and acrobats to avoid attack. In the end, the Magus was chosen, as the heavyset unit would offset the poor maneuverability.

After the inception of the Modular APU system, after-market VTOL Lifter conversion were manufactured by several companies, but the systems remained unpopular. Today, few APU squadrons use VTOL Lifters, and fewer Mages take the time to master the difficult devices.

APU-01 Warrior <i>With Plasma Rifle</i>	
Total Unit Cost	\$245,000
Plasma Rifle	
Location	Right Hand (replaces Service Rifle)
Range Category	Energy
Weapon Range	Mid
Attack Roll	3d6+6
Base Damage (Laminate)	8d6
Damage Step	2d6
Damage Range	-3/+2
Armor Damage	x1/2

APU-03V/APU-212 <i>Magus Flight Type</i>	
Evasion Bonus	1
Initiative Bonus	2
Initiative Increase	2
Total Unit Cost	\$335,000
VTOL Lifter	
Location	Back and Engine Slots (replaces Jammer, Linear Cannon, and APU-03[E])
Add Ability	Evade twice, Evade melee attacks (see APU Construction)

Police-type Thief

Modern police units use APUs very commonly as part of special response forces. APUs, particularly surplus models, are cheap, easy to train for, and capable of dealing with high risk situations, from hostage situations to worksuit riots. They are also extraordinarily useful in dealing with situations the military would otherwise be involved in but cannot respond to in time — the New Berlin Mechapolizei were formed specifically because of the Parliament Incident of LR 21, in which thirty thousand people were killed before the ESAF could respond.

While these units are usually used only when the situation requires it, some forces bring them along in other situations or even have them patrol a beat, as mechs are considered to grant a force a psychological advantage, often reducing the number of officers needed for an area. More controversial is the use of APUs in riot control, particularly protests, and numerous suits have been filed over the use of excessive or even deadly force in the line of duty.

The Thief is the most common unit fielded in a police capacity, as response time trumps the need for armor or armament. The advent of ion weaponry has increased the popularity of police-type units, as these weapons can disable non-military vehicles or even some fleeing suspects without killing or damaging them. Such rifles are often paired with conformal tanks to offset the energy drain. Arc projectors are also used to disable vehicles. Of course, all types of APUs are used in police capacities, some with lethal weaponry, and Modular APU technology has been put to use by certain special rapid response units; the most famous of these is the New Berlin Mechapolizei's Hellhounds.

APU-02 Thief <i>Police Type</i>	
Total Unit Cost	\$220,000
Ion Pistol	
Location	Right Hand (replaces Machine Gun)
Range Category	Energy
Weapon Range	Close
Attack Roll	3d6+6
Base Damage (Systems)	3d6
Damage Step	3d6
Damage Range	0/0
Conformal Tanks	
Location	Missile Mounts (replaces Anti-APU Missiles)
Energy Supply	2 EN
Arc Projector	
Location	Left Forearm (replaces High Frequency Blade)
Range Category	Melee
Attack Roll	3d6+9
Damage Step (Laminate)	4d6
Defend Base Damage	0
Defend Damage Range	0/+6
Counter Base Damage	16d6
Counter Damage Range	-3/+2
Systems Damage	x1/4
Defense Actions	Counterattack

Converted GPWS

One of Oncari's main tenets upon its formation was that it would not be a purely military company, and would invest in the future as well. The success of the Megacity Project proves that they were successful in this, but there was also the concept of 'swords to plowshares' — that they should strive to create technologies with civilian uses. As the original APUs were converted construction machines, the task was a simple one.

New work machines are constantly needed as the Megacity Project and colonial construction projects expand. Virtually everyone born since CE 2154 has used a construction vehicle, and probably a GPWS, at least once in their lifetime. Conversion is a simple job — ceramic armor is removed and replaced with standard neosteel, the fusion reactor and engines are removed and replaced with batteries and chemical rockets, com-

puter software is replaced, and various other systems are modified or removed. Worksuits can perform many jobs in many roles, and are considered required equipment for any construction larger than a log shack.

Despite looking like yellow APUs, worksuits will not stand up to any weapon stronger than a handgun. They are innocents to be protected, or, in the case of less scrupulous individuals, targets to be gleefully shot. The cockpit does provide some protection to the pilot even against stronger weapons, and the fuels used in the rockets won't detonate just from being shot, but a GPWS -will- be destroyed and the pilot killed if fired at.

