



MEET THE CHARACTERS OF BATTLEFIELD EARTH

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BATTLEFIELD EARTH

INTRODUCTION

In the year A.D. 3000, Earth is a barren wasteland, plundered of its natural resources by alien conquerors known as Psychlos. Fewer than thirty-five thousand humans survive in a handful of communities scattered across the face of a post-apocalyptic Earth. From a small village, Jonnie Goodboy Tyler sets off on a quest to locate a better home for his family, only to be captured by one of the Psychlos. While enslaved, Jonnie unlocks the mystery of humanity's demise and unearths a crucial weakness in their oppressors.

Spreading the seeds of revolt, Jonnie and a small band of survivors pit their quest for freedom in an all-out rebellion that erupts across the continents of Earth and spreads across the cosmic sprawl of the Psychlo empire.

Descriptions for the key characters in this epic adventure follow, divided into five parts. The first three parts cover all the humans:

JONNIE'S VILLAGE

THE SCOTS

HUMAN REBELS & RENEGADES

The last two sections contain descriptions of the aliens, divided into:

THE PSYCHLOS

THE ALIENS

We hope you enjoy this glimpse into the epic universe of *Battlefield Earth*.

—Editor

JONNIE'S VILLAGE

[Jonnie Goodboy Tyler](#)

[Brown Limper Staffor](#)

[Chrissie](#)

[Aunt Ellen](#)

[Jimson](#)

[Parson Staffor](#)

[Timothy Brave Tyler](#)

[Tom Smiley Townsen](#)

THE SCOTS

[Sir Robert the Fox](#)

[Allison](#)

[Andrew](#)

[Andrew MacNulty](#)

[Angus MacTavish](#)

[Bittie MacLeod](#)

[Captain MacDuff](#)

[Chief of the Argylls](#)

[Chief of Clanfearghus](#)

[Compound](#)

[Commander](#)

[David Fawkes](#)

[Doctor Allen](#)

[Doctor MacDermott](#)

[Doctor MacKendrick](#)

[Dunneldeen](#)

[MacSwanson](#)

[Dwight](#)

[MacAdam](#)

[MacCandless from
Inverness](#)

[Parson MacGilvy](#)

[The Schoolmaster](#)

[Stormalong](#)

HUMAN REBELS & RENEGADES

[Baron von Roth](#)

[Captunk Arf Moiphy](#)

[Chief Chong-won](#)

[Chief Monk Ananda](#)

[Colonel Ivan Smolensk](#)

[General Snith](#)

[Lars Thorensen](#)

[Pierre Solens](#)

[Quong](#)

[Tinny](#)

[Mr. Tsung](#)

THE PSYCHLOS

[Terl](#)

[Maz](#)

[Catrist](#)

[Numph](#)

[Chamco Brothers](#)

[Nup](#)

[Char](#)

[Soth](#)

[Chirk](#)

[Zafin](#)

[Jayed](#)

[Zzt](#)

[Ker](#)

THE ALIENS

[Bolbods](#)

[Tolneps](#)

[Boxnards](#)

[Lord Schleim](#)

[Chatovarians](#)

[Quarter-Admiral](#)

[Chinkos](#)

[Snowleter](#)

[Hocker Lord Blan Jetso](#)

[Half-Captain](#)

[Jambitchow](#)

[Rogodeter Snowl](#)

[Lord Browl](#)

[Double-Ensign](#)

[Lord Dom](#)

[Slitheter Pliss](#)

[Lord of Fowljopan](#)

[Roof Arsebogger](#)

[Selachees](#)

[Lord Voraz](#)

[Dries Gloton](#)

Jonnie's Village

Jonnie Goodboy Tyler lives in a village high in the mountains near Denver, Colorado. Though it is a sanctuary from the “monsters,” his people are dying and soon will be gone. Jonnie doesn't believe in “monsters” or the myths about them, handed down through the ages by the elders of the village and so begins on an adventure that will impact the future of Earth and the galaxy.

Jonnie Goodboy Tyler

Jonnie Goodboy Tyler was raised in a small, dying village in the mountains near Denver, Colorado. Among people who were average height, Jonnie stood half a head taller—a muscular six feet, shining with the bronzed health of his twenty years.

When Jonnie was twenty his father died, and out of frustration and guilt he defies his elders and embarks on a quest to find a better place for his people to live, a place where food is abundant and where they will not be plagued by sickness.

During his trek, Jonnie is captured by [Terl](#), discovering a truth more terrifying than the legends of his youth as he is confronted with the most oppressive and vicious race in all the galaxies—the Psychlos.

Caught in the clutches of Terl, Jonnie must somehow survive, and using every resource he has, engineer a rebellion against the invaders or lose the last of humanity in the attempt.

“

In that trench there,
sixty-seven cadets died,
fighting the last battle
of the Psychlo invasion
over a thousand years ago.
They did not die in vain.
We are here.

We are fighting again.
You and your fellow pilots
control the skies of Earth.

”

Brown Limper Staffor

Brown Limper Staffor, son of [Parson Staffor](#), was born with a clubfoot and as was the custom of the village, he should have been put to death. But as the only child the Staffors had, his father, the village parson, saves him.

