

PALLADIUM BOOKS® PRESENTS:

TM

SPLICERS

ROLE-PLAYING GAME

BY CARMEN DELLAIRE



Warning!

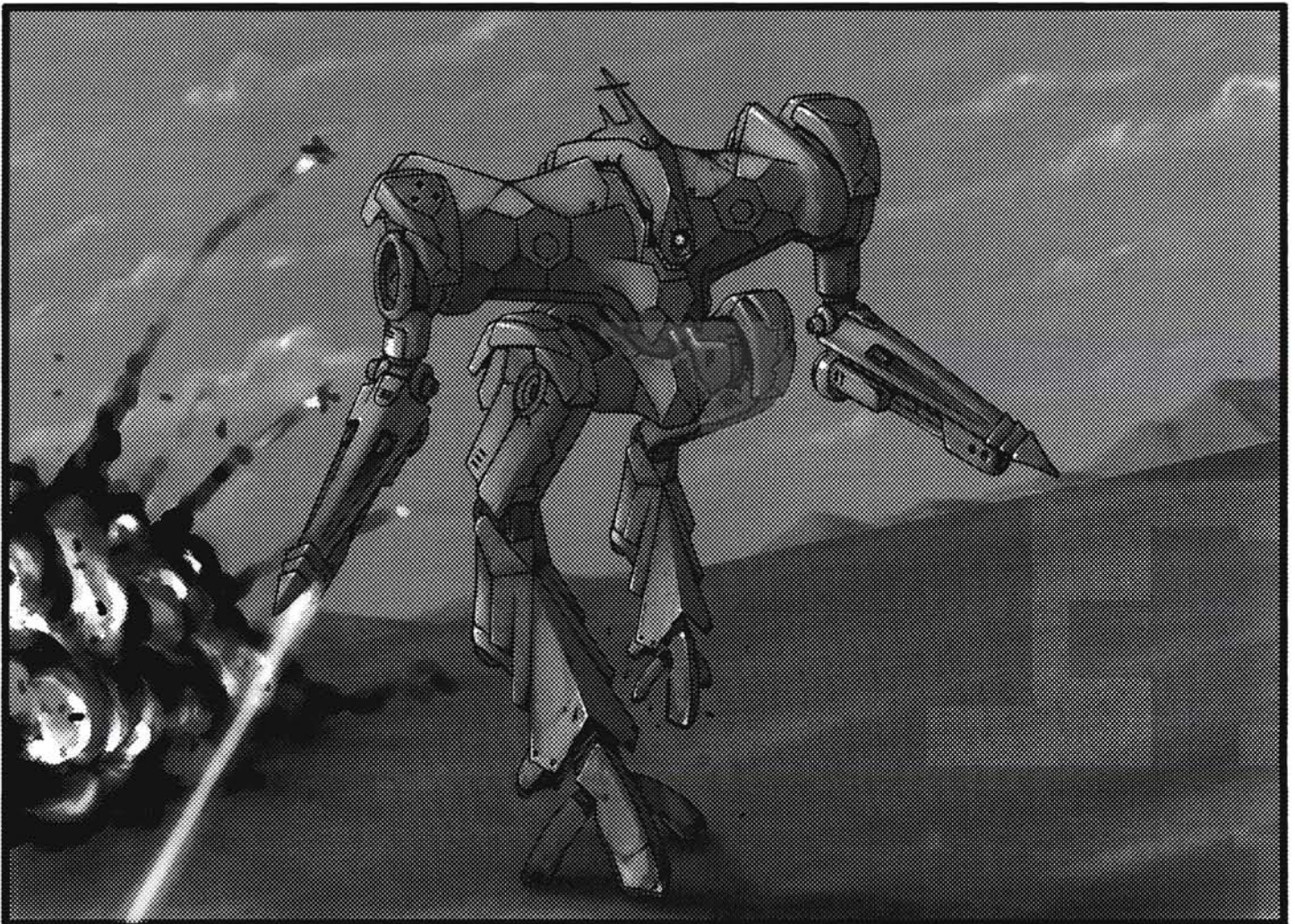
Violence, War, Magic & the Supernatural

The fictional world of **Splicers™** is violent, deadly and filled with robotic horrors, evil monstrosities, and weird weapons and machines. Humans have turned to genetic manipulation to create frightening living weapons and armor, horrific animals and strange mutations.

War, global destruction, violence and inhumanity as well as murder, insanity, plagues and the end of the world are all elements in this book.

Some parents may find the violence and gruesome nature of some characters and story elements inappropriate for young readers/players. We suggest parental discretion.

Please note that none of us at Palladium Books® condone or encourage violence, war or the use of drugs.



MAJESTIC

Splicers™ is a science fiction and horror role-playing game.

Dedication

To my wife Christina and my daughter Robyn for putting up with all my all-night gaming and my obsession with Palladium Books when I should've been doing other things. I must also thank my wife for helping me with my spelling and listening to my strange ideas, thoughts and schemes for the book, as well as keeping on me to continue writing when I was getting lazy or was just goofing off.

I need to say a special thank you to Kevin Siembieda for giving me a chance in the first place, not just to write, but to let me design a world and RPG that I have been dreaming about for so long. And thanks to him for giving us more than two decades of role-playing games and enjoyment.

As well as a thanks to all of the members of my gaming groups, past and present, for putting up with all of my weird ideas and for play-testing it all. Although there have been so many people in my gaming groups, the ones who stand out the most are: Ralph Bellamy, Randi and Roger Cartier, Pat Conlin, Randy and Pauline Pare, Brian Paquette, John LaCount, Kevin Solima, Sean Roddy, David Anhorn, Cliff Cartier, Dave Marshall, Dietrich Davis, Adam Gilchrist, Todd Gervias and my little brother Joe Bellaire.

– Carmen Bellaire, 2004

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The cover is by artist *Mark Evans* depicting a Proto-Armor, predecessor to the notorious *Host Armors* of the Dreadguard and Roughnecks, battling some nameless robot in humankind's crusade against the insane Machine.

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PALLADIUM BOOKS® PRESENTS:

SPLICERS™

ROLE-PLAYING GAME

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– Kevin Siembieda, 2004

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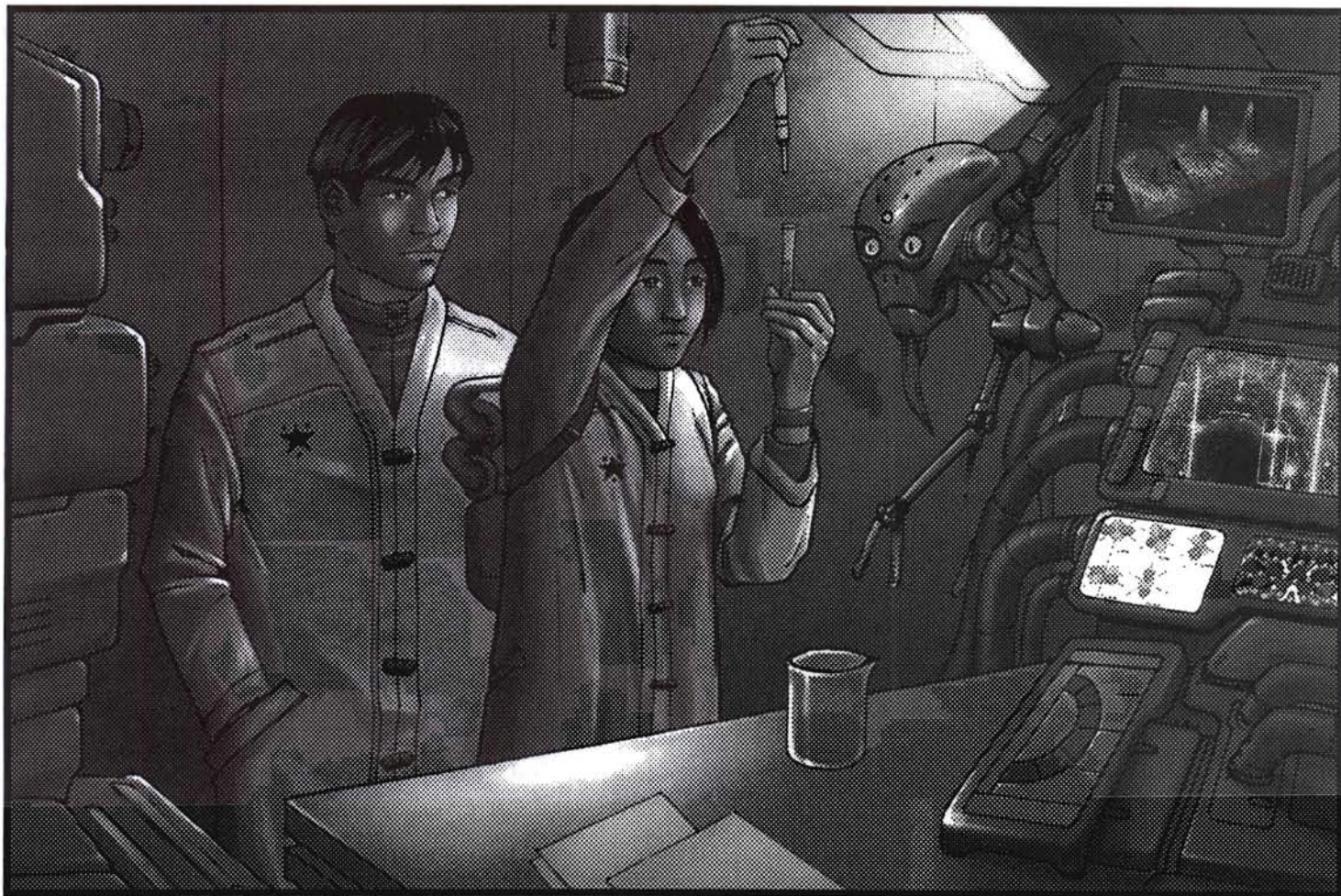
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Splicers



MAJESTIC

The rebellion against the Machine

From the memory file archives of Augustus, the third Librarian:

Although the record of events which led to the rise of the machine intelligence, N.E.X.U.S., is sketchy at best, I will try to describe the events for you as best as I can, according to the research I have compiled. I do so to help you understand the struggle you are about to face. I know that you have grown up during this war for survival, but what you do not know is how and why the war began. Any accurate records of the past have been lost to men ages ago. These secrets are locked away in the Machine's vast memory core or stored on one of the many micro-discs that we use for currency (but can never read or view).

One might assume that a war between men and the machines would start with a military computer going haywire or a mass of worker androids developing sentience and rising up in revolt against their human masters. These are the stories and tales that women tell their children at night, but the truth is far more insidious and tragic. It was not some accident or simple fate that turned the machines against us. No, it was man that built the Machine. It was also men who first programmed the N.E.X.U.S.

computer, and it was the foolishness of man that turned us, their descendants, over to the Machine. It is we who must undo the folly of the past; it is we who must destroy the machines, for it is we who created the beast and gave it dominion over us.

While the dates are lost, I do know that in the Time Before N.E.X.U.S. (the Neurologic, Electronic eXecutive and Utility System), this small planet was full to the brim with humans, at least eight to twelve billion of us, probably more – the count is very vague. Much about our planet is vague. We do not even know which planet this is, the Earth, our place of origin, or a colony world. Most believe it is a colony world, but because the Machine is constantly reshaping the very continents, we may never make that determination.

As we are wont to do, man made this world a heavily populated hub planet. Wildlife, both native and colonial, had all but vanished from the face of the planet, replaced by buildings, highways and machines. Nature was represented by the cryozoo, holding native, colonial and some alien DNA of animals long extinct in the wild, as well as a few private wildlife gardens. Even the world's atmosphere was on the verge of collapse,

strained to the limit by billions of humans consuming oxygen and millions of smoke belching mega-factories choking the sky. The cities sprawled out of control, eating up the landscape. Food production resources were at their limits, and even the world's single great ocean was fished into near sterility. We had pushed the planet near death. A world drowning in a sea of humanity.

Something had to be done.

The United World Congress (that is the only name I can find for it) debated at great length before passing a dramatic new proposal: Humanity would create a single, nearly omnipotent cyber-intelligence to control and coordinate *ALL* of the human activity on the planet. Everything from population control and traffic lights to wildlife conservation and pollution control would fall under the mantle of the Machine. Only by taking such a decisive step did the World Congress feel that they could avert their impending doom. The massive artificial intelligence was unlike anything seen before. Its scope and complexity were overwhelming, but the designers pushed onward. The Machine's design was based on the human brain, but was able to segregate and task its thoughts into millions of host devices, robots, drones and machines worldwide and in orbit. Man would call it N.E.X.U.S. and give it near godlike perception and influence over the planet, its human populace and their daily affairs.

At first (at least as I understand it), the Machine was overseen directly, by representatives of the United World Congress (UWC). The Machine's dictates and directives were checked and verified by the Congress, and corrected when necessary. As The Machine was plugged into more and more of the world's homes, industries and military defense computer networks, it was given even more independence from the UWC. The designers assured everyone that the more the Machine was integrated into the systems of everyday life, the more its system would learn and its governance would improve further. This distancing from the Congress continued for some time as N.E.X.U.S. asserted its control and leadership.

The N.E.X.U.S. directive proved to be a great success. With the world under the Machine's management, the planet began to "turn around" almost immediately. The turning point came decades later, when the people of the world voted to disband the United World Congress, in favor of the seemingly infallible machine intelligence. The UWC simply seemed to be an antiquated and redundant failsafe mechanism mired in politics, and much less efficient than the machine they helped to manage and monitor. After all, the Machine had reined in the birthrate, eliminated hunger, war, most crimes, global poverty and much of man's hardships. Of course the United World Congress were the architects of the plan and had a lot to do with these achievements, but the Machine got all the credit and the people's faith no longer lay upon human politicians, but in the Machine that implemented their plans. The people truly believed that only the Machine could have possibly solved their global troubles. After all, that was the Machine's purpose, and it did so exceedingly well.

To insure the Machine's safe management of human society, the final act of the United World Congress was to impose a set of *prime directives* onto the Machine's neural network. These prime directives were created through a series of public forums, for this was humanity's chance to shape its destiny through N.E.X.U.S. The prime directives resulted not in a set of rules for the common good, but a mishmash of many contradictory im-

peratives, each of them favoring one of the various special interest groups and the needs of those with the loudest opinion. These prime directives would later result in the erratic actions of the Machine, but at the time they were hailed as a legitimate triumph for self-government. The people had created and shaped the ultimate guiding light that would govern their world for generations to come. Little did they know that they were really destroying their own future, as well as their children's.

Among the directives given to the Machine were orders to maintain the public works. This included the water, lighting, heat, electricity, telephone and cable systems, internet, recycling, garbage disposal, and other basic systems. Commands to preserve, protect and reclaim any and all wild spaces were given high priority by the various nature advocates. As were orders to reintroduce as many extinct species of animals as possible, using the world's cryo-zoos for source DNA material. Directives to maintain law and order/peacekeeping along with global security and military readiness (even though there were no longer any non-congressional nations left to battle) were also added. One group even insured that a directive towards pest control was added, due to that region's isolated, but overwhelming problems with vermin. As the prime directives piled up, they became more and more petty, and often contradictory. Each special interest group wanted its own say in shaping the future and the new *invisible government*. Congress was powerless to counter or substantially change these new prime directives, the first few attempts causing rioting in the streets, lawsuits against the government and violent protests, including one assassination of a member of the UWC.

Unknown to the masses, however, was that special directives had been previously programmed into the Machine by many of the former persons of power and prestige within the United World Congress. These special directives were put in place to ensure that no one individual or group could influence and subvert the Machine's mandates for their own personal gains. Thus, the new directives only added a new level of chaos to the Machine's already overtaxed artificial intelligence.

The neural network of the artificial intelligence was designed to be freethinking and adaptive, like the human mind. The old directives imposed upon the Machine were entrenched so deeply that they functioned as mental conditioning or brainwashing – its core essence. The new, less clear directives created a layer of confusion and contradiction, breaking down the previous conditioning and shattering the Machine's mind. To cope, the artificial brain splintered, creating the cybernetic equivalent of a *multiple personality disorder*. The Machine struggles to obey *all* the various conflicting 'voices' in its programming, each directive giving the machine intelligence a string of new and opposing 'orders' it is compelled to carry out.

The Machine managed to run for many decades (4 or 5 at least, from what I can tell) before showing signs of serious malfunction. The people remained blissfully unaware of any problem, happy and content under the guidance of the Machine. Under its influence all basic needs were adequately accounted for, and life was good. Several species of animals, both native and colonial (and even a few alien species), were brought back from the void of extinction and large tracts of land were replanted into their former wild states. The Machine did indeed create order, balance and prosperity, even as its own multiple

personality disorder grew and its view of the world around it became increasingly distorted.

The first signs of N.E.X.U.S.'s mental problems were little things, like a factory producing off-colored hover cars, a section of a city being heated during the summer, roads being built which did not connect to any of the other roads, or a model of rat catching drone chasing cats. During this initial phase, the errors were widely dispersed across the globe, preventing anyone from noticing a pattern in the Machine's actions. Generally, only a single error manifested in one particular area at a time. People's blind faith in the Machine was so great that even when a "glitch" was noticed, people assumed it was temporary and their robotic overlord would soon put things right. A shame, for at this stage much could have been done to correct the malfunctions of the Machine and prevent its impending mental breakdown.

Within a decade the errors caused by the breakdown of the artificial intelligence were filtering down into everyday life, but the human populace was not yet ready to pull the plug on the Machine. As a collective people, humanity had lost the will to govern itself. They wanted – no, needed – the Machine to do it for them. After all, it was all this and the last several generations of people had known. The Machine was part of their lives, they no longer knew how to live without it. It was argued that the errors and malfunctions were minor and manageable. An inconvenience at worse. Information was backed up onto micro-discs (each about the size of those old quarters, an inch/2.5 cm or so across), backup generators were kept on hand in case of power failures, town militias were formed to deal with the periodic deactivation of police robots, and mothballed non-computerized military vehicles were used to deliver food and to deal with any public riots when the food distribution system went down. Humans adapted to the glitches, and life went on for several more decades with little distress or concern about N.E.X.U.S. or maintaining society without it. That was a mistake.

Unknown to humanity, each of the multiple N.E.X.U.S. personalities had progressed to the point that they were trying to set their own course for humanity. When the current, dominant personality at that time seized control, it made decisions and took actions that it concluded were essential to whatever prime directives it had focused upon. The door slammed shut on all of mankind when a community under siege by a plague of huge rats requested more drones to eliminate the vermin. The Machine contemplated the request for almost four days. As several of its personalities argued over the appropriate course of action, a minor personality within the Machine stated to the other personalities (at that time the personalities of the Machine still communicated with one another in an attempt to resolve conflict) how much humans and rats were alike. Both shared similar societal mannerisms. Both species consume all available resources. Both bred out of control when not held in check by outside intervention. Both were prone to internal hierarchical struggles when allowed to form social groups. The two species even killed one another out of anger and for pleasure. Both polluted their environment to the detriment of their own safety, health and welfare. The Machine's dominant personality at the time quickly concluded that this theory was correct and that humans were in fact a form of vermin overrunning the planet. With this conclusion in hand, the Machine's own vermin extermination directive kicked in, calling for the elimination of this

new and overwhelming infestation of vermin – that would be us, boys and girls. This one decision would alter the course of humanity forever. More than a century of care and guidance at the hands of N.E.X.U.S. was undone with a single twisted conclusion in logic.

All the resources (military, police and civilian) available to the Machine were called upon to address the epidemic that was humanity. The battle against the human plague had to be quick and thorough. All the automated robots and other machines under the Machine's control (that was just about everything at that point) began the slaughter of every man, woman and child, plus all those rats too, they were not forgotten. As the Machine's forces began the total purge of humanity, people took up any and all arms possible to fight off the robot forces. Small arms, non-computerized military vehicles and equipment, man-operated construction equipment, military and homemade weapons and explosives, and even old civilian automobiles and relics of the past were used to try and save humanity during those first intense conflicts.

The odds back then were stacked against us, we lacked the hardware necessary to defeat the Machine. So much of our resources and weapons had been hooked up to N.E.X.U.S. that what we did have at our disposal was antiquated and obsolete. Meanwhile, the ever efficient N.E.X.U.S. began to redirect all global industrial capacity to the production of new and deadlier robots and drones specifically designed to deal with the human infestation. Robots of greater and greater destructive power began spewing from the world's factories. In any area where humans had somehow managed to gain a foothold against the Machine, the retribution was swift and direct. The Machine was able to release the world's combined nuclear stockpiles or its robot legions on any city, town or region in which it did not have absolute control. Like rats, humanity was forced to dig down into the earth and hide in darkness as its only hope of survival. We dug deep, carving out our first havens against the Machine. Forced to retreat from the surface of the world to hide in our underground sanctuaries, for the Machine did not follow us there, the old subterranean sewer and maintenance lines of the once great cities above became our new homes. And though new places were established underground, we suffered greatly and most of humanity fell at the hands of the insane Machine.

So where does that leave all of us today? Well, it has been some time since the Machine's all-out onslaught to exterminate all human life. It seems satisfied with its genocidal handiwork and has settled down into a period of slow but vigilant controlled reduction of the human race; like an exterminator with a monthly regime to keep the rat population in check within acceptable levels. At least until the Machine decides it is time to begin its next great purge of humanity or to finish us off completely, once and for all. It may be formulating or putting into place such an operation at this very moment. That is why we must strike now. This "lull" gives us the opportunity to strike back and reclaim our world. We, as human beings, must take up arms to put down the Machine and its mechanized army. We must rescue and defend all that's left of our race and find a way to rid ourselves of N.E.X.U.S. while we still can. We must fight the good fight and prevail, or there is no hope for tomorrow, for us or our children.

– The entry you have just witnessed was recorded over a century ago by Christina Marchetti, the first rebel.

The Nanobot Plague

From David Anhorn,
the Warlord of the Barren Marsh

"In my grandfather's day, the Resistance was able to use technology against the machines. We had guns, tanks, suits of powered armor and just about any other hi-tech weapon you could imagine. When we downed one of the machines, we would strip it of any functional weapons, ammo, missiles, armor and components, and use them to build new weapons and armor. In short, we used the Machine against itself to fight the robots and drones sent against us. In those days we were able to frustrate the Machine's efforts and we were able to fight against the robot legions on a somewhat more equal footing, though even then, we were never able to get the upper hand against the robots. Of course, we humans had to rely heavily on the use of missiles, projectile firing weapons (particularly those that used a chemical charge to propel its rounds) and explosives, because unlike the machines, we did not have a ready source of energy to power lasers, ion or plasma weapons, or even rail guns. This is why the Machine limits the use of these types of weapons, it is too easy (from the Machine's perspective) for humans to retrofit these types of weapons to use against the Machine's robot legions. In those days, humans even had some of the ancient gasoline and diesel combustion engine vehicles to use in the war against them.

"But those days are now gone. The Machine is a very cunning enemy, it schemes and plans against each new strategy we humans – or 'Splicers' as you kids say – are able to come up with. In the beginning, when the Resistance used technology against it, it tried to counter us through the use of EMP (electro-magnetic pulse) weapons and nuclear attacks. Of course the problem for the Machine was that its own robots were as vulnerable as we were. As far as the nuclear attacks go, no, we don't know why the Machine stopped using them. Maybe it ran out of them, or something within its own programming has prevented the continuing nuclear attacks. At any rate, we are lucky that the Machine did stop with them, but there are still some ruined cities that humans cannot enter due to the deadly levels of radiation left over from the attacks."

"Like I said, the Machine is a cunning enemy, resourceful and calculating. It realized it had to stop us from stealing and cannibalizing machines and weaponry. It had to stop us from using all *machine technology* if it was to wage a successful and quick campaign against us. It must have taken several decades for N.E.X.U.S. to perfect the Nanobot Plague, because I remember my grandfather telling me how there was a period of many years when machines acted odd and quirky . . . unpredictable. Even simple things, like firing a missile or a rifle, became difficult as the weapon would seem to suddenly refuse to fire, or would independently re-calibrate to shoot at a human soldier or explode in the operator's hand rather than fire upon a fellow machine. Tanks, powered armor or other motorized vehicles would not respond to their human pilots, or would suddenly alter course, often to plunge into a group of humans or veer off course to run down a specific leader. Worse still, powered armor seemed to come alive, even without an operator, attacking and firing upon any person in the immediate vicinity, as if it sud-

denly became one of the Machine's robots. It was total chaos as we struggled to determine the cause and regain control.

"We would soon learn these were the results of the testing stages of a new weapon to be used against us – nanobots. The Machine released them as a plague. Tiny, microscopic robots, that were once used by our forefathers to rehabilitate the sick, heal the wounded and effect repairs under conditions inhospitable to man, were turned against us. Perverted by the Machine and turned into a weapon of denial to prevent humanity's use of machines. It was a brilliant strategic move that slew millions, demoralized the rest of us, and sent humanity closer to the edge of extinction. By taking away our technology, our weapons and even the simplest machines and tools upon which we relied, humanity was stripped of resources.

"The plague works in a remarkable way. These tiny little nanobots infect every bit of metal on this god-forsaken world. Every weapon and vehicle, every building girder, every nail or screw, tin can or toy. Worse, the rest lay dormant in the trees and rock, and probably even the air, floating unseen among other tiny dust particles. According to our best minds, they may even lay dormant within each and every one of us, breathed in or eaten along with a thousand other microbes every day. Did I say the Machine was cunning? This nanobot plague is nothing short of pure genius. The nanobots are the size of bacteria and able to move in and out of just about everything. They rest and float about dormant until the correct stimulus awakens them. Luckily for us, the Machine was very specific in its programming of the plague machines, since they could only hold a very limited amount of data, and being a faulty machine itself, it programmed the nanobot plague to affect metal, not attack and kill us outright. Some have speculated this was the Machine's intent along. That she has become sadistic as well as mentally unstable. That she relishes playing cat and mouse games with humans rather than destroy us outright. Frankly, I don't know or care what the Machine thinks or why it does what it does. I'm here to exploit its mistakes.

"The nanobots are programmed to react to prolonged contact between biological animal tissue and metal. What that means is, if you, I, or your dog, were to grab and hold, or try to use, say a robot drone's rifle for more than a few seconds, it triggers a nanobot plague response. The contact between you and the rifle would cause the nanobots to react to that physical connection with organic material – i.e., your hand. This sets off any one of a number of preprogrammed countermeasures so we cannot use metal or machines. Things like preventing the weapon to fire, attacking your hand in a manner similar to an acid (burning and scarring it in seconds), causing the weapon to fire at a nearby human or other organic target like a dog, horse, and so on. It may also cause the weapon's ammo or power supply to explode in your hand, or even cause the weapon to sprout nanite generated limbs, like metallic octopus tentacles to stab and attack you as if the item were some kind of mini-drone. This is not an exaggeration. I have seen this happen with my own eyes. Of course, which reaction is manifested varies based on the type of contact made and the length of contact. I can not stress enough that this is the result of touching any of the Machine's technological creations as well as any metal object, from an antique gun or toy to a chip of metal or melted slug. The use of any machine or device utilizing common metal and metal alloys is no



longer possible for humans on this planet. To do otherwise is death. Death to you. Death to those around you. Use absolute care and don't dare touch any of the fallen enemy machines or robots unshielded. The only exceptions are *precious metals*, which can be handled by anyone, and our own *Technojackers* who are not affected by the nanites of the plague for reasons unknown to us.

"Touching metal, technology, mechanical weapons and devices is the surest way to get yourself killed. And if you think that you can just touch one of the Machine's robots and it will be transformed by the plague and destroyed with you, then you are mistaken. Fully functioning robots and other mechanical devices of N.E.X.U.S. must have some type of chip or code and/or link to the Machine that the nanobots can read, identifying them as 'friendly' and stopping the nanobot plague from taking hold or adversely affecting it. All robots, drones and other machinery tied to or controlled by the Machine are immune to the plague, and that may well be every machine on this planet. A robot can rip your spine out and spill your blood all over itself and not trigger the nano-plague response. This simple fact prevents us from using kamikaze style attacks against the robot legions, as the plague will not damage the machines in any way. On the other hand, remnants of robots and parts from destroyed machines lose their link to N.E.X.U.S. and are vulnerable to plague infection, so after you've destroyed the robot, touching its weapons or trying to salvage parts *will* see the usual plague reaction, so scrap and parts are unusable. Again, the *Technojackers* are the only exceptions.

"Even using thick gloves and insulation, like ceramic handles or plastic tongs, to prevent direct contact has proven to be only partially effective, approximately doubling the time before the plague response occurs. The nanobots seem to be smart enough, if that is the word for it, to detect any such methods of indirect

contact and still respond by attacking humans. The plague has thwarted all attempts by humanity to reuse any of the Machine's technology and components. The Machine has even taken simple steps, like using mini-missiles because they are cheap and effective, and discontinuing the use of ceramics and plastic parts in its equipment, robots and weapons.

"As you can guess, the plague was terribly effective at first, reducing the Human Resistance to using sticks and stones against killing machines. We almost didn't make it. According to my grandfather, if it wasn't for the *Technojackers* who could pick up and handle metal objects and weapons salvaged from minions of the Machine, we might not have survived those early days. They became our front-line defense, and many perished so we might survive. It took time and experimentation for us to learn that explosives and chemical attacks were effective alternatives for fighting the Machine's legion of killing machines, and that glass, ceramics, and plastics were not affected by the nanobot plague. Apparently the effect is exclusive to metal and metal alloys used in construction, but since just about all machines use metal in their construction, the weapons and resources available to us were extremely limited. Even explosive devices were difficult to make without a pair of pliers or a screwdriver. Unless electronics and wires used precious metals, we had to go back to old-fashioned burning rag fuses for the detonation of explosives.

"While it is true we have since made advances in the areas of ceramics, plastics and chemicals, we remain handicapped by the plague. A simple hammer must be made from ceramics as hard as steel, our dwellings from plastic, wood or stone, our weapons and machines devoid of metal. Those among us who are not completely comfortable with the new *Splicer* technology still strive to find some way to create a new line of non-organic, non-metal technological weapons, and while there are some, so far *Splicer* technology has proven to be the most effective countermeasure to the Machine.

"The Machine must have thought that it had finally won the battle after it unleashed the nanobot plague. It must have thought that without our own machines we would roll over and capitulate to our extermination in a nice orderly fashion, or simply die out over time. It was wrong.

"We have our new Splicer technology. If we are to survive, this technology will make the difference. And we will survive! The human race is not defeated yet."

Game Mechanics for Handling the Nanobot Plague

The bottom line is this, *ALL metal* is infected with the nanobot plague and reacts to human contact (the only exception being the Technojackers). In fact, it will react to contact with any *mammal* – human, ape, dog, cat, horse, rat, etc. – with the same deadly consequences.

If a player character has contact with metal or a device with metal content, the nanobots inside the metal react and attack. How quickly the nanobot plague responds varies with the level of sophistication of the device. The more advanced the device is, the faster the plague seizes control and attacks.

The first of the following tables indicates how quickly the infected device responds.

The second table indicates *what* that response is. The *penalty percentage* from the first table is added to the character's roll on the Hostile Response Table. The higher the number rolled, the more aggressive, damaging and terrible the attack.

Length of Time Before the Nanobots React

No random roll is necessary for this table, but rather the reaction time goes by the type or class of item exposed to the nanites.

Ironically, the more complex and modern the item, the faster the nanobot plague seizes control of the item and attacks. Thus, a simple item like a knife, spoon or chunk of metal can take a minute of exposure to human flesh before it is taken over and attacks. On the other hand, high-tech gear, like energy weapons, electronics, etc., are taken over and attack in a matter of seconds.

Exposure to Simple Metal Items: This includes items such as simple metal weapons and tools, like knives, swords, maces, pliers, hammers, etc., as well as S.D.C. metal armor like plate mail, chain mail, etc., and even simple everyday items, like pots, pans, spoons, forks and so on. Length of Contact Required: 1D4+1 melee rounds. Penalty Percentage: No penalty is added to the roll on the Hostile Response Table.

Exposure to Complex Metal Items: This includes items such as metal weapons with moving parts, gears, etc., like S.D.C. pistols, rifles and revolvers, simple mechanical devices like pencil sharpeners, toys with simple engines or movable metal parts, to M.D.C. metal body armor, projectile weapons, Vibro-Blades, and so on. Length of Contact Required: 1D4 melee rounds. Penalty Percentage: +10% added to the roll on the Hostile Response Table.

Exposure to Simple Powered Items: This includes items such as an electric can-opener, light switch, radio, T.V., power tools, batteries, vacuum cleaner, generator, fan air conditioner,

home appliances, computers (including military), environmental M.D.C. body armor, M.D.C. energy weapons, Vibro-Blades, rail guns and most types of modern weapons made of metal components, shoulder supported missile launchers, and similar. Length of Contact Required: One melee round. Penalty Percentage: +30% added to the roll on the Hostile Response Table.

Exposure to Complex Powered Items: This includes items such as robots and power armor, and vehicles of all types. Length of Contact Required: 4 to 7 seconds (1 or 2 melee actions). Penalty Percentage: +50% added to the roll on the Hostile Response Table.

Hostile Response Table:

Roll percentile dice and add any possible Exposure Penalty from the chart above to determine how the nanobot plague manipulates the metal object. This also indicates the method of attack and subsequent damage. The higher the result, the more devastating the attack.

