



Screamers

*A Lost Colony Miniatures Game for
Savage Worlds
by Savage Shane Hensley*

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*This game, and Brad McDevitt's art within it, is dedicated to the memory of Jane McDevitt,
beloved and supportive mother; April 1, 1934- Sept 9, 2003.
In Heaven, may you bowl only strikes.*

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Veterans of the Psychic Wars

Banshee. The living planet.

This howling dustball has seen a lot of bloodshed, sorcery, and heavy metal in the last decade. It's not the Hell on Earth that our own blue ball has become in 2094, but it's definitely competing for the honor of "Most Blasted Landscape" award.

If you've read *Hell on Earth* or *Lost Colony*, you know how it got that way. If not, here's the short version.

About 50 years ago, Hellstromme Industries sent an experimental ship into space. (Okay, they really tried to send it into Hell to get Hellstromme's dead wife back, but that's another story.) It came out in the "Faraway System," and discovered a few useless planets and one inhabited by big tall purple aliens—"anouks" and thousands of other bizarre animals.

Eventually, Hellstromme also created the "Tunnel," a fantastic ring in space that allowed spacecraft to travel back and forth from Faraway to Earth space. A wave of scientists, explorers, and researchers arrived, but Banshee was still just a scientific curiosity. A few decades later, a super fuel called "ghost rock" was discovered there and colonists arrived in droves.

Frontier Wars

Like the American Indian Wars three centuries earlier, these new settlers ran smack into natives who just didn't want to move. One violent act ran into another, and soon there were miniature frontier wars all over the planet. The colonists were armed with the latest machine guns,

grenades, and other implements of destruction. The anouks had their massive war mounts (chanouks), as well as psychically-charged weapons that could cut through even the heaviest power armor.

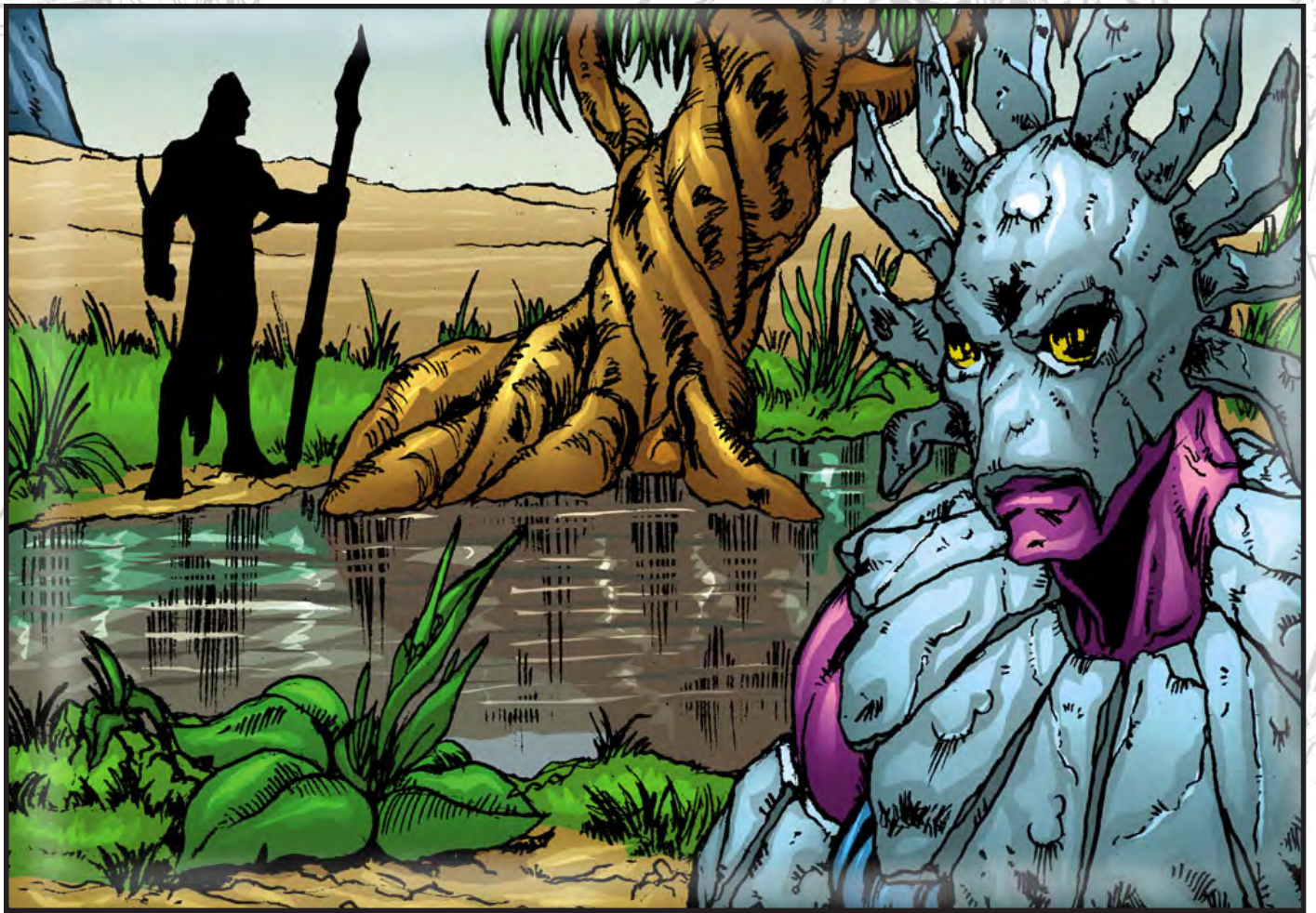
It wasn't clear who was responsible for the colonists' protection since so many nations' people were mixed up there, so the United Nations stepped in. The UN of the future is a bit more willing to act than our present-day knuckleheads, but even then they just appointed a few ex-lawmen to act as Colonial Rangers. These unfortunate folks had a tough job to do. They had to enforce local laws as well as keep the peace between thousands of humans and the roving anouks.

This stopgap measure just resulted in more misery and a few more decades of bloody guerilla war.

