

# War Machine Profile #3: UAR-1 Enforcer

BY BRIAN HARDWICK

The UAR-1 Enforcer's been among the forefront of the CS arsenal for 30 years, and is likely to soldier on for another decade. The Enforcer is as big a symbol of the Coalition's military power as the original "Death's Head" SAMAS, speaking both literally and figuratively.

Originally designed to engage targets in an urban environment, UAR-1 exceeded its designer's wildest dreams with its versatility in performing a wide range of missions. These missions include assault, recon and even fire-support missions.

## Firepower

The Enforcer carries a powerful rail gun mounted on a pod over the right shoulder, and it is effective against both ground and air targets. Loaded with silver rounds, it can be devastating to supernatural creatures vulnerable to silver. While capable of limited up and down movement, the rail gun cannot traverse left or right without the entire body of the robot moving to a new position.

Another pod, a medium range missile launcher, is mounted over the left shoulder. This provides the Enforcer with its primary anti-aircraft weapon. The effectiveness is limited however by its six round payload.

For close range firepower, the Enforcer mounts dual shoulder short range missile and a torso mounted mini-missile launcher. These are able to engage enemy

infantry, power armor units or other light armored vehicle units. In addition, on each shoulder is a light laser, mounted in a turret. These lasers are suitable for use against personnel or as an anti-missile weapon.

Finally, the Enforcer is still a capable hand-to-hand fighter.

The downside to the UAR-1's firepower is that it is ammo dependent. With its missiles expended, the Enforcer is not much good except to draw fire.

## Armor Protection

The Enforcer still has good protection, though it does show its age against other, more recent designs. A weak spot is the Enforcer's legs; the armor protection here is simply not adequate for the increasingly lethal battlefields of Rifts Earth.

## Speed

With a top speed of 60 MPH, the Enforcer can still move around well enough for its intended role in an urban environment, but the design shows its age.

## Deployment

The Enforcer is at home with a variety of other units, from infantry to tanks. The design works best with infantry units that can protect the Enforcer's vulnerable legs and to augment the close range firepower of the Enforcer.

The Enforcer can no longer match up well against other heavy combat robots or vehicles, but can still serve well in a supporting role.

## UPGRADES

**Armor:** an armor upgrade similar to that carried out on the IAR-2 Abolisher would be useful. This would greatly increase the staying power of this aging military icon.

**Forearm Lasers:** adding one or two forearm lasers will increase the usefulness of the Enforcer.

**Laser Rifle:** Adding a TX-41 style robot laser rifle, linked to the power supply, can also help reduce the Enforcer's dependency on missiles.

**Grenade Launcher:** adding a second leg-mounted grenade launcher would be another simple, but effective upgrade.

“ The downside to the Enforcer's firepower is that it is ammo dependent. With its missiles expended, the Enforcer is not much good except to draw fire.

”