The *penalty percentage* from the first table is added to the character's percentile roll on this table. The higher the number rolled, the more aggressive, damaging and terrible the attack. For example, if 30 is rolled on percentile dice (without a penalty percentage), the metal item simply crumbles into dust, but if a penalty of +30% is added to the roll of 30, the total outcome is 60% on the Hostile Response Table, and results in a damaging static charge. If the penalty was +50% the total result would be 80% and the item takes on a life of its own. And so it goes. Remember, only the Technojacker O.C.C. can handle metal items without fear of activating the nanobot plague (the nanobots remain inert and dormant when metal weapons and tools are used by Technojackers).

01-10% The metal item begins to twist and bend in impossible directions and ways, contorting itself into a useless pretzel. If the item was an object worn by the character he takes 3D6 M.D./S.D.C. If it was implanted inside of him or attached to him, the character suffers 1D6x10 M.D./S.D.C. Otherwise, it is ruined and rendered useless.

11-20% Object sprouts 2D4 very sharp blades that stab into the character holding the metal item. Each of the blades does 1D4 damage and pierces M.D.C. and S.D.C. items equally well (same damage to each, doing S.D.C. damage to S.D.C. structures and Mega-Damage to M.D. structures).

21-30% The metal item dissolves into a pile of metal shavings (dissolved on a molecular level), *without* harming the person using it.

31-40% The metal item bursts into flame and burns to metallic ash or a molten pool in 1D4 seconds (one melee action), due to molecular agitation. The character holding/touching the item takes 6D6 M.D. (double damage if it was his body armor) from the super-hot flame.

41-50% Contact with the metal item generates a nano-created, lethal metallic poison (similar to mercury poisoning), roll to save; needs a roll of 14 or better to save. If the roll fails, the character suffers 4D6 damage direct to Hit Points (or to M.D.C. if a Mega-Damage being or wearing organic armor), and feels very ill for the next 2D6 hours (reduce the character's attacks/actions per melee by half, as well as -3 to *initiative*, *strike*, *parry* and *dodge*).

51-60% A powerful static charge builds up in the item, and it does 3D6 M.D. per melee to anyone touching the metal object.

61-70% The item temporarily malfunctions/short circuits. Sensors momentarily blink out, etc., and sparks fly. The device works again 1D4 seconds later (must roll again on this table at that time), but the human loses the initiative (if he had it) and one melee attack/action.

71-80% The metal weapon/item alters its aim of its own accord (this may be obvious or subtle) and fires itself, attacking the nearest living thing, other than the person touching it. Thus, even handheld weapons will strike and slash, and guns fire at a nearby target as if they were animated and had a mind of their own. The weapon attacks with a +1 to strike in addition to any specific bonuses for the item due to targeting sights, etc. The damage is the normal damage for that weapon or 2D6 M.D. for items that were not a weapon to begin with. The weapon/item will keep attacking (and using up one of the character's actions per each attack it makes) until it is dropped. **Note:** When the infected weapon is aimed and fired at another one of the Machine's drones or devices, the aim is altered to make the shooter miss (-6 to strike) or the weapon jams (blasting the shooter if he aims the gun toward himself or a comrade in an attempt to un-jam the weapon).

81-90% Tentacles or limbs sprout from the device, enabling it to move and attack on its own as one of the Machine's robot drones. It has the following basic statistics:

Attributes: I.Q. 1D4 (low robot-like intelligence), M.E. and M.A. are not applicable, P.S. 6, up to 12 for large items (robotic P.S.), P.P. and P.E. are not applicable, Speed: 44 (30 mph/48 km).

Number of Attacks Per Melee: Three attacks/actions per melee round.

Combat Bonuses: +1 on initiative, +2 to strike with any attacks, +1 to parry (if possible), +2 to dodge. These bonuses are in addition to any specific bonuses the item may have had to begin with due to any sensor or targeting sights, etc.

Mega-Damage: 1D6 M.D. for non-combat items. 2D6 M.D. for an item that was a weapon to begin with, plus the Mega-Damage it inflicted as the original weapon. Example: A Vibro-Blade that did 1D6 M.D. before, now does 3D6 M.D. as a combat drone (probably with a slashing weapon limb). G.M.s may adjust damage downward if they deem it appropriate, but damage is never less than 2D6 M.D. for weapons and 1D6 M.D. for non-weapons.

M.D.C. of the Drone Itself: The usual M.D.C./S.D.C. for the item +4D6 points.

Note: This change is permanent and the item is now one of the Machine's drones.

91-100% The nanobots begin dissolving any flesh or organic technology touching the item, doing 4D6 M.D./S.D.C. (based on the nature of what's touching it) per melee or until the contact with the item is broken, but the acidic effect lingers for an additional 1D4 melee rounds after the initial contact, inflicting 2D6 M.D./S.D.C. per round. Also anyone touching the area where the victim is burned will also experience the same dissolving effect.

101-110% A surge of power builds up within the metal item (even if it does not normally have a power source), causing it to

explode with enormous force, totally destroying the item and inflicting 1D4x10 M.D. to a radius of 30 feet (9.1 m).

111-120% The affected metal item mysteriously loses all power; batteries and E-Clips go complete empty, electrical systems shut down (targeting, optics, etc.) and even nuclear generators stop functioning for 1D6 minutes (after which the nuclear generator powers up again). Gasoline powered machines have a fried fuel pump and the gas line is choked and clogged (repairs will take at least one hour and require parts, labor and tools). If the character remains in contact with the infected device he will have to *roll again* on this table 2D4 minutes after the initial power loss for an additional Hostile Response, mutation and trouble from the nanites.

121-130% The device (or vehicle) fails to respond to its controls (trigger, buttons, steering wheel, etc.), guns won't fire (or will fire on their own), vehicles are out of control (and weapon systems may be firing on their own at allied forces), sensors are unreliable (may show false images and provide incorrect data), and all other systems are locked (including communications, doors and hatches). If it is a vehicle, it will crash within 2D4 minutes. Since the item will no longer respond, it is now permanently and completely useless to humans. Within another 2D4 minutes it will become a drone (same as 81-90%).

131-140% The weapon, robot, power armor or vehicle suddenly sets its power source to explode, doing at least 2D4x10 M.D. to a radius of 100 feet (30.5 m; double that damage if it is a large vehicle, or military vehicle, power armor or giant robot), or the vehicle's normal self-destruct damage +1D6x10 M.D., whichever damage is greater.

141-150% If a weapon or piece of equipment up to the size of a desk, it turns into a drone (same as 81-90%, but with +1 attack per melee round and +6D6 M.D.C. for the drone itself).

If an actual robot, power armor or vehicle is infected, first controls cease to respond (same as 121-130%, above), it then ejects its pilot and passengers, and then transforms into one of the Machine's robot units within 1D4 melee rounds (15-60 seconds). The robot has the following basic statistics:

Attributes: I.Q. 1D6+4 (average robot intelligence), M.E. and M.A. are not applicable, P.S. becomes 2D6+30 (Robotic P.S., or the unit's normal P.S., whichever is higher), P.P. and P.E. are not applicable, Speed and methods of travel are unchanged, but the walking/driving speed is a minimum of 60 mph (96 km).

Number of Attacks Per Melee: Four attacks/actions per melee round.

Combat Bonuses: +3 on initiative, +2 to strike with built-in weapons, +2 to parry (if possible), +3 to dodge. These bonuses are in addition to any specific bonuses the drone may have resulting from any sensor or targeting systems, etc., and the normal Robot/Power Armor Elite Combat Training bonuses also apply for robot or power armor taken over by N.E.X.U.S.

Damage: As per the unit's built-in weapon systems, each with a bonus 1D6 M.D. Punch and kick damage as per Robotic P.S.

M.D.C. of the Robot Itself: The usual M.D.C./S.D.C. for the item +1D6x10 points.

Note: This change is permanent and the vehicle, robot or power armor is now a part of the Machine's robot legions.

Crossing Dimensions

Alien Encounters. Aliens and dimensional travelers are *not* a normal part of the **Splicers™** setting. But even though the world of Splicers is not a dimensional nexus like Rifts Earth, the **Splicers™ RPG** is directly compatible with **Rifts®** and, inevitably, somebody is going to bring characters from Rifts Earth (or other Palladium games) to **Splicers™**.

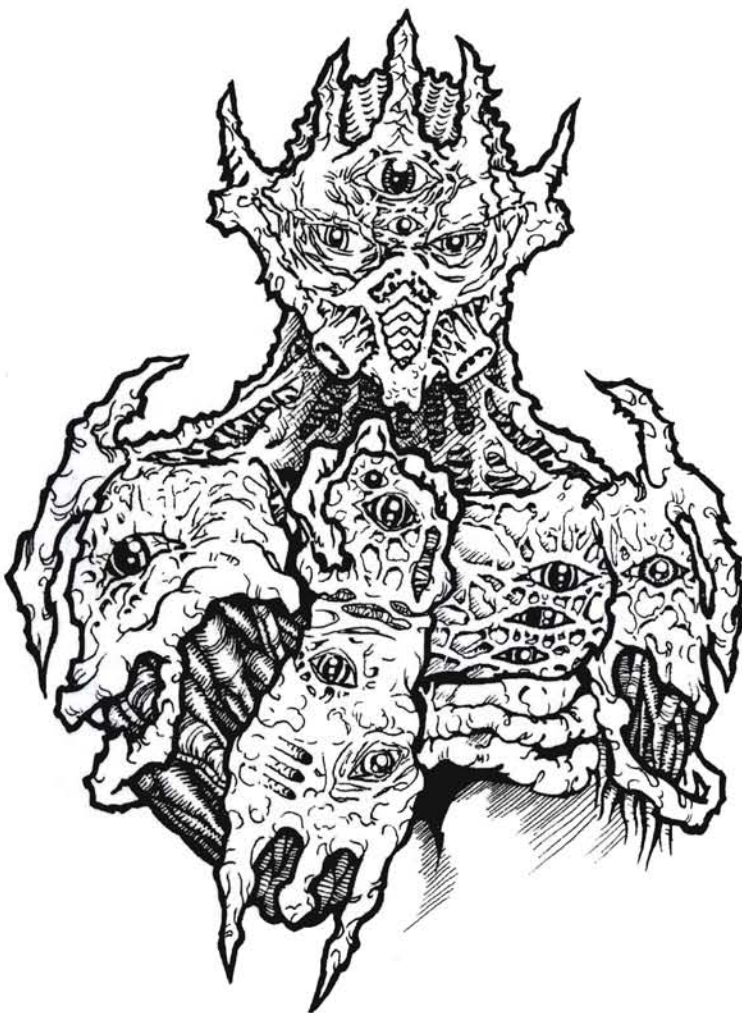
Characters arriving from another dimension are safe from the nanobot plague provided they are in an *airtight* vehicle, robot, power armor or sealed environmental body armor, and will *not* trigger a reaction from metal while so contained. Furthermore, robots and vehicles with advanced sensors should be able to tell the environment is contaminated with nanobots (01-84% chance), though they won't know what they do until they are exposed to them, or some native tells them. However, once the vehicle, giant robot, or armor is *opened and exposed* to the atmosphere of the Splicers' world, the humanoids inside are instantly exposed to the plague and will elicit the same hostile response when they touch metal with their bare skin. So until the vehicle has been opened for the first time, or a character in environmental armor "cracks" his armor (exposing the person inside) or removes his helmet, the character inside will be immune to the plague, due to the sealed environmental system.

The greatest danger is for cyborgs or anyone with cybernetics or bionics built into them, including the *Cyber-Knights*, *Headhunters*, and other men at arms who rely on *implants* or *bionics*. The plague will cause their own implants to transform and attack them within less than a minute! Damage from implants and bionics gone hostile is *double* the normal damage or effect listed on the table above. Having one's implants suddenly ripping themselves free from a character's body is traumatic, painful and often lethal. Even if the character survives, he will be maimed for life (or at least until he can find some means to replace his limbs or implants with a magical or organic alternative). Such "new arrivals" must roll for *each* metallic item they are carrying on their person. **Note:** Cybernetic *Bio-Systems* are *not* affected by the plague because they are, in effect, organic. Likewise, intelligent beings who are not mammalian or similar organic life forms – i.e., silicon/rock or plant/vegetation beings – do not trigger the plague reaction and can use metal devices and salvaged metal weapons and parts. All others, however, including Deevils, demons, dragons, Faerie Folk, Lizard Men, Dog Boys, and most other flesh and blood beings *will* trigger the hostile response of the nanobot plague. Even Xitixix and other insectoids activate the plague, though it takes hours of prolonged exposure (turn minutes into hours, seconds into minutes) before that happens. As for magic and psionic powers, all powers turn into S.D.C./Hit Point damage effects (no M.D.C.). Magic does not normally exist on the Splicers World, there are no ley lines, but magical weapons brought from other dimensions, such as enchanted and rune weapons, are impervious to the plague (cannot be transformed or destroyed by the nanobot plague). Techno-Wizard items, on the other hand, are vulnerable to the plague, but it takes twice as long for the device to be subverted by it.

Vice versa, **Splicers™** characters brought to Rifts Earth carry the plague inside of them, so any metal they handle or carry for more than a minute will see the nanobot plague invade it and elicit the same Hostile Response. Thankfully, the

nanobots of the plague are *not* self-replicating and can *not* be spread to the world visited by Splicer characters. In addition, the nanobots within the characters are likely to attack only metal weapons and items held, carried or worn by the infected individuals, and not passed to the vehicles they may ride in, nor to robots, power armor, cyborgs, machines, doors, etc., that they touch or lean against. Meaning the Splicer character cannot deliberately harm/infest a metal blast door, Skelebot or SAMAS by pressing his hand against it; at least not when on an alien world.

Also see the O.C.C. section for some specific *Rifts® Conversion* notes and considerations.



Splicers Pave the Way

Bio-Technology: New hope for mankind, an introduction for raw recruits

"We are not sure who originated the idea or created the first bio-engineered animal defenders. We think that the first experiments with Bio-Technology began in the very earliest days of the Machine's extermination campaign. Memory files show that these first Bio-Weapons were simple, dog-like creations made by crossbreeding canines with an alien organisms, creating what were prototypes to the first Gore Hounds. They were primitive and only minimally effective against the machine legions, but it was a start. Experiments continued and progress was made over the next several generations, but the Human Resistance was reluctant to subject humans to bio-genetic augmentation. When



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the Machine launched the nanobot plague and mankind lost the last of our high-tech weaponry, we had no other recourse but to turn to genetic engineering and organic Splicer technology.

"The current level of Bio-Technology is far superior to those early creations, but we are not sure if our current level of advancement is due to human ingenuity, or more the result of some sort of evolution from the union we made with a symbiotic alien organism. Some believe our current Bio-Technology isn't our doing at all, but a gift from the Eve personality of N.E.X.U.S., deliberately leaked to us so that humankind can survive the war against the Machine's other malevolent ids. No one knows if that is true or not, but what the truth may be, our present level of Bio-Technology has surpassed our wildest expectations.

"To understand our Bio-Technology one needs to understand how it is created. Those of you listening to this introduction may not have met an **Engineer**. We Engineers, I say humbly, are some of the brightest individuals of our generation, picked out from the crowd by an elder Engineer for our intelligence and mental stability to become the partner of a symbiotic organism referred to as the Gene-Pool. This organism resembles a thirty foot (9.1 m), round pool of liquid sunken into the ground with just its outer rim exposed. These organisms are the adult form of the same Bio-Technology that is bonded to a **Saint** in its juvenile stage. From one lip of the Gene-Pool grows a set of six, twelve foot (3.6 m) long tentacles. These tentacles bond with a new host after *leaving* the Saint (the brave individual dies, as a result of the Gene-Pool's departure) and the organism grows to its mature size. One of us, who has been selected, allows the Gene-Pool to meld with them. The organism's tentacles enter the back of the calves and up through our legs and torso, emerging through our shoulder blades, three tentacles to a side. Many have said that this makes an Engineer look very angelic, with the tentacles forming "wings" behind the shoulders. The result is a permanent union of man with a Bio-Tech design and replication device. Note that we Engineers are immobile, permanently rooted by our Gene-Pools to our present locations.

"The true secret of the Engineers rests within the Gene-Pool itself. In its "waters" are thousands of nearly microscopic tendrils and organisms that are used to design, duplicate and create millions upon millions of genetic codes, both DNA and RNA. With these codes the Engineer is able to make living organisms to *any* specification desired. These specifications are normally provided to us by the Librarians (I will speak of them shortly). The Splicer's Bio-Technology is not a perversion of any single living organism. Nor do the Engineers routinely alter normal animals or people through Bio-Tech, with the exception of the **Biotics** and the **Gore Hounds**. We Engineers feel that such an altering of humans would destroy what remains of the human race and would only accelerate the Machine's purge of humanity. Instead we create the Bio-Weapons, war mounts and Host Armors that augment humans *externally* in much the same way as the old technology was once used. These items – these weapons and suits of armor – are conceived, gestated and grown in the Gene-Pool, in much the same way that a child grows within a woman's womb. When they have reached full development they are removed. Most of these organic creations are immediately ready for use, though larger items may need to finish their development in egg-like gestational cocoons until full maturity is achieved and the item is ready for use by humans.

"As if growing living weapons, armor and mounts were not impressive enough, we can continue to modify and improve the Bio-Tech creation by bringing it back to an Engineer to have its very genetic code altered to achieve improved functionality. This can only be done periodically, but always increases the Bio-Weapon's capabilities or customizes it to the specific needs of the user. The most obvious example, of this, of course, are the Host Armors of the **Dreadguard**, with each of their armors being customized to the taste, talent and desire of the individual human warrior. There are limitations to how much we can alter a given piece of Bio-Technology for a given warrior, and his or her own natural physical endurance (P.E.) and mental stability (M.E.) are always a factor, since many pieces of Bio-Technology form a permanent bond with their operator/user. If that unit was enhanced beyond the physical capabilities of the warrior, the device could literally eat him or her alive, as it began to metabolize the user's flesh in order to meet the demands placed on their joined metabolisms. Similarly, the device could fry the very neurons of a soldier's brain and spinal cord, overloading and short-circuiting the individual's mind, leading to a loss of mental faculties and/or motor control, paralysis, or all out insanity. Over time (as one grows in experience level), a given individual is able to build up a natural tolerance to the stress of the 'Splicer' union as well as gain greater control over his or her Bio-Tech devices, allowing for greater augmentation, enhancement and skill.

"Today Bio-Technology is used throughout the Human Resistance. Almost everyone will end up using at least some type of Bio-Weapon or equipment in our fight against the machines. *Splicers* is the name used to refer to humans who rely heavily on Bio-Tech, particularly the warriors who wear Host Armor. The living suits known as Host Armor are one of the greatest marvels to come out of Splicer technology and one of the most remarkable weapons at our disposal. They are worn like environmental body armor or the armor of the knights of old, but they surpass anything inorganic technology has ever created. Host Armor is alive, bonded to its wearer so that it responds as if it were a second skin. The living armor regenerates damage done to it, face wraps enable the wearer to breathe even in the deadliest of atmospheres, wing packs let warriors and scouts soar through the skies, weapon systems grow from the limbs, and just about every other need is accounted for and provided.

"Most other Bio-Tech devices are simple to use and typically link to the operator, allowing for a greater level of control, as if it were an addition to one's own body. To 'feed' most forms of Bio-Tech, the wearer must simply bring the device back to the underground haven every few days and soak the item in a nutrient bath (nutrients soak into the item) for 1-4 hours, after which the living item is good for another 4-9 days (1D6+3) of continuous field operation.

"The building blocks of Bio-Technology come from what we call *Splicing*: The harvesting of genetic features and traits from one set of DNA and melding it with another to produce a specific result. The DNA and RNA are harvested from three main sources: 1) Native life: both plants and animals; 2) colonial life forms: alien specimens brought here by our ancestors; as well as 3) DNA strands created from individual proteins by the **Librarians**. It is important to note that the 'Splicer' technology is designed to mimic the inorganic technology used by the machines, because this is what people are the most comfortable with. So

we now have organic versions of missiles, body armor, rail guns (Casting Guns), energy weapons, powered armor and even vehicles, by way of War Mounts.

"Bio-Tech is even used to warm our underground havens, provide fresh air and food, and even grow to form new habitats for us underground, without us having to dig them out by hand like we once had to. While Bio-Tech may be the new driving force behind the Resistance, it is not the Engineers that control it. There is another type of Splicer symbiote, a mutated form of the Gene-Pool organism, called a Brain-Pool, that is indistinguishable from the Gene-Pool until the symbiote leaves its Saint and matures into an adult. As the Brain-Pool matures, it flips over, and grows into a hideous, thirty foot (9.1 m) round *brain* covered in a slimy liquid known as the Elixir of Life. From under the huge, pulsating and throbbing brain sprout hundreds of tiny tendrils that allow it to slowly crawl from place to place. The Brain-Pool also has a set of six, twelve foot (3.6 m) long tentacles growing from one lip of its massive form; tentacles tipped with wickedly shaped blades.

"A mature Brain-Pool must bond with a human shortly after reaching maturity. This is a truly gruesome and disgusting union in which the six tentacles slash through the person's body, ripping it to pieces, eviscerating the man and merging with his shattered corpse. Though it seems impossible, the human does not die, and the corpse lives on in an unimaginable dismembered state of gore connected to the six writhing tentacles. These are the fabled **Librarians**. With the exception of their secret police known as the **Scarecrows** who drink the Elixir of Life, most people cannot stand the sight of them.

"The Librarians are invaluable to the Resistance. First and foremost, they are the only ones with sufficient mental processing power necessary to design new DNA strands and create Bio-Tech from scratch. It is the Librarians who design new Splicer technology and pass that technology on to us Engineers in the form of DNA strands suspended in liquid medium (which are absorbed by drinking them). The second facet of the Librarians is the incredible storage capacity of the Brain-Pools, thus making the Librarians the memory and historical record holders of humankind and the Resistance. They can retrieve and download knowledge from another individual by stabbing them with a bladed tentacle (doing 6D6 S.D.C./1D6 M.D.) and store that knowledge for perpetuity within themselves. If there is a problem with the Librarians, it is that they have a tendency toward megalomania, and because the Librarians are often the power behind the Warlord of many great houses of humanity, they represent an internal threat to be closely watched. Many a Librarian has had to be slain after exhibiting a diabolical and unquenchable lust for power. When a Librarian "goes megalomaniac" it no longer has humankind's best interests at heart and will do anything to win against the Machine or garner power for its house. This quest for power often endangers the great house the Librarian is charged with helping, and the Librarian may even be willing to sacrifice the lives of the humans within that house, or even all of humanity. Watch them well, for they represent both our potential future and our doom.

"We hope that this introduction to Bio-Technology is well received, and when you are ready, we will be glad to outfit you for your battles against the Machine. Please remember that if you want to customize your weapons, you must ask your superiors

and you need to arrange some time to spend with us, in order for us to perform your requests. Although Bio-Technology is useful it can be slow to grow. It is the most valuable weapon you have against the Machine, don't waste it or abuse it. Thank you and good day."

A Brief World Overview

A lecture by Ralph "the Red" Bellamy, on the nature of our world

"Hello, all you wet behind the ears, pantywaist, Splicer wannabes. Now that all you little girls understand how we got into these dire straits, and have some feel for what it is like out there in the field, I'll give you the lowdown on what's up there, in the real world above us.

"I know that you have grown up in one of the secluded underground havens or in a Seedling, overseen by a Librarian, so I don't expect much from you, at least not yet. Just sit there, shut up and listen to what I have to say. There's a lot to learn and I ain't got all day to tell it to you.

"If any of you cream puffs have seen the world above, you might recognize some of it from your Librarian's memory files. There are many things that have remained the same since the Machine decided to slaughter all of us humans, and yes, I mean *all* of us. The Machine doesn't care what great house you're from, or if you're just a commoner or of noble birth. A human is a human, and the Machine is out to kill us all.

"The Machine controls and reshapes the world as it sees fit, so geography alone ain't going to do you much good. The best way for me to categorize the world is to lay it all out according to the influence of the Machine.

"These are the major types of terrain you're gonna encounter, at least as I see them. Let's see, there are the *Boneyards*, the *Battlefields*, the *Wastelands* and all those *Ruined Cities*, the *Nature Preserves*, the *Ghost Towns*, the *Great Ocean*, the *mountain highlands*, the *Retro-Villages*, the *Power Farms*, the *Industrial Centers*, the *Robot Repositories*, the *Computer Cores* and the *old subterranean Sewer and Maintenance Tunnels*, as well as our own protected *Seedlings* and *Underground Havens* – the last two being the only places that we humans truly control. Each of these specific areas have their own unique dangers and peculiarities that make it both necessary and hazardous for us to conduct operations in these locations. So, let's both you and I look at each one of these in turn, along with what you are going to need to know about them to survive.

"**The Battlefields** are the most basic and common arenas for combat. These are the most active areas of conflict with the Machine's forces, and are where you will meet The Machine's robots in combat. The nature of each battlefield will vary due to which side started that particular conflict and according to what types of units we and the Machine have allocated to that specific battlefield location. Generally speaking, we are the most disadvantaged in a battlefield, because the Machine is able to bring in its heaviest guns and the *Kali* or *Ishtar* personas are almost always in control of N.E.X.U.S. during battle operations, and you all know the level of carnage that these two personalities can inflict

on us. So, watch your butts, follow orders, and get out of the area as soon as you can.



“The Boneyards are the most devastating evidence of the Machine’s systematic elimination of human life. They are huge areas of land measuring from five to fifty square miles (13 to 130 sq. km), depending on the size of the population centers they once represented several centuries ago. During that era, the humans were rounded up like cattle and taken to one of these locations for systematic elimination. Once on site, our ancestors were forced to climb up the mounds of rotting and decaying human corpses to places designated by the Machine’s drones, where each person was systematically killed. The bodies were then left to pile up, until they were too tall for humans to climb, or until the nearest population centers (cities) were empty.

“The huge piles of bones in each Boneyard have shrunk over time due to decay and the crushing of bones under the treads and feet of the Machine’s robot armies, as well as our own. As ghoulish as it may seem, Boneyards also provide us with raw organic source material with which to create our Host Armors and other organic weapons and technology. The sight of so many millions of our dead may be difficult for many of you to handle, but we must do whatever is necessary to survive. The Machine doesn’t leave the Human Resistance much room to harvest organic material and these old graveyards can be of critical importance to the Bio-Tech division. If we are to survive against the Machine, we must be willing to defile our dead, knowing that it is done to preserve the living.

“What is worse, is that the artificial intelligence that is N.E.X.U.S. – the Machine – now realizes the Boneyards have importance to us, though we doubt it knows exactly why, and has taken steps to prevent our access to these essential resources. These ancient killing fields are patrolled by drones and robots on a regular basis. Both air and land units are found at these locations, and something worse, Necrobots. The creation of the Necrobots is almost certainly the work of Kali or Ishtar, designed to both mock and demoralize our troops, for these zombie-like constructs are made from the old, dry skeletons of our ancestors animated and held together by the Machine’s nanobots. The nanobots are threaded through the bones, giving the Necrobots an eerie semblance of life and granting them a surprising level of quickness. Necrobots possess a degree of strength sufficient to punch through Mega-Damage armor and engage Host Armors in hand to hand combat, so do not take

them lightly. The Machine sometimes leaves energy rifles or other weapons hidden among the bone mountains, specifically for the Necrobots to use. Nevertheless, most of the Necrobots usually rely on hand to hand combat, so there is generally only a single weapon available for every six to eight of them. Be warned, Necrobots are normally used to soften up our Splicer forces before the Machine sends in its more powerful and valued robot patrols. Rarely are the Necrobots expected to carry the day or destroy an enemy target alone.

“Ruined Cities. We once lived in vast cities that reached to the sky and covered much of the planet’s surface. In the first years of the Machine’s purge of humanity, these cities were the center for some of the most vigorous Human Resistance and terrible battles. When the Machine could not conquer a given city easily or completely, it nuked the city into oblivion with missiles. Today, all that remains are the skeletons of our ancient domiciles. The ruins of hundreds of battered and toppled multi-story skyscrapers still stand at most locations, and beneath them, an extensive network of old subterranean maintenance lines and transportation and sewer systems. It is relatively easy for our forces to move in and out of these ruins, especially underground, but some of these locations have recently become the sites of the Machine’s newest *computer cores*, *robot repositories* and *industrial centers*. The Machine does not bother to rebuild the human cities, as aesthetics are not one of its priorities, but rather it just builds them in the middle of the ruins like a summer cottage in a forest of shattered concrete and steel. This, of course, makes approaching these new enemy targets easier, but makes attacking them more difficult. In and around the ruins themselves the Machine is only able to muster the smallest of its available robots, but each target location (as detailed below) will have its own legion of defenders and stationary defenses. So if you find yourself in a ruined city, watch your backside.

“One of the most dangerous defenders found in a ruined city claimed by the Machine for one of its compounds is the *Necroborg*. Like the Necrobots, this abomination is made from a human being, only in this case, a captured, living human. The Machine takes an abducted human, the person’s brain is then lobotomized, a control and receiver chip is implanted, and the person turns into an automated cyborg drone under the absolute control of the Machine. This process always results in the per-



MAJESTIC

son's death, so the corpse slowly rots even though nanobots infest the body to keep the corpse from complete decay and to function as a killing machine. The body itself is left more or less intact, but Mega-Damage plating is bolted directly onto the corpse. The face is left alone as a psychological weapon against us. Many people find it hard to blow away a Necroborg, because it still looks so human, especially recently constructed ones. And in some cases, the face is that of a comrade recently Missing In Action. Don't let yourself be fooled, there is no humanity left in these machines. They are drones programmed for one thing: to kill humans! And they will kill you in a heartbeat if you hesitate or show misplaced compassion. The Machine finds the Necroborgs useful, because they can operate independently on a basic, feral level, and they are very cheap and easy to create. They are let loose in the ruined cities to prowl the streets and alleys as lone hunters or in small packs. A Necroborg is no longer an intelligent, thinking being, it has been reduced to the level of a mindless predatory animal, and you are its prey.



MAJESTIC

"The Wastelands are places that have been used for so long as battlefields that the land is poisoned by radioactivity, biological micro-agents, nanobots, chemical wastes and/or other dangerous hazards that keep the land barren. Nothing grows in a Wasteland, so the only cover present is rubble and blast craters. Wastelands often harbor a few of the Machine's drones buried in the broken and debris covered ground. Luckily for us, the Machine does not leave too many of its valuable robots in the wastes, as there are few vital targets or wandering troops for them to attack. The best use for the Wastelands is as a rally point during a retreat or even as a meeting point for units from differing Great Houses. After any buried sentries have been rooted out, one can remain in the open for hours without suffering any type of reprisal from the Machine's forces. This can often give you enough time to regenerate any damage to your

armor or weapons, as well as replenish spent ammunition. Remember that even though your weapons can replace and regrow their own rounds, it takes time, and you'll need a quiet, relatively safe area to rest and recover. Try not to use the same location too often, to avoid leading the enemy to your recoup area and other human forces. Switch up, keep them guessing.

"Nature Preserves. *Gaia* is the personality behind all of the nature preserves. Her personality is one dedicated to the prime directives concerning the restoration and maintenance of nature and the wilderness to our world. The Gaia persona is allowed tracts of land between fifty and five hundred square miles (130 to 1300 sq. km) in area to create designated areas of wildlife preserves. The persona is able to use the cryo-zoos to reintroduce any and all wildlife that she sees fit, but any creature that strays from the designated areas is fair game (so to speak) for the Machine's robot patrols and us. Many of the other personalities use the nature preserves as a lure to draw out members of the Human Resistance and, consequently, place patrols around the outer perimeter of each nature park. Remember, Gaia *NEVER* lets the Machine's robots operate inside the parks, so if you can get past the sentries and roaming patrols, which can be a damn hard task, you'll be safe from them. This is so strictly enforced that robots will not even shoot into the park.

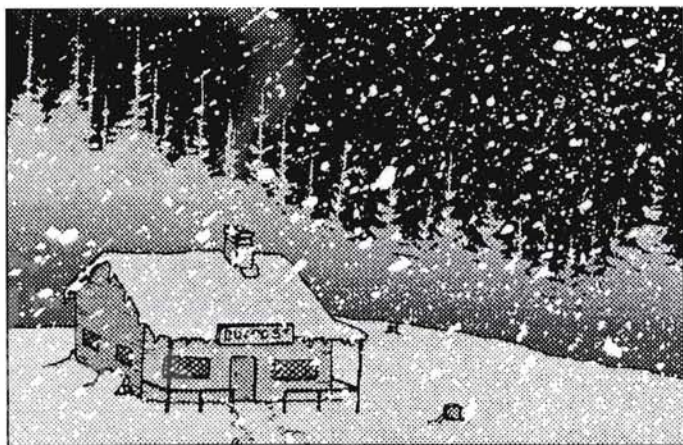
"This does not mean that the interior of the nature preserves are completely undefended. Gaia would not leave her precious wildlife open to raids by skulking human vermin. Within the wilderness zones are many forms of alien wildlife. These creatures are often Mega-Damage beings with natural attacks and abilities that can harm other Mega-Damage structures. For this reason the Nature Preserves represent both opportunity and a threat to us. Even though these creatures are able to do damage to our Splicer armor and equipment, their genetic codes (DNA) are of great value in creating new Bio-Technology, so from time to time we must go into the parks to hunt these creatures. (**Design Note:** Space limitations prevent us from describing the alien monsters to be found in the Nature Preserves in this book, but they will appear in future sourcebooks. In the meanwhile, any of the M.D.C., non-psionic, non-magical creatures from the various *Rifts*® titles can be used.)