There was never any affection between Jonnie and Brown Limper, and the seeds of hate that Brown Limper had harbored for Jonnie over many years continued to fester—leaving him jealous and bitter.

Climbing the ranks from council member of the small village to the Council of Earth in the human rebellion, and finally orchestrating himself to the position of Senior Mayor Planet, Brown Limper has a personal vendetta that poses an unseen threat to Jonnie and the success of the human resistance.

Chrissie

Chrissie is a very pretty eighteen-year-old girl with large black eyes in contrast to her corn-silk hair. She lives there along with her little sister, [Pattie](#).

Chrissie loves Jonnie and his decision to leave their disease-ridden village in search of a better place to live crushes her. Much to Jonnie's dismay, Chrissie threatens to go after him if he does not return in a year.

When almost a year later Jonnie's horse Windsplitter returns home alone with a fresh scar on its back, Chrissie carries out her promise to go in search of Jonnie who she fears is injured or dead.

Chrissie and her younger sister, Pattie, set out on their quest for Jonnie—unaware of the trap [Terl](#) has set for them.

Aunt Ellen

Aunt Ellen lives with and takes care of Jonnie Goodboy Tyler in the village. After Jonnie's father dies, he is the only family Aunt Ellen has. Jonnie leaves the village and when he returns, over a year later, he sees she is growing old before her time, gaunt from lack of food and sickness, her face bones showing all too plainly.

Jimson

Old Jimson is one of the town council members along with Brown Limper Staffor and Clay. When Clay passes away, it is just Old Jimson and Brown Limper with Old Jimson taking over as mayor and parson.

Parson Staffor

Parson Staffor is the father of [Brown Limper](#) and a council member. Because of his position in the village, he saves Brown Limper (who is born club-footed and mutated) from being killed at birth as was the village custom.

Parson Staffor was once fat and inclined to pomposity. But that was before he began to chew locoweed to ease his pains.

Brown Limper keeps his father supplied with a steady diet of weed to the point where he no longer gets out of bed. When Parson Staffor becomes unable to attend to council duties, Brown Limper steps in and takes over his position.

Pattie

Pattie, who is seven years old, is a budding copy of her older sister, [Chrissie](#), with corn-silk hair and large black eyes.

Pattie adores Jonnie, and with no parents and little enough home, her sun rises and sets on Jonnie's proud orders.

When Chrissie leaves in search of Jonnie, Pattie follows, not knowing the horrible fate in store for both of them.

Timothy Brave Tyler

Timothy Brace Tyler is Jonnie's father. He loves his son very much and teaches him survival skills such as tracking and hunting, skills that Jonnie puts to good use in fighting the Psychlos.

Tom Smiley Townsen

Tom is a trusted friend of Jonnie's from the village. He joins up with the rebel forces to help defeat the Psychlos. With no prior training, Tom turns out to be good at fixing old machinery and getting it running.

“

You're a good boy, Jonnie. And your mother and I love you very much. But nobody could build anything that would keep out the monsters.

”

The Scots

After Jonnie leaves the village, he is captured by Terl who plans to use him to mine gold in the mountains too dangerous for Psychlos. Terl flies Jonnie to Scotland in secret to get fifty able men to help with the mining operation. The Scots play a vital role in the rebellion to reclaim their planet from the alien invaders.

Sir Robert the Fox

Robert the Fox is a grizzled council member of Clanfearghus. When Jonnie arrives to recruit men to help him, the [Chief of Clanfearghus](#) selects Sir Robert to represent and oversee the Scots that have been selected to go with Jonnie.

As a veteran of many raids and having successfully, if narrowly, escaped from a Psychlo hunting party, Sir Robert knows first-hand the mighty strength of their opponents.

Robert the Fox is very educated and speaks with a university accent. He is also skilled in military tactics and plays a major role in executing raids against the alien invaders. When agitated or upset, however, his university diction quickly lapses into a thick colloquial Scot dialect.

Once their base is set up in America, Sir Robert makes up part of Jonnie's informal council consisting of himself, the [schoolmaster](#), [Parson MacGilvy](#) and [Doctor MacDermott](#), the historian.

“

If we miss and slip
up on the tiniest detail,
those plains out there
will once again be crawling
with transshipped Psychlo
tanks and the sky studded
with battleplanes.
We have one thin chance.
We must not miss in any
tiniest detail.

”

Allison

Allison is a pilot in-training who speaks some Psychlo. He is pulled from his classes in Denver and assigned as a coordinator to go to Africa with [MacCandless](#) to airlift the [Brigantes](#) and take them back to Denver.

Andrew

Andrew is a young black-haired youth who is part of the resistance, with the other Scots, under Jonnie.

Andrew MacNulty

Sir Andrew MacNulty is a big, jolly-looking Scot. He is the head of the World Federation for the Unification of the Human Race and chief of all the coordinators. He has a pleasing manner and cheery laugh and is very admired by his extensive and busy corps of coordinators.

The World Federation for the Unification of the Human Race had been formed from the Scots that were not picked by Jonnie to go to America. They stayed behind and prepared for what would come in the eventuality that the rebellion defeated the Psychlos. The members of the Federation called themselves “coordinators.”

The coordinators study Psychlo in addition to all the major languages of

Earth where they believe humans are still alive in the hopes that one day, if the rebellion is a success, they can use these language skills to bring what remains of the human race together again.

