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Tetaldians arose, or as they would say evolved, from the Astorgians over 20,000 years ago. They are the result of a complicated procedure which transplants an organic Astorgian brain into a robotic body. When the original body succumbs to time or damage, the brain is transplanted into a new body, making Tetaldians virtually immortal.

A wise and beloved Astorgian leader, Tetald, was the first to undergo the process. His hope was that eventually all Astorgians would follow suit, shaking off the coils of mortality. But the Astorgians quickly found they only had the resources to grant eternal life to about one-third of their number. Tetald ordered a halt to the process, believing it evil to give immortality to only the rich and powerful.

One of his students, Jentu, assassinated Tetald and seized control of the government. War broke out between Jentu's followers and the Astorgians, aided by other Tetaldians who opposed the traitorous disciple. Jentu's faction eventually won.

Jentu discovered the remaining Astorgians could be drained of their life force to provide energy for the Tetaldians' robotic bodies. He and his followers rounded up those unfortunates and transformed them into fuel. Then they stripped the Astorgians' former great cities for metal to create more bodies for themselves and robotic soldiers for their armies.

Before their planet had been completely ravaged, the Tetaldians turned their eyes skyward and built spaceships to expand their "farming" to other worlds. They invaded these unsuspecting planets and harvested the minerals necessary to continue building their robotic bodies—and sentient creatures to power their life force!

The average Tetaldian is a bipedal construct standing 10' tall. Their bodies are composed entirely of metal and armored, with the exception of the specially-hardened, transparent brain case that sits atop their shoulders. Instead of hands, the Tetaldians have powerful clamps.

While they're not members of the United Systems—in fact, they're probably the alliance's greatest enemies—Tetaldians are ranked as a Class B species for cataloging purposes.

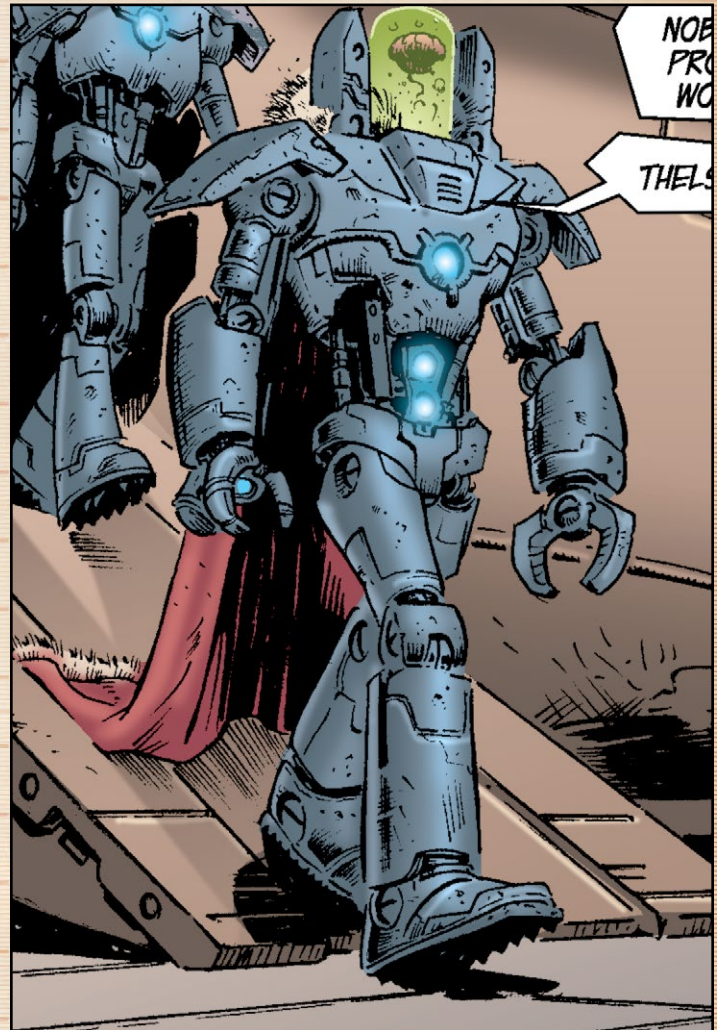
### Tetaldian

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

**Skills:** Driving d4, Fighting d6, Intimidation d6, Knowledge (any science) d10, Notice d6, Piloting d4, Shooting d6, Throwing d4

**Cha:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 13 (4)

**Hindrances:** Arrogant



**Edges:** —

**Gear:** Laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2).

**Special Abilities:**

- **Armor +4:** Armor plating.
- **Clamp:** Str+d6.
- **Construct:** +2 to recover from being Shaken; does not breathe, immune to poison and disease
- **Electromagnetic Shielding:** Tetaldians are shielded against electromagnetic attacks, gaining an effective +4 Toughness against EMP weapons and +4 to any attribute roll to resist electromagnetic effects.

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- **Immortal:** Unless a Tetaldian's brain is destroyed, it can be recovered and transplanted to another robotic body.
- **On-Board Communications:** Tetaldians can establish communications with other Tetaldians, automatons, and hybrids on the same planet as a free action.
- **Size+3:** Based on Astorgian physiology, simple automatons are considerably larger than humans, standing 10' tall.
- **Super Fertilizer:** The fuel used by all Tetaldian robotics is an incredible fertilizer for plant life. Flora exposed to it grows at a phenomenal rate. See the sidebar **Tetaldian Fuel**, in the **Fear Agent™** roleplaying game, for more details.
- **Weakness (Brain Case):** The transparent brain case can be targeted at -4, and provides only Armor +2.

Attack saucers have a miniature tractor beam they use to transport automatons and Tetaldian soldiers to the surface. This eliminates the need to land and place itself at risk from attacking ground forces. The beam has a range of 200 yards and can transport one automaton or Tetaldian to the ground per round. It is not strong enough to affect other ships or vehicles.

Tetaldian ships are piloted by direct interface with Tetaldian intelligences and lack artificial intelligence. Attack saucers can be piloted by a single pilot with no penalties, but usually carry a full crew complement for battlefield redundancy.

Attack saucers perform all of their tasks remarkably well, but even their advanced technology has its limits. Tetaldian saucers sacrifice warp capability for versatility and power. To reach planets targeted for invasion, attack saucers are instead transported on giant motherships.

**Medium Starship:** Size 8, Acc/TS 55/700, Climb 2, Toughness 25 (6), Crew 5, Remaining Mods 0.

**Notes:** AMCM, Atmospheric, Bomb Bay, Planetary Sensor Suite, 3xPassenger Pod, Shields, Sloped Armor, 2xSpeed, Targeting System.

### Tetaldian Attack Saucer

These ships form the vanguard of Tetaldian invasion fleets. They fulfill multiple roles: escort, ground support, and troop transport. They carry enough armament to be a match for most warships their size, while still maintaining the capability to soften up ground defenders and deliver terrifying units of automatons to the front lines.



Tetaldian motherships in action! Each one carries multiple attack saucers and squads of automatons. See the **Fear Agent™** roleplaying game for all the grisly details!