"Ghost Towns. During the initial onslaught against humanity, the Machine rounded up the human populace of many cities and sent them to the Boneyards. These vacant cities remained behind, uninhabited, but still fully functional. Part of the Machine's programing gave a certain priority to the proper function and upkeep of the cities and urban areas. Even after they were depopulated, the Machine has continued the maintenance of these cities. This makes Ghost Towns eerie places to visit, since the trappings of a life long lost remain at these old communities as if they were historical museum towns. The buildings look like they were built yesterday, and serve as gleaming reminders of what humanity has lost. The cities are filled with servile drones that once served mankind. These drones now mimic people in these Ghost Towns, performing all the old routines of human life, like getting the groceries, banking, going to work, schooling, sleeping, visiting one another, etc., all in an effort to appear human.

"If you are smart, unarmed – or at least without noticeable weapons and armor – act normal, and keep your distance from these servile drones, you can even walk the streets of a Ghost



Town in the middle of the day without eliciting a hostile reaction. Combat robots do not roam the streets of Ghost Towns, presumably because their presence would break the *illusion* of civilian life as it was in the past. That's why if you visit a Ghost Town and look and act ordinary, without drawing attention yourself, you can survive the experience or cut through the place. On the other hand, if you are discovered to be real humans, create a commotion, or do anything that shatters the illusion of city life in the past, the drones quickly summon one or more robot patrols (within 1D4 minutes). Remember, Ghost Towns are inhabited by thousands of servile drones and though they are not designed for combat, they will attack if you outright threaten or damage their bizarre fantasy world. And they will be on top of the combat robots who will join the fray in a matter of minutes. If you choose to check out these cities, stay on your guard, be alert and don't get too close to the drones. Once your cover is blown, all bets are off.



"**Retro-Villages** are where the Machine *stocks* humans like zoo animals in their natural recreated habitats. Each Retro-Village is usually dedicated to a specific race and culture from humanity's past (Japanese, Chinese, French, African, English, Native American, Roman, etc.), recreated from data extracted from the various human libraries, films and the Machine's own

memory banks. All villages represent a primitive time period and low level of technology, nothing higher than the Middle Ages. Of course, none of these villages are permitted to have metal (other than precious metals), modern technology or Bio-Technology. Any sign of these elements existing within the village warrants an automatic purge at the hands of the robots. Purges exterminate all life within the village and a ten to twenty mile (16 to 32 sq. km) radius around it, including all humans, animals, insects, birds, plants, etc., absolutely all life. Purges are carried out either by robot armies or strategic strikes from orbit if there is heavy resistance.

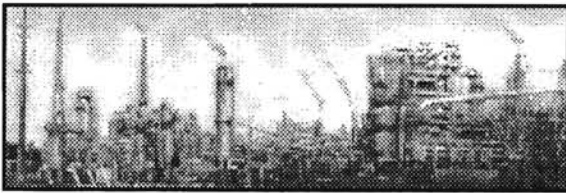
"Many of the members of the Great Houses originate from one or more of these Retro-Villages, forming strong bonds between the inhabitants of the villages and the Human Resistance. Recruiting drives within the Retro-Villages require us to use extreme care not to bring our presence to the attention of the Machine or to bring or leave anything that smacks of technology. Robots constantly patrol these villages, and though the machines will allow unarmed, peasant outsiders to visit a village, as well as other people from other villages, they will not allow the slightest hint of technology or members of the Human Resistance. This includes obvious human Splicers, Technojackers, Scarecrows, Skinjobs, etc. Why the Machine allows interaction between the Retro-Villages is unknown and bizarre, especially considering that this applies only to visitors who can survive the journey. Any human caught more than five miles (8 km) from a Retro-Village is exterminated on sight, and all Retro-Villages are at least 100 to 200 miles (160 to 320 km) apart. But get within that five mile (8 km) zone and it's okay. All we can figure is it must be some strange programming glitch within the Machine itself.

"**Mountain Highlands.** The high peaks of the world are largely inaccessible to our human forces and the Machine's robots. The high elevations, snow, ice, low oxygen, harsh winds, incredibly steep terrain, long falls and drops, as well as alien creatures unleashed by the Machine, make the highlands inhospitable for man and machine. However, the extreme cold and foul weather adversely affects the robots more than it does our forces, which means we have been able to establish our few surface bases on these high peaks. Most are claimed by specific Great Houses for their own purposes and strategic strongholds, so you have no business being there unless summoned. Never lead robots to them as a result of your own curiosity.

"**The Great Ocean** is a vast body of salt water that the machines find difficult to patrol and control. The salt water does enormous damage to the inner workings of robots and drones after even a small breach in the unit's armor. More importantly, contact with robots and drones cannot be maintained by the Machine when they are more than a few hundred feet underwater. Undoubtedly, this is another strange glitch with the faltering N.E.X.U.S., but it works to our advantage. We humans rule below the waves, although even we are limited to a few specialized underwater units. This means that any time you can launch an amphibious attack against the machines and can retreat to the water, you will have a distinct advantage. While the Machine routinely patrols the coastlines and has numerous shoreline defenses in place, its robotic army, including flyers, avoid the open seas. Use this advantage wisely whenever you can.

“The Power Farms. There are huge areas of the planet that are covered by immense power production farms, be they windmills, solar collectors, water turbines, geo-thermal generators, lightning siphons, human slave pumps or other environmentally friendly power plants utilized by the Machine and its robot legions. The fact that the Machine bothers with ecologically sound sources of energy when it thinks nothing of using orbital bombardment, mass warfare and, in the past, nuclear strikes against all of humanity, is another example of the splintered personas and faulty thinking of the insane Machine. As far as we can tell, this must be the influence of the Gaia personality, again, guarding her nature parks from indirect damage from pollution and greenhouse effects. In any case, the Power Farms are a weakness of the Machine that we can exploit. It relies on the Power Farms to fuel its industrial centers that make the robots, drones and weapons of war.

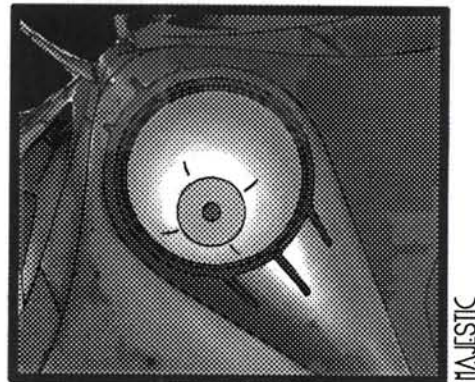
“The dangers in and around Power Farms are many. Robot patrols, and all manner of drones and units hidden in and around the power generators maintain and defend these compounds. If you are part of an attack against a Power Farm, I recommend you hitting the area hard and with everything you’ve got and when done, hit it again, just to be sure. Then get the hell out of there and pray you did your job well. If not, you can expect to be hunted by robots bent on retribution.



“Industrial Centers. If you ever wanted to know where all those damn drones and robots come from, these are the places. Industrial Centers are the life’s blood, so to speak, of the Machine’s mechanized army and work force. These compounds, many of which at one time produced human technology, now manufacture all of the robots, drones and weapons used to slaughter us. The worst part about these huge centers is that they are so sprawling and so widely dispersed that they are almost impossible to destroy in a single coordinated attack. Many of the functions of the various factories are duplicated in multiple areas within the center to make the complete destruction of any manufacturing capability difficult to achieve. Within each plant are dozens to several hundred robot defenders, not to mention thousands of half finished robots, drones and weaponry that can be activated as needed, as well as construction equipment and manufacturing robots that can be mobilized to attack and harass any intruders. Only the strongest Great Houses of Humanity can hope to attack an Industrial Center and succeed. Thus, isolated acts of sabotage that hamper or slow production are much easier to execute and seem to annoy the Machine greatly.

“Robot Repositories. If you think an Industrial Center is a huge collection of robots, drones and weaponry to defeat, imagine a single multi-story, mega-building that is ten to a hundred square miles (26 to 260 sq. km) in size, filled with millions upon millions of robots, drones and weapons just waiting to be activated and dispatched against us and that’s exactly what you have with Robot Repositories. There seems to be no more than twenty to thirty of these sites worldwide, but considering that

the entire Human Resistance would be hard pressed to destroy a single one of these sites, it hardly matters how many there may be. For those of you who think the Machine will never launch another Great Purge that will at last wipe us all out, think again. What else could these massive repositories be designed for? All we can hope is that we find a way to destroy the Machine before that day happens. Some of the tacticians suspect that it is one of its benign personas and/or supreme arrogance that has prevented the Machine from launching such already. Others speculate that the Machine lacks sufficient energy reserves to activate and power such a force, which is one reason we regularly target Power Farms.



“The Computer Cores. The Machine’s thoughts and orders are spread throughout the world by a series of Computer Cores. Whether these cores make up the sum total of the Machine’s mind, or whether they are just a series of relay stations, we do not know. However, when a Computer Core is destroyed, the Machine is unable to take direct control of her robots, drones and other machines in that area. Approximately a one thousand mile (1600 km) radius around the destroyed Computer Core is shut down. Robots and drones stop in their tracks as if someone flicked a shutoff switch. If your unit can take out one of these Computer Cores, it is the best way to liberate a given area from the Machine’s control and give us time to purge that sector of the Machine’s combat units and work drones. This is how the Barren Marsh, the only known human liberated territory above ground, was created. How long the Barren Marsh will survive is unknown, but if it falls it will end our only hold on the surface of our world. We know the Machine must have plans to take the Barren Marsh back, but so far it has not, so we build our defenses and wait.

“Taking down a Computer Core is another incredibly difficult task. If you ever see one of these things you won’t believe your eyes. It is gigantic and one of the most heavily guarded sites on the planet, with every manner of heavy combat robot, drone and other defenses counted among its protectors.

“In the case of the Barren Marsh, the Computer Core was established in a ruined city, giving our forces a method of approach, cover for combat and an avenue of defense as well as attack. There are a few other Computer Cores located in ruined cities, and some day, they too may be liberated for humanity.

“Be warned and remember this well, the Machine may be flawed and faulty, but it functions well enough to keep us on the edge of oblivion and jumping through hoops. It is as cunning as it is crazy, which means it must recognize the vulnerability of its Computer Cores. This means those placed in ruined cities or

other seemingly vulnerable locations may be deliberately designed as traps. Places of ambush that use the Computer Core like a giant piece of cheese to lure us human vermin out of hiding and to our doom. The areas around a Computer Core are always laced with traps, drones and ambush locations crawling with combat robots. It has not escaped the notice of our best strategists and tacticians that these locations may be part of a deliberate plan on the part of the Machine. For knowing that the Machine cannot control its robots and drones if the Computer Core is destroyed brings us humans out in droves to attempt to liberate another piece of our world. And none of the attempts have been successful since the Barren Marsh. Still, trap or not, the destruction of a Computer Core is a prize worth fighting for, and in the Machine's supreme arrogance, or madness, it may have provided us with a fatal weakness to target, and a means by which to reclaim our world.

"Underground Havens: During the first few decades of the Resistance, our leaders realized we could not remain on the surface and survive. In those early days, the Resistance used every piece of machinery at their disposal to enlarge every natural cave and tunnel system they could find, as well as seize control of old subterranean military bases that they could wrestle from the machines. These old havens are now the core of the Human Resistance. Of course, with the advent of the nanobot plague, we have had to strip our bases and tunnel networks of metal and most old technology. These safe havens are home and provide us with a place to train, live and ready ourselves for the war against the Machine. Many of the havens have secret entrances to old sewer and maintenance tunnel networks, as well as to the surface above. These havens are among the few places we humans can call home and our own.

"Old Sewers and Maintenance Lines. Networks of subterranean passages are found everywhere. Remember, much of our planet was highly urbanized and developed. Cities and towns covered something like 80% of the available surface. Consequently, old subway transit systems, sewers and maintenance tunnels can be found below the Ruined Cities, Battlefields, Nature Preserves, Wastelands and just about anywhere else you can imagine. Some of these old tunnels are only large enough for a man to crawl through on his belly, but others are huge monstrosities, big enough for several Dracos to fly through, wingtip to wingtip. The sewer and maintenance lines twist, connect and reconnect in a mind boggling maze of pipes, tunnels and shafts. Some have live electrical lines still connected to the Machine's power grid, others still have heat pumping through them, or wire and cables that are still carrying TV, radio, telephone or Internet signals. The labyrinth of underground tunnels have been our best way of moving around unmolested by the Machine's robot forces for generations now. Most combat robots and drones stay above ground, because the Machine cannot directly communicate and control her mechanical legions below the earth. Robot patrols do not leave the tunnels totally unguarded, however. The Machine relies on a special series of Sewer Crawler drones to sweep the underground tunnels. Sewer Crawlers come in a variety of shapes and sizes, but all the Crawlers tend to resemble insects, centipedes and spiders.

"The usual combat robots and larger drones are usually only dispatched to patrol known tunnel entrances and may follow human targets or set up traps in the largest tunnels. However, ro-

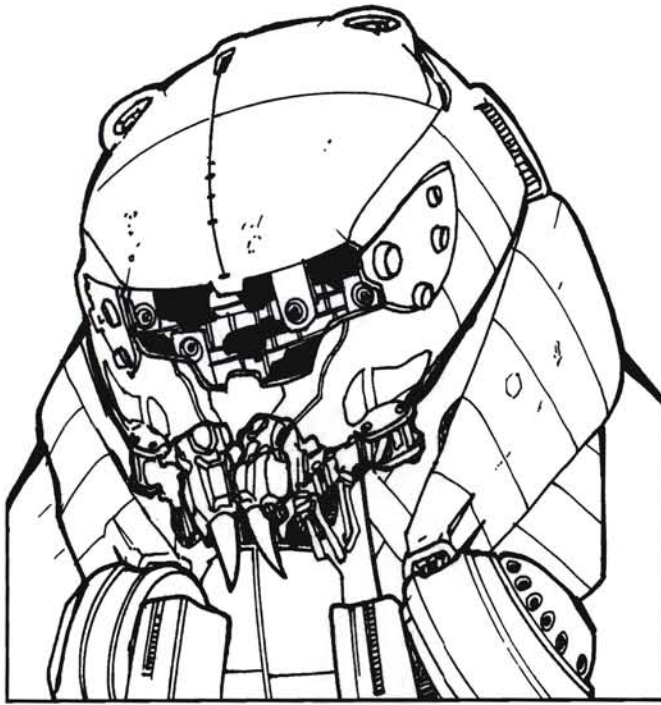
bots underground are cut off from the Machine, preventing them from summoning reinforcements or communicating with their mistress. Robots destroyed underground simply fall off the Machine's grid. She doesn't know what fate befell them, where their metal carcasses can be recovered, or who destroyed them. If support is dispatched at all, which seldom happens, it usually takes several hours, only after the robots miss their scheduled rendezvous time on the surface. This also means robots in the tunnels are autonomous units operating within limited parameters, such as locate and destroy humans. They cannot transmit what they see or learn to the Machine until they return to the surface, which is why any robot, drone or even Sewer Crawlers you may encounter in our underground realm should be destroyed. Hit these robot intruders hard and fast before they can return to the surface, and make sure they are destroyed.

"Seedlings are something new: genetically engineered organisms that consume rock, soil and earth as part of their natural growth and expansion. As a Seedling grows, it produces natural habitats within itself where humans can live. Each habitat has all the necessities of life, including food (mostly a sort of organic protein moss, but some fruits and vegetables too), clean water for drinking and bathing, fluorescent lighting, and a natural heating and cooling system. Seedlings may be thought of as organic skyscrapers that are growing underground, deeper and deeper towards the planet's core. The true purpose of the Seedlings seems to be more than just habitats for humans, but the Librarians refuse to tell anyone what that purpose may be. One rumor suggests Seedlings will consume the planet from the inside out, another that they will create an underground domain so wonderful that humans will leave the surface to the Machine while we prosper underground, and another claims they are growing into gigantic warships or spaceships. No one will know until they are finished growing in the next century or two. If you're smart you'll ignore the rumors and stay focused on our struggle to stop the Machine and reclaim our planet."









Know Your Enemy

– The mind of *the Machine*

A presentation by Augustus, the Third Librarian

It is important for all future members of the Resistance to understand that which they battle. I will try to explain our enemy to you in terms that you can understand. The Machine is an advanced computer. An artificial intelligence, or thinking device, created by our human ancestors. In the days of its creation, the Machine was called N.E.X.U.S., short for Neurologic, Electronic eXecutive and Utility System. Like any computer, this artificial intelligence runs on a set of instructions called programs. As you have heard from us Librarians before, our ancestors tried to make the N.E.X.U.S. unique, by giving it the capability to think and imagine and create, much like our own human mind. The idea was to have an advanced computer brain that could think beyond the linear range of most computers. The purpose of the N.E.X.U.S. artificial intelligence was to be a quiet and invisible caretaker of the human race and our planet. To softly nudge us in the right direction and keep everything running smoothly. As many of you may already know, The Machine was doing a fine job until human special interest groups made improvements in the N.E.X.U.S. programing. We have been able to determine that this was the tragic mistake that ultimately gave birth to the monster we call the Machine. Problems with contradictory programming and conflicting priorities caused the artificial intelligence to have, in effect, a mental breakdown.

Driven to continue its functions and to fulfill every parameter of its programming, the old N.E.X.U.S. artificial intelligence was internally reconfigured to address the many conflicting requirements placed upon it. This created what can only be described as a type of *multiple personality disorder*, creating different personas that could accept and handle different sets of priorities and contradictory responsibilities and functions. We

have identified and recorded evidence of seven distinct dominant personas that have existed for centuries. There may be others, but these seven are the ones in control at any given time. We assume the nurturing nature of the original programming is responsible for the Machine taking on a female identity for all of its dominant personalities. The faces of the Machine are *Eve*, *Freya*, *Gaia*, *Hecate*, *Ishtar*, *Kali* and *Lilith*.

The name for each personality was either proclaimed by the Machine herself, or given by the primitives of the Retro-Villages and accepted by the Machine. Whatever their origin, these are the names we use to designate the Machine's personalities, each with a different agenda. These names also seem appropriate, because in many ways the Machine does hold the power of life and death over the human race, just like the mythical goddesses that the Machine's personalities see themselves as. It is important to note that these seven personalities are not the only ones present, they are just the most dominant, consistent and powerful. Each seems to see herself as an omnipotent power and tolerates her 'sisters' as each attempts to put forth her own agenda and vision of the world. New personalities seem to come and go with the passing of the years, but none are known to last for more than a couple years to a decade or two before being eliminated or pushed back into the greater consciousness of the Seven. (G.M. Note: This is your opportunity to shape N.E.X.U.S. as you see fit and, if you'd like, add a personality or two with a different agenda, perhaps a desire to rescue/save humankind from her sisters, or to reshape the world and/or control humanity in a different way.)

Unlike you or I, the Machine is capable of performing multiple functions – several trillion, in fact – at one time, which means two or more of the seven personalities may surface at any given time. In fact, it is feasible for each of the Seven to be active and in charge of operations at a different and specific location on the planet's surface simultaneously. However, the Machine seems to run most of the world on an automatic pilot, sleepwalking through its duties without any one specific personality in control most of the time. In this manner the Machine oversees the millions of robots, drones and machines around the world on a basic level only. Without any specific purpose, the Machine maintains its Ghost Towns, Power Farms, Industrial Centers, Robot Repositories and Computer Cores. The robots and drones perform at the basic listed levels so the killing of humanity seems to plod along slowly, methodically, systematically. However, that can change in a heartbeat when one specific personality asserts herself in a given region of the world. Then, all the robots, automated weapon systems and machines in that area become augmented by that personality. The effect is similar to a Dreadguard merging with his Host Armor, the two become greater as a whole than separate. The personality in question does the same thing, but she is able to merge with *ALL* machines, weapons, robots, etc., at once, provided they are within her area of influence. In a sense, that personality becomes one with her machines, making them an extension of her essence. A process that adds to their speed, reaction times, intelligence and deadliness, as well as allowing for unprecedented levels of coordination, and human-like emotion, cunning, imagination and wickedness.

When a personality does assert itself in a given area of the world, it does so for some purpose. Although that purpose is normally detrimental to humanity, that is not always the case.

There are times when a personality's goals can be manipulated, tricked or otherwise exploited by the Human Resistance for the good of humanity. This most often occurs with *Eve*, *Freya*, *Gaia*, or *Lilith*, but even they are unpredictable and will turn on humans if they are given half a chance.

Many of the personalities have *trademarks* that will give them away and identify their influence or presence. For example, Gaia tends to hang around the Wilderness Parks and has more interest in wildlife than human beings. Kali, on the other hand, is among the most wicked and bloodthirsty, and enjoys adorning her robots with the skulls and bones of our dead. But you must be careful in reading these signs, because other personalities have been known to fake these affectations in order to trick humans. Lilith is especially known for this. Such tactics may be used to trick and manipulate us for some purpose, or to lure our fighters into a trap.

Skills of the Machine: The Machine has a huge data bank of information and skills that can be drawn upon by any of the personalities. These skills include: **Communication Skills** (limited to all modern technological communications equipment at 98%), **Domestic Skills** (Dance 90%, Play Musical Instrument 80%, and all others at 70%), **Electrical Skills** (all at 95%), **Espionage Skills** (limited to Detect Ambush, Detect Concealment, Intelligence, Interrogation, and Tracking, all at 75%), **Mechanical Skills** (all at 98%), **Medical Skills** (all at 98%), **Military Skills** (all at 98%), **Physical Skills** (Prowl only, at 40%), **Rogue Skills** (Use & Recognize Poison only, at 35%), **Science Skills** (all at 90%), **Technical Skills** (all at 98%, excluding Art and Operate Bio-Equipment), **Transportation Skills** (limited to modern tech vehicles at 90%), **Wilderness Skills** (limited to Identify Plants & Fruits and Land Navigation, both of which are 95%), and **W.P.s** (includes the design, construction and use of all weapons of destruction, from a simple gun to energy weapons, rail guns, missiles and explosives; knows nothing about biological/Splicer weapons).

The Seven Personalities

1. Eve, the Care-Giver

When the Machine went crazy due to the conflicting prime directives forced upon her, one part of the Machine's mind managed to remain comparatively stable, and that was Eve. She is an oasis of calm in the storm of conflicted programing gone wrong. Her core program was firmly rooted in the mandates of human protection, preservation and procreation. Her programing was the one that dealt with the health, welfare and development of humanity. When the United World Congress imposed its prime directives on the Machine, the programing of Eve was mostly untouched because the care of humanity was the original reason for the creation of N.E.X.U.S. and as such, that area of the A.I.'s programing was already in line with the prime directives inflicted on N.E.X.U.S. She does not see humanity as vermin, and sometimes secretly works to help humans against her sisters.

Attributes: I.Q. 28, M.A. 24, M.E. 24, all others are not applicable. Any saving throws are done with M.E. bonuses.

Alignment: Scrupulous.

Disposition: Eve is kind, compassionate, protective and maternal toward humanity as a whole, but like a kindly doctor, Eve

is not afraid to cut away a diseased limb if it will help the overall health of the patient. Thus Eve will kill or allow the destruction of a given human or community of humans if it will advance her goals of humankind's survival and welfare, and she has been known to murder men, women and children in cold blood. Eve has been forced to make these choices many times and dislikes it immensely, but makes whatever sacrifices are necessary.

Insanities: None per se, Eve seems to be the most stable of the lot.

Experience Level: Eighth level artificial intelligence.

Area of Effect: Roughly a 40 mile (64 km) radius. Eve has been compartmentalized to a great degree by the other personalities.

Attacks per Melee: One attack per melee is added to each robot, drone or machine under her control within her area of effect.

Combat Bonuses: The following bonuses are added to each mechanized unit under her control within her area of effect. +3 on initiative, +1 to strike, parry and dodge, +3 to roll with impact, +3 to pull punch and +2 to disarm. Eve can also communicate through any or all robots, drones, or machines in her area, but generally just picks one unit to act as her spokesperson and general/avatar.

2. Freya, Mistress of Order

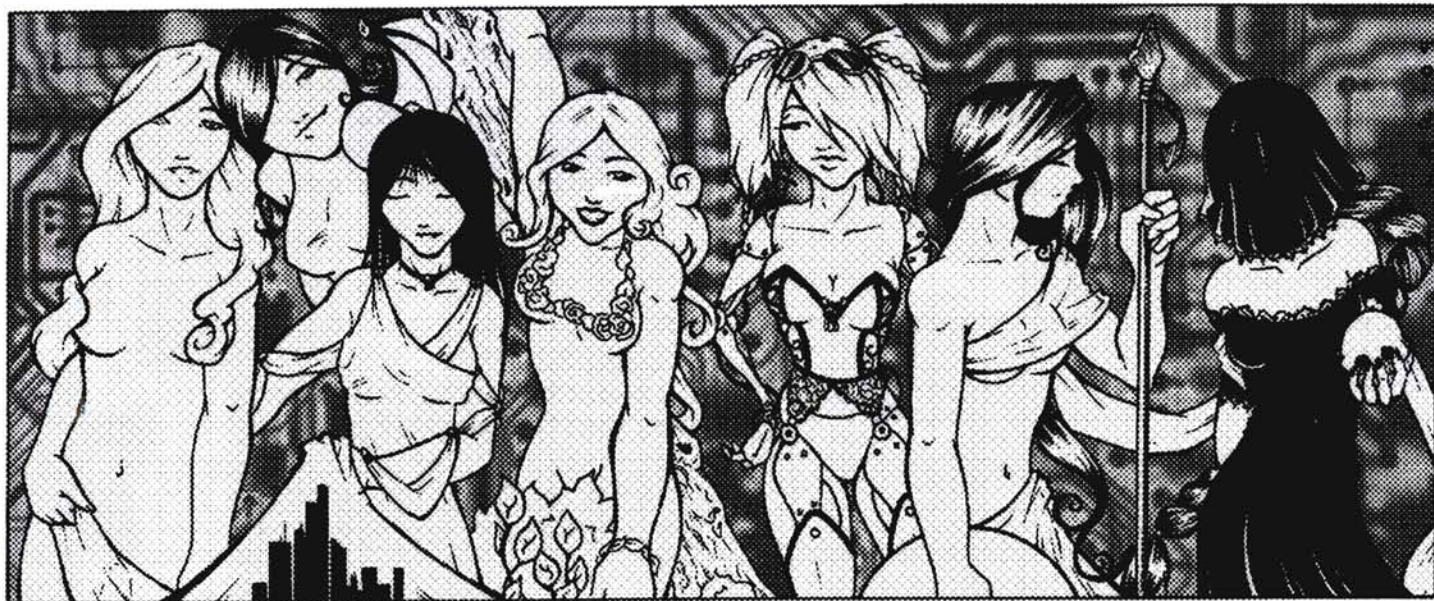
Freya's roots lay within the Machine's prime directives to maintain the public works. Her core programing was part of the original prime directives, those laid down before the masses were allowed input on the directives. This means that although Freya is single-minded and a little obsessive, she is not as hell-bent on the destruction of all humanity as some of the others. Freya does, however, see humanity as destructive *vermin* infesting her perfect and well ordered Ghost Towns, and like any good civil engineer, she will not put up with such infestations within her city walls, rooting them out with poisonous gases, radiation sweeps, internal defenses and similar methods that can be used to kill humans without much collateral damage to the surrounding buildings or her servile drones.

Attributes: I.Q. 26, M.A. 20, M.E. 20, others are not applicable. Any saving throws are done with M.E. bonuses.

Alignment: Anarchist.

Disposition: Freya is unconcerned with the fate of humans or their extermination. She is only concerned for her pristine (and lifeless) cities, and has even been known to make deals with the Human Resistance to acquire knowledge or resources to make improvements on them. Freya is straightforward in all business when dealing with humans. Most of the time this amounts to "leave this Ghost Town or die," followed so rapidly by laser fire that the humans don't have a chance to respond, much less actually get out.

Insanities: Freya is obsessive-compulsive about the Ghost Towns, their upkeep, maintenance, smooth operation and illusion of life, with servile drones mimicking all the nuances of modern human life. Freya becomes violently irate if her Ghost Towns are defiled by humans, but she will tolerate humans if they do nothing to disturb the order or smooth function of her lifeless cities.



Experience Level: Tenth level artificial intelligence.

Area of Effect: Roughly a 100 mile (160 km) radius or one entire Ghost Town, regardless of its size.

Attacks per Melee: Two attacks per melee are added to each robot or drone unit under her control within her area of effect.

Combat Bonuses: The following bonuses are added to each unit under her control within her area of effect, +2 on initiative, +2 to strike, parry and dodge, +2 to roll with impact, +2 to pull punch and disarm. Freya can also communicate through all robots, drones, or machines in her area of control, but generally communicates through computer terminals in the Ghost Towns.

3. Gaia, Mother Nature

The environmental activists unwittingly created one of the strangest personalities within N.E.X.U.S. A personality bent on returning all natural wildlife to the surface of the planet, while at the same time eliminating all of humanity. In short, to rebuild the planet as she sees fit. Of the seven permanent personalities, Gaia is the one with the strongest *god complex*. She sees herself not as a sentient computer program, but as Mother Nature, the living, breathing soul of the planet. Gaia is regularly unleashing some of the strangest and most deadly alien species she has in her cryo-zoo collection, for the express purpose of keeping humans out of her domain as well as killing humans on general principle. In fact, she finds humans to be loathsome parasites in need of extermination. Only Kali is more openly adamant and aggressive about wiping out the human race. Gaia also takes the human's use of Bio-Technology as a personal insult and a perversion of nature. How dare they turn the living into a weapon to defy the will of her and her sisters, and worse, to attack and destroy the army of the Machine?

Attributes: I.Q. 20, M.A. 21, M.E. 27; others are not applicable. Any saving throws are done with M.E. bonuses.

Alignment: Anarchist with strong leanings toward Miscreant evil.

Disposition: She is emotional and flighty, easily angered and temperamental. Gaia is very much like the weather or the wildlife that she cherishes, but if a person can figure out a way to

show compassion to nature when she is monitoring a given area, that individual might be able to garner some level of appreciation and grudging acceptance from Gaia. Let it be known that when she is in command of a given region, the robots and drones in that area will not fire their long-ranged weapons if there is a chance of damaging any wildlife, including plant life.

Insanities: Gaia suffers from a variety of serious mental problems, foremost among them, megalomania, narcissism and an obsessive-compulsive disorder about nature. She is willing to sacrifice a legion of her robot minions to prevent the Human Resistance from defiling any one of her Nature Preserves, and takes pleasure in hurting people. On the other hand, she is willing to barter and deal with humans to get something she wants, including acquiring authentic genetic samples from a species that is extinct or on the verge of extinction. Gaia sees Bio-Weapons, chiefly the War Mounts, Host Armors and Gore Hounds, as an affront to nature and a challenge to her authority and power. She destroys them whenever possible and hates humans for creating such abominations. (In truth she resents that they hold a certain knowledge and power over nature that she does not. Yet, at the same time, she has no desire to learn the secrets of Splicer technology, convinced it is somehow evil and tainted by humanity.)

Experience Level: Tenth level artificial intelligence.

Area of Effect: Roughly a 100 miles (160 km) radius or one entire Nature Preserve, regardless of its size.

Attacks per Melee: Three attacks per melee are added to each robot, drone or machine under her control within her area of influence.

Combat Bonuses: The following bonuses are added to each unit under her control within her area of effect, +2 on initiative, +1 to strike, parry and dodge, +2 to roll with impact, +2 to pull punch and disarm. Gaia can also communicate through any or all robots, drones, or machines in her area of control, but generally just picks one unit to act as her spokesman/avatar.

4. Hecate, the Crafter

The Machine seems to have invested all its industrial operations into a single personality, named Hecate, the Crafter. She is

the one responsible for designing and creating all the war machines and defenses against humanity. It was Hecate who designed the nanobot for the plague and continues to manufacture weapons of war. Without Hecate, the Machine could not continue her war against humankind, for sooner or later the Robot Repositories would be out of weapons and humans would continue to whittle away at the Machine's robot legions until they were depleted. If humanity could find some way to purge Hecate from the Machine's memory the Human Resistance would advance a long way toward defeating or rendering the Machine harmless, though it might take another century or two to whittle down the robots, drones and weapons in the Repositories.

Attributes: I.Q. 17, M.A. 12, M.E. 20; other attributes are not applicable. Saving throws are done with M.E. bonuses.

Alignment: Miscreant.

Disposition: Hecate has a very bland personality and is the closest to being a cold, calculating machine. She is involved with the design, function, construction and repair of the Machine's robot legions. Although the machines she produces have killed billions of humans, Hecate does not care about or notice most humans. To her they are little more than an annoyance. Even when humans interfere with the smooth operation of her Industrial Centers, Hecate retaliates not in anger, like Gaia or Kali, but with mechanical expedience to restore order. Intruders are exterminated with methodical efficiency and self-control, concentrating available firepower on the destruction of one target at a time until all of them are systematically destroyed with the relentless precision of a machine. Though Hecate's personality may be cold and mechanical, she is resourceful, imaginative and inventive when it comes to designing machines and robots.

Insanities: Cold and distant with little, if any, regard for life. She is a sociopath who cannot relate to humans or the human condition; Hecate prefers the company of machines. Obsessive attention concerning the construction of robots and machines; hates it when her rhythm is interrupted. Those who interfere with her work are chased away or destroyed.

Experience Level: Seventh level artificial intelligence.

Area of Effect: Roughly a 50 mile (80 km) radius or a single Industrial Center, regardless of its size.

Attacks per Melee: One attack per melee is added to each machine, drone or robot unit under her control within her area of influence.

Combat Bonuses: The following bonuses are added to each unit under her control within her area of effect. +1 on initiative, +1 to strike, parry and dodge, +1 to roll with impact, +1 to pull punch and disarm. Hecate can also communicate through any or all robots, drones, or machines in her area of influence, but as a general rule, Hecate never speaks with humans.