Angus MacTavish

Angus is a black-haired youth and one of the Scots who initially go to America with Jonnie as part of the rebellion.

Angus is skilled in electronics and particularly adept in operating machinery. Pugnacious and an enthusiastic optimist, Angus figures out how to get ancient weapons and key machinery operational, a skill which will play a vital part in winning their undeclared war on the Psychlos.

Bittie MacLeod

As a young boy with a thick Scottish accent, Bittie’s head is filled with dreams of long-forgotten centuries when chivalry was the order of the day and brave knights galloped out to fight the forces of evil.

Though he is only eight years old, it is this dream of adventure that compels him to join the human rebellion against the Psychlos.

When he meets Jonnie Goodboy Tyler, he immediately idolizes him and deems Jonnie to be a knight—and so dedicates himself as his squire.

Captain MacDuff

Captain MacDuff is a big middle-aged Scot, with his kilts and claymore, who is assigned guard duty for Jonnie at the compound in Denver.

Chief of the Argylls

Chief over the Argylls in Scotland. Clan Argyll is often at odds with Clanfearghus, to the point of warfare. When Jonnie arrives, they put aside their differences and provide men for Jonnie, but there is always a bit of friction between the two clans.

Chief of Clanfearghus

The Chief of Clanfearghus was the last of the Stewarts and entitled to be called king. He is a big black-haired, black-bearded power of a man. He wears a short kilt that shows the bony knees of strong legs. He has a pair of white cross belts, pinned together at the center of the X with a large silver badge. His bonnet sits squarely on his head and he carries a large, ancient sword.

In addition to Clanfearghus and the Argylls, the clans of MacDougals, Glencannons, and Campbells lend their strong men to aid Jonnie in the uprising against the Psychlos.

Compound Commander

The Denver compound commander is an Argyll who was very well noted for his experience and prowess in raids in earlier days. At the compound in Denver, however, he inadvertently helps Terl in a way not predicted until too late.

David Fawkes

One of the coordinators under [Sir Andrew MacNulty](#), Fawkes is an expert on Africa and speaks French. Jonnie takes him as part of his raid to Africa and while en route, David fills Jonnie and Sir Robert the Fox in on the nature of the local human tribe there called the [Brigantes](#).

Doctor Allen

Dr. Allen is an expert on burns and also prepares serums for vaccinations and inoculations which come in handy whether fighting snakes in the rain forests of Africa or venomous bites from alien invaders. His main concern is disease prevention.

Doctor MacDermott

Doctor MacDermott is part of the original group of Scots who come over to America with Jonnie to fight the Psychlos. He is a scholarly old fellow and dean of literature and very well educated. Though he is old, he demands to go with the others so he can write the history that would become legend.

MacDermott's knack for picking up information from the tattered remains of books is of great assistance in the war against the Psychlos. MacDermott, along with [Robert the Fox](#), [Parson MacGilvy](#) from Scotland and [the schoolmaster](#) form Jonnie's council in America.

“

I always thought that Dunneldeen and Stormalong were wild. *You* are the wild one, Jonnie Tyler. Do you always use a battleplane to light fuses?

”

Doctor MacKendrick

Doctor MacKendrick is a tall, gray-haired man who attends to Jonnie when he is gravely injured.

As a bone doctor specialist and neurosurgeon, he is invited by Jonnie to go with him to Africa to help him solve the mystery of the Psychlo's behavior—an invitation that he readily accepts, not knowing what they are getting themselves into.

Dunneldeen MacSwanson

A fiery Scot and one of the first members of the human rebellion, Dunneldeen possesses a sense of humor even in the darkest hours of their fight. Never afraid to look death in the eye or dance with the devil's wife, he serves the resistance well with his courage and nerve as a fighter pilot.

Dunneldeen is the nephew of [Chief of Clanfearghus](#) and as heir to the throne he is sometimes referred to as Prince Dunneldeen, though neither he nor his uncle ever make much of their status.

Along with [Sir Robert the Fox](#), Dunneldeen proves himself to be indispensable to both the cause and to Jonnie personally.

Dwight

One of the original members of Jonnie's rebellion and a shift leader at the mine. He is Dunneldeen's co-pilot on a daring raid on the Psychlo's Cornwall compound in the British Isles.

Dwight is chosen as an officer over the raiders because he could be depended upon to follow orders exactly, without deviation, and can handle men—both attributes that are pivotal in a decisive battle.

“

I hope you all made your peace
with the parson before we left,”
said Dunneldeen. “Here we go!

”

Glencannon

With a love of guile and a thirst for adventure, Glencannon leaves the Scottish Highlands to join the small band of humans Jonnie Goodboy Tyler needs to save Chrissie and thwart the alien invaders.

Glencannon rapidly learns Psychlo and how to fly their machinery and becomes an expert, daredevil pilot and a force to be reckoned with. It is his skills in reconnaissance and aerial combat that make him a vital and dedicated part of the human resistance.

MacAdam

MacAdam is short and stocky with a black beard flecked with gray.

MacAdam, along with the German, [Baron von Roth](#), set up the Earth Planetary Bank and issue the first credit note. He and the Baron come to the aid of Jonnie when he is facing more than one war with the aliens, on altogether different fronts and with divergent rules of engagement.