The Reapers

The real war started in 2074. A bunch of communist-minded "eco-terrorists" founded by Jesse Coltrane and later commanded by a Lenin-wannabe named Nicolai joined the anouk cause. They called themselves the "Reapers."

Now things looked real bad for the colonists. Not only were they outnumbered 10 to 1, but their own people were turning against them. And while there were certainly a few Reapers who truly believed in the natives' rights, saving the whales, and other tree-hugging activities, most were just drifters looking for loot and trouble.



Warfield

Finally, the UN grew a pair and sent an army from Earth to deal with the “Anouk Uprising.” This was the “United Nations Expeditionary Force,” or EXFOR. Thousands of soldiers as well as scores of airships, artillery, and hovertanks streaked through the Tunnel from Earth and began raining death down on the surprised natives and their treacherous human allies.

Big freakin’ guns beats charged axes most days of the week, so the “grapes” took a serious beating.

Until they called on the skinnies.

The Skinnies

These nasty creatures had also tried to conquer Banshee hundreds of years ago but the anouks had defeated the psychic liches and buried their lairs under mountains of dirt. Now the anouk shamans woke the creatures from their long sleep and turned them loose on their human foes.

It wasn’t clear whether the skinnies were actually some sort of advanced anouk or a similar but alien species. What was clear was that these scrawny psychics had more mental energy than a whole platoon of

military sykers. They could chain lightning a squad of heavily armored troops, drop a plane out of the air, and control a man’s mind like a remote-controlled car.

The Psychic Legion

The United Nations’ forces suffered horrible losses. Troopers died by the thousands and high-tech equipment was left shredded in the wastes and jungles of Banshee.

But Paul “Overkill” Warfield wasn’t done. He called on the UN member nations to send their best and brightest sykers—men and women who had been trained to fight with amazing mental powers. Some were pyrokinetics, others could read minds or even cause a man’s heart to explode.

No sykers can rival the skinnies’ raw power, but an entire Legion might.

Screamers is set right in the bleeding heart of the Faraway War. You’ll command a team of Screamers sent into battle against the deadly skinnies. You’ll have dedicated UN troops and rowdy colonists to back you up, but the skinnies have their armies of savage anouks and murderous Reapers as well.

Sykers

The Psychic Legion is composed of “sykers” from all the United Nations’ members. They’re grouped on Banshee by specialty so that military planners can contact them quickly, but then are actually shipped out individually as the need arises.

Once deployed, they are usually given the most awful jobs possible. They must inflict psychic torment on informants, destroy anouk villages, and worst of all—battle the terrible skinnies.

Backwash

Rank: Seasoned
Power Points: 2
Range: Sight
Duration: Instant

This dangerous and highly-specialized power allows a syker to follow a psychic link back to its source. If a UN trooper is *puppeted* by a skinny, for example, a syker could use this power to send a signal back along the psionic link to attack the skinny.

To use, the syker nominates a character currently affected by another character’s psionic or skinny power. The syker and the original caster then make opposed Psionics rolls. The character using *backwash* adds +2 to his roll. The loser suffers 3d10 instant damage that ignores normal armor (magical armor still counts).

Blindside

Rank: Novice
Power Points: 2
Range: Smarts x 2
Duration: 3 (1/round)

Blindside pinches the optic nerve, blinding a foe for a short time.

This is an opposed roll of the syker’s Psionics versus the foe’s Vigor. If the brainblaster wins, the unfortunate victim suffers -6 to all actions that require sight, including Fighting, Shooting, and Throwing.

A creature must have sight to be affected.

Sturm Und Drang

Rank: Seasoned
Power Points: 1
Range: Smarts x 3
Duration: Instant

A syker can use this power to steal Power Points from any other character or creature who has Power Points (including skinnies).

To do so, the syker makes an opposed Psionics roll versus the target’s arcane skill (Psionics in this game). If successful, the syker steals 1d6 Power Points with a success, +2 per raise.

Slow Burn

Rank: Novice
Power Points: 1-6
Range: 24/48/96
Duration: Instant

Battlefield sykers were taught how to destroy armored vehicles back on Earth. There’s little call for that in the Faraway Wars, but occasionally it’s useful for taking down a car full of Reapers or a highly armored skinny, whose protection comes from their own arcane sources immune to conventional armor-piercing weaponry.

The power works much like *bolt* but with two important exceptions. First, the attack is AP 5 and is considered a Heavy Weapon. Second, the syker can spend additional Power Points to give the blast Armor Penetration ability. Each additional point spent increases the AP value by 5.

Sykers cannot create multiple missiles with *slow burn* as can be done with the *bolt* power.

Telekinetic Squeeze

Rank: Seasoned
Power Points: 3
Range: Smarts
Duration: Instant

This grotesque power uses telekinesis to squeeze, pull, and tear internal organs, bones, and other vitals. A good attack can kill a foe in one quick blast, leaving nothing but a mangled pile of bleeding flesh and busted bones. Sykers have been known to rip out hearts (they call this use “Aztec surprise”), snap bones (“bone ripper”), or subtly pinch off major veins and arteries (“the Big One”).

Regardless of the specific effect and reaction, the attack is an opposed roll between the syker’s Psionics and the victim’s Vigor. Such fine manipulation of an unseen object is very difficult—the Psionics roll is made at -2. It does not work on undead, skinnies, or creatures without a beating heart.

Success inflicts 1d10 damage for success, and an additional 1d10 damage per raise. Two raises, for example, causes 3d10 damage. Only magical armor protects from this attack.

Wallcrawler

Rank: Novice
Power Points: 1
Range: Sight
Duration: 1 minute (1/minute)

Wallcrawler allows a syker to move on vertical and even inverted surfaces like a spider. The character may move at his normal Pace over all such surfaces.

Sykers typically use this ability to infiltrate bases and spy on their nations’ rivals. On Banshee, *wallcrawler* is more frequently used to scale tannis outcroppings to get a better vantage point of the battlefield.