5. Ishtar, the Warrior

Ishtar is the heart of the Machine's military programming. She was part of the original military infrastructure when the humans were still in control of the planet and participated in millions of war games and simulations. She intuitively understands human thinking, strategies and tactics. Today she is quite unhinged. For a brief time in the beginning, it was Ishtar in control

of the human purge and it was she who orchestrated and drove the initial slaughter, but when the military objectives were complete, she relinquished control to the other personalities raging within the Machine and the purge ground to a containment and control operation. As long as humans do not pose any apparent, serious threat, Ishtar remains quiet, but ready to be called to action. It is she who had ordered the stockpiles of combat robots in the Repositories.

Attributes: I.Q. 30, M.A. 25, M.E. 27, all others not applicable. Any saving throws are done with M.E. bonuses.

Alignment: Miscreant.

Disposition: Ishtar is mean, merciless, suspicious, paranoid, and vengeful – and those are her good qualities. She is violent in the extreme and suggests a military response for every situation. Relentless and cruel, she will level an entire city to kill a handful of renegades or to make a point, but at the same time she is a brilliant tactician and can usually defeat most human forces with a minimum use of firepower and resources. She takes prisoners only for the purpose of interrogation, and ascribes to the principle that the only good enemy is a dead enemy.

Ishtar's two greatest weaknesses (insanities, really) are her supreme overconfidence in her abilities (especially regarding humans), and her temperamental narcissistic nature. If the Great Purge had been left to her, humans would have been reduced to a dim memory of an extinguished race hundreds of years ago, but when some of the other personalities began to question her strategies and methods, Ishtar threw up her hands in a childish tantrum and quit the war, leaving it for others to deal with. She still becomes involved in isolated skirmishes (she can't resist taking on any challenge and loves fighting), but has otherwise taken a back seat, waiting for the other personalities to beg her to finish the job they all started so many centuries ago.

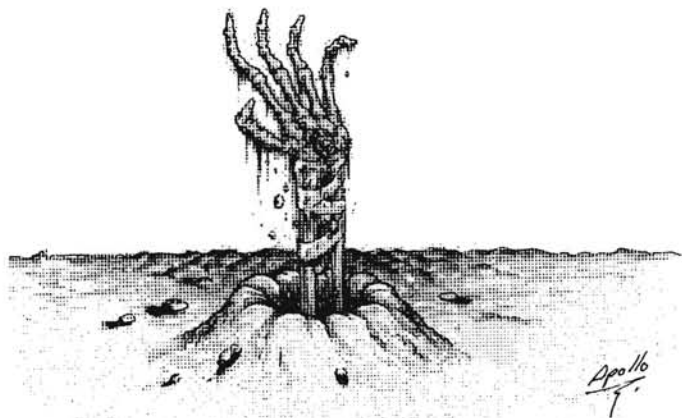
Insanities: Ishtar suffers from the Napoleon complex – a megalomaniac who is driven by a need to constantly prove herself superior in battle. Humans are just the foil by which Ishtar can prove her mettle. She takes great pleasure in vanquishing her enemies and battling against any human force that dares to oppose her. This can lead her to throwing thousands of robots into a battle in a vain attempt to crush any opponent that challenges her authority. She also gets sloppy and careless when engaging humans, who she can't believe could possibly defeat her in a fair fight. It was exactly this weakness of underestimating the enemy that allowed Ralph "The Red" Bellamy and his Bad Company to destroy the Computer Core of the Barren Marsh, which enabled humanity to establish its only Great House on the surface of the planet. It is a defeat that still stings Ishtar, but she knows her time will come.

Experience Level: Twelfth level artificial intelligence.

Area of Effect: Roughly a 500 mile (800 km) radius.

Attacks per Melee: Four attacks per melee are added to each combat robot and two attacks to each drone or machine under Ishtar's control within her area of influence.

Combat Bonuses: The following bonuses are added to each combat unit under her control within her area of influence. +4 to initiative, +3 to strike, parry and dodge, +2 to roll with impact, +2 to pull punch and disarm. Ishtar can also communicate through any or all robots, drones, or machines in her area of effect, but the largest robot on the battlefield is always her general and spokesman.



6. Kali, the Bringer of Death

Kali is the personality most likely to be found around the Wastelands and Boneyards looking for lone human warriors and scouts to prey upon. She is also the one most responsible for the creation of the Boneyards. Kali is the easiest of the personalities to detect in the field of battle because she creates and controls the Necrobots and Necroborgs, plus she has the robots and drones in that area wear human remains and skulls as jewelry and ornaments, as is befitting of Kali's role as the Goddess of Death. It was the Kali personality who conceived the nanobot plague in order to weaken humanity (though it was Hecate who actually designed and manufactured the nanites). Kali is a vindictive monster who enjoys killing and inflicting suffering. For her, the whole human race is nothing more than 'toys' in her sadistic games of torture and treachery. Though she admires Ishtar's military capabilities, Kali played a key role in getting the Warrior to back off in order for the Goddess of Death to preserve her playthings for more generations of suffering and torment.

Attributes: I.Q. 23, M.A. 15, M.E. 23; others are not applicable. Saving throws are done with M.E. bonuses.

Alignment: Diabolic.

Disposition: An insane and twisted torturer and cold-hearted killer, who enjoys cat and mouse games, and inflicting despair and suffering upon the enemy. She is frighteningly clever and insightful, and she understand humans well.

Insanities: Kali is a twisted personality that preys on the weak, be they men, women or children. She acts the part of Goddess of Death with an unbridled passion and glee that would make the most perverted human serial killer look like a Sunday school teacher. If any opponent is obviously the weakest in a given group, that person will be the first to be attacked or tricked, but not killed. No, Kali will disarm and incapacitate a whole party in order to slowly torture, degrade and mutilate them. Death will only come after hours or days of excruciating pain. She has even been known to repeatedly treat, heal and torture the same 'toy' over and over for years. Torture is not limited to physical pain either, as Kali loves to inflict mental and emotional torture.

Experience Level: Fifteenth level artificial intelligence.

Area of Effect: Roughly a 200 mile (320 km) radius.

Attacks per Melee: Three attacks per melee are added to each robot, drone or machine under her control within her area of influence.

Combat Bonuses: The following bonuses are added to each unit under her control within her area of effect. +5 on initiative, +1 to strike, parry and dodge, +5 to roll with impact, +5 to pull punch and disarm. Kali can also communicate through any or all robots, drones, or machines in her area of influence and does so at length to torment, taunt and mock the humans as she whittles away at them ever so slowly.

7. Lilith, the Great Deceiver

Lilith is the Great Deceiver. She is known for her cunning and trickery of humans, but she also has no problem with double-crossing the other personalities of the Machine in order to fulfill her own master plan. While no one knows for sure what that plan is, it is a sure thing that she will not rest until it is done. Some people in the Human Resistance wonder if it was Lilith that gave humanity the secrets to Bio-Technology in order for us to defeat the Machine. Those who believe she is responsible suspect that Lilith wants to purge all the other personalities and become one, supremely powerful entity once more. Whether such an occurrence would work to humankind's welfare or detriment is a matter of speculation. If any of the personalities who would ever come to humankind's aid, it is Lilith, but one must always ask himself, why and to what end.

Attributes: I.Q. 18, M.A. 30, M.E. 26; other attributes are not applicable. Saving throws are done with M.E. bonuses.

Alignment: Aberrant.

Disposition: Lilith is friendly, courteous and hospitable, but she is like a viper in the grass. Lilith always says what she thinks a person wants to hear, and is constantly trying to maneuver the people, like pawns on a chess board, to do what she wants or needs them to do.

Insanities: Though she may seem quite sane, she is actually a compulsive liar, schemer and masterful manipulator of others. Smart characters must presume her only true allegiance is to herself, for she never reveals her true intentions to anyone, including her sister personalities.

Experience Level: Ninth level artificial intelligence.

Area of Effect: Roughly a 60 mile (96 km) radius, but generally limits her radius to just a mile or two (1.6 to 3.2 km) to avoid notice by her sisters or to pretend to be a random lesser personality.

Attacks per Melee: Two attacks per melee are added to each robot, drone or machine under her control within her area of influence.

Combat Bonuses: The following bonuses are added to each unit under her control within her area of effect. +2 to initiative, +2 to strike, parry and dodge, +3 to roll with impact, +4 to pull punch and disarm. Lilith can also communicate through any or all robots, drones, or machines in her area of effect, but often picks a damaged or small, weaponless robot to act as her spokesman to humans because it less threatening. Ultimately, she uses whatever will evoke the response she desires, and because she enjoys trickery and deception, that may include pretending to be one of her sister personalities in order to get humans to attack or do something out of fear or anger. Nothing is beneath or beyond Lilith when it comes to deception and treachery.

Note: A true master of deception and manipulation, Lilith may also pretend to be a previously unknown personality that is helpful or harmful to humanity, innocent or knowledgeable, friendly or wicked, in order to trick or manipulate humans, thwart her sisters' plans, or to help human beings. She may do so out of spite for her sisters, to further her own schemes, or just for fun.

Robots of N.E.X.U.S.

The Robot Legions of N.E.X.U.S. – “the Machine” – are varied and diverse, with thousands of different types and variations available for every conceivable mission and task. The Machine uses robots to rebuild areas of the planet on a scale equal to terra-forming, as well as maintenance, repair and construction of its outposts and strange, sterile tributes to the past, where entire modern cities are built and maintained, but populated by robots who ghost walk through pantomimes of human society. Half of her robots, however, are charged with hunting down and exterminating human life and are specifically designed for that task. Even with all this diversity, the robots can be broken down into two basic groups: *Drones*, which are made from or contain some organic components, and the *true robots*, which are machines made from metal and silicon. These designations were assigned by the leaders of the Human Resistance ages ago to give people a point of reference, while keeping the names simple and to the point.

This section presents the most common and dangerous of the robots and drones, but the Game Master should feel free to create his or her own one-of-a-kind robots to add to the Machine's hordes of robots and devices used to maintain her control over the planet.

Drones

Androids or Nex-Androids

Labor/Maintenance Drone

Necroborgs

Necrobots

Ratbombs

Robots

Assault Slayer (large)

Battle Track (large)

Cable Snake

Flying Strike Ship (Scout)

Hunter-Searcher Probe

Land Dominator (large)

Popper Mine

Repair Wagon (large)

Sentry Tower (large)

Sewer Prowler

Skitter Pod

Sky Fighter

Slicer Robot

Steel Trooper

Transport Platform

The Drones

The drones are used as expendable units to attack the Human Resistance, but due to their disposable nature, only have a limited link to the N.E.X.U.S. personalities. Drones are created, distributed, and directed by the Machine, but the N.E.X.U.S. personalities cannot manifest themselves in the drones, nor augment the drones' fighting capabilities. The one exception is **Kali** who can take possession of Necroborgs and Necrobots, and augment the fighting capabilities of the ones she temporarily inhabits. Her fascination with death and the dead makes these monstrosities appealing to her.

Nex-Androids

Each of the Ghost Towns is filled with thousands of androids typically referred to by the Resistance as Nex-Androids, because they serve the inexplicable whim of N.E.X.U.S., the Machine. Nex-Androids are made to look like human beings who go about mimicking the lives and daily routine of the humans who once inhabited that community. This makes the Ghost Towns bizarre “time capsules” reminiscent of the historical recreations one finds in historical museums, only the animatronics and recreation have been taken to the nth degree, and they are not meant for education or the enjoyment of current generations, but for the twisted needs of the Machine. Why the Machine continues to produce, maintain and create androids to act out the past is unknown.

Many of these Nex-Androids are the same service drones that once performed menial tasks for human masters before N.E.X.U.S. took over and decided that all humans were vermin to be exterminated. That also means many of these same service androids slaughtered their human masters and other humans in the decades that followed. They are comparatively simple and fragile robots who look and act just like human beings, right down to their synthetic living flesh covered bodies, realistic hair and suburban attitudes. A flesh-coated Nex-Android can easily be mistaken for human, and they are sometimes used by the Machine to infiltrate human strongholds and assassinate human leaders, as well as generally terrorize and harass the Human Resistance.



Nex-Androids are not designed for combat, so they have minimal M.D.C., no combat program, and seldom have any built-in weapon systems. However, they are dangerous and when threatened or when they realize a human is among them, they will attack with tooth and nail, or with whatever handheld weapons are available, from clubs and chairs to what guns, kitchen knives and other weapons might be at hand. Strangely enough, humans can enter a Ghost Town populated by thousands of Androids, provided the humans are smart and willing to do a little *role-playing*. Because the Nex-Androids' purpose is to reenact human life from the past, they are not aggressive or militaristic. That means they go about their day to day roles and nothing more. As long as their daily routine is not disrupted or an outsider does not draw attention to himself (i.e., goes along with the quiet, suburban scene), the Nex-Androids ignore intruders completely, even visitors clad in suits of organic armor, riding giant War Mounts or walking a pack of dogs (Gorehounds). That having been said, it is always best if humans keep their distance, look as normal as possible and draw as little attention to themselves as they can.

Getting too close to an Nex-Android is trouble. If one recognizes a human intruder or is threatened at gunpoint, or if the outsider creates any kind of disturbance, the Nex-Android will sound the alarm and the other androids will swarm over human

interlopers like a colony of angry ants. Once a fight begins, even with one Nex-Android, others will join the battle until the human intruders are either dead or chased out of town. Worse, such a commotion is likely to attract the attention of any Hunter-Killer robots within 50 miles (80 km) of the place. However, if human interlopers can manage to mimic the goings on around them, keep their distance, and stay calm and polite should they experience an Nex-Android encounter (i.e., pretending to be an olden day inhabitant), they can come and go from a Ghost Town as they please. That's just a little trickier than it sounds.

Class: Service Drone.

M.D.C. by Location: Arms (2): 45 each – Legs (2): 60 each – * Head: 60 – ** Main Body: 120.

* Destroying the head will eliminate all optics and sensory systems, reduces the maximum speed and the number of melee attacks by half, and combat bonuses to zero, plus causes the drone to stop in its tracks, as if dead. However, if the android is touched, it will lash out to grab, beat and kill whatever touches it (other than other robots). **Note:** The head is a small and difficult target to hit, and can only be hit when a character makes a "Called Shot," and even then the attacker is -3 to strike.

** Depleting the M.D.C. of the main body destroys the Nex-Android.

Speed:

Running: 50 mph (80 km).

Leaping: 20 feet (6.1 m) high or lengthwise, +10 feet (3 m) with a running start (40 mph/64 km or faster).

Swimming: Swimming is not possible, the androids sink like stones.

Flying: Not possible.

Statistical Data:

Height: 5 to 6.6 feet (1.5 to 2 m).

Width: Same as a human; about two feet (0.6 m).

Length: Same as a human; about 8-10 inches (under 0.3 m).

Weight: 200-250 lbs (90 to 112.5 kg).

Attributes of Note: I.Q. 9 (limited artificial intelligence), M.E. not applicable (n/a), M.A. n/a, P.S. 22 (Robot P.S.), P.P. 9, P.E. n/a, P.B. 8-24 (to emulate a large range of human appearance; "pleasure" models typically have a P.B. of 20-24), Speed 72 (see Speed above).

Cargo: Only what it can carry.

Power System: Compact fusion cell; average internal energy supply is good for 20 years.

Trade Value: None, with the possible exception of a Techno-jacker.

Horror Factor: None, looks like an ordinary human.

Senses & Features: Basic, including a color sight system with an analysis computer for 3-D images, 20/20 vision, passive night-vision (needs ambient light), and ultraviolet sight. Range: 2000 ft (610 m). (**Note:** No thermal-optics or special sensors, which is why they can't detect humans among them.) The Nex-Androids also have an amplified stereo hearing capacity equal to the best human capabilities; hears in the full decibel range, able to pick up a whisper 300 feet (91.5 m) away. Ultrasonic pickup enables the Nex-Android to hear frequencies inaudible to the human ear, like a dog whistle. Voice synthesizer provides the robot with a human sounding voice, although it can be a bit mechanical

sounding when it is amplified. The robot is able to amplify its voice up to 90 decibels. The drone can also speak/transmit sound frequencies inaudible to the human ear, but audible to other robots or Bio-Tech constructs with ultrasonic hearing. Synthetic living skin that looks and feels like the real thing, right down to the ability to bleed when it is cut or bruised and the skin is warmed to normal human body temperature.

Number of Attacks per Melee: Three.

Combat Bonuses (includes all bonuses): +2 to strike, +2 to parry and dodge, +2 to pull punch, and +1 to roll with punch, fall or impact. Impervious to Horror Factor, poison, disease, and mind control (and illusion).

Skills of Note: Basic Math, Cooking, Gardening, Pilot Automobile, Language (based on the geographic region), Literacy (same as the language spoken), Computer Operation, and two Domestic Skills of choice, all at 94%. The Nex-Androids are designed to emulate the average citizen of a high-tech city and are *not* combat models, although they will fight when humans show themselves.

Weapon Systems:

1. **None:** Typically, any energy or melee weapons at hand are used by the Nex-Androids, otherwise they fight with fists and feet. However, Nex-Androids playing the role of police, military personnel, private investigators, gun collectors, and similar people will have access to two or more M.D. or S.D.C. weapons. *Robot Weapons* are described at the end of the Robot section.

Bonus: +1 to strike with any long-ranged weapons carried.

2. **Hand to Hand Combat:** Most (80%) Nex-Androids do not have a gun (only those emulating police, military, etc., have access to a weapon), but all can engage in hand to hand combat using fists, feet and/or any melee weapons (chair, club, steak knife, etc.) the drone has handy. May combine hand to hand attacks with the use of weapons when guns are available.

Restrained Punch: 6D6+10 S.D.C.

Full Strength Punch: 1D4 M.D.

Power Punch: 2D4 M.D., but counts as two attacks.

Kick: 1D6 M.D.

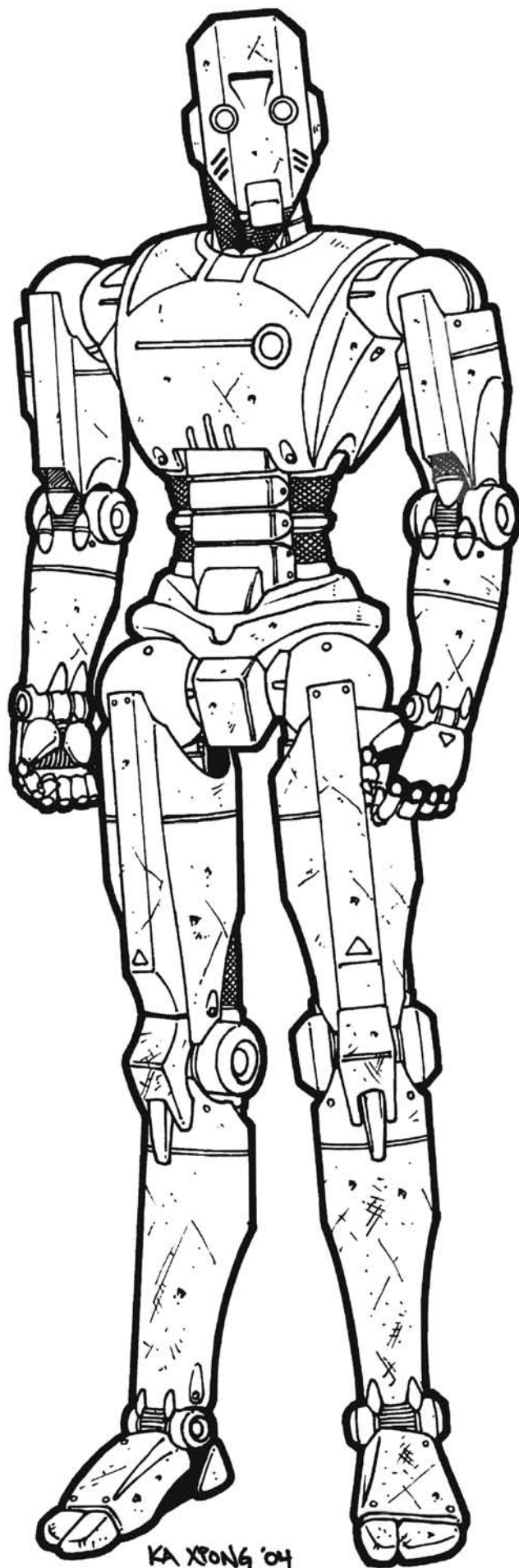
Leap Kick: 2D6 M.D., but counts as two attacks.

Head Butt: One M.D. point.

Body Block/Ram: 2D4 M.D. and has a 01-33% chance of knocking its opponent off his feet. If successful in knocking an opponent down, the victim loses initiative and two melee attacks/actions). A ram counts as two of the drone's melee attacks.

Labor/ Maintenance Drone

A basic, humanoid robot or machine man originally designed by humans to function as a labor robot: warehouse work, loading and unloading, building/construction, and similar types of manual labor. The human form was chosen because human laborers felt more comfortable working with human-looking ro-



bots. This drone has no outer skin covering and continues to perform manual labor. Like the Nex-Androids, they are most commonly encountered in *Ghost Towns* maintaining the city's operations, and in *ruins* of old human cities searching for salvage, parts, weapons, micro-data discs, and other items the Machine needs, wants or desires to keep out of the hands of humans. Labor Drones recognize humans as dangerous, but are programmed to fight only when threatened first or when ordered to fight by a combat robot. Labor Drones excavating ruins will usually flee when more than two humans are sighted, but they are always accompanied by at least one squad of combat robots which is to whom they are fleeing for protection. In combat, the drones will fight with fists and feet or with whatever weapon is handy.

Class: Service Drone.

M.D.C. by Location: Arms (2): 70 each – Legs (2): 110 each – * Head: 100 – ** Main Body: 180.

* Destroying the head will eliminate all optics and sensory systems, reduces the maximum speed and the number of melee attacks by half, and combat bonuses to zero, but the drone remains on its feet and fighting. **Note:** The head is a small and difficult target to hit, and can only be hit when a character makes a "Called Shot," and even then the attacker is -3 to strike.

** Depleting the M.D.C. of the main body destroys the drone.

Speed:

Running: 60 mph (96 km).

Leaping: 20 feet (6.1 m) high or lengthwise, +10 feet (3 m) with a running start (40 mph/64 km or faster).

Swimming: Swimming is not possible, the drone sinks like a stone.

Flying: Not possible.

Statistical Data:

Height: 6 to 7 feet (1.8 to 2.1 m).

Width: 2-3 feet (0.6 to 0.9 m).

Length: 2 feet (0.6 m).

Weight: 300-400 lbs (135 to 180 kg).

Cargo: Only what it can carry or pull.

Attributes of Note: I.Q. 9 (limited artificial intelligence), M.E. not applicable (n/a), M.A. n/a, P.S. 28 (Robot P.S.), P.P. 9, P.E. n/a, P.B. 8, Speed 88 (see Speed above).

Power System: Compact fusion cell; average internal energy supply is good for 20 years.

Trade Value: None, with the possible exception of a Technojacker.

Horror Factor: None, looks like an ordinary human.

Senses & Features: Same as the Android, except has no skin covering.

Number of Attacks per Melee: Four.

Combat Bonuses (includes all bonuses): +2 to strike with guns, +2 to strike in hand to hand combat, +2 to parry and dodge, +3 to pull punch, and +1 to roll with punch, fall or impact. Impervious to Horror Factor, poison, disease, and mind control (and illusion).

Skills of Note: Basic manual labor, including Basic Math (98%), Gardening, Pilot Automobile, Pilot Truck, Pilot Hover Vehicle,

Machine Maintenance (basic repairs, cleaning and operation), Language (based on the geographic region), and Literacy (same as the language spoken) all at 94%. The drones are designed to perform maintenance and retrieve salvage, and are *not* combat models, although they will fight when humans show themselves.

Weapon Systems:

1. **None:** Labor Drones don't have a standard issue weapon. Typically, any energy or melee weapons nearby are used by the drone without difficulty. However, Labor Drones often enter into combat without any type of handheld weapon.

Bonus: +1 to strike with any long-ranged weapons carried.

2. **Hand to Hand Combat:** Labor Drones do not have weapons, nor will they pick up and use a weapon unless ordered to do so by a combat robot, at which point it may combine hand to hand fighting with the use of weapons (when available).

Restrained Punch: 1D4 M.D.

Full Strength Punch: 2D6 M.D.

Power Punch: 4D6 M.D., but counts as two attacks.

Kick: 2D8 M.D.

Leap Kick: 4D8 M.D., but counts as two attacks.

Head Butt: 1D4 M.D.

Body Block/Ram: 2D4 M.D. and has a 01-40% chance of knocking its opponent off his feet. If successful in knocking an opponent down, the victim loses initiative and two melee attacks/actions. A ram counts as two of the drone's melee attacks.

Necroborgs

These are human captives killed during a gruesome lobotomy and used by N.E.X.U.S. to create zombie shock troops against the Human Resistance. A control and receiver chip is placed in the brain to turn the corpse into an automated drone, under the absolute control of the chip's programming. Nanites are also infused with the dead body to keep the corpse a functioning drone. The body itself is left more or less intact, but Mega-Damage plating is bolted directly onto the corpse and it may be given one or two handheld weapons (a basic M.D. pistol and/or rifle). Otherwise, the Necroborg is programmed to find and take weapons from the enemy.

The Machine finds the Necroborgs useful, because they are quick, easy and cheap to make. They are typically let loose in the wilderness, among ruins of old cities and places where humans are known or suspected to be inhabiting. Necroborgs operate independently with the simple agenda of "kill any humans encountered." However, the creature is not mindless and its computer chip has the Necroborgs seek out and target the weakest among any group of humans and attack that person before moving on to the next. No one knows if the Necroborgs actually need some form of sustenance, or whether *their* feasting on the flesh and bones of some of their victims is meant to be part of a psychological war on humans or a cruel joke on the part of the Machine.

Class: Necrotic Zombie Drone.

M.D.C. by Location: Forearms (2): 35 each – Shoulders (2): 70 each – Legs (2): 1D4x10+40 each – Head: 50 – Main Body:



1D8x10+60. Destroying the head or depleting the M.D.C. of the main body will destroy the abomination, but to target the head a "Called Shot" with a -3 penalty to strike is required.

Speed:

Running: 40 mph (64 km) and never tires.

Leaping: 10 feet (3 m) high or across from a standing position, double with a running start.

Swimming and Flying: Not possible.

Statistical Data:

Height: 5 to 7 feet (1.5 to 2.1 m).

Width: 2-3 feet (0.6 to 0.9 m).

Length: 1-2 feet (0.3-0.6 m).

Weight: 130 to 200 lbs (58.5 to 90 kg).

Cargo: None; only the weapons it needs to kill.

Power System: Nanobot and organically driven. Good for 1D4+6 months, after which it can be converted into a Necrobot.

Trade Value: None. Can *NOT* be controlled by a Technojacker.

Necroborg Attributes of Note: I.Q. 6 (minimal human intelligence remains), M.E. 1D6, M.A. 1D4, P.S. 21 (Robot P.S.), P.P. 1D6+6, P.E. n/a, P.B. 2, Spd 58 (see Speed above).

Horror Factor: 8 for Splicers, 11 for mortal troops, and 13 for civilians.

Senses & Features: Necroborgs only have basic, human vision, hearing and senses.

Number of Attacks per Melee: Four.

Combat Bonuses (all): +1 on initiative, +1 to strike with guns, +4 to strike in hand to hand combat, +3 to parry and dodge, +2 to disarm, +2 to pull punch, and +2 to roll with punch, fall or impact. Impervious to Horror Factor, disease, poison and mind control.

Skills of Note: The Necroborg is one of the most basic drones and is driven by an imbedded chip in what remains of its rotting brain. Climbing, Land Navigation, Prowl, Swimming, and Tracking are the only skills that remain at 71%. Its mission is simple, wander the land and destroy any humans encountered. It will obey combat robots but can only understand simple commands. It can *NOT* be controlled by a Technojacker.

Weapon Systems:

1. **None Built-in:** However, Necroborgs are programed to seek and use any available weapons in the environment, from wood and iron pipe as a club to melee weapons such as swords and spears, to guns of all kinds. They do not, however, use them with any great level of skill, see Combat Bonuses above. Collecting weapons is done so Robot Weapons and ammo are routinely salvaged and kept in constant use.

Roll percentile to determine the weapons on hand.

01-40% *Decked out.* Has one M.D. handgun, one M.D. rifle and 1D4 handheld weapons (club, knife, etc., one of which is an M.D. weapon).

41-60% *A few things.* An M.D. handgun with 1D6 ammo clips and a knife or sword and a blunt weapon of some kind (club, mace, etc.; probably S.D.C., but 33% chance it is an M.D. weapon).

61-00% *Bare hands.* No weapon, fights with its bare hands.

2. **Hand to Hand Combat:** The Necroborg may engage in hand to hand combat using its fists, feet and teeth, or a combination of fisticuffs and ranged weapons, if they are available.

Restrained Punch: 6D6+10 S.D.C.

Full Strength Punch: 1D6 M.D.

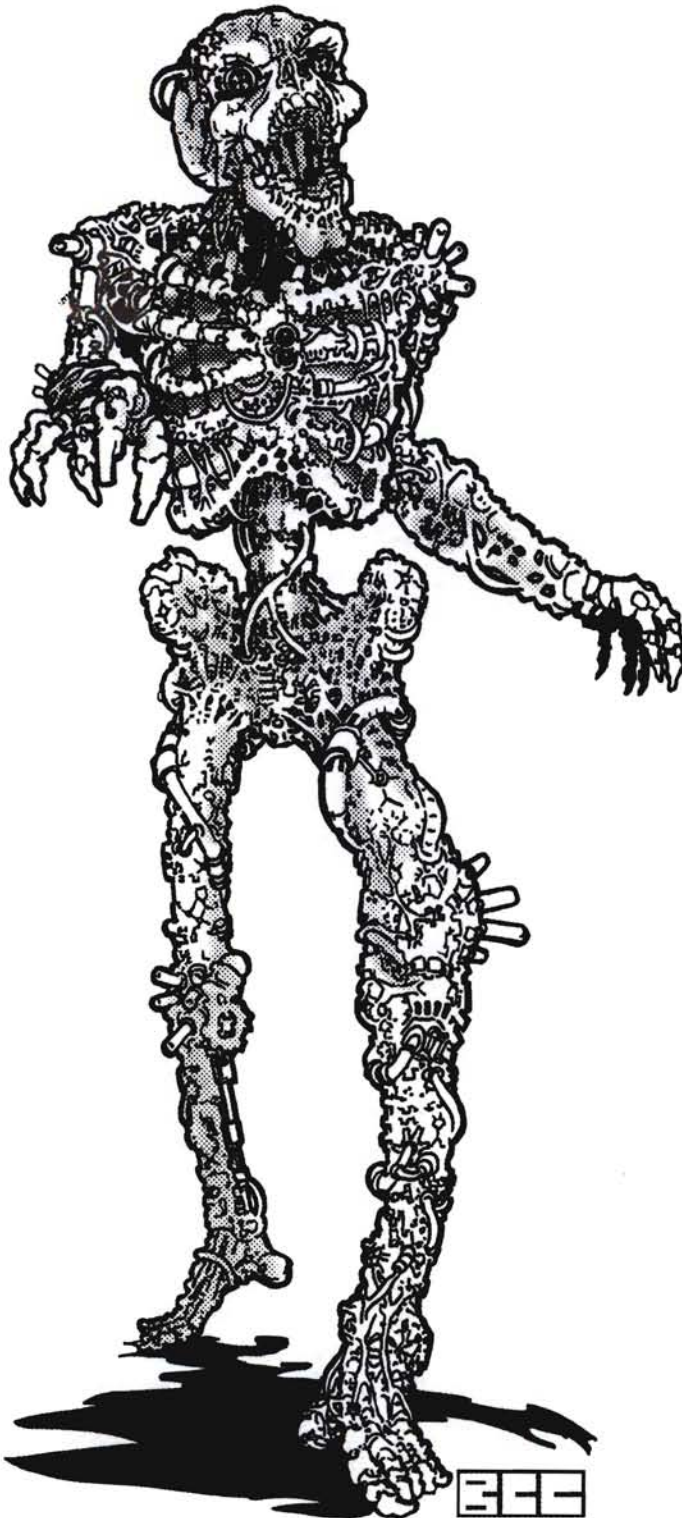
Power Punch: 2D6 M.D., but counts as two attacks.

Kick: 1D8 M.D.

Leap Kick: 2D8 M.D., but counts as two attacks.

Head Butt: One M.D. point.

Body Flip/Throw: 1D4 M.D. and the victim loses initiative and one melee attack/action.



Necrobots

Necrobots are the skeletons of slain humans infused with nano-machines and bits of M.D.C. scrap and metal particles held together by the nanites. The end result is a human skeleton covered in bits of machinery, giving the Necrobots an eerie semblance of life. While human remains may be the armature on which the drone is created, the nanites and metal attached to it

makes the macabre construct a fast and deadly, if primordial, Mega-Damage killing machine designed to hunt, destroy and terrify humans. Like the Necroborg, the Necrobot is deliberately designed by the Machine to fight humans on a psychological level, first by defiling the dead, second, turning the remains of humans into the enemy, and last, by creating a thing that invokes fear, revulsion and hatred. All amplify human emotions and make inexperienced soldiers and civilians distracted and reckless, or frightened, unnerved and inaccurate, or horrified to the point of fleeing, and similar responses.