MacCandless from Inverness

MacCandless is one of the coordinators sent to Africa along with [Allison](#) to airlift the [Brigantes](#) (who are living in the rain forest) to the Denver compound as ordered by the council.

Parson MacGilvy

MacGilvy is a Scottish parson who goes with [Robert the Fox](#) and the selected Scots to help Jonnie in his efforts to defeat the Psychlos. The parson makes the request to go telling Jonnie that someone must attend to the souls of the men who will die in their desperate attempt.

In America, he is part of Jonnie's informal council consisting of himself, the [schoolmaster](#), [Doctor MacDermott](#) the historian and [Robert the Fox](#).

Schoolmaster

The schoolmaster volunteers to go with Jonnie with the first wave of Scots. He knows there will be a lot of study involved and claims it took an iron rod to make young men study, who had appetites only for hunting and women.

In America, he forms part of Jonnie's council along with the historian [Doctor MacDermott](#), [Parson MacGilvy](#), and [Sir Robert the Fox](#).

Stormalong

Stormalong, whose real name is Stam Stavenger, is a member of a Norwegian group who emigrated to Scotland from Norway in ages past. They had preserved their names and lineage but not their customs. They looked and acted like Scots.

Stormalong was Jonnie's height and build and had eyes like Jonnie's, and was selected as part of the original group of Scots because he looked like and could be one of Jonnie's doubles.

A skilled pilot, he enjoyed teaching the new cadets to fly. Stormalong found an ancient flying coat, a white scarf and a huge pair of goggles from a bygone age and he affected these as they gave him a bit of dash.

“

I have been fighting and flying
my goggles off for days! Oh,
laddie, it has been a wild time!

”

HUMAN REBELS & RENEGADES

As the fight for Earth intensifies, remnants of humanity from all parts of the world gather together for the final fight. They call themselves the World Federation for the Unification of the Human Race and they hail from Africa and Europe, Russia and China and all across the globe to join in the fight. And as proven through history, during social upheaval and revolution, not all are fighting on the same side.

Baron von Roth

Baron von Roth is German and as tall as Jonnie but heavier with a bluff, hearty, red face.

He was descended from a family that was supposed to have controlled European banking for centuries before the Psychlo invasion. He is a very tough and capable man.

Baron von Roth along with [MacAdam](#) are the original members of the Earth Planetary Bank.

As the battle for Earth wages on more than one front, both the Baron and MacAdam find themselves faced with a formidable enemy.

“

Never saw anybody
so anxious to collect
their pound of flesh!
Shall we begin?

”

Captunk Arf Moiphy

Captunk Arf Moiphy is a Brigante officer under [General Snith](#).

The Brigantes are soldiers of fortune made up of a mix of Belgians, French, Senegalese, English, American, and other nationalities. At the time of the Psychlo invasion, they were a thousand-man unit hired by an international bank to overthrow one of the African countries. Originally spared from the gas barrage, they have lived in the rain forest for the last thousand years waiting for a relief team from the bank.

Over the years, they have established a symbiotic relationship with the Psychlos providing them with humans they can torture. The Brigantes are cannibals and a very foul, dirty, degraded lot.

Chief Chong-won

Chief Chong-won, head of the Chinese tribe of approximately 350, the only ones left out of the millions of Chinese who once lived there. They live high up in a valley that has been mined out by the Psychlos. They have survived there despite not having much food. His people have preserved their university records and are quite literate. They speak Mandarin, an old court language.

Chief Monk Ananda

Chief Monk Ananda is a big man with a peaceful face. He is a Buddhist monk and wears a reddish yellow robe and lives in Tibetan caves with the rest of his tribe.

His people are pretty much starved as they are unable to grow much food. They speak Pali, a language that is extinct outside their group. The coordinators give them a [Chinko](#) instruction machine and they learn Psychlo so they can communicate with the other tribes.

Chief Monk Ananda and his people are the backbone of a worldwide communication network that Jonnie uses to keep their transmissions and communications secure from the aliens.

Colonel Ivan Smolensk

Colonel Ivan Smolensk is as tall as Jonnie Goodboy Tyler, heavyset with slightly slanted eyes, and dresses in baggy-bottom trousers and a white tunic. He is quite imposing with his bristling black mustache standing straight out on both sides of his big nose.

Colonel Ivan is from the Hindu Kush in the Himalayan Mountains and descended from a Red Army detachment that was cut off there and intermarried locally. There are about ten groups in the Himalayas; some speak Russian, some an Afghanistan dialect.

A loyal friend to Jonnie Goodboy Tyler and a fierce leader, Colonel Ivan and his Russian tribe combine forces with the Americans and Scots in a strategic alliance to defend against the alien invaders.

General Snith

General Snith is the leader of the crude military group in Africa called the [Brigantes](#).

He is overweight and his skin is a yellow tone, suspected to be malaria. The folds of his body make deep seams of dirt. He dons a funny leather-like cap with a peak in front with a diamond set in it.

Snith is merciless and cruel and his team of cannibalistic soldiers established a working relationship with the Psychlos delivering humans for torture in return for supplies.