The existence of such suits is at the crux of one of the fundamental issues surrounding the Union's opposing forces. Because modern GPWSes are just converted APUs, they can be converted back. Converted GPWSes make up the bulk of paramilitary APUs currently operating. Both the Union and Oncari have tried many strategies to make reconversion impossible, but none have found much success. Even then, the construction of worksuits is easy to implement (if expensive for small outfits), and if you can make a worksuit, you can make an APU.

Converted GPWS machines have no combat statistics; treat them as civilian targets, as described in Chapter 07: Campaigning.

Warrior and Thief, CE 2154 Manufacture

The APU has remained surprisingly unchanged in the past 60 years, in part due to Oncari's policies. Standard weapon complements have changed, at times, sometimes radically, but they have usually hewed close to the original layouts. The first Warriors used an impact hammer as their melee weapon, and the first Thieves used an arc projector. Maguses of 2154 had the same weapons as they do today, though at times their layout has been different according to changing trends.

APUs of the past are not very different visually from their modern counterparts, and in operation are still nearly identical. Armor materials have changed, laminate mixtures, engine output levels and reactor layouts, and of course, modern APUs are much more modular. In the past, ESD helmets were used to provide visual and aural feedback, instead of the bi-directional neural link used today. One major change was in LR 2, when the Warrior and Thief were both given back weapon mounts similar to the ones that the Magus always had.

The popularity of the APU has varied, mostly due to maintenance issues. For the early years of the Lunar Reckoning, their numbers were much smaller than the number of troopers. In LR 25 the New Guinea Campaign took place, a brutal guerilla war against nationalist anti-Union forces. The APUs of the time suffered heavily in jungle conditions, constantly having mechanical problems. While some military strategists claimed that it spelled the end for the still recent machines, Oncari proved itself once more and greatly improved overall reliability in all conditions, paving the way for APUs to eventually surpass troopers in service numbers.

APU-01 Warrior	
CE 2154 Manufacture	
Total Unit Cost	\$225,000
Impact Hammer	
Location	Left Forearm (replaces Plasma Projection Blade)
Number of Attacks	2
Range Category	Melee
Attack Roll	3d6+6
Damage Step (Armor)	2d6
Defend Base Damage	0
Defend Damage Range	0/+4
Counter Base Damage	6d6
Counter Damage Range	-2/+1
Defense Actions	Counterattack

APU-02 Thief	
CE 2154 Manufacture	
Arc Projector	
Location	Left Forearm (replaces High Frequency Blade)
Range Category	Melee
Attack Roll	3d6+9
Damage Step (Laminate)	4d6
Defend Base Damage	0
Defend Damage Range	0/+6
Counter Base Damage	16d6
Counter Damage Range	-3/+2
Systems Damage	x1/4
Defense Actions	Counterattack

Field Repaired Warrior

Only one example of field repair, this Warrior has been given the arms of a Thief to replace ones lost in battle. Modular APU technology has greatly increased the possibility of field repair, of paramount importance for JASF and Navy forces patrolling the frontier beyond the asteroid belt, where replacement parts may be in short supply. With this capability, the overall success in protecting deep space resource gathering efforts from attack has grown considerably since LR 59.

The use of these so-called 'Irregulars' carries with it some pitfalls, however, as performance profiles are changed. This Warrior, for example, has improved targeting capability over the standard unit, and much greater close combat capability, but at the cost of lower armor and defense. It also has more of a load strain, which might be a problem for some heavily laden models. Overall, it is up to mechanics to ensure machines remained balanced for their roles. Some pilots choose to keep Irregulars even after replacement parts are found, but this practice is (at least officially) discouraged.

APU-01 Warrior <i>Field Repaired 'Irregular'</i>			
Arms	APU-02[A]	Service Rifle, 12.7x99mm MarsSec	
Armor Points	95 AP	Range Category	Kinetic
Laminate Points	110 LP	Weapon Range	Close, Mid
Melee Defense	+4	Attack Roll	3d6+7
		Plasma Projection Blade	
		Attack Roll	3d6+9

Four Guardians Thief

This unit, fielded by the ESAF's 459th Tactical Mechanized Squadron 'Four Guardians', is a prime example of the sort of APUs that are in use with forces somewhat above the rank and file. The Four Guardians, sometimes called the 'Gender Benders' after the identity of one of the titular 'Guardians' which catapulted the unit into prominence, are a highly skilled unit deployed in Eastern Europe. Most commonly described as special forces, the 459th is tasked with tackling missions too important to ignore, but too risky for ordinary soldiers.

This Thief is equipped with an aiming module, an interception laser, an up-armor kit, and two hip-mounted hand missile launchers. It maintains the machinegun and HF blade, resulting in a unit which has near-identical mobility compared to a standard Thief, but with

much higher survivability. Like the standard Thief, these serve as scouts and provide targeting telemetry to the back line.