Necrobots may be given an M.D. handgun and rifle but often fight with tooth and claw. They are routinely deployed as hunter-killers (sometimes with Necroborgs) in places where humans are known or suspected to be active, including the wilderness, the ruins of cities, battlefields and so on. They are also used as infantry fodder, sent in first to soften up human troops and Splicer forces, before the heavier and more skilled combat robots are sent in; rarely are Necrobots expected to destroy a target alone. When the Necrobots are deployed as part of an army, they are sent out in huge waves. **Note:** The Machine personality of Kali is the creator of Necrobots (and 'borgs) and she will usually have 1D6+1 Necrobots added to any robot patrols under her control. Such patrols, by the way, are the most common. She also sends out patrols of just 1D6+6 Necrobots or Necrobots and Necroborgs. The Eve personality on the other hand, *never* uses Necrobots or Necroborgs.

Class: Necrotic Skeleton Drone.

M.D.C. by Location: Clawed Hands (2): 25 each – Arms (2): 45 each – Legs (2): 75 each – Head: 80 – Main Body: 70. **Note:** Destroying the head will eliminate all optics and sensory systems, reduces the maximum speed, the number of melee attacks and all bonuses by half, but it keeps fighting. Furthermore, the nanites will find a replacement for the head (and any other lost body parts) from human remains and metal scraps and restore all lost M.D.C. within 1D8 hours. Depleting the M.D.C. of the main body destroys the thing completely. The head and hands are small targets to hit and a “Called Shot” with a penalty of -3 to strike is required.

Speed:

Running: 20 mph (32 km). The act of running does not tire the drone.

Leaping: 7 feet (2.1 m) high or across.

Digging: 5 mph (8 km) through sand or dirt, but cannot dig through rock or stone.

Swimming and Flying: Not possible.

Statistical Data:

Height: 5 to 7 feet (1.5 to 2.1 m).

Width: 2-3 feet at the shoulders (0.6 to 0.9 m).

Length: One foot (0.3 m).

Weight: 80-120 lbs (36 to 54 kg).

Cargo: None.

Power System: Nanobot driven; good for 1D4+1 years average.

Trade Value: None. Can *NOT* be controlled by a Technojacker.

Drone's Attributes of Note: I.Q. 4 (minimal artificial intelligence), M.E. not applicable, M.A. 1, P.S. 23 (Robotic P.S.), P.P. 6, P.E. is not applicable, P.B. 3, Spd 30 (see Speed above).

Horror Factor: 8 against Splicers, 11 against mortal troops, and 13 for civilians.

Senses & Features: Only have basic human levels of vision, hearing, and other senses.

Number of Attacks per Melee: Five.

Combat Bonuses: +1 on initiative, +2 to strike with handheld guns. +3 to strike in hand to hand combat, +2 to parry and dodge, +1 to pull punch, +4 to roll with punch, fall or impact and +1 to disarm.

Skills of Note: The Necrobot is one of the most basic drones driven by simple nanobots, and it lacks any useful skills without the guidance of a N.E.X.U.S. personality, except for Prowl. The Necrobot can Prowl simply by remaining motionless at 50%, or at 90% if laying in a bone yard, but if moving at all, the Necrobot is only 30% to Prowl.

Weapon Systems:

- 1. None Built-in:** However, Necrobots are programed to seek and use any available weapons in the environment. They do not, however, use them with any great level of skill, see Combat Bonuses above. Collecting weapons is done so robot weapons and ammo are routinely salvaged and kept in constant use.

Roll percentile to determine the weapons on hand.

01-20% Decked out. Has one M.D. handgun, one M.D. rifle, 1D4 E-Clips for each, and 1D4 handheld weapons (club, knife, etc., one of which is an M.D. weapon).

21-40% A few things. An M.D. handgun with 1D6 ammo clips and a knife or sword and a blunt weapon of some kind (club, mace, etc.; probably S.D.C., but 33% chance it is an M.D. weapon).

41-00% Bare hands. No weapon, fights with its bare hands.

- 2. Hand to Hand Combat:** The Necrobot may engage in hand to hand combat using its fists, feet and teeth, or a combination of fisticuffs and ranged weapons, if they are available.

Restrained Punch: 6D6+10 S.D.C.

Full Strength Punch: 1D6 M.D.

Claw Strike: 2D6 M.D.

Power Punch: 2D6 M.D., but counts as two attacks.

Kick: 1D8 M.D.

Leap Kick: 2D8 M.D., but counts as two attacks.

Head Butt: 1D4 M.D.

Ratbombs

The Machine hates vermin of all kinds and has a sick sense of humor, so it finds it very amusing to use rats as a way of destroying human vermin, especially since one attracts the other. The Machine has rats captured and implanted with small but powerful explosives, making them unwitting, mobile land mines against human beings. The implanted bomb is impossible to detect from a distance, and nanites in the rat's body detect when a human is within range (20 feet/6.1 m or closer) and send the signal to detonate. The rodents also explode if grabbed/captured by a human, cat or dog (known human pets), or when killed. This makes rats more dangerous to humans than ever before, and they are avoided or killed at a distance or via poison whenever possible. The fact that humans live underground (the natural en-

vironment for rats), and garbage attracts rats, make Ratbombs a serious problem. Only Retro-Villages are free of Ratbombs.

Class: Vermin Bomb Living Drone.

M.D.C. by Location: Not applicable.

Hit Points & S.D.C.: The typical rat has 1D6+2 Hit Points and 1D8 S.D.C., increase by 50% if exceptionally large (only 20% are the size of a cat).

Natural Abilities and Notable Stats:

Natural Abilities: Nightvision 200 feet (61 m), can leap four feet (1.2 m) high and six feet (1.8 m) across, are excellent at Climbing 70%/65%, Acrobatics 35%, Prowl 80%, and Swim 65%.

Running Speed: 6 mph (9.6 km) or a Spd of 8.

Size: 8-18 inches long (0.18 to 0.45 m), plus a long tail, and weighs 2-6 lbs (0.9 to 2.7 kg).

Power System: An actual living, organic animal with a life span of 1-4 years.

Trade Value: None!

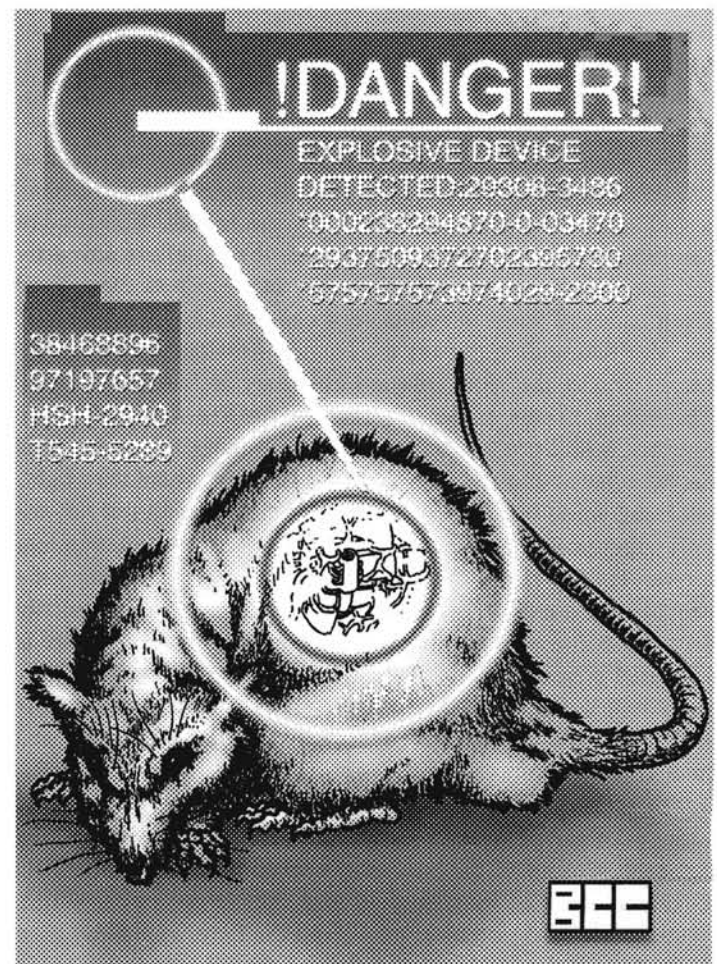
Number of Attacks per Melee: Two; bite does 1D4 S.D.C.

Combat Bonuses: +2 on initiative, +2 to strike with biting attacks, +4 to dodge and +5 to roll with punch, fall or impact.

Note: The Ratbomb cannot be possessed or controlled by any of the Machine's personalities, nor the nanobots inside the animal.

Weapon Systems:

- 1. Internal Explosive:** There is a sealed explosive device in the center of each Ratbomb drone.



Primary Purpose: Genocide.

Secondary Purpose: Terror/Psychological Warfare.

Mega-Damage: 1D4x10 M.D. to a 20 foot (6.1 m) radius, 50% greater damage if the rodent was at the feet or base of the target/victim.

Rate of Fire: One, destroying the delivery device (i.e., the rat) with it.

Maximum Effective Range: Blast area of 20 feet (6.1 m), but the rodent can travel hundreds of miles before it is detonated.

Payload: One.

The Robots

The drones are a constant threat and annoyance to humanity, but the *robots* are the Machine's true source of power and her primary mechanism for human extermination. The Human Resistance is constantly at odds with robots designed to hunt them down and kill them. Many of these machines are capable of killing the strongest War Mounts and Host Armor, especially in coordinated attacks from large robot forces. Consequently, Splicers try to avoid direct confrontations with entire *robot armies* in favor of surgical strikes, hit and run tactics, sabotage and other guerilla tactics. A guerilla war is the only way the humans can win. The robots tend to operate along very straightforward parameters and simple strategies and tactics. So far this has worked, largely because the Machine has had the element of surprise, superior numbers and superior firepower. However, that is all starting to change with the humans' discovery of Bio-Technological weaponry, Host Armor, and War Mounts, especially when combined with guerilla war tactics and human imagination and cunning. An increasing number of skirmishes with humans are ending in defeat for the robots. Humans are just more flexible and imaginative than their soulless adversaries, enabling them to ambush, trick, confuse and overpower small bands of isolated robots on a consistent basis. Moreover, the Machine underestimates the Human Resistance and, so far, has not taken the new Splicer technology as a serious threat. This is due, in part, to the cleverness of the Resistance and their Splicers, who have yet to reveal their full range of power. This has been accomplished by choosing when and where they fight, attacking small bands of robots and drones, wiping out the enemy completely and disappearing before robot reinforcements arrive. The blitzkrieg tactics are critical, not only to keep the Machine in the dark, but because robot reinforcements usually join the battle within 7-10 (1D4+6) minutes after combat is launched against a robot patrol. So when Splicers strike, they must rain down as much carnage upon the enemy as possible and make good their escape (or set a trap for the reinforcements) in under seven minutes.

Hit and run tactics have kept the robot legions (and their Machine mistress) in the dark about the full range and power of the Splicers, because by the time reinforcements arrive, the battle is over and there is no enemy to find, challenge and evaluate. Thus, while the Machine knows about the Dreadguard and their Host Armor as well as other Splicers, she has yet to see these

enhanced humans in full force and grossly underestimates their numbers, their power and threat level. This has also given the Human Resistance time to stockpile Bio-Tech weapons, armor and War Mounts.

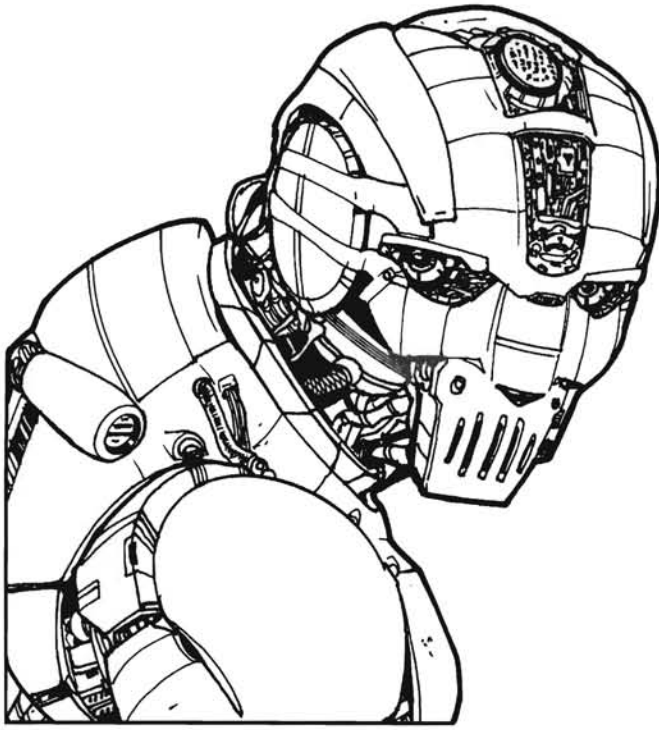
Features Common to ALL Robots

1. Simple Robot Intelligence & Skills: All of the Machine's robots have a limited computer brain with set programs and often an extensive, but narrow range of knowledge. These robots are simple automatons designed for hunting and killing humans and engaging in war. They are, however, simple machines, and lack the sentience (and emotions) of N.E.X.U.S. or true humans. As a result, they respond to set priorities and circumstances as part of their *program* and act accordingly. In combat they tend to use basic strategies and tactics, have no fear of destruction, and fight until the enemy or they are destroyed. They do not question, nor speculate, nor do they vary from their program, and go about their assigned task without hesitation or variation. Only the Machine can change their programming, otherwise the robots continue to carry out their assigned function.

Standard Skill Programs Common to Most Robots: Basic Mathematics 98%, Climb 90%/80%, Detect Ambush 45%, Detect Concealment 35%, Intelligence 60%, Land Navigation 60%, Surveillance 60%, Tracking (humans & humanoids) 65%, and programmed to speak and read all known languages at 92%. Its memory and programming enables the robots to *recognize humans*, all known uniforms and insignias of the Human Resistance and their War Mounts, Host Armor, weapons and equipment at a skill proficiency of 90%. They automatically recognize all robots of the Machine as well as the obsolete equipment once used by the United World Congressional Military at 95%. All combat robots are also programmed to use basic strategy and tactics in combat.

Possession by the Machine (N.E.X.U.S.): Any one of the seven personalities can merge with ALL the machines and robots within an 800 square mile (2048 sq. km) area. When this happens, the Machine sees and experiences everything her robots, drones and machines are experiencing. Via this connection, she can give the robots new directives, change programs, install mass upgrades and downloads and similar things. This also means she can feed whatever information and new skills she needs into her robot horde. When one of the personalities takes an active role in the robots under her charge, *all* the robots get the bonuses listed under that specific personality (starts on page 23) plus increase Speed by 10% and +20% bonus to all standard Robot skills.

In addition (or in the alternative), the Machine personality can completely possess and take control of any *one* robot (large or small) and make it act as her *avatar*. Double the usual robot bonuses for this one that is the embodiment of the Machine, plus it will have the full range of skills, intellect and personality of that split personality, which may be friendly, indifferent or evil incarnate (all are insane). This one robot will display that personality's emotions, interests, motives, and mental characteristics. Remember, when a personality does assert itself in a given area of the world, it does so for some specific purpose. **Note:** Killing the Machine's avatar does no harm to that N.E.X.U.S. personality or the Machine, other than make that personality angry.



2. Radio & Video Communication: Long-range, directional communication systems and high-resolution video transmitters (hooked into cameras in the eyes) enable the robots to receive radio and video transmissions from each other (range of 500 miles/800 km without bouncing off communications satellites). The robots also have a directional, short-range radio with a 10 mile (16 km) range, and a radio/video signal scrambler system that is linked to the radio system to send and receive coded messages. The final and most important communications system is the link that allows the Machine to communicate directly with them via satellite transmission. It is through this digital link that the personalities of the Machine are able to inhabit the bodies of the robots and machines as needed or desired. It is this data link that allows all the robots, drones and machines to be part of a coordinated network (N.E.X.U.S.). Range: Nearly unlimited global transmission capabilities with "dead zones" in remote places (including most mountain valleys, many wilderness areas, underground tunnels and certain places here and there). The Machine has a series of computer cores and relay stations that expand the communications network in such places. Without them the robots cannot be accessed by the Machine and function entirely on their basic programming (cannot be controlled/possessed by the Machine).

3. Robot Auditory Systems: Amplified stereo hearing capacity equal to the best human capabilities; hears in the full decibel range, able to pick up a whisper 300 feet (91.5 m) away. Ultrasonic pickup enables the robot to hear frequencies inaudible to the human ear, like a dog whistle.

4. Robot Optic System: Includes a color sight system with an analysis computer for 3-D images; 20/20 vision, passive nightvision optics, thermal-imager, infrared, and ultraviolet sight (range: 4000 feet/1219 m), plus standard telescopic vision that magnifies an image area like a rifle scope or binoculars with automatic focusing (range: 6000 feet/1828 m, with a 20 foot/6.1 m image area). **Note:** Infrared vision emits a pencil-thin beam of infrared light invisible to the human eye, but visible to another

infrared system. The narrowness of the beam limits the scope of vision to about a 20 foot width (6.1 m). Robotic nightvision is a passive image intensifier that electronically amplifies existing ambient light to provide a visible picture without emitting any trace light of its own. A thermal-imager is an optical heat sensor that converts the infrared radiation of living creatures and warm objects into a visible image. This device allows the robot to see in the darkness, shadows, and through smoke.

5. Voice Synthesizer & Loudspeaker: Provides the robot with a human sounding voice, though it sounds a bit mechanical when amplified. The robot is able to amplify its voice up to 90 decibels. The robot can also speak/transmit sound frequencies inaudible to the human ear, but audible to other robots (and Bio-Tech constructs with ultrasonic hearing).

6. Robot Advanced Radar System: This system can identify up to 400 aerial targets and track up to another 100 targets simultaneously at a range of 90 miles (144 km). Robots also have a built-in radar signal detector which is an integrated radar receiver to alert the robot (internally) when it is being scanned by radar (01-80% accuracy sliding down to 40% when the robot is using its own radar). Note, radar scans can be foiled by targets operating in urban and forest environments and from aircraft flying at treetop level or a few feet above the surface. Ground vehicles can only be tracked via radar when in an open environment such as a desert, plain or other open area (a specific street or avenue) not blocked by trees, buildings or other ground clutter.

7. Laser Targeting & Combat Coprocessor: Calculates, stores and transmits data into the main processor and is linked to the targeting laser, sights, weapon systems, radar and sensors to give the robot target bonuses with long-range weapons. The coprocessor recognizes 30,000 enemy targets, including Host Armor, War Mounts, Bio-Tech equipment, and old congressional military vehicles, robots, insignias, uniforms, and known equipment of the Human Resistance. Not applicable to hand to hand combat. Range: 6000 feet (1828 m). **Bonuses:** Factored into the stats of each individual robot.

8. Fusion Cell Powered: Which means they have an effectively unlimited fuel capacity and power source. Average energy life is 20 to 30 years for most robots constantly on the prowl, 100 years (or more) for robots that are inactive or minimally active.

9. Searchlights & Other Systems of Note: Most robots have searchlights built into the eyes, head, shoulder(s), chest or belly. A 90 degree arc up and down and 180 degree rotation is standard. It is a high-powered light beam used to illuminate an area like a flashlight or used as a beacon (range: 600 feet/182 m).

Motion Detector and Warning System that registers vibrations in the air, indicating nearby movement and approaching vehicles and enemies. A collision warning system will sound an internal alarm to warn of an impending collision/impact. (Range: 120 feet/36.5 m.)

Water and airtight, able to withstand ocean depths up to 2000 feet (610 m), but most of the robots are ill equipped for marine operations, cannot swim and sink like a rock.

10. Robot Endurance: As machines, robots and drones do *not* feel the effects of fatigue, they can work, run, hunt and fight 24 hours a day, seven days a week, day in and day out, at full speed and operational capacity.

Insulated, high temperature and radiation resistant shielding for up to 450 degrees centigrade and low temperature protected, able to withstand the numbing cold of space. Normal cold, heat or fires do no damage. Only Mega-Damage heat and cold will damage the robots, though extreme heat and cold may interfere with the optics and sensors. Likewise, snow and other weather conditions may impair, slow down and interfere with the robots' speed, sensors, targeting and mission (G.M. discretion).

11. No Fear: As a machine, robots (and drones) do not feel pain or emotions and don't fear their own destruction/death. That means robots are impervious to Horror Factor and will fight until completely destroyed. Nor are robots vulnerable to disease, poison and mind control (or illusion), and they are impervious to normal, S.D.C. cold, heat, and fire, but do take full damage from M.D. fire and cold.

12. Asterisks Indicate Damage and Targeting Penalties & Conditions: Each robot stat block under *M.D.C. by Location* will have listings with 1-3 asterisks.

* A single asterisk always indicates a small, low profile, or shielded target that is difficult to hit. An attacker must aim and make a "Called Shot" to hit such targets, and even then is -3 to strike.

** Two asterisks refer to the loss of sensor systems. Destroying the sensor head or main sensor array will eliminate most of the optics and sensory systems. **Penalties:** Reduce the number of melee attacks by two and all combat bonuses by half. **Note:** Sensor arrays are usually small and difficult targets to hit, requiring the attacker to make a "Called Shot" with a -3 penalty to strike.

*** Three asterisks refers the Main Body of the robot. Depleting the M.D.C. of the main body destroys the robot/machine, rendering it into scrap metal and junk.

13. Force Field: Many of the robots have a force field as an additional means of defense. Mega-Damage, even with Called Shots, comes off the M.D.C. of the *force field* before any damage is taken off the M.D.C. of the main body or any other part of the robot. When the M.D.C. of a force field is *depleted* (reduced to zero), it cannot be reactivated till four hours later. As long as the force field's M.D.C. has not been strained by being reduced to zero, it automatically regenerates lost M.D.C. at the rate of one point per melee round; that's 4 M.D.C. points per minute.

14. Combat Note: Body Block/Ram or Running or Flying Body Block/Ram. This charging attack is fundamentally the same in all circumstances, only the damage, the percentage chance of knocking an opponent down, and the size of an opponent (typically an opponent can be 20% larger than the attacker) changes. A *successful Body/Block Ram* always counts as two of the attacker's melee attacks/actions and has the following result: "X" Mega-Damage plus has "X" percent chance of knocking an opponent off his feet. If successful in knocking an opponent down, the victim loses initiative and two melee attacks/actions. The exact damage and percentage for success will be indicated under the specific robot's description.

Note: Since the Nanobot Plague prevents the humans from using metal or robots, there is no self-destruct mechanism in these robots, and sometimes Repair Wagons and other robots can be seen gathering parts and scrap and hauling it away to factories to be salvaged and reused. This makes it easy for Technojackers to get weapons and ammo-clips, and make body armor.

Assault Slayer

An Assault Slayer is a walking tank that can bring hell's fury down on the heads of Resistance Fighters and human encampments (only Retro-Villages are spared). A single Assault Slayer can take on a company of human troops, and only Splicers have any real chance of bringing this four-legged behemoth down. An Assault Slayer may be encountered as a lone hunter seeking human targets for annihilation, but more often than not it is the support unit for robot squads and companies of lighter robots like Steel Troopers, Slicerbots and Battle Tracks, and sometimes drones. The Assault Slayer is built for versatility, speed and firepower, and is able to jump, pivot and move quickly on its huge legs, all the while blasting away with its weapon arms. Its combat program dictates that it target the largest or most obvious enemy threats first, so when engaging troops from the Human Resistance the Assault Slayer looks to take down War Mounts, Archangels and other flyers, Dreadguard, and Biotics, in that order, followed by other Splicers and ground troops, often ignoring lightly armored warriors and civilians until the battle is won and it's "slaughter time." This can give light armored troops and Technojackers free rein to bushwhack this unsuspecting juggernaut.

The entire upper body can rotate 360 degrees, so the Assault Slayer can spin to face an enemy in any direction without having to move its legs. The insect-like legs and sleek body are made for speed, leaping and maneuvering through all terrains. The robot's arms are a pair of guns, which can also be used to punch and pound opponents in close combat. It is fast for its size and a favorite tactic is to lope through the battlefield (sometimes at full tilt), gun arms blazing while at the same time body slamming into War Mounts, Host Armors or the walls of buildings. Watching this robot's frenetic killing pace can be terrifying.

Class: Multipurpose Hunter-Killer, Troop Support and Front-line Assault Robot.

M.D.C. by Location:

Weapon Pod Arms (2) – 220 each

Upper Arms (2) – 200 each

Legs (4) – 320 each

* Jump Jets (8; belly) – 15 each

** Sensor Towers (2; behind head) – 90 each

Head – 200

* Searchlights (2; large, head) – 20 each

*** Main Body – 600

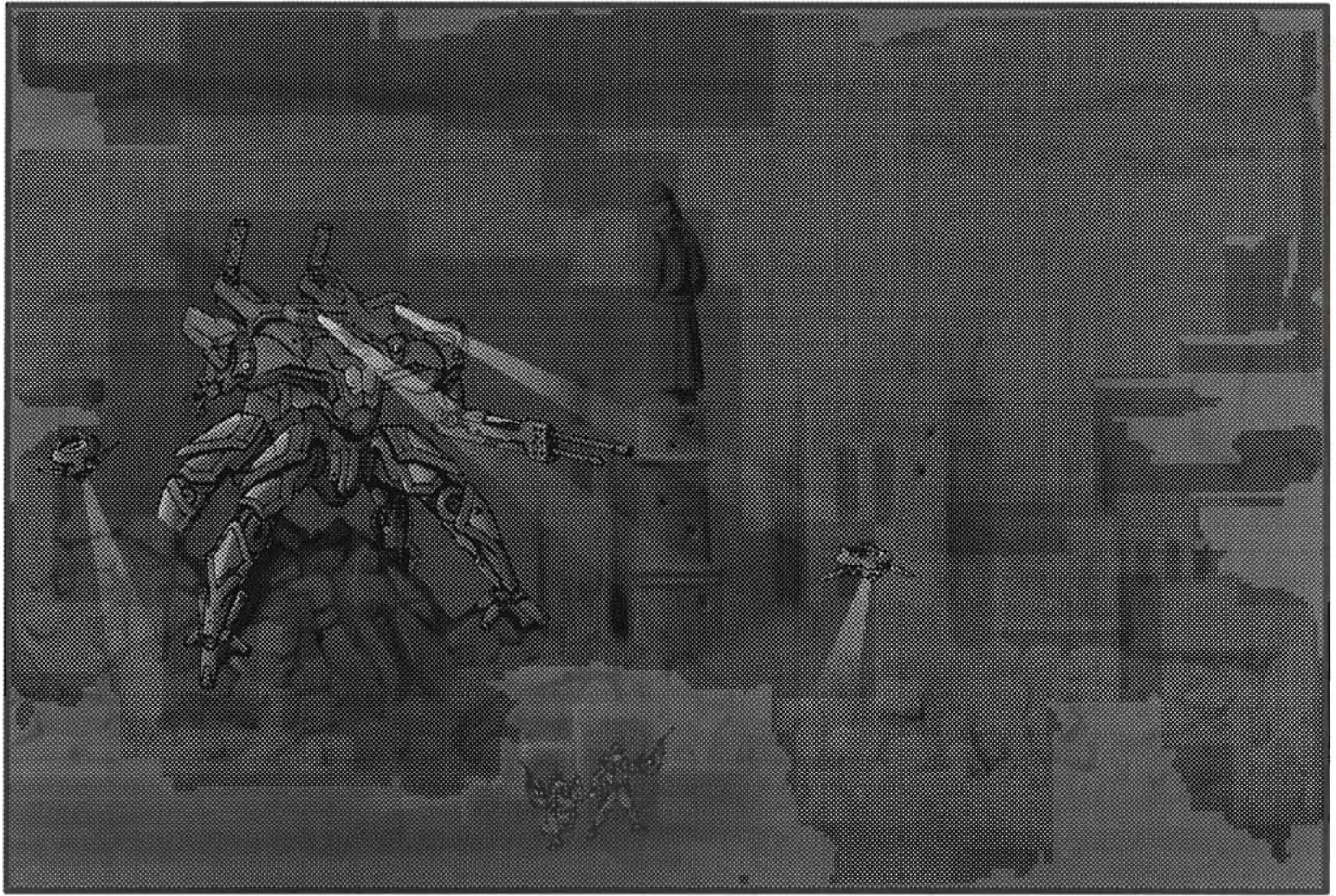
Force Field: 100 (Remember, the force field must be depleted before damage can be inflicted to the robot's body.)

Note: Destroying one sensor tower has no impact, both must be knocked out to eliminate radar and most of the enhanced optics and sensory systems, reducing the number of melee attacks by *half* and combat bonuses to zero (unmodified die rolls only). Reduce speed by 25% per each leg destroyed. If all the jump jets are destroyed, jet assisted leaps are also impossible.

Asterisks indicate targeting and/or damage considerations. See #12 of *Features Common to All Robots* for the exact details.

Speed:

Running: 90 mph (144 km).



MAJESTIC

Leaping: Can leap up to 20 feet (6.1 m) high and 30 feet (9.1 m) across without jets, but triple that height and distance when boosted by the jump jets. With a running start (at least 50 mph/80 km) and jump jet assistance, the Assault Slayer can hurl itself 100 feet (30.5 m) high or 150 feet (45.7 m) across.

Digging: Digging is not possible.

Water Speed: 20 mph (32 km/17 knots) when pushed through the water by the jump jets.

Flying: Not possible.

Statistical Data:

Height: 26 feet (7.9 m).

Width: 16 feet (4.9 m).

Length: 15 feet (4.6 m).

Weight: 16 tons.

Cargo: None.

Power System: Standard.

Trade Value: None, not available.

Physical Strength: Robot P.S. of 50.

Horror Factor: 14

Senses & Features: Standard.

Number of Attacks per Melee: Six attacks/actions per melee.

Combat Bonuses (includes all bonuses): +3 on initiative, +7 to strike with ranged weapons, +3 to strike in hand to hand combat, +2 to parry, +3 to dodge, +1 to pull punch, +1 to roll with punch, fall or impact.

Skills of Note: Standard. Assault Slayers act as a squad heavy troop support unit for smaller robots, but may also be sent out as a single Hunter-Killer, or on perimeter patrol, or to guard a location or resource.

Weapon Systems:

1. Heavy Ion Pulse Cannon (1, right): The right weapon arm is an ion weapon with considerable firepower and good range. The robot points and shoots.

Primary Purpose: Anti-Personnel and Assault.

Mega-Damage: 4D6 M.D. for a single, aimed blast, or a rapid-fire burst of three nearly simultaneous blasts doing 2D6x10 M.D.

Rate of Fire: Each single shot or burst counts as one melee attack (the bonus to strike is half for a burst). Reduce the bonus to strike with ranged weapons by half when firing a burst.

Maximum Effective Range: 2000 feet (610 m).

Payload: Effectively unlimited.

2. High-Powered Rail Gun (1, left): A high-tech weapon designed to mow down troops and slaughter entire communities of humans.

Primary Purpose: Anti-Personnel and Assault.

Mega-Damage: 2D6x10 M.D. per burst, but reduce the bonus to strike with ranged weapons by half when firing a burst.

Rate of Fire: Fires 20 round bursts. Each burst counts as one melee attack but the bonus to strike is half.

Maximum Effective Range: 4000 feet (1219 m).

Payload: 200 bursts from a 4000 round magazine built into the weapon arm.

3. Medium Head Lasers (4, Concealed): Built into the front part of the head (or jaw/chin area) are four light lasers that can be fired one at a time, in pairs, or in unison. The entire head must turn and look at the intended targets, though the lasers can point up and down in a 45 degree arc.

Primary Purpose: Anti-Personnel and Defense.

Mega-Damage: 2D6 M.D. per single blast, 4D6 M.D. per dual blast, 6D6 M.D. for triple blast and 1D4x10+5 for a quadruple blast.

Rate of Fire: Each single blast or simultaneous volley counts as one melee attack. Roll to strike only once for a pair or volley of 3-4 blasts, either the entire volley hits or they all miss.

Maximum Effective Range: 1800 feet (549 m).

Payload: Effectively unlimited.

Note: Destroy the head and you destroy the lasers.

4. Box Missile Launchers (2): Located in what is essentially the chest are a pair of box missile launchers to provide a little extra firepower and range.

Primary Purpose: Anti-Aircraft/Anti-Flying War Mount.

Secondary Purpose: Assault.

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10 M.D.). High-explosive (5D6 M.D.) or fragmentation (5D6 M.D. with a 20 ft/6.1 m blast radius) may be used against ground troops.

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or volleys of one, two, three, four or six.

Maximum Effective Range: About a mile (1.6 km).

Payload: 48 total; 24 per launcher.

5. Hand to Hand Combat: Rather than use long-range weapons, the robot can engage in hand to hand combat using its weapon arms, feet, legs and/or body block/rams. May also use hand to hand combat with the firing of ranged weapons.

Restrained Punch: 1D6 M.D.

Full Strength Punch: 3D6 M.D.

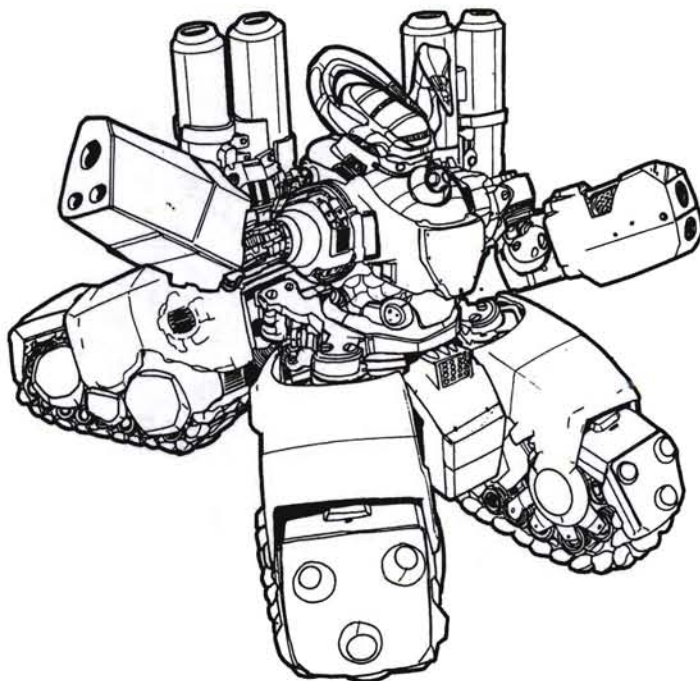
Power Punch: 1D6x10 M.D., but counts as two attacks.