Terl engineers the transport of the Brigantes to the compound in Denver. General Snith and his men are hired by [Brown Limper Staffor](#) to help capture and kill [Jonnie Goodboy Tyler](#).

Lars Thorenson

Lars Thorenson was part of the Swedish contingent that arrived in Denver for pilot training. Lars flunked out after he tried an impossible maneuver that wiped out a plane and cracked his neck. He is only kept on for his language skills.

Lars does not share the ferocity of some of the Scots against the Psychlos, for his people, way up in the Arctic, hadn't had any previous contact with Psychlos. He thought maybe the Scots exaggerated things a bit.

At the compound, he befriends [Terl](#) and [Brown Limper Staffor](#) and joins with Brown Limper to destroy [Jonnie GoodboyTyler](#).

Pierre Solens

A new co-pilot from the French refugees in the Alps, Pierre is quite young, recently trained and still has trouble speaking Psychlo.

He is Jonnie's co-pilot on one of his trips to Africa. After his initial flight with Jonnie, Pierre realizes that life with *MonsieurTyler* was too hair-raising for his lifestyle.

Quong

Quong is part of the network of Buddhist communicators used by Jonnie to keep their communications secure from the aliens. Quong is young, about 13 years old, and works at the Denver compound.

Thor

Thor is part of the original Scottish contingent that joins Jonnie in his plot to overthrow the Psychlos. Thor is Swedish, a skilled pilot and as a near duplicate of Jonnie he is one of the three members of the rebellion, along with [Dunneldeen](#) and [Stormalong](#), who act as one of Jonnie's doubles.

Tinny

A young girl, Tinny is one of the Buddhist communicators assigned to the African base. When the attack focuses on Africa, Tinny along with [Stormalong](#) stay up round the clock for days handling the onslaught of traffic.

Mr. Tsung

Mr. Tsung is a descendant of a family that served as chamberlains to the Ch'ing Dynasty—those who ruled China from AD 1644 to about 1911, close to eleven hundred years ago. They were the last dynasty before China became a People's Republic (and before the initial attack by the Psychlo aliens).

His family always kept up on its background, expecting someday a dynasty they could serve would come back into power.

Becoming an advisor to [Jonnie Goodboy Tyler](#), Mr. Tsung instructs him in the arts of politics and diplomacy—skills which prove more valuable to the resistance than the numbers in their ranks or the strength of their weapons.

Mr. Tsung has a daughter, Lü, named after the last empress of the Han dynasty, who paints tigers, birds and such, on handmade rice paper. His son-in-law, Lin Li is also an artist. He paints pictures freehand with a metal spray gun and one of his specialties are dragons. Both Lü and Lin Li use their artistic talents to forward the cause.

“

If you go out there and talk to them in hides, they'll think you're just a barbarian and won't listen to you. He says if you look and act like an uncouth savage, they'll hold you in contempt.

”

Psychlos

The Psychlos have ruled and ruined sixteen universes for over a period of 302,000 years. They have the monopoly on teleportation across all universes and thus economic control. Their main industry is mining and they do this by taking over planets, wiping out the indigenous population and then mining out the precious metals for themselves. Their home planet's atmosphere is breathe-gas, with a heavy gravity, where everything is a shade of purple. As a race, they are vicious, sadistic and devious and get pleasure from pain and torture.

Terl

Terl is the Psychlo chief of security on Earth. It was a gut blow to Terl when he was ordered to Earth and he wondered what he had done and whom he had accidentally insulted to deserve this.

Terrified of being permanently stuck on a planet he hates, he devises a plan to get back to his home planet, a wealthy Psychlo. To execute his plan, though, he needs human slaves.

He captures [Jonnie Goodboy Tyler](#), forcing him to lead other humans to mine gold for him.

Known for being clever, not intelligent, Terl uses every means of extortion, blackmail and villainy he needs to push forward his plan to get off the accursed planet, Earth.

Unbeknownst to Terl, his plan sets in motion actions that will materially alter the future of both Earth and Psychlo.

“

Why not admit it, animal?
You're licked. When the Psychlos
counterattack from home planet,
you'll already be gone.

”

Catrist

The Catrist, which means “mental doctor” came to power over 250,000 years ago on Psychlo. They took charge of all the schools and medical centers and controlled who could be trained on teleportation.

The people specially trained under them are called “brain-brains” and are sent to planets as the security chief. The security chiefs are then the only person on a planet with the knowledge to build a teleportation rig.

Before the catrist, the Psychlos were a different people. When the catrist assumed power they became the real, but hidden government and ruled by spying on and controlling what the Psychlos population thought.

Chamco Brothers

The Chamco brothers are Psychlo design and maintenance engineers who work at the Denver compound.

When it is to their advantage, they sell out to the humans and in doing so, they provided invaluable data about Psychlo’s transshipment security.

Char

Char is the mine manager on Earth for the Intergalactic Mining Company. Char oversees the transshipments that come in from other mine sites and sends shipments of valuable ore

via teleportation back to home planet, Psychlo. He has schedules to keep and he doesn’t like [Terl](#) meddling around looking into communications going back to home planet and messing up his time tables. In fact, Char doesn’t like or trust Terl at all, something Terl is well aware of.

Chirk

Chirk is secretary to [Terl](#), at the mining installation near Denver, Colorado.