Battle

Battles in *Screamers* take place when a detachment of UN sykers and support troops are tasked with taking out a skinny. Occasionally, these teams are sent to defend targets they think might be attacked by the creatures as well. Roll 1d20 on the table below to determine the general nature of the coming fight.

1d20 Battle Type

- 1-2 Meeting Engagement:** Both sides move to engage each other. The Anouk player chooses which side of the board he'll enter from (after the battlefield is created, see below). The EXFOR player moves on directly opposite.
- 11-15 Anouk Defense:** The anouks are on the defensive. They start out in the center of the board and are deployed first (after the battlefield is created). The EXFOR player starts within 6" of any board edge (and may come on from multiple sides if he chooses). The skinny may be placed *last* however, AFTER the EXFOR player has placed his troops but before the game begins.
- 16-20 EXFOR Defense:** The humans are on the defensive. They start out in the center of the board and are deployed first (after the battlefield is created). The Anouk player starts within 6" of any board edge (and may come on from multiple sides if he chooses).

The Battlefield

The battlefields are as varied as the skinnies' indecipherable objectives. Use the table below to create your battlefield. Roll once for each 2' x 2' section of your game table.

1d20 Terrain Feature

- 1-2 Gulley:** A gulley 1d10" wide and 1d6" deep stretches across this area like a scar.
- 3-4 Wreck:** An old wrecked spaceship, tank, or other obstacle lies in this section.
- 5-8 Scrub:** The section is filled with thick, waist-high scrub.
- 9-10 Tannis Field:** Spires of black tannis ranging from a few feet to 30' tall dominate this area.
- 11-14 Clear:** Only a few small plants and stones lie about this part of the battlefield.
- 15-16 Forest:** A tangle of thick trees and choking vines fills this section. Some of the plants are carnivorous. Human characters (not anouks) in the forest are attacked by strange plants if their initiative card is a Spade. They suffer 2d6 damage.
- 17-19 Boulder Field:** An assortment of boulders fills the space. It's impassable to vehicles, but provides excellent cover for troops within.
- 20 Town:** This is a settlement with several homes and other buildings (at least six buildings). Roll again. On an odd result, it's an abandoned town. On an even result, it's inhabited. The human player gets a free posse of Colonial Militia. They're under the EXFOR player's control and start out in their village, but won't leave this section of the board.



Summary of Play

Here's a quick summary of how to play *Savage Worlds* as a straight miniatures game.

Creating Your Army

Your troops are already organized into units, so you can ignore the advice on **Organization** presented in *Savage Worlds*. The EXFOR player must start with a team of three sykers (these are individuals and act as such—they aren't grouped into a single unit).

The Anouk player must start with a single skinny. He may *only* purchase one skinny for every thousand points in your game.

Each side should print and cut out the stand-up troops included in this PDF.

Setup

Setup your battlefield using either the random table on the previous page, or simply using whatever you've got handy. The scenario is a simple search and destroy for both sides unless you and your opponents have created a story-based scenario of your own design.

Place a troop card for each of your units somewhere out of the way on your side of the board. Deal initiative cards face-down directly onto the troop card so that you know which unit they correspond to.

Bennies

Each player gets three bennies for every 1000 points which may be used on any of their troops. Each Wild Card character gets two bennies of his or her own as well. These should be kept on the character's troop card to avoid being confused with the general pool.

Deployment

See the Battle Type to figure out who places their troops first and where.

The Game Turn

Troops act from the Ace to the Deuce (two). Troops which go on Hold must flip their action card face-up and leave it on their troop card. All the figures in the unit must go on Hold together.

After all the cards have been called (after the Deuce), shuffle the action deck and start a new turn. After the 6th turn, roll a d10 to see if the battle is over. It ends on a roll of 10 at the beginning of the 7th turn, on a 9-10 at the beginning of the 8th, and so on. The game never ends on a roll of 1. Figure Victory Points as described in *Savage Worlds*.

Cohesion

Troops within a unit must stay within 5" of any one other member of their unit.

Morale

Make a group Spirit roll each time a character in a unit is put down. The roll is made at -2 if the group has lost up to half its original strength, and -4 if the group has lost more than three-quarters of its members. For five-man units, the roll is made at -2 if two figures are down, and -4 if three or more figures are down. If the unit fails the Spirit roll, it becomes Panicked and moves toward its board edge at its top running speed immediately. (This is an "extra" movement.)

A unit can rally on their action each round. Make a Spirit check at the same difficulty as before. If it makes the roll, it rallies and can move half its normal movement this round. It acts normally on the following round.

Troop Lists

Screamers is a miniature battle game of the Faraway War that took place on Banshee in 2074. The action starts right after the Psychic Legion landed on-planet to combat the ferocious power of the skinnies.

There are two factions in *Screamers*—the Anouks, which includes the human terrorists who call themselves the Reapers, and the United Nations Expeditionary Force—or EXFOR.

EXFOR has a serious advantage in hardware. From Gorgon APCs to air support and Wolverine powered armor, they're pound-for-pound the heaviest hitters dirtside.

The Colonial Rangers are on their side too. They're not as heavily armed, but they're resourceful and tough, and they have the backing of the local colonial militias as well.

The **Anouks** are a loose confederation of various tribes such as the Azeels and Takalas. They wield psychically-powered weapons that can tear through even the heaviest battle armor—if they can get close enough. They're backed by the single-most powerful creatures in the game—the legendary skinnies.

At this point in the war, the anouks are joined by the Reapers, a ragtag band of humans who have sided with the natives. They claim to be freedom fighters protecting the indigenous tribes, but the vast majority are little more than thieves and other troublemakers looking for loot from sacked colonies. Reapers use mostly scavenged civilian vehicles outfitted with whatever weaponry they can find.

Game Statistics

The game statistics for each troop type list only the skills and abilities useful in wargaming.

The **Cost** for each troop type is the number of points it costs to field, and can be found beneath its faction symbol on the bottom right of each troop card. The number after the slash is the number of models in that unit.

Weapons list the particular mix of weapons in the unit. Reaper Scavs, for instance, are made up of five figures—three with pistols and two with rifles.