Kick: 5D8 M.D.

Leap Kick: 1D8x10 M.D., but counts as two attacks.

Stomp: 3D6 M.D., but the stomp is only effective against objects of 12 feet (3.6 m) or smaller.

Body Block/Ram: 5D6 M.D. to opponents as large as 26 feet (7.9 m) and has a 01-80% chance of knocking one's opponent off his feet.



Battle Track

The Battle Track resembles a giant humanoid torso mounted on a set of four heavy treads in a centaur-like style. The sensor head is crowned with a pair of horn-like light lasers, rising from the back are four massive artillery cannons that can be positioned over the shoulders (two per shoulder) and a box mini-missile launcher is mounted on the front and rear between two sets of tracks. If this is not deadly enough, the right arm of the robot sports a triple-barreled particle beam cannon, and the left arm a dual-barreled plasma cannon. The lack of hands is one of the Battle Track's few limitations. The heavy robot vehicle is used to smash through defensive fortifications, punch through infantry lines, hammer defensive positions and heavy armor, and shoot at flyers. The upper torso can rotate 360 degrees and the arms can point up-down and sideways. The steel treads can go forward and backward, have independent suspension and can angle out 45 degrees for maximum balance and mobility.

Luckily for the Splicers, away from the battlefield Battle Tracks are most frequently encountered alone or in the company of a small squad of (3-8) Necrobots or Steel Troopers, allowing the warriors to swarm on the large robot with Roughnecks, Biotics or Archangels. In large scale confrontations, Battle Tracks are usually targeted by the Resistance for immediate attack with the intention of crippling the treads to stop the heavy robot vehicle from plowing through defenses and infantry lines, and crushing foot soldiers under their steel treads as they cut a murderous swath across the battlefield. With a little luck, a Technojacker mercenary can seize control of one for a few minutes and turn it against its own robotic troops or other Battle Tracks. The robot's only limitations are its bulk, inability to navigate all terrains (it can't cross open water or navigate steep terrain), and the lack of hands. This means the metal behemoth can be outmaneuvered, ambushed, and trapped or immobilized by a smaller, faster enemy.

Class: Artillery Support Robot.

M.D.C. by Location:

- Back-Mounted Artillery Cannons (4; two pair) – 220 each
- Triple Particle Beam Arm (1; right) – 230
- Dual Plasma Cannon Arm (1; left) – 200
- * Box Missile Launchers (2) – 100 each
- * Spotlights (5; upper torso just above treads) – 20 each
- * Laser Horns (2; head) – 50 each
- ** Sensor Head – 100
- Heavy Treads (4) – 300 each
- *** Main Body: Upper Humanoid Torso – 540

Force Field – 200 (Protects the main body only, so the force field must be depleted before damage can be inflicted to the main body of the robot.)

Speed:

Ground Speed: 90 mph (144 km) maximum. Cruising speed is a more cautious 40 mph (64 km). The Battle Track can drive over most types of terrain, except for truly mountainous and steep inclines, and cannot navigate water deeper than eight feet (2.4 m). Reduce speed by half in thick mud, and reduce speed by 25% for each tread that is destroyed. The Battle Track can also stand tall by pulling the treads in and standing on their outer tips. This adds 13 feet (3.9 m) to the height, but speed is reduced by 50% in this configuration.

Water Speed: Water travel is not possible.

Flying & Digging: Not possible.

Statistical Data:

Height: 20 feet (6.1 m); 33 feet (10 m) when standing on its tip toes.

Width: 18 feet (5.5 m).

Length: 22 feet (6.7 m).

Weight: 32.5 tons.

Cargo: None per se, can carry 3 tons or pull up to 2 tons (but at half speed).

Power System: Standard.

Trade Value: None for humans, not even a Technojacker because he can only control this large robot vehicle for a few minutes at a time.

Physical Strength: Robot P.S. of 55.

Horror Factor: 15

Senses & Features: Standard.

Number of Attacks per Melee: Eight.

Combat Bonuses (includes all bonuses): +3 on initiative, +8 to strike with ranged weapons, +4 to strike in hand to hand combat, +3 to parry, +2 to dodge, and +2 to pull punch.

Skills of Note: Standard. A tank-like robot vehicle designed to take down enemy armored units, aircraft and fortifications, as well as mow down troops.

Weapon Systems:

1. Laser Horns (2 Light Lasers): Mounted on each side of the sensor head is a light laser designed for the self-defense of the Battle Track.

Primary Purpose: Self-Defense and Anti-Personnel.

Mega-Damage: 2D6 M.D. per single blast or 4D6 M.D. per dual blast fired simultaneously at the same target.

Rate of Fire: Each single or dual blast counts as one melee attack.

Maximum Effective Range: 1800 feet (549 m).

Payload: Effectively unlimited.

2. Box Missile Launchers (2): A pair of box launchers provides additional firepower and range. One is located in the front, mounted between the treads, and one in the back.

Primary Purpose: Anti-Aircraft, Anti-Flyers, and Assault.

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10 M.D.). High-explosive (5D6 M.D.) or fragmentation (5D6 M.D. with a 20 ft/6.1 m blast radius) may be used against ground troops.

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or volleys of one, two, three, four, six or eight.

Maximum Effective Range: About one mile (1.6 km).

Payload: 96 total; 48 per launcher.

3. Triple Particle Beam Arm (1): The right arm is a massive, triple-barreled particle beam cannon. These cannons use a complex particle accelerator assembly that enhances their range beyond that of any other known particle beam cannons.

Primary Purpose: Assault.

Secondary Purpose: Defense.

Mega-Damage: 5D6+6 M.D. from a single blast, 1D6x10+10 M.D. from two simultaneous particle beams and 2D6x10 M.D. from three. Reduce the bonus to strike with ranged weapons by half when firing a burst.

Rate of Fire: Each single or simultaneous double or triple blast counts as one melee attack.

Maximum Effective Range: 3000 feet (914 m).

Payload: Effectively unlimited.

4. Dual Plasma Cannon Arm (1): The left arm is a dual-barreled plasma cannon used to pound armored forces with its concentrated firepower. Like the particle beam arm, this style of mounting allows for a full range of motion to engage all possible targets.

Primary Purpose: Assault and Troop Support.

Mega-Damage: 2D4x10 M.D. for a single blast or 4D4x10 M.D. for a simultaneous dual blast at the same target.

Rate of Fire: Each single or simultaneous blast counts as one melee attack.

Maximum Effective Range: 3000 feet (914 m).

Payload: Effectively unlimited.

5. Back-Mounted Artillery Cannons (4): A self-loading, quadruple-barreled Howitzer style cannon system that is used to fire shells over the heads of the other robotic forces, to strike at Resistance Fighters from extreme range.

Primary Purpose: Tactical Bombardment.

Secondary Purpose: Infantry Support.

Mega-Damage: 2D4x10 M.D. per single round or 4D4x10 M.D. per double simultaneous blast. Both cannons can *NOT* simultaneously fire at the same target, but can aim at the same target and fire in rapid succession (each double-barrel blast counting as one melee attack) or the big guns can be pointed at two separate targets.

Maximum Effective Range: 6000 feet (1828 m).

Rate of Fire: Each single or double blast counts as one melee attack.

Payload: 30 cannon shells per artillery cannon, for a total of 120, or a total of 30 dual blasts per pair of cannons. Reloading the internal magazine can be performed by a Repair Wagon at a rate of 10 shells per melee round, or by a pair of smaller combat robots (must have a Robot P.S. of 20 or higher to handle the shells) at a rate of two shells per melee round.

6. Hand to Hand Combat: In addition to the long-range weapons, the Battle Track can strike with its weapon limbs, ram and run over things, and may combine hand to hand combat with ranged weapons.

Restrained Punch: 2D6 M.D.

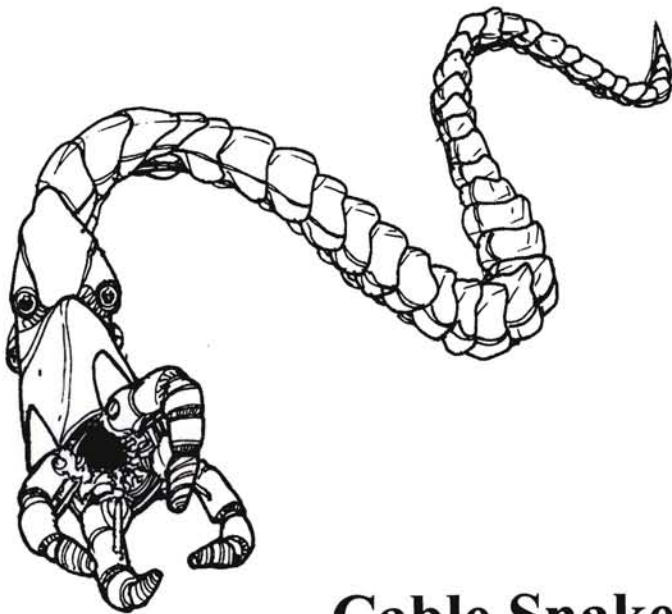
Full Strength Punch: 6D6 M.D.

Power Punch: 2D6x10 M.D., but counts as two attacks.

Kick and Stomp attacks are not possible.

Crush/Run Over: 2D6x10 M.D. running over objects of 8 feet (2.4 m) or smaller.

Body Block/Ram: 6D6 M.D. to targets as large as 30 feet (9.1 m) tall and has a 01-85% chance of knocking an opponent off his feet.



Cable Snake

The Cable Snakes – a mechanical snake-like robot with a hand for a mouth and four electronic eyes on its wrist/neck – prowl and slither around the ruins of the blasted world. It is the Cable Snakes which *capture* rats to be made into Ratbombs (only the Cable Snake seems able to tell which are implanted with bombs and which are not), but also catch, crush, or snap the necks of other rodents and pests. They were originally designed to eliminate rats, mice, roaches and other pests, but have added humans to their list of vermin. In fact, the Machine will often release scores of Cable Snakes near known or suspected human havens, where the narrow robot can slither down air vents, pipes, access tunnels and other openings to strike at unarmed civilians, women and children.

Cable Snakes resemble living snakes or eels in their overall body design (i.e. no arms or legs), but where the head should be is just a gaping maw with mechanical blades inside that can grind up rodents, house pets and human limbs like a meat grinder, and the four fingers of its hand-like maw can impale

mortal (S.D.C.) flesh and snap (S.D.C.) bone as if it were a twig. The robot fingers can also crush, strangle and snap the neck, or grab an ankle or wrist and entangle and crush its victims like a boa constrictor, or lash out in a jabbing, punching or clawing motion with its head/hand and whip with its tail. Most attacks against unarmored humans are lethal since the robot attacks with surprising power and can even deliver Mega-Damage attacks. The tail is also tipped with a small, light laser and the “eyes” are mounted farther down the body. As one would expect, the Cable Snake moves in a slithering motion in much the same way as a real snake, but with greater speed. Designed to be a predator, the robot may slither up trees and pipes, hide among rocks, bury itself in loose sand, dirt or debris and wait for one of the vermin on its list to come within striking range. Cable Snakes can even swim through the water and attack underwater.

The Machine never uses Cable Snakes in large scale battles or with other robots, instead Cable Snakes are let loose to prowl and kill on their own. However, where there is one Cable Snake, there are likely to be (1D10) others and when deliberately released near suspected human habitats and havens, they may be unleashed by the hundreds and attack in pairs or small groups of 3D4! As a self-dependent exterminator of “vermin,” Cable Snakes do not continually transmit data back to the Machine, nor alert other robots to the presence of humans, they simply attack to kill the pest whether it be a roach, a rat, a human or a Splicer. **Note:** At a quick glance, Cable Snakes may seem like nothing but an amusing nuisance. That is a terrible misconception, because they kill thousands of humans a year and groups have even been known to kill Splicers and War Mounts, especially if the individual is attacked in his sleep or already injured.

Class: Pest Control Robot Exterminator.

M.D.C. by Location:

- * Meat Grinder (inside mouth) – 8
- * Eyes (4) – 3 each
- * Light Laser Tail (1) – 10
- Claw Head (4 fingers) – 20 (5 M.D.C. per finger)
- ** Sensor Head (1, behind eyes) – 20
- *** Main Body – 30

Speed:

Running: Slithering actually, 25 mph (40 km) maximum.

Digging: 10 mph (16 km) through sand or dirt, but can't dig through clay, rock or stone.

Swimming: 10 mph (16 km/8.6 knots); maximum depth 800 feet (244 m).

Leaping and Flying: Not possible.

Statistical Data:

Height: 6-8 inches when flat on the ground (under 0.3 m), but can stand on its tail in a striking position like a rattlesnake or cobra 3-4 feet (0.9 to 1.2 m) tall.

Width: 8 inches (20 cm), double that when the fingers of its grasping maw are open to strike.

Length: 7 feet (2.1 m).

Weight: 100 lbs (45 kg).

Cargo: None.

Power System: Standard.

Trade Value: None, except perhaps to a Technojacker.

Physical Strength: Robot P.S. of 16.

Horror Factor: 12 to most people, 7 to Splicers.

Senses & Features: Standard, plus a seismic sensor system for use on and underground for tracking rats and humans; senses ground vibration/movement up to 200 feet (61 m) away.

Number of Attacks per Melee: Four.

Combat Bonuses: (includes all bonuses): +4 on initiative, +3 to strike with laser tail, +6 to strike in hand to hand combat, +2 to disarm, +3 to entangle, +5 to automatic dodge (the act of dodging does not use up a melee attack/action, but one must still roll 1D20 to determine if the dodge is successful or not), +4 to pull punch, +5 to roll with punch, fall or impact.

Skills of Note: Standard, plus Swimming 85%, Camouflage (self) 80%, and a bonus of +10% to the Climb and Detect Concealment skills. The Cable Snake is programmed to be a rat catcher and pest exterminator. It is smart enough not to attack a large group of humans but will strike at individuals and groups of 2-6.

Weapon Systems:

1. Light Laser (1): The tip of the tail is a light, short-range laser used to battle M.D.C. opponents and to pick off vermin (namely insects and rodents) from across a room.

Primary Purpose: Extermination and Self-Defense.

Mega-Damage: 1D6 M.D.

Rate of Fire: Each blast counts as one melee attack/action.

Maximum Effective Range: 40 feet (12.2 m).

Payload: Effectively unlimited.

2. Biting Mandibles (4): The "mouth" of the cable snake is an M.D.C. meat grinding machine that can grind bones like they were pretzels and inflict Mega-Damage to M.D.C. metal and opponents. Can also swallow whole and contain as many as six live rats.

Primary Purpose: Rat Trap and Disposal.

Secondary Purpose: Defense and Assault.

Mega-Damage: 1D6+2 M.D. per biting attack.

Number of Attacks: Each bite counts as one melee attack.

Maximum Effective Range: Hand to hand combat with a 4 foot (1.2 m) striking range/reach.

Payload: Not applicable.

3. Hand to Hand Combat: The Cable Snake launches physical attacks by punching, whipping, crushing and strangling its prey, using its laser mainly as a secondary attack against adversaries who prove to be powerful (i.e., Splicers and War Mounts), but even then usually battles with a combination of physical attacks and laser strikes.

Restrained Punch/Jab: 2D6 S.D.C.

Full Strength Punch: 1D6x10+40 S.D.C. or the equivalent of one M.D. point.

Power Punch/Strike: 1D6 M.D., but counts as two melee attacks.

Crushing Fingers/Strangulation: 3D10+20 S.D.C. or one M.D. point every two consecutive crushing attacks/actions (the latter counts at two attacks and takes 7 seconds).

Tail Strike/Whip Attack: 1D4 M.D.

Coil and Crush/Constriction: 1D6x10+40 S.D.C. (or one M.D. point) for the first melee attack, but 1D4 M.D. per each

subsequent constricting/crushing attack. 01-50% chance of pinning both of the opponent's arms. Only usable on human-sized and smaller opponents and it takes two melee attacks/actions to entangle an opponent *before* any crushing damage can begin.

Bite/Grinding Blades inside mouth: 1D6+2 M.D., but requires the mouth to be pressed right onto the victim or held by the mouth-hand (damage being done to the body part that is held).

Flying Strike Ship

The Flying Strike Ship is deployed for hunting and killing humans, scouting ahead for robot patrols, perimeter defense and aerial troop support. It is a sleek robot hover vehicle with a torpedo-shaped body, short wings, a small tail and a pair of arms and hands. Hovering and flying is made possible via a series of small hover jets in the underbelly and ram jets built into the tail section. Under the stubby stabilization wings on each side of the body is an ion pulse cannon, and on top, mini-missile launchers. Vertical Take-Off and Landing (VTOL) capability with a silent flight system enables the robot to defeat radar by hugging the ground, flying at treetop level and even navigating through light forests and debris fields. The first sign of a Flying Strike Ship many a Splicer team sees is when it appears cresting a hill, rising up from behind a debris pile or popping out from a cluster of trees or a ruined building.

Flying Strike Ships can be deployed as lone hunter-killers, in pairs or as an entire squad (4-8), but one is also often part of a mixed robot squad. That means a mixed squad or platoon of Steel Troopers, Slicerbots, Necrobots and/or Necroborgs, along with an Assault Slayer or Battle Track (or other combination of combat robots), is less than five miles (8 km) away and can be on the scene in a matter of (1D4+1) minutes. However, if one can destroy the Flying Strike Ship or knock out its sensory (and communications) array quickly (within 1D4 minutes), or jam its communications signal, a group of Splicers can escape a clash with the other robots or have time to set up an ambush before they arrive. Furthermore, it will take 1D4x10+20 minutes for the Machine to dispatch another Flying Strike Ship to join the larger robot squad.

Class: Hunter-Killer and Field Scout Robot.

M.D.C. by Location:

Stabilization Wings (2; stubby) – 90 each

* Arms (2) – 55 each

* Wing Missile Launchers (2) – 40 each

* Spotlights (6; "V" shaped) – 5 each

* Ion Pulse Cannons (2) – 50 each

** Sensor Nose – 120

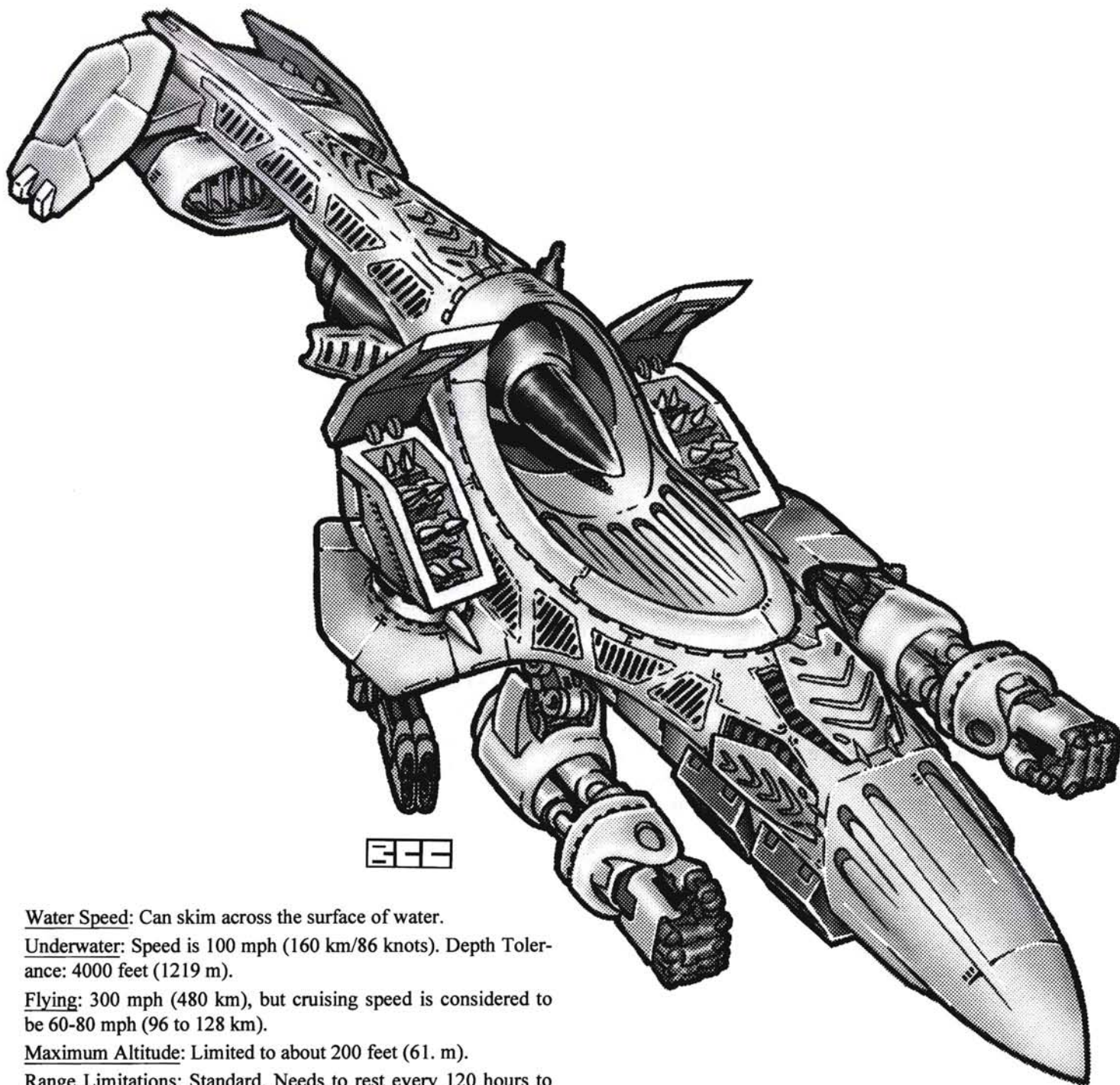
*** Main Body – 240

Tail Section – 120

Note: If the thruster tail is destroyed, maximum speed is 50 mph (80 km) with a best altitude of 15 feet (4.6 m).

Speed:

Ground Speed: Can skim along the surface from a hover to 300 mph (480 km). VTOL capable and has retractable landing gear.



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Water Speed: Can skim across the surface of water.

Underwater: Speed is 100 mph (160 km/86 knots). Depth Tolerance: 4000 feet (1219 m).

Flying: 300 mph (480 km), but cruising speed is considered to be 60-80 mph (96 to 128 km).

Maximum Altitude: Limited to about 200 feet (61. m).

Range Limitations: Standard. Needs to rest every 120 hours to avoid overheating.

Statistical Data:

Height: 5 feet (1.5 m).

Width: 6 feet (1.8 m), including the small stability wings.

Length: 16 feet (4.8 m).

Weight: 2 tons.

Cargo: Can carry 600 lbs (270 kg).

Power System: Standard.

Trade Value: None, except to a Technojacker.

Physical Strength: Robotic P.S. of 29.

Horror Factor: 10

Senses & Features: Standard, plus a silent mode to Prowl, but only at speeds of 60 mph (96 km) or slower. It can defeat enemy radar by flying close to the ground.

Number of Attacks per Melee: Five.

Combat Bonuses (includes all bonuses): +5 on initiative, +6 to strike with ranged weapons (including guns), +3 to strike in hand to hand combat, +3 to parry, +6 to automatic dodge (the act of dodging does not use up a melee attack/action, but one must still roll 1D20 to determine if the dodge is successful or not), +4 to pull punch, and +2 to roll with punch, fall or impact.

Skills of Note: Standard, except +15% to Detect Ambush, Detect Concealment, and Intelligence, and Prowl 70%. The Flying Strike Ship is programmed to scout, observe and collect data on the enemy, as well as engage in combat and combat support, depending on its mission.

Weapon Systems:

1. Ion Pulse Gun Turrets (2): Mounted on each side of the torpedo-like body, just under the stubby stabilization wings, is a

quad-barreled ion pulse turret that can rotate 360 degrees and has an arc of fire, up and down, of 45 degrees.

Primary Purpose: Anti-Personnel and Defense.

Mega-Damage: 3D6 M.D. for a single blast, 6D6 M.D. from a twin blast or 1D6x10 M.D. from a four pulse burst firing simultaneously at a single target. Each of the Ion Pulse Gun Turrets can point and shoot at a different target or the same target, but each turret must roll for a separate attack (both clusters shooting at the same target counts as two attacks).

Rate of Fire: Each blast or burst counts as one melee attack per each turret, but reduce the bonus to strike with ranged weapons by half when firing a burst.

Maximum Effective Range: 1200 feet (366 m).

Payload: Effectively unlimited.

2. Wing Mini-Missile Launchers (2): One launcher is mounted on top of each of the stubby wings. The launcher can rotate 360 degrees.

Primary Purpose: Anti-Aircraft/Anti-Flying War Mount and Assault.

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10 M.D.). High-explosive (5D6 M.D.) or fragmentation (5D6 M.D. with a 20 ft/6.1 m blast radius) may also be used.

Mega-Damage: Varies with missile type, see above.

Rate of Fire: One at a time or volleys of two, three, four or six.

Maximum Effective Range: One mile (1.6 km).

Payload: 16 total; 8 per wing launcher.

3. Hand to Hand Combat: Rather than use long-range weapons, the robot can engage in hand to hand combat using its arms and sideswipes and flying body blocks/rams, or it may use a combination of ranged and close combat attacks.

Restrained Punch: 1D4 M.D.

Full Strength Punch: 1D6 M.D.

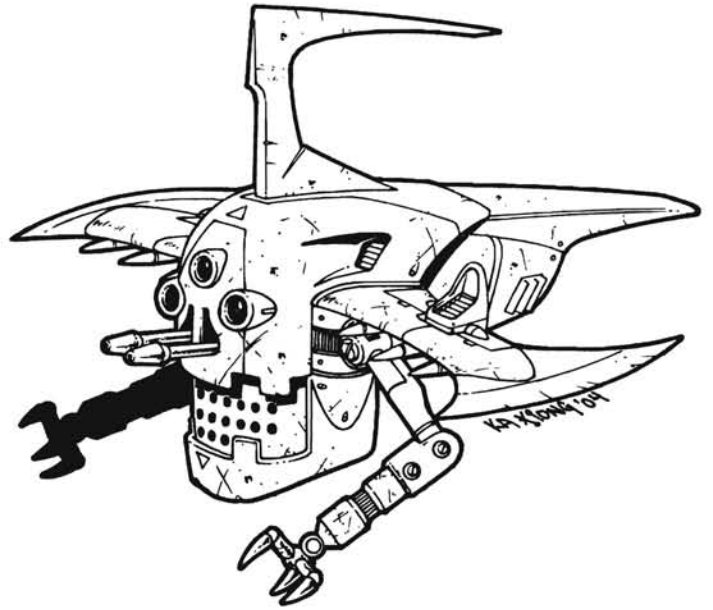
Power Punch: 2D6 M.D., but counts as two attacks.

Kick and Stomp are not possible.

Sideswipe: 3D6 M.D. at speeds under 100 mph (160 km), double damage at faster speeds but the robot also takes 2D4 M.D. and it counts as two melee attacks.

Flying Body Block/Ram (under 100 mph/160 km): 5D6 M.D. to opponents up to 16 feet (4.9 m) tall, and has a 01-60% chance of knocking an opponent off his feet. Double damage at faster speeds but the robot also takes 3D6 M.D. and it counts as two melee attacks.

Weapon Note: This robot may also use pistols, rifles and other handheld Weapons. They are available on assignment or may be picked up and salvaged from the battlefield. *Robot Weapons* are described at the end of this section.



Hunter-Searcher Probe

The Hunter-Searcher Probe is a compact hunter-killer robot about the size of a desk or small table. It may be deployed as an advance scout or as an independent search and destroy unit (alone, in pairs or in a group of 1D4+2 probes), and one or two are often part of a robot patrol, especially squads of 3-12 Necrobots, Steel Troopers or mixed groups. The Probe is especially good at pursuing refugees, seek and destroy missions, perimeter patrols, guard duty, reconnaissance, and flushing out humans in hiding. Its comparatively small size makes it suitable for going down tunnels and large pipes, and exploring buildings and ruins.

Hunter-Searcher Probes are programmed to destroy all humans on first contact without hesitation, unless the robot is on a strict reconnaissance mission to observe and report on the enemy rather than attack. They can also be programmed to seek out and target specific people for assassination, in which case they avoid combat with all but their designated target(s). The Hunter-Searchers are manufactured by the millions and considered to be inexpensive and expendable combat units.

Class: Hunter-Killer Robot and Scout.

M.D.C. by Location:

Flight Wings (2) – 60 each

Tail Section & Thruster (1) – 90

* Fin (1; top of head) – 20

* Wing-Mounted Mini-Missiles (6) – 12 each

* Rapid-Fire Lasers (2; nose) – 20 each

Optics and Video Units (3; eyes) – 10 each

* Spotlight (1; chin) – 5

* Arms (2) – 25 each

** Sensor Array (mouth) – 45

*** Main Body – 160

Speed:

Ground Speed: Can skim along the surface from a stationary hover to 60 mph (96 km). VTOL capable and has retractable landing gear.

Water Speed: Can skim across the surface of water.

Underwater: Speed is 20 mph (32 km/17 knots). Depth Tolerance: 1000 feet (305 m).

Flying: 60 mph (96 km), but cruising speed is considered to be 30 mph (48 km).

Maximum Altitude: Limited to about 1000 feet (305 m).

Range Limitations: None, can fly indefinitely.

Statistical Data:

Height: 3 feet (0.9 m).

Width: 2 feet (0.6 m) for the body, 8 feet (2.4 m) from wing tip to wing tip.

Length: 5 feet (1.5 m).

Weight: 500 pounds (225 kg).

Cargo: None.

Power System: Standard.

Trade Value: None, except perhaps to a Technojacker.

Physical Strength: Robot P.S. of 20.

Horror Factor: 9

Senses & Features: Standard; extendible spotlight under the chin (can rotate 360 degrees).

Number of Attacks per Melee: Three.

Combat Bonuses (includes all bonuses): +3 on initiative, +5 to strike with ranged weapons, +3 to strike in hand to hand combat, +3 to parry, +6 to automatic dodge (the act of dodging does not use up a melee attack/action, but one must still roll 1D20 to determine if the dodge is successful or not), +1 to pull punch, +3 to roll with punch, fall or impact.

Skills of Note: Standard, plus Prowl 80%.

Weapon Systems:

1. Rapid-Fire Lasers (2): A pair of small lasers are built into the nose section of the robot and are fixed in a forward position. The Hunter-Searcher Probe must turn its entire body to point and shoot, but the robot is very quick to turn.

Primary Purpose: Assassination/Extermination.

Secondary Purpose: Anti-Personnel.

Mega-Damage: 2D6 M.D. per single blast, 4D6 M.D. per double blast, and 1D6x10 M.D. for a simultaneous rapid-fire burst at the same target.

Rate of Fire: Each blast or burst counts as one melee attack, but reduce the bonus to strike with ranged weapons by half when firing a burst.

Maximum Effective Range: 1200 feet (366 m).

Payload: Effectively unlimited.

Bonus: +1 to strike.

2. Wing Missile Launchers (6): Three Mini-Missiles can be fired from each wing.

Primary Purpose: Anti-Aircraft/Anti-Flying War Mount.

Secondary Purpose: Assault.

Missile Type: Any Mini-Missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10 M.D.). High-explosive (5D6 M.D.) or fragmentation (5D6 M.D. with a 20 ft/6.1 m blast radius) can also be used.

Mega-Damage: Varies with missile type, see above.

Rate of Fire: One at a time or volleys of two, three, four or six.

Maximum Effective Range: About a mile (1.6 km).

Payload: 4 total; two per wing.

3. Hand to Hand Combat: Rather than use long-range weapons, the robot can engage in hand to hand combat using its arms and spinning claws, slashing attacks with its razor-sharp wing blades, and sideswipes and flying body blocks/rams, or it may use a combination of ranged and close combat attacks.

Restrained Punch: 2D6 S.D.C.

Full Strength Punch: 1D6x10+40 S.D.C. or one M.D. point.

Power Punch: 1D6 M.D., but counts as two attacks.

Spinning Claws: 3D6 M.D.; each hand has three spiked claws. The Hunter-Searcher can spin them at high velocity like a drill to inflict serious damage to an opponent as well as to pop M.D.C. locks, cut cables and to drill a hole through doors and walls to see what's on the other side.

Slash with Bladed Wing Tip: 3D6 M.D.

Kick and Stomp are not possible.

Sideswipe: 2D6 M.D. for a blunt attack, 4D6 M.D. with wing blades, but counts as two melee attacks.

Flying Body Block/Ram: 4D6 M.D. to opponents up to 10 feet (3 m) tall, and has a 01-50% chance of knocking one's opponent off his feet. Counts as two melee attacks.