Unfortunately, these particular units, with their distinctive conformal armor, are likely to never see another battle. The unit was massacred by the Magus known as Rising Seraphim, many Thieves like this one cut in half by her superheated blade. According to official records, no one survived the attack, and those who attempted to retreat were shot by Seraphim, with the unit's operational capability reduced by 90% and the ESAF transferring what little remained to other units.

APU-02 Thief <i>459th TMS 'Four Guardians'</i>			
Armor Points	86 AP	Conformal Armor	
Total Unit Cost	\$300,000	Location	Missile Mounts (replaces Anti-APU Missiles)
		Additional Armor Points	+15%
Aiming Module			
Location	Right Back Slot	Anti-APU Hand Missile Launcher x2	
Reaction Speed	+2	Range Category	Explosive
		Weapon Range	Mid
		Location	Left & Right Hip
		Attack Bonus	+8 +17 with high Initiative
		Base Damage (Armor)	6d6
		Damage Step	6d6
		Damage Range	0/0
		Laminate Damage	x1/2
		Ammunition	3 per launcher
Machine Gun, 7.62x51mm ATLAS			
Range Category	Kinetic	Interception Laser	
Weapon Range	Melee, Close	Location	Left Back Slot
Attack Roll	3d6+8	Add Ability	Intercept missiles — roll 1d6 per missile, up to Interception Limit; even result intercepts a missile. See APU Construction for more details.
		Interception Limit	3

High Speed Magus

The brainchild of Firerocket Technologies, an Oncari subcontractor, the High Speed Magus was originally a prototype for a new model APU concept which would sport high mobility and high armor in a single package. On paper, the unit that was produced, with a high performance 'FRT<ARC>' arc rifle and new 'FRT<BOOST> Add Booster' units on the back weapon slots, was a dream come true — while it sacrificed some offensive

capability, its overall mobility was more than doubled. Unfortunately, while press releases of the time raved about the unit's revolutionary nature, it was quickly found that while speed doubled, maintenance time and costs tripled.

The concept of such a high speed APU was tempting, but the maintenance problems, and a scandal involving a no-bid contract with MarsSec, caused the nascent Firerocket Technologies to fold, and the new type APU concept to be shelved. However, the patents found their way to other companies, and some military units found that they could use Add Boosters cost effectively, even if the mechanics complained. In deference to the original prototype, the Magus is the most commonly equipped, due to its lower speed and mobility compared to other APUs. And with Modular APUs making the process of part replacement quick and painless, many a speed freak of a Magus has taken up the mantle of the Add Booster user.

APU-03 Magus

High Speed Type

Evasion Bonus	+8
Initiative Bonus	+8
Initiative Increase	+8
Total Unit Cost	\$487,500

Add Booster FRT<BOOST>

Location	Back Slots (replaces Jamming Module and Linear Cannon)
Initiative Bonus	+5
Evasion Bonus	+5

Arc Rifle FRT<ARC>

Location	Right Hand (replaces Sniper Rifle)
Range Category	Energy
Weapon Range	Extreme
Attack Roll	3d6+6
Base Damage (Laminate)	18d6
Damage Step	18d6
Damage Range	0
Systems Damage	x1/4

Anti-Tank Warrior

The Warrior, though the most balanced unit, is often hard-pressed to participate in a battle against armored units. Thief units can keep speed up and provide telemetry to the Magus units on the back line, who let loose with their sniper rifles and heavy missiles. To let Warriors take on an anti-armor role more effectively, configurations like these are used. The standard rifle and projector are maintained, but the missiles are replaced with verniers to allow greater mobility, and both back slots are equipped with anti-tank rockets, capable of punching through any armor. The rockets may be dual-fired for destructive strength, or single-fired for accuracy.

APU-01 Warrior

Anti-Tank Type

Evasion Bonus	+9
Total Unit Cost	\$275,000

Service Rifle, 12.7x99mm

MarsSec

Range Category	Kinetic
Weapon Range	Close, Mid
Attack Roll	3d6+6 3d6+5 two-weapon

Vernier Thrusters

Location	Missile Mounts (Replaces Anti-Armor Missiles)
Evasion Bonus	+3

Anti-Tank Rocket Rack x2

Location	Left and Right Back Slots
Range Category	Explosive
Weapon Range	Long
Attack Roll	3d6+6 3d6+5 two-weapon
Base Damage (Armor)	12d6
Damage Step	12d6
Damage Range	0/0
Laminate Damage	x1/2
Ammunition	3 per launcher

Anti-Mech Thief

The Thief is optimal for scouting purposes and is acceptable in an anti-APU role, but sometimes they cannot operate with fire support or have to face other units more directly, particularly in guerilla operations. Configurations like these are more optimized for fighting APUs and other mechanized units. The shield provides added defense and reliability, while the arc projector adds a disabling punch, which is often appreciated against weakly shielded mechanized units. The dual cyclic vulcans on the back slots are the primary offensive weapons, while the standard anti-APU missiles are maintained for the quick initial attack.