Encumbrance: Some models list Encumbrance. This is how overloaded they are due to equipment. The number after the word Encumbered is subtracted from their Pace, as well as their physical Trait rolls (Agility, Strength, Vigor, Fighting, Shooting, Throwing, etc).

Troop Lists

Your troops are already organized for you—you don't need to do anything but print the troop cards on the following pages, pick which ones you want to use in the upcoming battle, and get to playing.

A typical game consists of 1000 points worth of troops.

The **EXFOR** player must first purchase at least three Screamers—sykers sent to take on the skinnies in their very lairs.

The **Anouk** player must first purchase a skinny. He may then spend the rest of his points on anouks or Reapers as he sees fit. He may only buy one skinny for every 1000 points, however.



UN Syker

Sykers belong to various squads organized by their specialty—pyros in one group, lifters in another, and so on. These “brainburners” take great pride in their squads—the Hoodoo Gurus, Wendigos, the Phantom Brigade, and so on, even though they were dispatched separately for most missions.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Psionics d10, Shooting d6

Hindrances: -; **Edges:** Arcane Background (Psionics), Power Points

Pace: 6; **Parry:** 5; **Toughness:** 5

Powers: Choose any 3 (Ignore Rank Requirements); 15 Power Points

Weapons	Range	RoF	Damage	Notes
NA Commando SMG	12/24/48	4	2d6	AP 1



120/1



UN Light Infantry Squad

UN Troopers come from many nations, but all are solid well-trained soldiers who can be counted on to stand under the toughest odds.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Driving d6, Fighting d8, Shooting d8

Hindrances: Loyal; **Edges:** Combat Reflexes

Pace: 6; **Parry:** 6; **Toughness:** 10 (+4 Armor)

Weapons	Range	RoF	Damage	Notes
Knife	3/6/12	1	Str+1	-
Assault Rifle	24/48/96	3	2d8+1	AP 2



365/5



UN Heavy Weapons Specialist

Squads are often supplemented by heavy weapons, such as heavy machine guns, flamethrowers, or rocket launchers. Heavy Weapons Specialists can operate independently or as attachments to Light Infantry Squads (no more than one per squad). They may also be banded together to form a Heavy Weapons Squad of three to five figures.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Shooting d8

Hindrances: Encumbered (-1); **Edges:** Marksman

Pace: 5; **Parry:** 5; **Toughness:** 10 (+4 Armor)

Weapons	Range	RoF	Damage	Notes
Knife	3/6/12	1	Str+1	-
Flamethrower	Cone	1	2d10	Heavy Weapon; Ignores nonmagic armor



72/1



UN Officer

UN Officers are a diverse lot. At this stage in the war, however, Warfield has only given field commands to his most ruthless leaders. UN Officers may also call in Airstrikes (see the Airstrikes Card)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Shooting d6

Hindrances: Bloodthirsty; **Edges:** Command, Hold the Line

Pace: 6; **Parry:** 5; **Toughness:** 5

Weapons	Range	RoF	Damage	Notes
SA Officer's Pistol	15/30/60	1	2d8	AP 2



98/1



UN Wolverine

These suits of power armor are the toughest personal weapons in the UN's arsenal. Only heavy weapons and the psychically-charged ataxes of the anouks can typically pierce them.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d8

Skills: Driving d6, Fighting d8, Shooting d10

Hindrances: —; **Edges:** Combat Reflexes

Pace: 6; **Parry:** 6; **Toughness:** 14 (+8 Armor)

Weapons	Range	RoF	Damage	Notes
HMG .50	12/24/48	3	2d10	AP 4
Grenade				
Launcher	24/48/96	1	3d6	MBT



109/1



Colonial Ranger

These lawmen are reluctant fighters in the Faraway War. They're here because they realize the danger of the skinnies, but only a few months ago a number of Rangers actually quit their jobs because they felt the UN was being far too zealous in their prosecution of the war.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Driving d8, Fighting d8, Intimidation d8, Shooting d10

Hindrances: Loyal; **Edges:** Dead Shot

Pace: 6; **Parry:** 6; **Toughness:** 6

Weapons	Range	RoF	Damage	Notes
Pistol	12/24/48	1	2d6+1	-



120/1

Colonial Militia



These are the simple citizens the Rangers sometimes call to their side.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Shooting d6

Hindrances: —; **Edges:** —

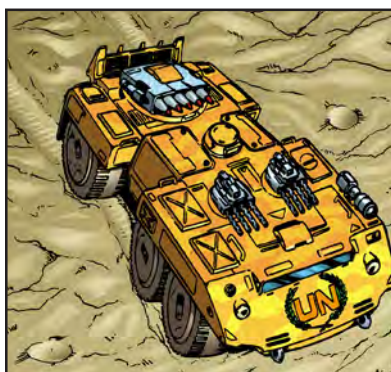
Pace: 6; **Parry:** 5; **Toughness:** 5

Weapons	Range	RoF	Damage	Notes
Knife	3/6/12	1	Str+1	-
3 x Pistol	12/24/48	1	2d6	-
2x Rifle	24/48/96	1	2d8+1	-



222/5

Gorgon APC



This armored vehicle is the standard UN Armored Personnel Carrier. It's made more for delivering troops quickly than going toe-to-toe with other armored vehicles. It mounts two quad-.50 machine gun turrets and five SAM-5 Missiles to protect against aerial and heavily armored threats (they've been used with some success against skinnies). Any two of the weapon systems may be fired each turn—one by the driver and one by the assistant driver.

Acc/Top Speed: 5/20; **Toughness:** 20 (8); **Crew:** 2+10

Notes: Heavy Armor, Improved Stabilizer, Four Wheel Drive; Includes two UN Squad Troopers as crew (Driving d6, Shooting d8)

Weapons	Range	RoF	Damage	Notes
2xM2HB	24/48/96	3	2d10	AP 4
SAM-5	200/400/800	1	4d10	AP 20; 5 Shots



187/1

Airstrike
























UN troops can call in airstrikes from Green Dragons to devastate troop formations. Each airstrike costs 25 points, and must be called in by a UN Officer. Place a token on this card for each airstrike purchased and remove them as they are used.