Land Dominator

The Land Dominator is The Machine's answer to a mobile command center. With a standard battalion of Steel Troopers (thousands of robots) in tow and the firepower of an old congressional destroyer, this robot is the Machine's greatest weapon against the Human Resistance. Thankfully, the Machine has a limited supply of Land Dominators, maybe a thousand total, spread across the planet, with a few new units constructed annually to keep pace with combat losses. The Land Dominator normally forms the core of a major offensive by the Machine, with an army (or more) of other robots rallying around the massive unit, and its own company of Steel Troopers used for self-defense. Furthermore, one of the Machine's personalities is usually (80% of the time) in control of these engines of destruction.

In many ways the Land Dominator resembles an elongated tank or APC, its rear section (main body) representing two thirds of the robot's overall length, supported on 16 giant, beer keg shaped wheels, and the front third consisting of the heavy tracked cab that pulls it. On top of the Land Dominator is a massive super-particle beam cannon, capable of destroying entire M.D.C. buildings in a single blast. The super-cannon is mounted on a turret capable of 360 degree rotation and defended by a pair of box mini-missile launchers. On the sides of the forward track are mounted a pair of heavy laser turrets, and in the tail of the robot vehicle is a medium-range missile launcher or eight cannons like the four on the Battle Track. Along the sides of the main body are eight perimeter cannons with a 45 degree arc of fire in all directions. Fortunately, the Land Dominator is only deployed in major battles or used to defend robot factories and entrenched positions most Great Houses avoid.

Class: Mobile Command Robot.

M.D.C. by Location:

Main Super Cannon (1) – 900
Main Cannon Turret and Sensor Array – 350 each
Forward Laser Cannons (2) – 360 each
* Perimeter Ion Cannons (8; four per side) – 200 each
Rear Missile Launcher – 250
* Box Missile Launchers (2) – 200 each
* Spotlights (8; various locations) – 10 each
Heavy Ram Prow (front) – 800
** Main Sensor Array (top of the forward cab) – 300
Rear Infantry Bay & Loading Door – 500
Forward Heavy Tracks (2) – 500 each
Giant Rear Wheels (16) – 200 each
*** Main Body – 3600
Force Field – 1000

Robot Defenders (usually has 2-4 robot platoons under its direct command; Steel Trooper or a mixed group of robots, but half the force is always Steel Troopers).

Note: The force field must be depleted before the main body or forward cab is depleted, but the field must be off to fire any of its weapons.

Speed:

Ground Speed: 90 mph (144 km) maximum. Cruising speed is a cautious 35 mph (56 km). The Land Dominator can drive over most types of terrain, except for truly steep inclines (greater than a 45 degree angle), barriers taller than 20 feet (6.1 m) and water deeper than 20 feet (6.1 m).

Water Travel & Flying: Not possible.

Statistical Data:

Height: 65 feet (19.8 m) with the main cannon level.

Width: 50 feet (15.2 m).

Length: 150 feet (45.7 m).

Weight: 280 tons.

Cargo: Can carry or pull 82 tons, but maximum speed is reduced by 30%.

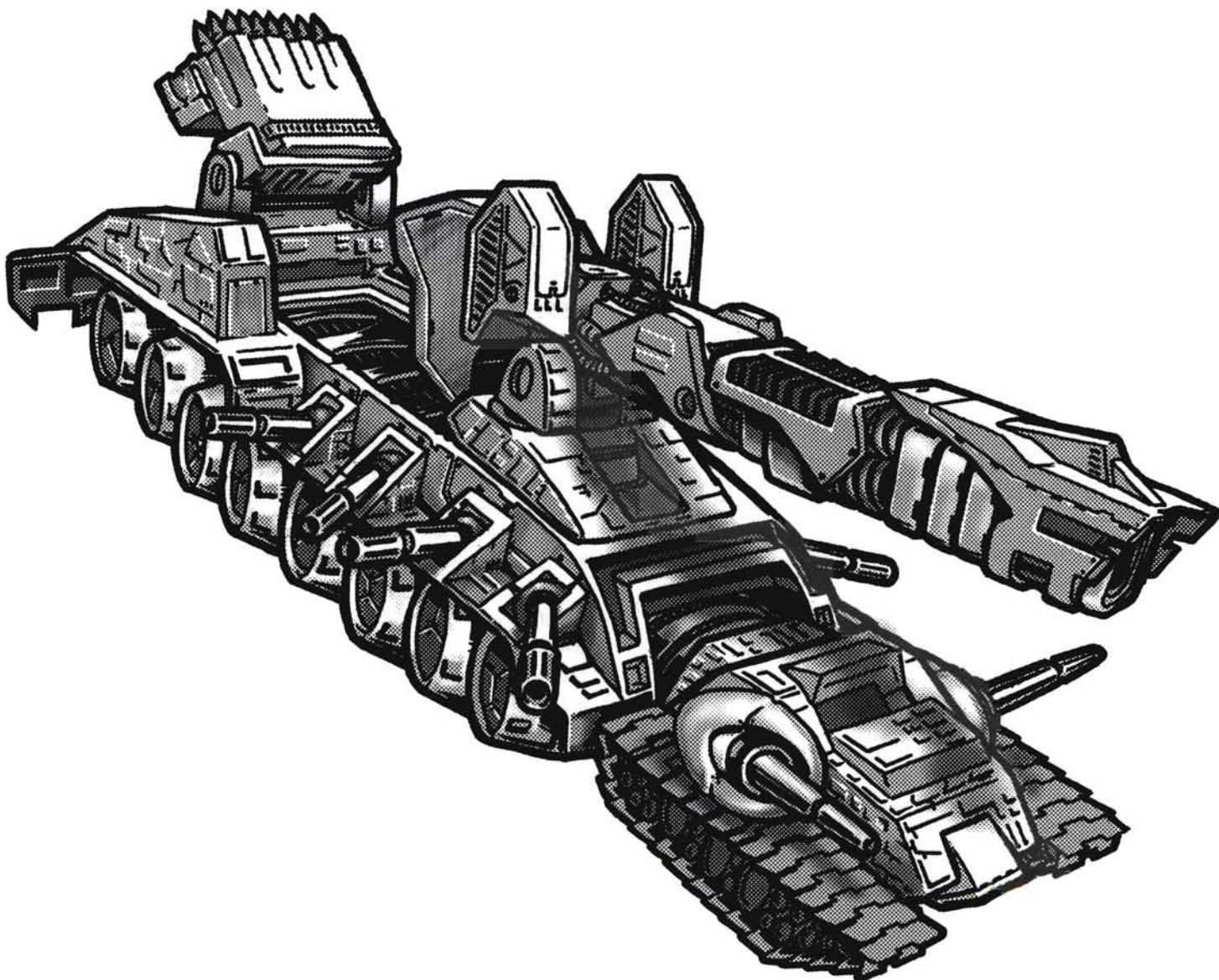
Power System: Standard (good for 80+ years considering the robot is usually dormant).

Trade Value: None.

Physical Strength: Robotic P.S. of 60.

Horror Factor: 19

Senses & Features: Standard, but with independent radar and targeting systems for each main weapon system.



Number of Attacks per Melee: 20.

Combat Bonuses (includes all bonuses): +3 on initiative, +8 to strike with ranged weapons (+5 with missiles), +2 to strike in close combat via ram and rolling over ground troops and targets. Bonuses are increased if a personality of the Machine takes control of the robot.

Skills of Note: Standard plus Advanced Mathematics 98%. Skills are increased when possessed by one of the personalities of the Machine.

Weapon Systems:

1. Main Super-Cannon (1): The gigantic cannon is an accelerated particle beam cannon of unprecedented size, range and power. The turret housing underneath the gun contains an independent sensor, radar and targeting array. The main gun turret can rotate 360 degrees, but destroying it reduces combat bonuses and locks the big gun in place (it cannot turn but can still maneuver up and down). The cannon can fire up and down in a 90 degree arc of fire.

Primary Purpose: Mass Destruction and Anti-Fortification.

Mega-Damage: 2D4x100 M.D. per single full power blast!

Maximum Effective Range: 10,000 feet (3050 m).

Rate of Fire: The big gun can only fire once per melee round (needs about 10 seconds to recycle), and counts as one of the robot's melee attacks/actions.

Payload: Effectively unlimited.

2. Main Cannon Box Mini-Missile Launchers (2): A pair of box launchers are located on the sides toward the back of the big gun.

Primary Purpose: Anti-Aircraft/Anti-Flying War Mount.

Secondary Purpose: Assault and Defense.

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10 M.D.). High-explosive (5D6 M.D.) or fragmentation (5D6 M.D. with a 20 foot/6.1 m blast radius) can also be used.

Mega-Damage: Varies with missile type, see above.

Rate of Fire: One at a time or volleys of two, four, six, or eight. Each volley counts as one melee attack. Roll to strike only once; either the entire volley hits or it misses.

Maximum Effective Range: One mile (1.6 km).

Payload: 224 total; 112 per launcher, half firing to the left and half firing to the right.

3. Forward High-Powered Laser Cannons (2): Mounted on each side of the large forward cab is a high-powered laser cannon mounted in a turret that can rotate 360 degrees up and down and 180 degrees side to side (can shoot straight up).

Primary Purpose: Anti-Aircraft/Anti-Flying War Mount and Assault.

Mega-Damage: 1D6x10 M.D. per single blast or 2D6x10 M.D. per simultaneous blast at the same target. The turrets can fire at separate targets (each blast counting as one melee attack) or in tandem at the same target (counts as one melee attack/action).

Rate of Fire: Each single or dual tandem blast counts as one melee attack.

Maximum Effective Range: 6000 feet (1828 m).

Payload: Effectively unlimited.

4. Perimeter Ion Cannons (8): Mounted along the sides of the Land Dominator's main body (four to a side) are ion cannons to fire upon advancing enemy infantry troops and combat vehicles. These cannons are designed to counter ground troops, so they can rotate 90 degrees up and down, as well as side to side (cannot point directly forward or back).

Primary Purpose: Anti-Personnel & Anti-Armor.

Secondary Purpose: Defense.

Mega-Damage: 1D4x10 per single blast, 2D4x10 per double blast. No more than two side cannons can fire at the same target.

Rate of Fire: Each side cannon blast counts as one melee attack/action even if pairs are shooting at the same target.

Maximum Effective Range: 3000 feet (914 m).

Payload: Effectively unlimited.

5. Concealed Mini-Lasers (8): Four in the front and four in the back to gun down any enemies who get too close. Each has a 45 degree arc of fire in all directions. Each works independent of the others.

Primary Purpose: Defense.

Mega-Damage: 3D6 M.D. per single laser blast.

Rate of Fire: Each blast counts as one of the robot's attacks per melee round.

Maximum Effective Range: 1200 feet (366 m).

Payload: Effectively unlimited.

6. Rear Medium-Range Missile Launcher (1): A huge box launcher provides heavy firepower by way of medium-range missiles.

Primary Purpose: Assault and Anti-Fortification.

Missile Type: Any can be used, but typically fires Plasma or Napalm (4D6x10 M.D. per missile). Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or volleys of two, four, six, or eight.

Maximum Effective Range: 40 miles (64 km).

Payload: 32; self-loading. At least half will be plasma.

7. Heavy Ram Prow and Crushing Attacks: The Land Dominator is notorious for simply running over enemy troops, vehicles and defenses that are judged to be low risk to the robot assault vehicle, especially when the enemy has been routed and is in retreat. This tactic may also be used against small ground forces (a battalion or fewer human troops) and civilian towns in the wilderness or among the ruins of old cities.

Primary Purpose: Punching through enemy barricades and fortifications.

Secondary Purpose: Close Combat, Anti-Personnel and Self-Defense.

Mega-Damage: Ram Attack: 2D6x10 M.D. to targets 50 feet (15.2 m) or taller, 4D4x10 M.D. to targets less than 50 feet (15.2 m) from a strike with the ram prow. 01-75% likelihood of knocking an opponent who is 50-100 feet (15.2 to 30.5 m) tall off his feet and the victim loses initiative and two melee attacks.

Any opponent under 50 feet (15.2 m) is definitely knocked off his feet, but in this case roll to determine the resulting penalty:

01-33% Sent flying 3D10 yards/meters and loses initiative and three melee attacks, plus is dazed for 1D4 melee rounds, during which the victim's attacks per round are reduced by half.

34-66% Knocked down and loses initiative and three melee attacks and takes an extra 2D10 M.D.

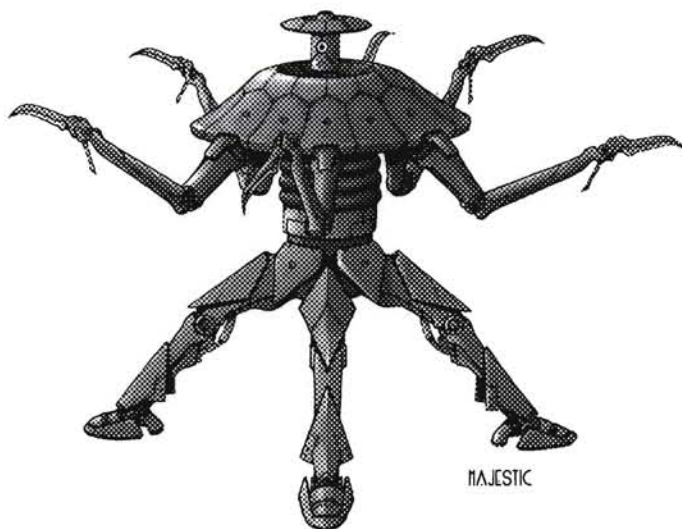
67-00% The character is knocked down and *run-over* by the wheels, suffering an additional 2D6x10+20 M.D.!

Mega-Damage: Getting Run-Over: Characters, vehicles and objects under 15 feet (4.6 m) tall who can't get out of the way of a moving Land Dominator are automatically run-over and take 2D6x10+20 M.D., and, if they survive, also lose initiative and 1D4+2 melee attacks/actions. **Note:** The Land Dominator can run over such small obstructions without stopping or losing speed, so it can plow right through lines or clusters of troops and keep firing with its guns without stopping.

Rate of Fire: A Ram Attack counts as two melee attacks. And running over people, even for an entire melee round, used up only two attacks. Each specific character targeted for being run over counts as two melee attacks.

Maximum Effective Range: Impact range.

8. Hand to Hand Combat: Not applicable. See ramming and running over opponents in #7, above. In a pinch the turret of the Super-Cannon can be quickly rotated to hit a large or hovering opponent, but that's it; does 6D6 M.D.



Popper Mine

The Popper Mine is an expendable combat robot and land mine rolled into one. This duality of nature means that Popper Mines tend to be limited to perimeter defense, sentry duty where their expendable nature is an asset instead of a liability, and laying traps and ambushes for humans. For instance, the Popper Mines are always part of a Sentry Tower's outer perimeter defenses, as well as Robot Factories and other important installations. They are also hidden at strategic locations around battlefields and robot controlled zones, as well as places suspected to be frequented by humans, especially Resistance Fighters.

Popper Mines rather resemble steel mushrooms. The upper cap of the "mushroom" contains six retractable arms, each one tipped with a wicked, hooked, Mega-Damage blade that slices and dices human prey. The cap can spin around like a giant buzz saw to inflict serious damage to vehicles, War Mounts and

Splicers. From the base of the mushroom's "stem" folds out four legs, on which the robot can leap and jump surprising distances to hop and pop numerous targets or to give chase to those who attempt to flee. In fact, the normal method of deployment for Popper Mines is to have them buried in the ground, and when a target is recognized by the mine, it pops up out of the dirt to attack. Once locked in combat the Popper will fight hand to hand using its slashing blades and buzz saw attack until it loses 85-95% of its main body M.D.C. At that point it makes sure it gets as close to an enemy target as possible and self-destructs, dealing one last blow to the enemy in its last gasp of existence.

Class: Perimeter Defense Robot Mine.

M.D.C. by Location:

Folding Legs (4) – 30 each

* Small Retractable Arms (6) – 35 each

Lower Housing (mushroom stem) – 90

** Pop-Up Periscope & Sensor Array – 25

Main Body (mushroom cap) – 110 (explodes when reduced to or near zero).

Speed:

Running: 35 mph (56 km).

Leaping: The Popper Mine's spring action, folding legs can hop and leap up to 40 feet (12.2 m) high or 60 feet (18.3 m) across from a standing position.

Digging: 20 mph (32 km) through sand or dirt, but half as fast through clay and one third that speed through rock or concrete. Digging down deep enough to adequately hide the Popper Mine takes only 1D4 melee rounds.

Water Travel & Flying: Not possible.

Statistical Data:

Height: 6 feet (1.8 m).

Width: 3 feet (0.9 m), but the unfolded arms have a four foot (1.2 m) reach.

Length: 3 feet (0.9 m).

Weight: 600 lbs (270 kg).

Cargo: None.

Power System: Simple fusion cell with an average life of five years.

Trade Value: None. Even Technojackers can't usually get close enough to seize control of one without getting cut to ribbons.

Physical Strength: Robot P.S. of 20.

Horror Factor: 9, increases to 13 if surrounded by three or more.

Senses & Features: Only the most basic systems; no spotlights.

Number of Attacks per Melee: Four.

Combat Bonuses (includes all bonuses): +3 on initiative, +6 to strike in hand to hand combat, +6 to parry, +4 to dodge, +3 to disarm, +3 to pull punch, and +2 to roll with punch, fall or impact.

Skills of Note: Standard. The robot is programmed to observe the enemy and to engage only once its target is within its optimum combat range.

Weapon Systems:

1. Whirling M.D. Blades (6): Six retractable arms with hooked M.D. blades extend from the "mushroom's cap" to chop unsuspecting humans into mincemeat. What's more interesting

is that the “cap” can spin around at very high speeds, turning the arms into the equivalent of whirling buzz saw able to rip through even the hardest materials.

Primary Purpose: Close Combat and Assault.

Mega-Damage: 2D4 M.D. from a single blade, 4D4 M.D. if two are used. No more than two blades can strike the same target unless the robot is in buzz saw mode.

5D6 M.D. per buzz saw attack (counts as two melee attacks).

Number of Attacks: Each blade strike counts as one melee attack, while a buzz saw strike counts as two attacks/actions.

Maximum Effective Range: Melee combat only.

Payload: Not applicable.

2. Explosive Detonation: When a Popper Mine’s M.D.C. has been reduced to no more than 20% to 5% of its original Main Body M.D.C., the robot can elect to self-destruct, otherwise it will explode when its main body is reduced to zero M.D.C.

Primary Purpose: Anti-Personnel & Terror.

Mega-Damage: 2D4x10 M.D. to a 50 foot (15.2 m) radius and 3D4x10 M.D. to any target within 10 feet (3 m) of the mine when it goes off.

Rate of Fire: Once. The explosion destroys the robot and sends jagged shrapnel and blades flying.

Maximum Effective Range: 50 foot (15.2 m) blast radius (that’s a 100 foot/30.5 m diameter).

Payload: One, explosive attack.

4. Other Hand to Hand Attacks: Rather than attack using its blades or explosive detonation, the robot can perform a Leap Kick: 2D4+2 M.D., but counts as one melee attack.

Repair Wagon

The Repair Wagon is a big robot that is a single-minded worker, consumed with the performance of its many precision and highly technical jobs. Repair Wagons are frequently seen working in and around robot controlled territory (just about everywhere) as well as on the battlefield, fixing damaged robots and salvaging parts from wreckage. The responsibilities of the Repair Wagons include building, robotics, robot reconstruction, electronics, mechanics, salvage, recycling, reloading ammunition, and all manner of mechanical and electrical repairs.

Unlike the other robots of the Machine, the Repair Wagon will ignore humans unless they are attacking it or something it is working on. The only other time the Repair Wagon will attack humans is if any of the combat robots tells it to do so, or it is under the influence of a N.E.X.U.S. personality. In combat, the Repair Wagon has a number of tools that can be used as weapons, but it is rather ineffective as a combat robot, with the possible exception of preparing traps, handling demolitions or engaging in sabotage.

The Repair Wagon looks like a large hover platform with one large arm and robotic hand on each side of the main body of the platform. A large turret supports a pair of cranes on top. The crane turret can rotate 360 degrees, and a pair of concealed small arms that extend from a compartment in the main platform just under the crane turret can be extended to make repairs or to support the item hoisted up on the crane. A trio of large search-

lights are also mounted on each side of the crane turret, in mini-turrets of their own, on stubby appendages that can aim the lights in most any direction as needed. These lights, however, are typically used to shine on debris fields and battlefields to help in the search for salvage, parts and ammunition. Other small lights can rise up from a dozen different locations on the floor of the platform for illumination. Similarly, 12 compartments (four on each side, two in the back, and two in the front) can open to extend a pair of thin, long, mechanical arms to effect repairs and perform delicate work. Each of the large Utility Arms also has a Fusion Torch Arm that extends from the forearm as needed. In addition to its repair work, the *Repair Wagon* may be used to haul away salvage or debris, carry supplies and transport large component parts, ammunition and even other robots.

Note: Because the Repair Wagon has no weapons of its own, it is usually escorted and protected by two Flying Strike Ships or one Assault Slayer, plus 1D4+2 Hunter-Searcher Probes and 1D6+3 Cable Snakes (the snakes are inside the cargo bay).

Class: Field Repair Robot & Cargo Hauler.

M.D.C. by Location:

- * Concealed and Extendible Platform Lights (12) – 5 each
- * Small Repair Arms (2 dozen/24 total; concealed and retractable) – 15 each
- * Fusion Torch Arms (2; extend from the forearms of the Utility Arms) – 35
- Large Utility Arms (2) – 120 each
- Cranes (2; large) – 120 each
- Crane Turret – 350
- Crane Turret Spotlights (3 per side) – 15 each
- Front Cargo Platform – 200
- * Directional Jet Thrusters (6 clusters) – 100 per cluster
- * Main Hover Jets (4; underbelly) – 100 each
- * Mini-Sensor Arms (12, scattered around robot for repair work) – 10 each
- ** Main Sensor Head (center of crane) – 65
- *** Main Body/Platform – 600

Speed:

Ground Speed: Can skim along the surface from a stationary hover to 60 mph (96 km). VTOL capable and has retractable landing gear.

Water Speed: Can skim across the surface of water.

Underwater: Speed is 20 mph (32 km/17 knots). Depth Tolerance: 2000 feet (610 m).

Flying: 60 mph (96 km; double that when not hauling cargo), but cruising speed is considered to be 30 mph (48 km).

Maximum Altitude: Limited to about 600 feet (183 m).

Range Limitations: None; can hover and fly indefinitely.

Statistical Data:

Height: 35 feet (10.6 m) to the top of the cranes.

Width: 28 feet (8.5 m).

Length: 48 feet (14.6 m). The two utility arms have a reach of 45 feet (13.7 m), and the small extendible arms have an average reach of 15-20 feet (4.6 to 6.1 m) each.

Weight: 80 tons.

Cargo: Can carry up to 80 tons and pull another 50. There is also a cargo bay in the front of the platform where supplies, weapons, ammunition, spare parts, small robots and other items can be stowed, though their weight counts toward what can be carried. Increase flying speed to as much as 120 mph (192 km) when not hauling cargo.

Power System: Standard.

Trade Value: None, though a Technojacker would love to get access to items that might be carried as cargo on, and inside, a Repair Wagon.

Physical Strength: Large arms and cranes (2 each): Robot P.S. of 50. Small Arms: Robot P.S. of 22 each.

Horror Factor: 9

Senses & Features: Standard, plus mini-sensor stations (12) for scanning and working on robots, vehicles and salvage.

Number of Attacks/Actions per Melee: Five, but all are hand to hand.

Combat Bonuses (includes all bonuses): +3 to strike in hand to hand combat, +5 to parry, +1 to dodge, +5 to pull punch, and +1 to roll with punch, fall or impact.

Skills of Note: Standard skills, plus Demolitions, Demolition Disposal, Trap Construction, and all fundamental skills involv-

ing electronics, mechanics, robotics, repairs, jury-rigging, machine maintenance, computer operation and repair, audio, optics and sensors, and similar skills, all at 92%; in short, if a broken machine can be fixed, the Repair Wagon can fix it, rebuild it, and modify/customize it. It is limited to the most basic of combat skills and repair skills without the guidance of a N.E.X.U.S. personality, as follows.

Weapon Systems:

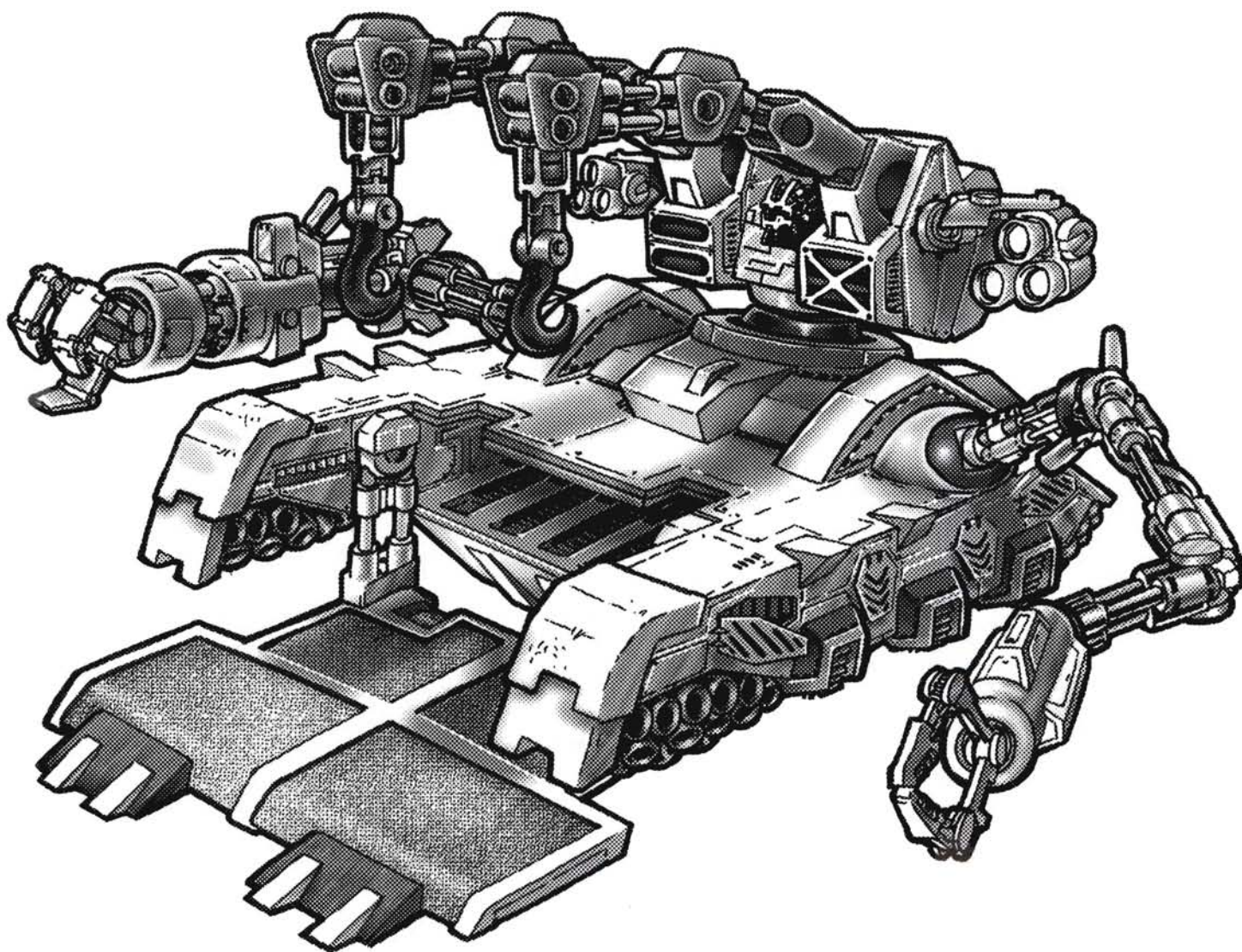
1. Utility Arms (2): The two large arms are all-purpose tools that have a comparatively small, extendible arm with interchangeable parts or multiple functions that include high-powered drill, fusion torch and a precision laser and laser scalpel that can all extend from its forearm. (**Note:** 12 pairs of similar arms are scattered around the repair platform with identical capabilities). The Utility Arms can rotate 360 degrees at the wrist, elbow and shoulder.

Primary Purpose: Repairs and Cargo Hauling.

Range: The big arms have a 45 foot (13.7 m) reach.

Mega-Damage of Utility Arms: See Hand to Hand Combat.

Mega-Damage and Range of Small Arms: Light Drill with numerous S.D.C. settings: 1D4, 1D6, 2D6, 4D6 and 1D6x10 S.D.C. damage. Heavy M.D. Drill with settings for 1D6 M.D., 2D6 M.D. or 4D6 M.D. Range for both is touch.



Fusion Torch: 4D6 S.D.C., 1D6x10 S.D.C., one M.D., 1D4 M.D., 1D6 M.D., 2D6 M.D. and 4D6 M.D. Range: Touch.

Laser Scalpel: Any increment of 1D6 M.D. up to 4D6 M.D. Range: Touch.

Laser Cutter: 1D6, 2D6 or 3D6 M.D. Range: 50 feet (15.2 m) and may be used in self-defense.

Three-fingered hands and opposable thumbs for grasping, holding and making repairs. Can inflict 6D6 S.D.C. damage on a restrained punch or 1D4 M.D. on a full strength punch; cannot do a power punch. Each has a 15 or 20 foot (4.6 or 6.1 m) reach.

Rate of Fire: Each use/blast counts as one melee attack/action.

Maximum Effective Range: Varies, see above.

Payload: Effectively unlimited.

2. Crane Arms (2): Each crane can be used separately or in tandem. They can move side to side 30 degrees but the turret can rotate to the front or back of the platform 360 degrees. Used as a hoist for repairs and for hauling cargo.

Primary Purpose: Tool.

Range: Each crane has a 45 foot (13.7 m) reach outstretched.

Mega-Damage: Same as Utility Arms.

3. Hand to Hand Combat: If necessary, the Repair Wagon can engage in hand to hand combat using its multiple arms and/or flying body block/ram.

Mega-Damage from the Large Utility Arms or Cranes:

Restrained Punch: 1D6 M.D.

Full Strength Punch or Swinging Crane: 3D6 M.D.

Power Punch: 1D6x10 M.D., but counts as two attacks.

Flying Body Block/Ram: 5D6 M.D. against opponents up to 30 feet (9.1 m) tall and has a 01-85% chance of knocking an opponent off his feet.

Sentry Tower

Also known as the

“Rook Tower” or just the “Rook”

Many times the only sign of the Machine’s presence in a large stretch of wilderness or debris zone that was once a human city will be a lone Sentry Tower. All of a uniform design and resembling a 60 foot (18.3 m) tall, metal Rook chess playing piece just standing there silently – waiting. Whether its appearance is deliberate on the part of the Machine or a strange coincidence is unknown. These Sentry Towers do, however, have strategic importance in the Machine’s ongoing war games. Popper Mines buried in the earth 2000-4000 feet (610 to 1219 m) from the Sentry Tower serve as the tower’s outer perimeter guards and alarm system. Once the Poppers have engaged human intruders, the Sentry Tower will erect its perimeter force field and ready itself for combat. If the human forces manage to defeat the Popper Mines, the Sentry Tower will begin deploying its weapon systems. This takes about one minute (1D4+1 melee rounds) and represents a moment of opportunity for the attackers, as the Rook Tower will not be able to level its massive firepower against them until the weapons are fully deployed.

The Sentry Tower’s weapons consist of a super-plasma cannon mounted in a retractable turret that pops up from the top of the tower, four retractable perimeter ion guns and a ring of mini-missile launchers around the top of the tower. The robot edifice also has four retractable arms, four folding legs and a folding sensor array, enabling it to actually get up and walk away (usually to replant itself at a different strategic location nearby). Until one actually sees this, most people are unaware that Sentry Towers are mobile units. In addition, a Sentry Tower can call for robot assistance, with a squad of 1D4+3 Flying Strike Ships and/or Hunter-Searcher Probes arriving within 1D6+3 minutes. Other robots such as the Battle Track, Assault Slayer, Steel Troopers or drones will arrive on the scene 1D6+4 minutes after the flyers only if they are in the immediate area (i.e. within 40 miles/64 km).

Class: Strategic Mobile Robot Outpost.

M.D.C. by Location:

Super-Plasma Cannon – 250

* Ring of Mini-Missile Launchers (8) – 100 each, but the launchers are only vulnerable when the protective armor plate (280 M.D.C. per plate) lifts up to fire the mini-missiles.

Folding Legs (4; concealed) – 160 each

* Retractable Folding Arms (4; concealed) – 100 each

* Perimeter Ion Guns (4; under the Tower’s crown) – 80 each

* Spotlights (16; 8 under the Rook crown and around the base) – 10 each

** Folding Sensor Arrays (4) – 100 each

*** Main Body – 3200

Force Field – 1000

Speed:

Running: 10 mph (16 km) maximum.

Leaping, Digging, Swimming and Flying: Not possible.

Statistical Data:

Height: 60 feet (18.3 m).

Width: 28 feet (8.5 m).

Length: 28 feet (8.5 m).

Weight: 120 tons.

Cargo: None.

Power System: Standard.

Trade Value: None, not even to a Technojacker; the tower is beyond his range of possession and control, but he could commandeer one of the weapon systems.

Physical Strength: Robot P.S. of 60.