Terl considers Chirk stupid enough not to be any menace and good-looking enough to be decorative. She can get drunk with economical speed and has other advantages too.

Her main job is in blocking off callers and shuffling administration papers back for somebody else to handle. In spite of being a rattlebrain, Chirk leaks vital information to [Jonnie](#) that helps the rebellion.

Jayed

Jayed has a round jowled face, splintered left front fang and discolored mouth and eyebones. He is a member of the dreaded Imperial Bureau of Investigation and has a reputation as a criminal investigator.

He arrives on Earth under the assumed name of “Snit” and takes a low level job which allows him to disappear for hours without being noticed. Not even [Terl](#) is privy to the real reason he is on Earth.

Ker

Ker is small for a Psychlo, only seven-feet tall. He was born of wealthy parents but was the runt of the litter. Not wanting the family disgraced, he was thrown out in the garbage, only to be fished out by one of the household slaves and sent underground to join a secret revolutionary organization of blue-colored Balfan slaves.

Brought up by the Balfan revolutionaries, Ker was trained to steal things for them, as he could slip in and out of places, being so small. At the age of eight he was caught and imprisoned and sentenced to hard labor, where he learned the ins and outs of criminality.

At the age of fifteen he escaped prison, bought false identity papers, bribed an Intergalactic Mining Company clerk and got employed as a shaft man because he could get in and out of small places.

Now at forty-one years of age, Ker works on Earth and has been assigned by [Terl](#) to assist [Jonnie Goodboy Tyler](#) in learning to operate the Psychlo minesite machinery for Terl's "special project."

Termed a "geysermouth" for his incessant chattering, Ker has no friends and none of the other Psychlos at the compound bother to listen to him. By forging a relationship with Jonnie, he puts in motion major events that would have a marked effect on the human rebellion.

“

I dropped from 'His Planetship'
down to gooey dirt, Jonnie.
I got only one shaftmate and
that's you, Jonnie.

”

Maz

Maz is the head planning engineer at the Africa minesite. He is huge, one of the biggest Psychlos Jonnie has ever see, and very surly.

When [Ker](#) is placed in charge of the mine, Maz balks and refuses to let the midget operations officer order him around, effectively stopping all production.

Numph

Numph is the Planetary Director of Earth and is getting old. Rumor has it that he was a discard from the Central Company Directorate—not for corruption, but just for bumbling incompetence—and had been sent as far away as they could send him. An unimportant post, a rim star in a remote galaxy, a perfect place to send someone and forget him.

Wanting to cut pay and bonuses, purportedly to increase profits for the Intergalactic Mining Company, he turns to [Terl](#), Psychlo security chief, to help ensure there is no outbreak of mutiny at the mining sites on Earth when the slashes occur.

While seeming to assist the Planetary Director in preventing revolt, Terl is secretly working to increase his own personal wealth, which includes getting the necessary leverage on the Planetary Director in order to accomplish these ends.

Nup

Nup is an arrogant executive newly brought to Earth and drafted by [Zzt](#) to get the gas drone that is blocking the hangar entrance, out of the way. Before Zzt can do that, however, the drone moves on its own and Nup obliging follows Zzt and the drone in a Mark 32 “Hit ‘Em Low, Kill ‘Em” heavy armored ground straffer capable of battering down a whole city.

Nup doesn’t really understand what is happening and decides all the commotion is a typical [Bolbod](#) attack leading him to make costly mistakes.

Soth

Soth is an assistant mine manager who has served in the compound near Denver but now at 180 years old, he is not all that spry. Since the age of 50, Soth has never returned to Psychlo but has instead been shipped all over the universes, serving two years here, four years there and cross-fired every time instead of going through Psychlo which was the regular procedure.

After graduating from mine school, Soth worked as an under-professor of “ore-theory.” That is until the age of 50 when he was abruptly assigned as an assistant mine manager on a very remote planet. The only black mark on his record is a note at the time of his first transfer that read “Unsuitable for teaching profession. Fla, Chief [Catrist](#), Gru Clinic, Psychlo.”

Zafin

Zafin is the Junior Assistant to the Deputy Director for Secondary Uninhabited Planets on the planet Psychlo. He is a young, ambitious executive and in that capacity wholly unskilled.

When [Terl](#) queries him for data that will help with his scheme, Zafin initially helps, but then blocks all further help by noting in Terl's record to, "Ignore further communications."

Zzt

Zzt is the transport chief at Minesite Sixteen located near Denver where [Terl](#) works. Much to the dismay of Zzt, every time a tool or a car or fuel turns up missing it gets attention from Terl, as head of security.

Like [Char](#), Zzt doesn't trust Terl, especially when Terl sounds like he is doing you favors. Zzt and Terl often come to physical blows. Despite his thousand pound weight, Zzt is nimble and strong and handy with a wrench, which he puts to good use in defending himself.

“

Zzt impatiently threw on
all the radio channels. That
would blast the nincompoop
out of his wits.

”

The Aliens

The heightened activity on Earth does not go without notice. And where there is a war, there are the spoils of war with many races, in addition to Psychlos, wanting to get their rightful portion of the plunder.

Bolbods

The Bolbods are plain plug-ugly, shapeless beings who are bigger than Psychlos. Their “hands” are always clenched into fists.