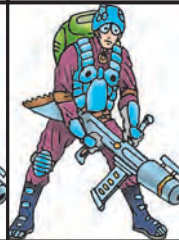













A UN Officer may call for one airstrike as a free action on his turn. Each officer may only call for one airstrike per turn.

To resolve an airstrike, place one Large Burst Template anywhere on the board and roll a d6. On a 4 or better, the strikes come in exactly as planned. On a 1-3, the round deviates 2d10" in a random direction (roll a d12 and read it like a clock facing). Everything under the template suffers 3d6 damage. Even troops completely hidden by cover may be attacked as they can be detected by aerial surveillance using optical, IR, and other passive sensors.



25 Each

			UN Syker 1
			UN Syker 3
			UN Heavy Weapon
			UN Light Infantry
			UN Light Infantry
			UN Light Infantry
			UN Light Infantry

			UN Syker 2
			UN Officer
			UN Heavy Weapon
			UN Light Infantry
			UN Light Infantry
			UN Light Infantry
			UN Light Infantry



Colonial Ranger 1



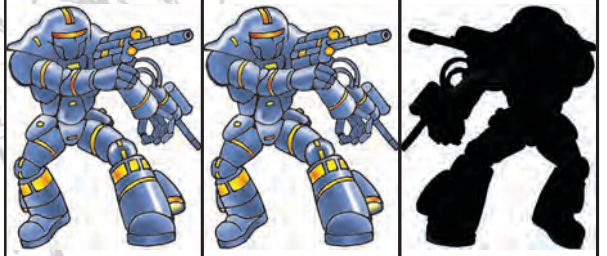
Colonial Militia



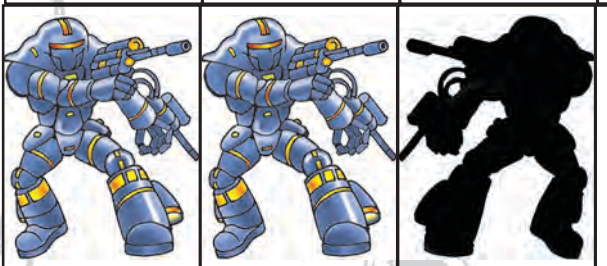
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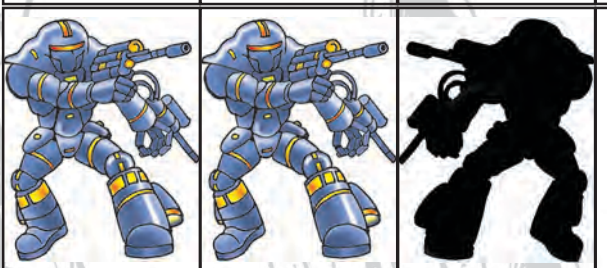
Colonial Militia



UN Wolverine



UN Wolverine



UN Wolverine



Colonial Ranger 2



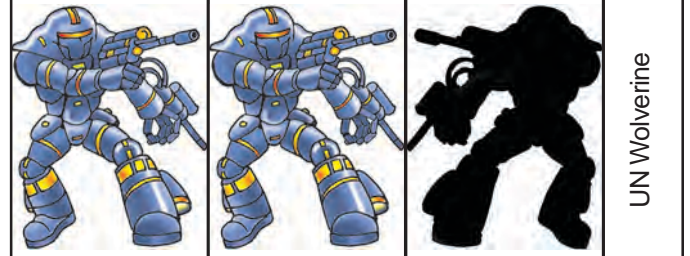
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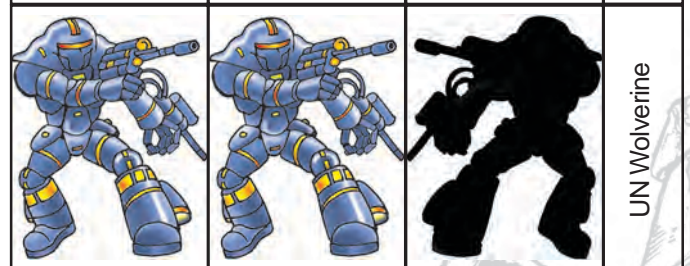
Colonial Militia



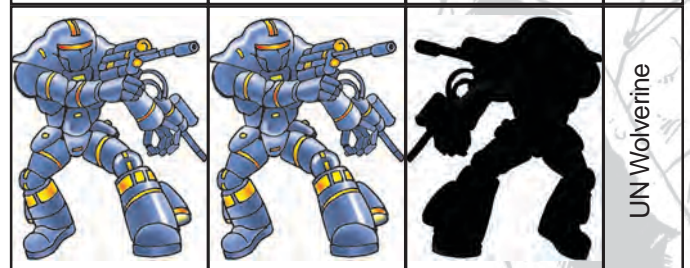
UN Officer



UN Wolverine



UN Wolverine



UN Wolverine



Skinny

The most dreaded creatures on the entire planet are the skinnies. An anouk army may only field one of these creatures for every 1000 points in its force.