Anti-Air Magus

A Magus unit is the most appreciated on the battlefield, when effectively used with spotting scouts, as it usually carries the best weaponry. Despite this, its low acceleration makes it vulnerable. Configurations of this sort are usually used when aircraft attack is expected and dedicated anti-air artillery is unavailable. Two AA missile racks are placed on the back slots, with the missile hard-points filled with apogee motors. The sniper rifle is maintained, but the casting rod is replaced by a superheated blade, to keep energy drain as low as possible.

APU-02 Thief

Anti-Mech Type

Armor Points	86 AP
Total Unit Cost	\$210,000

Cyclic Vulcans x2

Location	Left and Right Back Slots
Range Category	Kinetic
Weapon Range	Melee, Close
Attack Roll	3d6+6 3d6+4 two-weapon
Base Damage (Armor)	4d6
Damage Step	1d6
Damage Range	-3/+2

Heavy Alloy Shield

Location	Right Hand (replaces Machine Gun)
Add Ability	Defend against Melee attacks, cannot use Right Forearm until dropped
Additional Armor Points	+15%

Arc Projector

Location	Left Forearm (replaces High Frequency Blade)
Range Category	Melee
Attack Roll	3d6+9
Damage Step (Laminate)	4d6
Defend Base Damage	0
Defend Damage Range	0/+6
Counter Base Damage	16d6
Counter Damage Range	-3/+2
Systems Damage	x1/4
Defense Actions	Counterattack

APU-03 Magus

Anti-Air Type

Initiative Bonus	+8
Initiative Increase	+8
Total Unit Cost	\$437,500

Superheated Blade

Location	Left Forearm (replaces Casting Rod)
Range Category	Melee
Attack Roll	3d6+3
Damage Step (Armor)	2d6
Defend Base Damage	0
Defend Damage Range	0/+8
Counter Base Damage	10d6
Counter Damage Range	-4/+3
Defense Actions	Defend, Counterattack

Anti-Air Missile Rack x2

Location	Left and Right Back Slots
Range Category	Explosive
Weapon Range	Extreme
Attack Bonus	+6 +14 with high Initiative
Base Damage (Armor)	18d6
Damage Step	18d6
Damage Range	0/0
Laminate Damage	x1/2
Ammunition	3 per launcher

Apogee Motors

Location	Missile Mounts (replaces Anti-Aircraft Missiles)
Initiative Bonus	+5

Combat Engineer Magus

This unit is designed for combat engineering operations — tunneling, detonation, and construction on the battlefield. The unit's main change is dual impact hammers on the forearms. These weapons are not added for combat capability, but for digging and construction purposes. The linear cannon is replaced with a multipurpose detpack launcher/dispenser, capable of being used both as a combat weapon and as an explosive device. An anti-air autocannon is equipped for defensive purposes. As one might expect, these units are not meant for front-line combat, but can be frighteningly effective in the hands of a pilot with nothing left to lose.

APU-03 Magus

Combat Engineer Type

Total Unit Cost	\$377,500
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Anti-Air Autocannon

Location	Left Back Slot (replaces Jamming Module)
Range Category	Kinetic
Weapon Range	Melee, Close
Attack Roll	3d6+6 3d6+5 two-weapon
Base Damage (Armor)	7d6
Damage Step	1d6
Damage Range	-6/+5

Impact Hammer x2

Location	Left and Right Forearms (replaces Casting Rod)
Number of Attacks	2
Range Category	Melee
Attack Roll	3d6+3 3d6+2 two-weapon
Damage Step (Armor)	2d6
Defend Base Damage	0
Defend Damage Range	0/+4
Counter Base Damage	6d6
Counter Damage Range	-2/+1
Defense Actions	Counterattack

Detpack Launcher/Dispenser

Location	Right Back Slot (replaces Linear Cannon)
Range Category	Explosive
Weapon Range	Long
Attack Roll	3d6+6 3d6+5 two-weapon
Base Damage (Armor)	12d6
Damage Step	12d6
Damage Range	0/0
Laminate Damage	x1/2
Ammunition	6