The Bolbods consider insignia beneath their dignity, including the commanding officer on the Bolbod spacecraft Gang Leader Poundon. He has a low opinion of all the rest as effete alien races that have descended on Earth.

The other aliens consider the Bolbods to be strong but rather stupid.

Boxnards

The Boxnards, located in Universe Six, invented teleportation and tried to use it for military purposes.

That was 209,462 years ago before the [Psychlos](#) got there, stole their development and wiped out the Boxnard’s entire seven planets along with every single living Boxnard along with any allied races.

“

He suddenly realized that the Bolbods, the Hawvins, and who knows who else, might show up. He hoped they wouldn’t quarrel with each other.

”

Chatovarians

The Chatovarians have a reputation of being the best defense builders. It was their boast that no Psychlo attack had ever broken through in the entire seven-hundred-planet empire. They have even shot down gas drones.

The Chatovarians stand about five feet tall, have somewhat flat heads and big buck teeth. They have a bright orange tan. Their hands are a trifle webbed but very nimble. And they are strong, going fast and working hard.

They live on a diet of wood and plant trees on tens of thousands of acres of land so they have food. They liked to build with stone, and consider that building with wood is a waste of good food.

Chinkos

The Chinkos came from Galaxy Two, beings as tall as Psychlos but thread-thin and delicate. They were an old race, and the Psychlos didn't like to admit they had learned what they knew of cultural arts from them.

As a race they had been easy to transport, despite breathing air and being feather light. And they were cheap. But they were no more, not even in Galaxy Two. Having initiated a strike, Intergalactic had wiped them out.*

Originally the Chinkos were the Intergalactic Mining Company's answer to some protests by more warlike and able worlds that mining was wrecking planetary ecologies. Intergalactic had been plush and profitable at the time, and a director in Intergalactic's main office had created the culture and ethnology department, or C and E. Maybe it was originally named the ecological department, but Chinkos could paint, and some Intergalactic director's wear-the-claws wife had begun to make a private fortune selling Chinko work on other planets and got the name changed.

But it was the strike the Chinkos had invented, not the corruption, that caused the final wipeout. Corruption at director level was very paws-off for security personnel but a strike was not.

The Chinko, Joga Stenko, Junior Assistant Language Slave in the Language Division of the Department of Culture and Ethnology, Planet Earth is [Jonnie](#)'s instructor via recordings viewed through the Learning Machine. Stenko teaches Jonnie to read and write English and Psychlo which gives him the first major breakthrough in his plan to rid Earth permanently of the alien invaders.

*See appendix in the 21st Century Edition of *Battlefield Earth*, Author's Notes, for additional data on the fate of the Chinkos.

Hockner Emissary Lord Blan Jetso

The Hockners are from the Duraleb system and they have long, noseless faces and their outfits tend to be overly ornamented.

Lord Blan Jetso is the Hockner emissary, Extraordinary Minister Plenipotentiary of the Emperor of the Hockners. He arrives dressed in shimmering robes with a monocle on a stick and a gold-colored hamper.

The Hockner super-lieutenant commands the star-shaped craft and looks a little supercilious with his monocle and excessive amount of gold braid.

Jambitchow

The Jambitchows are an evil-looking race with gold scales on their body and eyes where their mouth ought to be. Their war vessel is headed by a Jambitchow Commander who has polished scales and a lilting voice. He is most interested in doing the other aliens, who have converged on Earth, out of their rightful share of slaves, metal and machinery.

Lord Browl

Lord Browl is a massive treelike emissary with arms a foot in diameter. He is very strong and vocal and is one of the many emissaries across the sixteen universes called to Earth for a conference.

Lord Dom

Lord Dom, represents twelve hundred worlds in his republic. He is a bulbous creature from a mostly liquid world with a big, liquidy face and moves much like a liquid jelly fish.

Lord of Fowljopan

The Lord from Fowljopan, an empire of seven hundred worlds, has beady eyes, and a squawking voice.

Selachees

The Selachees are a race indigenous to the only three habitable planets of the Gredides System. The planets are mostly water with nine surface parts of water to only two parts of land. They look like a human being, except that their skin is gray. Their nose takes a sharp upturn at the tip. Their ears are more like gills and their fingernails are very pointed. The main difference is their teeth: they have two rows of teeth, the second set just behind the first.

They can eat anything, breathe almost any atmosphere and live on almost any gravity and, by tribal mores, worship total honesty and the righteousness of obligation.

With about five billion inhabitants on each planet, it is a busy population. Although mostly devoted to banking, they have engineers and specialists and, naturally, lots of mathematicians.

Lord Voraz and Dries Gloton are influential Selachees bowed down to by other races and, without guns or weapons, they drop a bombshell on [Jonnie](#)'s plans to liberate Earth and its people.

Lord Voraz

Lord Voraz is the Central Director, Chief Executive Officer and Overlord of the Galactic Bank. He commands billions in the Selachee banking industry and his power spans sixteen universes—including Earth.

Dries Gloton

Dries Gloton is junior to Lord Voraz and liked to call himself the chief collections executive, but in reality he is the Branch Manager of the Selachees' Galactic Bank for the sixteenth universe, which includes Earth. As the Branch Manager, he has total authority over his sector.