Attributes: Agility d6, Smarts d12+2, Spirit d10, Strength d4, Vigor d6

Skills: Fighting d6, Psionics d12+2

Hindrances: —; **Edges:** Combat Reflexes

Pace: 6; **Parry:** 5; **Toughness:** 15 (+10 Magical Armor)

Special Abilities:

- **Skippy:** These horrid creatures have the following powers: Armor, Barrier (energy), Blast, Bolt, Boost/Lower Trait, Deflection, Detect/Conceal Arcana, Dispel, Fear, Fly, Healing (self only), Invisibility, Obscure, Puppet, Quickness, Slow Burn, Stun, Telekinesis, Telekine Squeeze, Wallcrawler

Power Points: 100



198/1



Anouk Hero

The strongest and the brightest lead the anouk's warbands. Thanks to their psychically-charged axes, these powerful warriors are more than a match for even a squad of UN troopers.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Riding d10

Hindrances: —; **Edges:** Block, Combat Reflexes, Improved Block

Pace: 6; **Parry:** 8; **Toughness:** 11 (Aknouk breastplate +4)

Weapons	Range	RoF	Damage	Notes
Chakatl	—	—	Str+6	—



112/1



Anouk Shaman

Behind every anouk warband is a shaman, dedicated to supporting and energizing his warriors. They are rarely found at the front of the fight, preferring instead to remain in the back and use their powers to enhance their companions' ferocity.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Psionics d10, Riding d10

Hindrances: —; **Edges:** Arcane Background (Psionics), Power Points

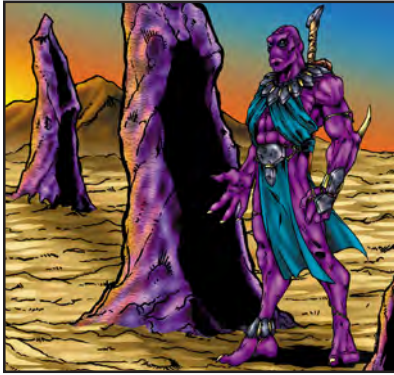
Pace: 6; **Parry:** 7; **Toughness:** 7

Powers: Choose three from: Armor, Boost/Lower Trait, Deflection, Healing, Quickness, Smite, Stun. **Power Points:** 20

Weapons	Range	RoF	Damage	Notes
Tannis Spear	3/6/12	1	Str+4	Parry+1; Reach 1



124/1



Anouk Warriors

The anouk's warriors are strong courageous. They charge their weapons with psychic energy before battle, allowing them to do great damage.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Riding d10, Throwing d8

Hindrances: —; **Edges:** Combat Reflexes

Pace: 6; **Parry:** 6; **Toughness:** 11 (Aknouk breastplate +4)

Weapons	Range	RoF	Damage	Notes
Chakatl	—	—	Str+6	—



265/5



Demolitionist

Demolitionists carry grenade launchers for killing UN troops and colonists, and specially-fitted shaped-charge RPGs for taking out vehicles and other hard targets. They're very valuable to the Reapers, but very vulnerable as well, so they tend to stay near the rear and fire from the protection of heavy cover.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Knowledge (Demolitions) d10, Shooting d8

Hindrances: —; **Edges:** Marksman

Pace: 6; **Parry:** 5; **Toughness:** 9 (+4 Armored Vest)

Weapons	Range	RoF	Damage	Notes
Grenade Launcher	24/48/96	1	3d6	Medium Burst Template
RPG	12/48/96	1	4d8+2	AP 30



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Chanouk

Chanouks are ferocious mounts that often wreak as much havoc as their riders. Chanouks may be bought for Anouk Champions, Shamans, or Warriors. They may not be bought as independent creatures. If their riders are slain, they move toward the nearest enemy troop and attack.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d12+1, Vigor d10

Skills: Fighting d10, Intimidation d8

Hindrances: —; **Edges:** Combat Reflexes, Improved Frenzy

Pace: 8; **Parry:** 7; **Toughness:** 9

Special Abilities:

- **Claws:** Str+3
- **Fleet Footed:** Chanouks roll a d10 when running.
- **Size (+2):** Chanouks are huge, brawny beasts.



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Reaper Commissar

Most Reapers are cowardly thieves and murderers. They would not fight were it not for these bloodthirsty instigators.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d10, Shooting d6

Hindrances: —; **Edges:** Command (Reaper Scavs), Fervor

Pace: 6; **Parry:** 5; **Toughness:** 5

Weapons	Range	RoF	Damage	Notes
SA Officer's Pistol	15/30/60	1	2d8	AP 2



110/1



Scav

The footsoldiers of the Reapers are nothing but criminals and other scum who couldn't get along in the colonial settlements.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Shooting d6

Hindrances: —; **Edges:** —

Pace: 6; **Parry:** 5; **Toughness:** 5

Weapons	Range	RoF	Damage	Notes
Knife	3/6/12	1	Str+1	-
3 x Pistol	12/24/48	1	2d6	AP 1
2x Rifle	24/48/96	1	2d8+1	AP 2



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"Clown Car"

Reapers use whatever vehicles they can find. The Hellstromme Industries Speedster is one of the most common. It seats four and is always packed—UN soldiers have taken to calling them "Clown Cars."

Acc/Top Speed: 30/56; **Toughness:** 10 (3); **Crew:** 1+3

Notes: Off-road, a Speedster suffers 3d6 damage at the end of every round its Speed is above 30". Includes driver (Driving d6)

***Includes Three Reaper Scavs with Rifles**

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Shooting d6

Hindrances: —; **Edges:** —

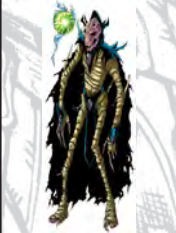
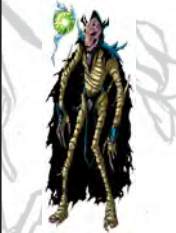

























Pace: 6; **Parry:** 5; **Toughness:** 5























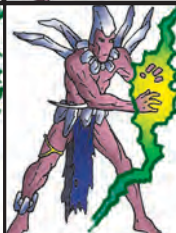

Weapons	Range	RoF	Damage	Notes
3x SA Assault Rifle	24/48/96	3	2d8+1	AP 2



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			Anouk Shaman 1
			Anouk Hero 2
			Anouk Warrior
			Anouk Warrior
			Anouk Warrior
			Anouk Warrior
			Anouk Warrior
			Anouk Warrior
			Skinny

			Anouk Warrior
			Anouk Warrior
			Anouk Warrior
			Anouk Warrior
			Anouk Warrior
			Anouk Hero 1
			Anouk Shaman
			Anouk Shaman 2



Chanouk

Chanouk






















Chanouk
w/Hero
























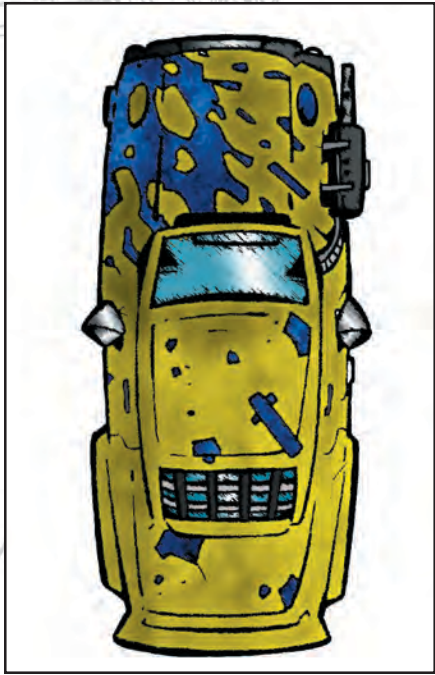
Chanouk

Chanouk

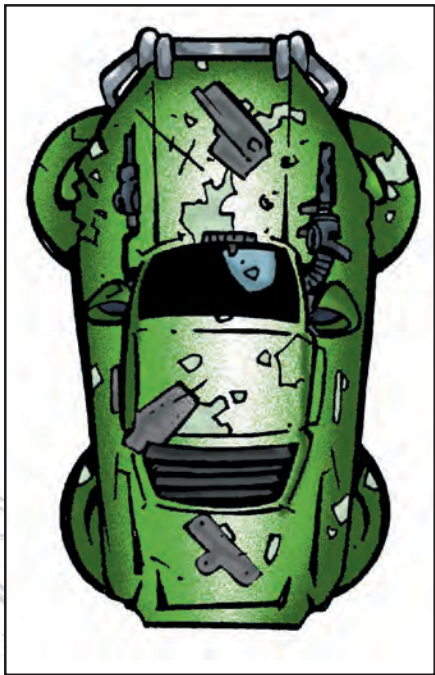
Chanouk

			Reaper Commissar
			Reaper Scav
			Reaper Scav
			Reaper Commissar
			Reaper Scav
			Reaper Scav
			Reaper Demolitionist

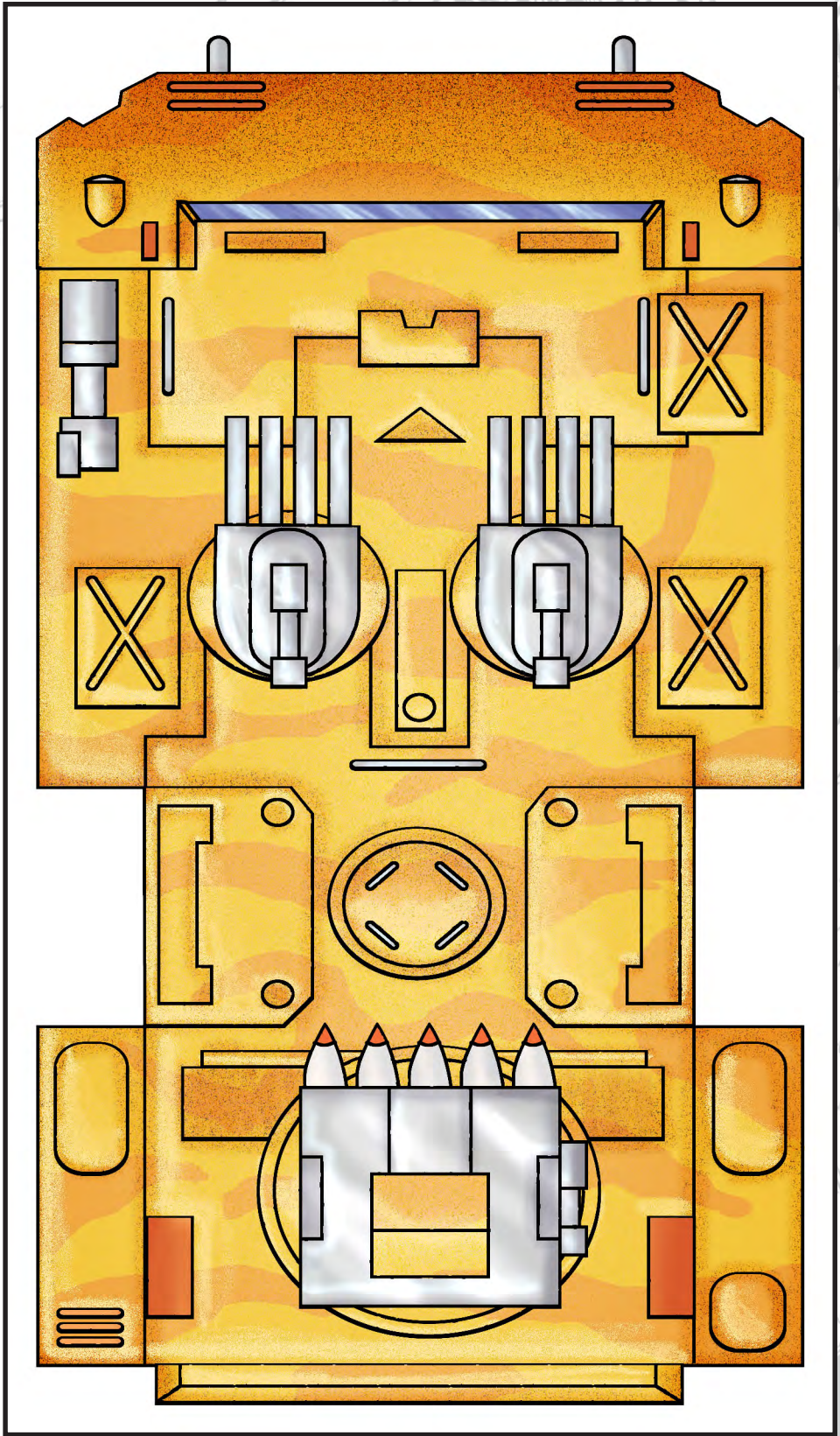
			Reaper Scav
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			Reaper Scav
			Reaper Scav
			Reaper Demolitionist