Although named the Galactic Bank, it is really Pan-Galactic as it covered sixteen universes.

Tolneps

The Tolneps are short, about half the size of a Psychlo, and they can breathe almost anything. Worst luck, they are immune to Psychlo gas barrages. Their diet is metal and their bite is deadly poison. They have a body density comparable to iron and they can't be killed with an ordinary blast gun.

Their one vulnerability is their eyesight. They only see in infrared and have to wear a face mask with a filter plate. They are totally blind when subjected to shorter wavelength light and can be killed only with ultraviolet weapons. They are intensely allergic to cold and have a body heat of around two hundred degrees.

The Tolneps raid other planets and sell the population off as slaves.

The key Tolnep players in the dispute over Earth are: Lord Schleim, Quarter-Admiral Snowleter, Half-Captain Rogodeter Snowl, Double-Ensign Slitheter Pliss and Roof Arsebogger.

Tolnep Emissary Lord Schleim

Lord Schleim is the Tolnep Emissary and a slithering and underhanded diplomat—a master of debate with a tittering laugh that alternated with insidious, acid hisses. Lord Schleim has poisonous fangs and glass-hooded eyes. His eyes are weak and require a filter so he can see, as with all Tolneps.

He also has an accent, probably due to his fangs.

With enough power to flick a small planet like Earth into eternity with no more than a careless gesture of a claw or fingertip, Lord Schleim has designs of his own on Earth—which makes him a formidable enemy against the human rebellion.

Quarter-Admiral Snowleter

Quarter-Admiral Snowleter is the uncle of [Half-Captain Rogodeter Snowl](#).

As the senior in command, he contends he should head the combined alien forces over the battle for Earth.

The other contestants, however, detest both Snowleter and Snowl and don't agree to his assumed leadership.

Half-Captain Rogodeter Snowl

Half-Captain Rogodeter Snowl is an experienced, but not always lucky gambler, and as such, is in deep debt.

As an officer of the Tolnep Elite Space Navy, he considers that he knows a sure thing when he sees it and negotiating a planetary surrender and selling off the population as slaves is a sure bet. That [Snowleter](#) is his uncle, also helps.

Double-Ensign Slitheter Pliss

Snowl sends Pliss down to Earth on a routine mission to capture a notable for interrogation—interrogation Tolnep style.

Snowl selects Pliss because he owes him thousands in gambling debts, so if something does go wrong it'll be one less debt for Snowl to worry about.

Pliss realizes too late his stupidity in not letting a superior officer win at gambling. His sortie to Earth also does not go well.

Roof Arsebogger

Roof Arsebogger considered himself the ace reporter of the Tolnep *Midnight Fang*. Even among news media of other systems, the *Fang* was envied as the very epitome of inaccuracy, corruption and biased news. It always printed exactly what the government wanted even while pretending to be anti-government. And Roof Arsebogger enjoyed the reputation of being the most poisonous reporter on a staff that specialized in them.

His face is patched with sores of disease. His fangs are black and one is broken. He dresses in something that looked like it had been discarded from a slum and smelled disgusting.

“

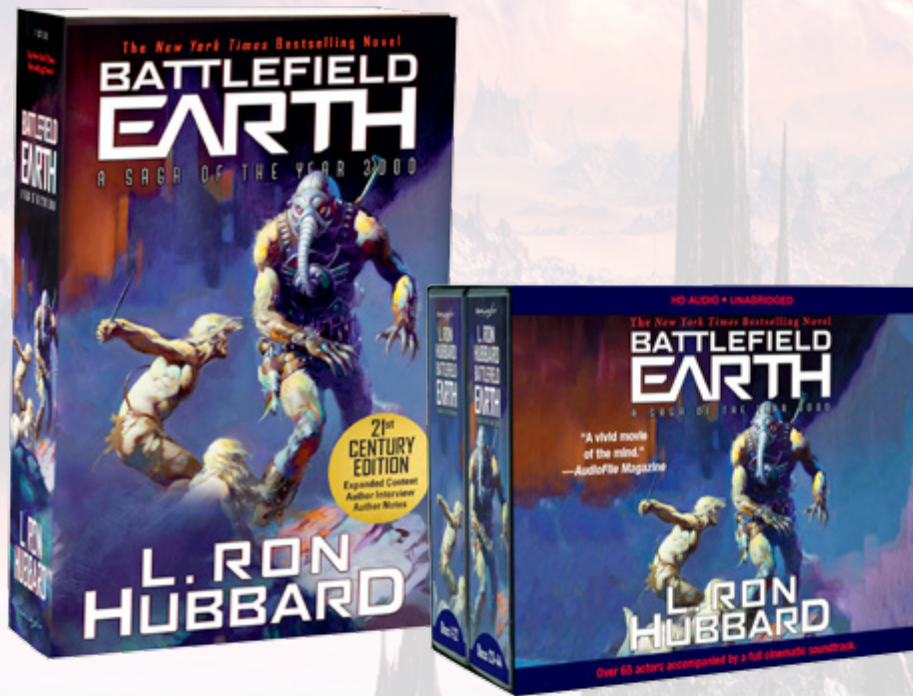
Once you have this planet
under your personal control
you can tell everybody else to
buzz off and be damned.
Smash the place.

”

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