Reaper "Clown Car" 1

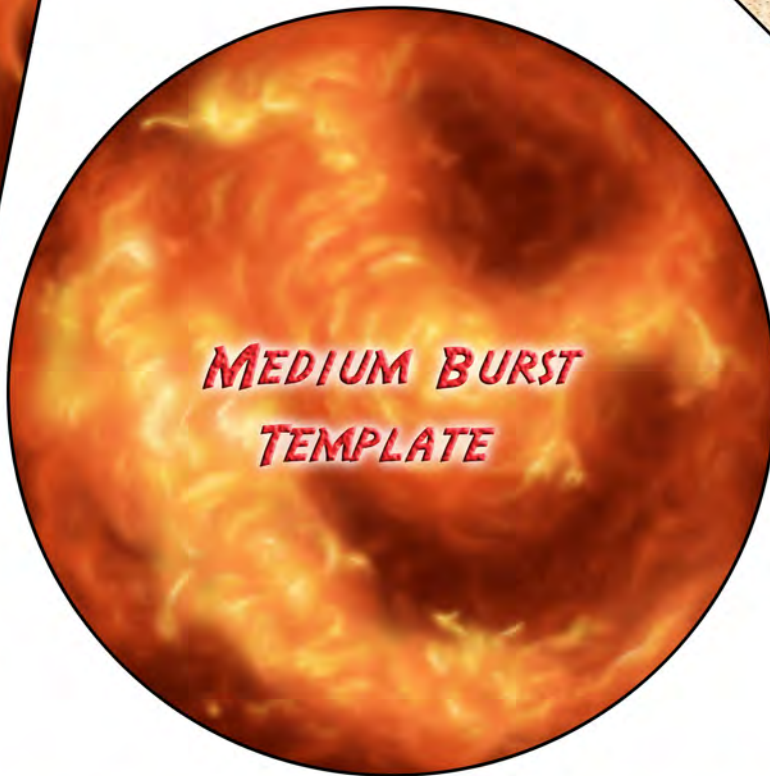
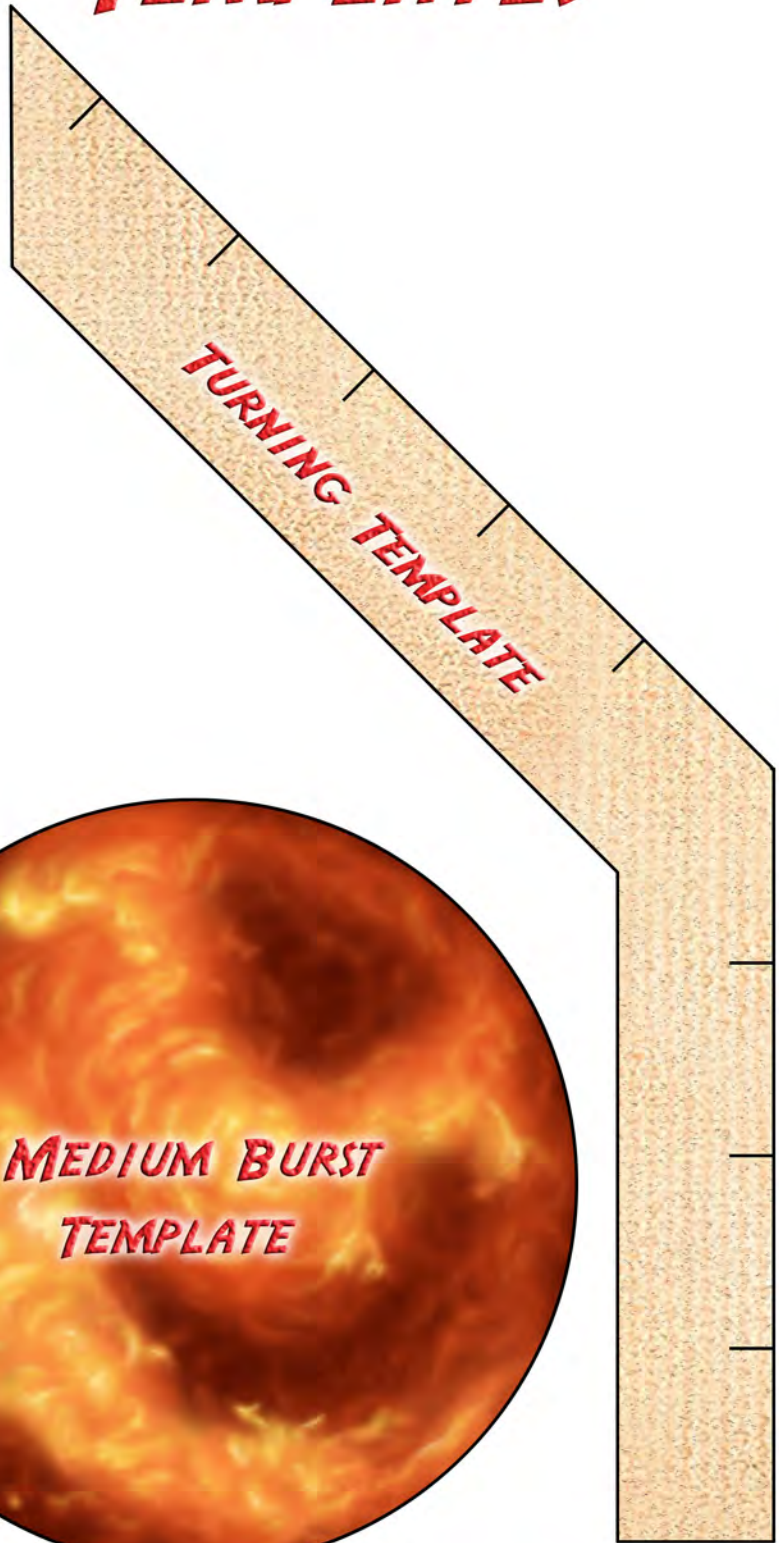


Reaper "Clown Car" 2



Gorgon APC

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