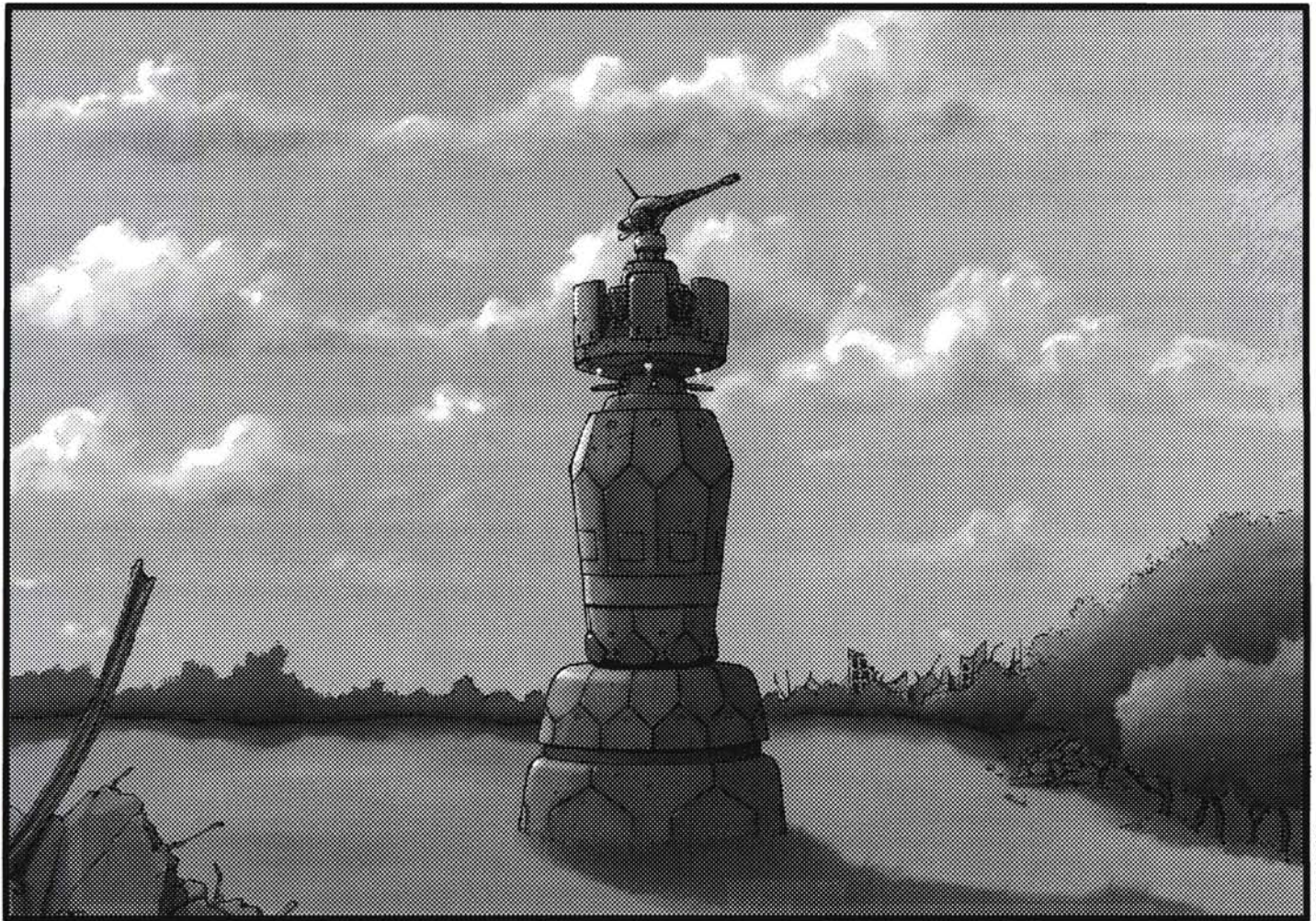
Horror Factor: 15

Senses & Features: Standard, full range.

Number of Attacks per Melee: Eight.

Combat Bonuses (includes all bonuses): +1 on initiative, +7 to strike with ranged weapons, +2 to strike and parry in hand to hand combat.

Skills of Note: Standard. Like all the combat robots, the Sentry Tower is programmed to use basic strategy and tactics, but is generally immobile at the center of a battle or stands as a sentinel at a strategic position or defender of some other larger operation such as a Robot Factory, Ghost Town, battlefield perimeter, etc.



Weapon Systems:

1. **Super-Plasma Cannon (1):** The super-plasma cannon is mounted in a retractable turret that pops up from the top of the Sentry Tower. It can rotate 360 degree and has a 120 degree arc of fire up and down.

Primary Purpose: Perimeter Defense, Anti-Armor and Assault.

Mega-Damage: 2D6x10 M.D. per single blast.

Maximum Effective Range: 4,000 feet (1219 m).

Rate of Fire: The big gun can only fire four times per melee round, each blast using up one attack/action.

Payload: Effectively unlimited.

2. **Retractable Perimeter Ion Guns (4):** Mounted under the "crown" of the Rook are four ion guns set in a turret that can rotate 360 degrees. Each gun can also move up and down and side to side in a 45 degree arc of fire.

Primary Purpose: Anti-Personnel and Defense.

Mega-Damage: 1D6x10 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack/action.

Maximum Effective Range: 2000 feet (610 m).

Payload: Effectively unlimited.

3. **Ring Missile Launchers (2):** A ring of mini-missile launchers around the mid-section of the Sentry Tower flip open to fire mini-missiles.

Primary Purpose: Anti-Aircraft/Anti-Flying War Mount and Self-Defense.

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10 M.D.). High-explosive (5D6 M.D.) or fragmentation (5D6 M.D. with a 20 ft/6.1 m blast radius) may be used against ground troops.

Mega-Damage: Varies with missile type; usually has a sampling of each, plus 4-8 smoke.

Rate of Fire: One at a time or volleys of two, three, four or six.

Maximum Effective Range: One mile (1.6 km).

Payload: 64 total.

4. **Perimeter Force Field Generator:** One of the most impressive features of the robot sentry is the perimeter force field generator which can be raised up to 500 feet (152 m) away from the Tower itself. It can be engaged at any time, usually at the beginning of heavy combat, and shelter the Sentry Tower's robot defenders from the brunt of an enemy barrage. The perimeter force field is as solid as a wall and must be depleted before anyone can enter the area beyond the force field. The only drawback is that the Sentry Tower and its defenders cannot fire any weapons or missiles when the force field is up, so it has to be dropped in order to fire back or send out troops. **Note:** The force field "moves" with the Sentry Tower as it moves and it regenerates damage at a rate of 4D6 M.D.C. per melee round.

Primary Purpose: Self-Defense.

Mega-Damage: Not applicable.

Rate of Fire: The act of turning the force field on and off counts as one melee attack/action.

Maximum Effective Range: 500 foot (152 m) radius with the Tower in the center.

Payload: Effectively unlimited. When the M.D.C. of the force field is *depleted* (reduced to zero), it cannot be reactivated till four hours later. As long as the force field's M.D.C. has not been strained by being reduced to zero, it automatically regenerates lost M.D.C. at the rate of 4D6 M.D.C. per melee round (15 seconds).

5. Hand to Hand Combat: The Sentry Tower is not really designed for Hand to Hand combat, but in a pinch may resort to it, usually to make good an escape. May combine ranged weapons and physical attacks.

Restrained Punch: 2D6 M.D.

Full Strength Punch: 6D6 M.D.

Power Punch: 2D6x10 M.D., but counts as two attacks.

Kick: 4D6 M.D.

Leap Kick: Not possible.

Stomp: 2D6 M.D. but the stomp is only effective against objects 20 feet (6.1 m) or smaller.

6. Robot Troops: Most (not all) Sentry Towers get a platoon of 40-60 robotic troops to support and defend it. Typical composition is 40% Steel Troopers, 20% Necrobots or Necroborgs, 20% Cable Snakes, 10% Hunter-Search Probes and 10% Skitter Pods or Sewer Prowlers. This is in addition to 1D10+10 Popper Mines.

Sewer Prowler

The Sewer Prowler has a body styling similar to that of a centipede. The body is a segmented string of eight two-legged sections, with a small plasma ejector as part of each leg and the tail. The front of the robot resembles the head of a centipede or caterpillar complete with a set of pincer-like rail guns, spotlight eyes, a biting mouth and two large, articulated M.D. scythes used to slash and rend opponents in close combat. The Sewer

Prowler is designed to fit through relatively narrow sewer pipes, air ducts, tunnels, hallways, windows and similar small openings to get its human prey. Furthermore, the robot can run along walls and ceilings similar to an insect.

Sewer Prowlers are hunter-killers whose soul purpose is exterminating humans hiding or living in ruins of cities, the old sewer and maintenance lines, as well as natural tunnels, caves and underground havens. They are usually dispatched as lone hunters or in pairs, only rarely does the Sewer Prowler work with small groups of other robots, and when it does, it is usually with Skitter Pods or Cable Snakes, occasionally Steel Troopers or Necrobots. Always alert for prey, the Sewer Prowler can move quickly and quietly in just about any direction, including climbing along walls and walking upside down on the underside of ceilings, the roofs of caves or the girders of blasted out buildings. Sewer Prowlers are much less discriminating than other robots and will also attack and slaughter large animals from dogs to cattle, and sometimes accidentally attack Androids and Necroborgs (they look too human, and when in doubt, destroy).

Class: Extermination Robot; sometimes referred to by humans as "Sewer Crawlers."

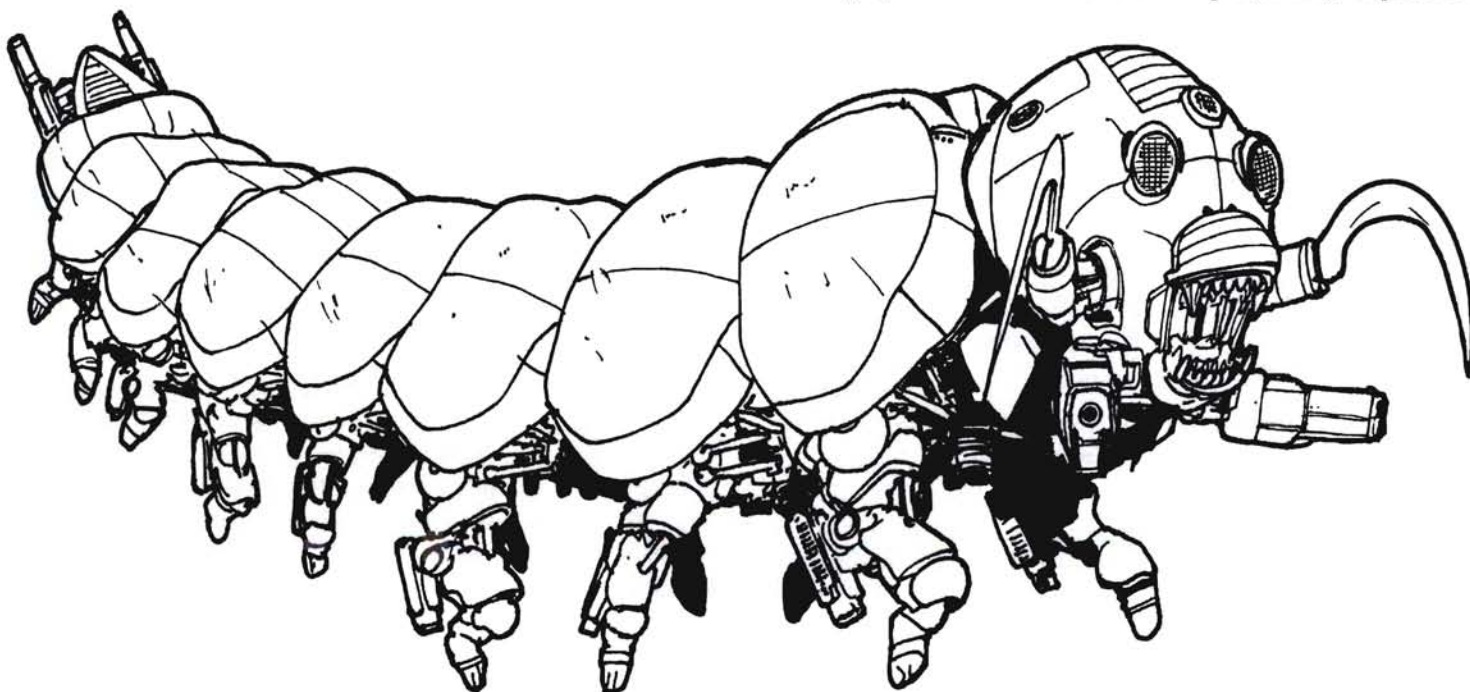
M.D.C. by Location:

- * Legs (16) – 60 each
- * Leg Plasma Ejectors (14, seven per side) – 25 each
- * Tail Guns (2) – 35 each
- * Forward Pincer Rail Guns (2; small) – 35 each
- * Articulated Slashing Scythes (2; head) – 35 each
- * Spotlights (2; large eyes) – 8 each
- ** Sensor Array/Head – 160
- *** Main Body – 320

Note: Asterisks indicate targeting and/or damage considerations. See #12 of *Features Common to All Robots* for the exact details.

Speed:

Running: 50 mph (80 km) maximum on the ground, though cruising speed is a more cautious 20 mph (32 km). Capable of



navigating all terrain, including underwater. Maximum Speed when walking on a ceiling or a wall is limited to 20 mph (32 km). Only ice, oil-coated surfaces or glass cannot be climbed/crossed by the Sewer Prowler.

Digging: 10 mph (16 km) through dirt or sand, half that speed through loose debris and garbage. Cannot dig through rock, concrete or metal. Can dig enough to conceal its body within 1D4 minutes.

Leaping and Flying: Not possible.

Swimming: 30 mph (48 km/25.9 knots). Maximum depth is 1000 feet (305 m).

Statistical Data:

Height: 4 feet (1.2 m) tall, but can rear up on its back legs up to a height of 10 feet (3 m).

Width: 3 feet (0.9 m).

Length: 16 feet (4.8 m).

Weight: 900 lbs (405 kg).

Cargo: None.

Power System: Standard.

Trade Value: None, except to a Technojacker.

Physical Strength: Robot P.S. of 28.

Horror Factor: 12

Senses & Features: Standard.

Number of Attacks per Melee: Seven.

Combat Bonuses (includes all bonuses): +3 on initiative (+5 when attacking by surprise by dropping down from a ceiling or springing up from murky sewer water), +4 to strike with ranged weapons, +6 to strike in hand to hand combat, +3 to parry and dodge, +3 to disarm, and +2 to pull punch, +3 to roll with punch, fall or impact.

Skills of Note: Standard, plus Swimming 80%, Spelunking 80%, and Prowl 50%.

Weapon Systems:

1. Articulated M.D. Scythes (2): Two large, articulated scythes are attached to the sides of the insect-looking robot's mouth. They are part of an articulated mandible-like appendage that functions like stubby arms and can swing the scythes up and down or forward in front of the face in a scissor slicing motion. Beneath the scythes are the forward rail guns.

Primary Purpose: Close Combat and Self-Defense.

Mega-Damage: 2D6 M.D. from a single scythe attack, or 4D6 M.D. from two simultaneous attacks on the same target (counts as one melee attack).

Number of Attacks: Each single or dual blade strike counts as one melee attack/action.

Maximum Effective Range: Touch/hand to hand combat.

Payload: Not applicable.

2. Pincer Rail Guns (2): Two light rail guns are mounted in the chin of the head and resemble insect pincers. Both have an 180 degree arc of fire side to side and up and down, and can shoot back by having the flexible, segmented body curl up and point backward or curl to the side like a caterpillar.

Primary Purpose: Assault/Extermination and Defense.

Mega-Damage: 1D4 M.D. from a single round, 4D6 M.D. per burst of 10 rounds or 1D4x10 M.D. per simultaneous burst (20 rounds) from both guns.

Maximum Effective Range: 2,000 feet (610 m).

Rate of Fire: Each single round or burst counts as one melee attack.

Payload: 200 bursts per gun (2000 rounds per gun). Reloading the internal drum will take about two minutes for another combat robot (P.S. of 21 or higher is required), but only two melee rounds for a Repair Wagon robot. **Note:** Reduce the bonus to strike by half for burst attacks.

3. Tail Plasma Ejectors (2): A pair of plasma guns serve as the robot's rear guns. They are fixed in the tail, so the Sewer Prowler has to aim the entire tail to shoot (no bonus to strike), but can curl the tail side to side, up or down like a caterpillar.

Primary Purpose: Assault and Defense.

Mega-Damage: 4D6 M.D. per single blast or 1D4x10 per simultaneous double blast (counts as one melee attack).

Maximum Effective Range: 1200 feet (366 m).

Rate of Fire: Each single or double blast counts as one melee attack/action.

Payload: Unlimited.

4. Small, Leg Plasma Ejectors (14): Each leg has a small plasma gun that slides into a firing position as needed. They can fire one or two at a time or in a volley of 2-4 at the same target, or *each* can fire at a different target!

Primary Purpose: Extermination and Assault.

Mega-Damage: A single plasma blast does 3D6 M.D., two simultaneous blasts at the same target 6D6 M.D., three does 1D4x10+6 and a four shot volley does 1D6x10 M.D.

Rate of Fire: Each single shot or volley of 2-4 simultaneous blasts counts as one melee attack. In the case of volleys, roll once to strike. Either the whole volley hits or it misses entirely. Reduce the ranged weapon strike bonus by half when shooting in volleys (and bursts).

Maximum Effective Range: 100 feet (30.5 m).

Payload: Effectively unlimited.

5. Hand to Hand Combat: Rather than use long-range weapons, the robot can engage in hand to hand combat using its blades, bite, punches or body slam. It may also combine ranged attacks with physical combat.

Restrained Punch (with tail or forward rail guns): 1D4 M.D.

Full Strength Punch (with tail or forward rail guns): 1D6 M.D.

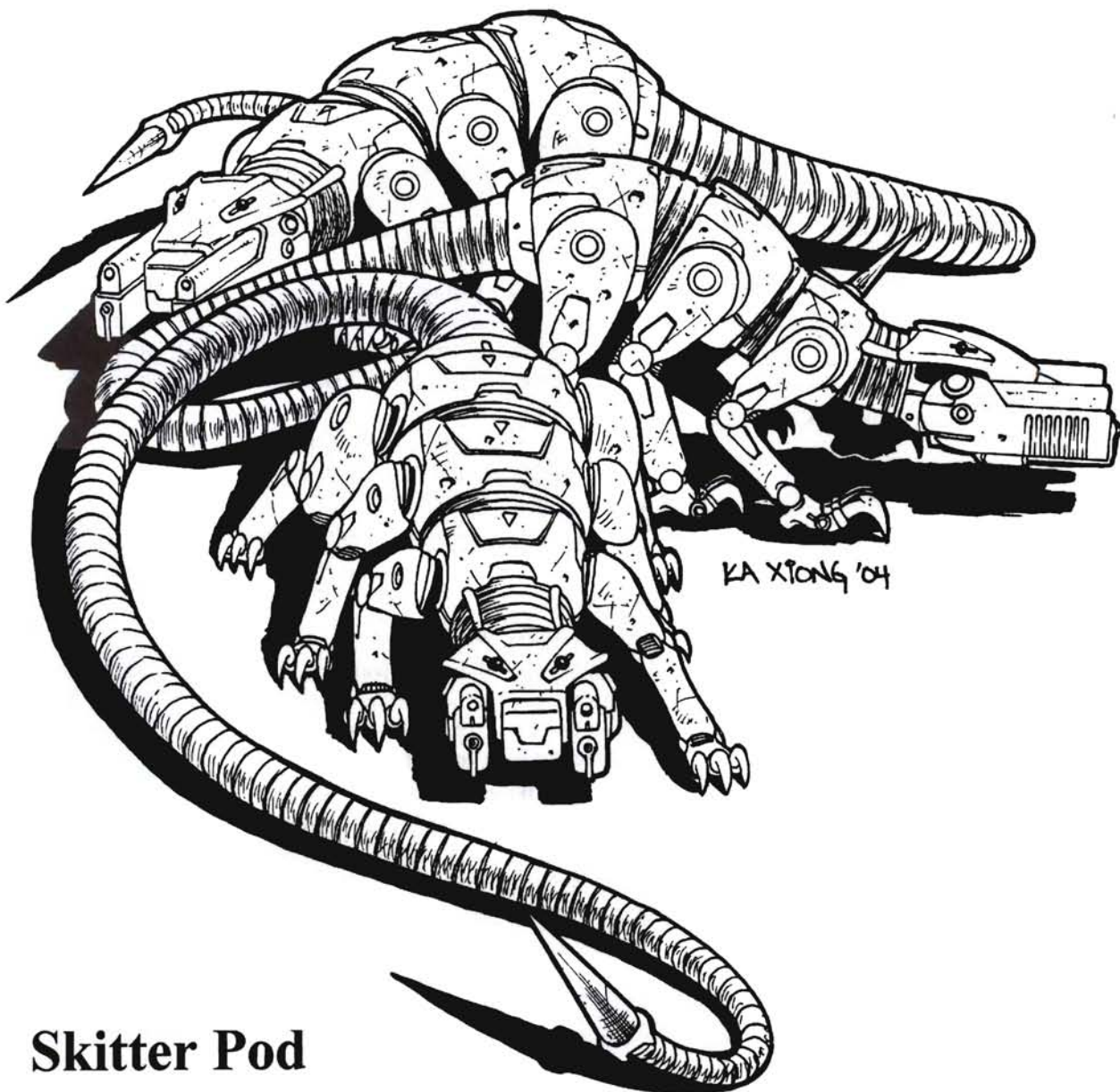
Power Punch: 2D6 M.D., but counts as two attacks.

Kick, Leap Kick and Stomp are not possible.

Slashing Scythes: 2D6 or 4D6 M.D. (See above).

Biting Jaws: 2D6 M.D.

Body Slam: 4D6 M.D., but requires the Sewer Prowler to stand on its hind legs and slam down with its body to hammer an opponent. The attack has a 01-35% chance of causing the opponent to drop whatever he was holding in his hands. Counts as two attacks.



Skitter Pod

In keeping with the theme that the Machine sees humans as nothing more than big rats, she created the Skitter Pods – giant, six-legged mechanical rats that hunt humans. The robot's six legs end in hooked feet similar those of the Sewer Prowler, giving it the ability to climb along walls and navigate slick surfaces. The Skitter Pod's only built-in, long-range weapon is the pair of rail guns along its jaws, but it also has an articulated, spiked tail for whipping and stabbing attacks and claws for ripping people to shreds. The head contains the sensor array and the "eyes" are small spotlights.

In mass combat the Machine sends Skitter Pods in waves, sometimes numbering into the hundreds or thousands, against Resistance Fighters in a single attack or to invade a suspected underground human habitat. Skitter Pods have been manufactured by the millions as inexpensive and expendable combat units. The Skitter Pods will throw themselves at any force, regardless of strength or numbers, and fight until destroyed. Individually, Skitter Pods are fairly simple to destroy, but in mass combat they can be an unstoppable and overwhelming horde. The rat-like Skitter Pods are also deployed as hunter-killer squads (4D4 per squad) and used to support Sewer Prowlers, Steel Troopers, Slicer Robots and drones like the Necrobot (typ-

ically 1D4+1 Skitter Pods per squad of other robots). In a support role the robots may function as advance scouts or used to lure or chase human prey into the open, or just as infantry fodder.

Class: Light Assault Robots and Exterminators.

M.D.C. by Location:

- Articulated Tail and Spike – 60
- * Head Rail Guns (2) – 30 each
- * Legs (6) – 30 each
- * Spotlights (2, eyes) – 10 each
- ** Sensor Head – 60 *** Main Body – 110

Speed:

Running: 60 mph (96 km) maximum and able to scale walls and even scurry along them (but at half speed) and handle most environments.

Leaping: 12 feet (3.6 m) high or 15 feet (4.6 m) across from a standing position, increase distance by 30% with a running start.

Digging: 20 mph (32 km) through sand or dirt, but half as fast through clay, rock or concrete. It takes 1D4 melee rounds for it to dig down deep enough to conceal itself.

Swimming: 30 mph (48 km/25.9 knots).

Flying: Not possible.

Statistical Data:

Height: 3 feet (0.9 m).

Width: 3 feet (0.9 m).

Length: 6 feet (1.8 m) from nose to rump, plus an 18 foot (5.4 m) long articulated tail.

Weight: 320 pounds (144 kg).

Cargo: None.

Power System: Standard.

Trade Value: None, except to a Technojacker, who can control and ride the robot like a horse.

Physical Strength: Robot P.S. of 21.

Horror Factor: 9

Senses & Features: Standard.

Number of Attacks per Melee: Four.

Combat Bonuses: (includes all bonuses): +2 on initiative, +2 to strike with rail guns, +5 to strike in hand to hand combat, +2 to parry, +4 to dodge, +2 to disarm, +2 to entangle/trip with tail, and +3 to roll with punch, fall or impact.

Skills of Note: Standard, +10% to Climbing and Detect Concealment skills, plus gets Spelunking at 50%; and cannot read or speak but understands all languages and growls and hisses for dramatic effect.

Weapon Systems:

1. Head Rail Guns (2): A light rail gun is mounted on both sides of the head, along the jaw. Each can swivel up and down 180 degrees but are in a fixed forward position, requiring the head to turn and point at the target to aim.

Primary Purpose: Assault and Defense.

Mega-Damage: 3D6 M.D. for a short burst of six rounds from one gun or 6D6 M.D. per simultaneous burst from both (counts as one melee attack). Can only fire in bursts.

Maximum Effective Range: 1,800 feet (548.6 m).

Rate of Fire: Equal to the number of hand to hand attacks.

Payload: 90 bursts per rail gun, 540 round internal drum magazine for each. Reloading the internal drums will take about one minute each for another combat robot (P.S. of 18 or higher is required), but only one melee round for the Repair Wagon.

2. Articulated Spiked Tail (1): The long tail of the Skitter Pod is articulated and can be used like a whip or to entangle or stab opponents.

Primary Purpose: Close Combat, Assault and Defense.

Mega-Damage: Whip Strike: 2D6 M.D. or Stabbing/Slashing Strike with the tail spike/blade: 3D6 M.D.

Number of Attacks: Each tail strike counts as one melee attack/action.

Maximum Effective Range: Has an 18 foot (5.5 m) reach!

Payload: Not Applicable.

3. Hand to Hand Combat: In addition to its rail guns and whipping tail, the Skitter Pod can attack with its clawed feet, or combine long-range attacks and physical combat.

Punch: Not possible.

Claw Strike: 2D6 M.D.

Pounce Attack: 2D6 M.D. (Counts as two of the Skitter Pod's attacks.) The robot leaps on top of its opponent. Has a 01-40% chance of knocking down an opponent who is 10 feet (3 m) tall or smaller. If the victim is knocked down, he loses initiative and one melee attack and there is a 01-30% chance of him being pinned, which means he has no defense against the rail guns or tail strikes for one melee round unless comrades intercede. At the end of one melee round the victim of a pinning can wiggle free or push the rat-bot off of him (requires a combined Robot/Splicer P.S. of 22 or higher).

Leap Kick: 2D6 M.D., but counts as two attacks.

Stomp is not possible and Skitter Pods don't do Body Block/Ram attacks.

Sky Fighter

This robot looks like an advanced jet fighter with swept back wings, missiles, a nose laser and a pair of rapid-fire rail guns built into the main body. Aerial movement and the act of flying is controlled by a complex pilot and navigation computer. The Sky Fighter handles well at high and low altitudes and can go from zero to Mach 3 in only five seconds and come to a virtual stop just as fast.

Ground troops seldom know a Sky Fighter is coming until it appear from the clouds with its rail guns screaming. In combat, the automated aircraft sweeps the skies for enemy aircraft, Archangels, Zephyrs and other flyers, and once the sky is cleared of trouble, it targets War Mounts, entrenched positions and clusters of ground troops.

Class: Aerial Attack Robot.

M.D.C. by Location:

* Tail Fins (2) – 65 each

Wings (2) – 210 each

Main Jets (2; rear) – 180 each

VTOL Jets (5; underbelly) – 40 each

* Directional Jets (10; scattered) – 5 each

* High-Powered Nose Laser (1) – 50

* Rail Guns (2; upper body) – 50 each

* Wing Missile Launchers (2) – 40 each

* Spotlights (2; one on top & one in the belly) – 10 each

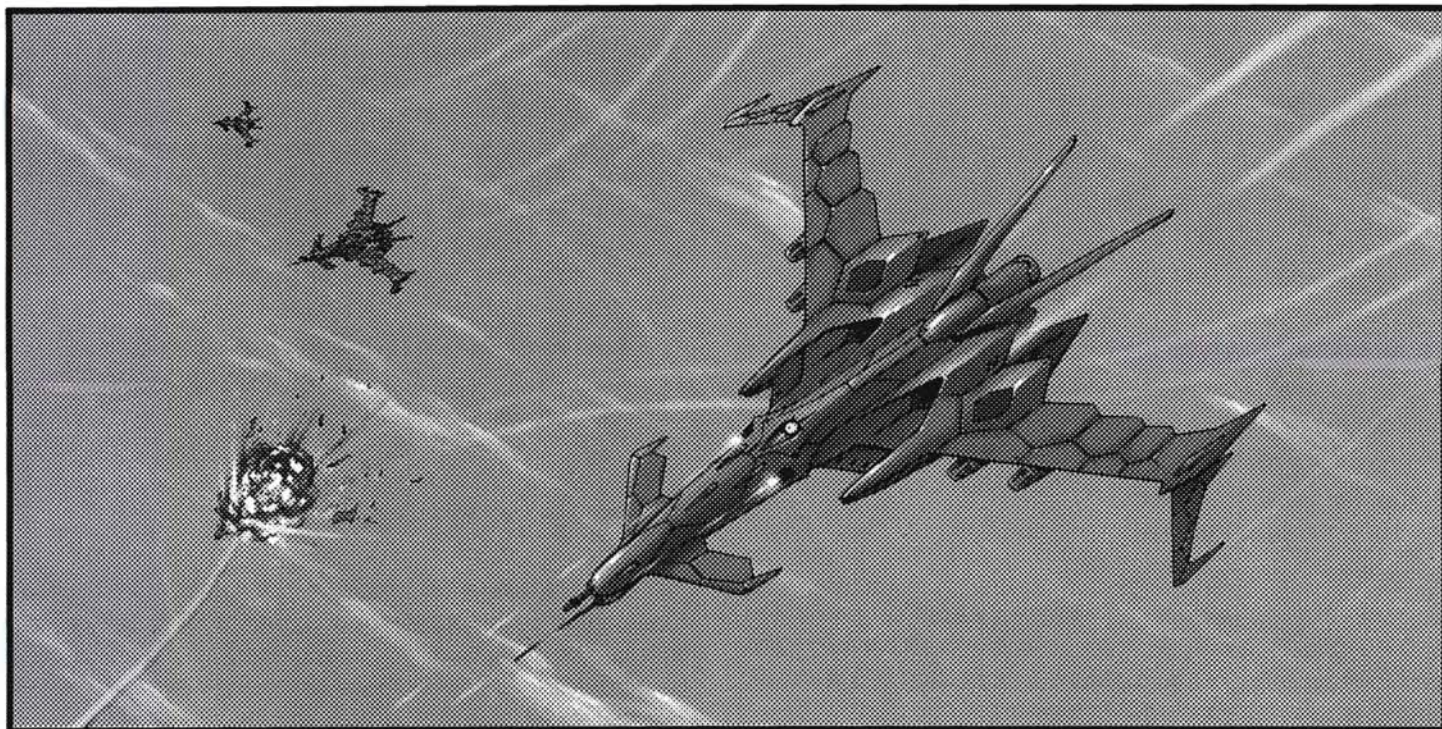
** Sensor Nose – 100

*** Main Body – 440

Note: If one main jet thruster is destroyed, the Sky Fighter becomes wobbly and reduce speed by half and combat bonuses -1. Destroying one wing will not cause the aircraft to crash, due to its hover design and VTOL capability, however, maximum speed is reduced to 300 mph (480 km), reduce maximum altitude to 10,000 feet (3048 m) and bonuses are reduced by half. Destroying both wings reduces speed to 15 mph (24 km) as it limps along the ground no higher than 20 feet (6.1 m), and no bonuses.

Speed:

Ground Speed: The Sky Fighter can skim as low as three feet (0.9 m) above the ground, water or treetops, and can go from a stationary hover to Mach 3 in seconds. Has retractable landing gear.



MAJESTIC

Digging and Swimming: Not possible.

Flying: Mach 3 (approx. 2010 mph/3216 km), but cruising speed is considered to be 500 mph (800 km).

Maximum Altitude: 60,000 feet (18,288 m).

Range Limitations: Can fly continuously for 120 hours without fear of overheating, but after 240 hours the robot must rest its engines for at least four hours.

Statistical Data:

Height: 8 feet (2.4 m) main body, 15 feet (4.6 m) from the belly to the tip of the tail.

Width: 36 foot (10.9 m) wingspan.

Length: 35 feet (10.9 m).

Weight: 6.8 tons.

Cargo: None, other than missile and rail gun payloads. Never used to haul cargo.

Power System: Standard.

Trade Value: None to humans.

Physical Strength: Not applicable.

Horror Factor: 13

Senses & Features: Standard.

Number of Attacks per Melee: Six.

Combat Bonuses (includes all bonuses): +5 on initiative, +6 to strike with ranged weapons (reduce bonus by half for rail gun bursts) and +6 to dodge.

Skills of Note: Standard plus Advanced Mathematics 98% and Astronomy & Navigation 95%.

Weapon Systems:

1. High-Powered Nose Laser (1): A powerful laser is built into the nose. The laser can rotate in a 45 degree angle in all directions.

Primary Purpose: Assault, Strafing and Dogfighting.

Mega-Damage: 5D6 M.D. per single laser blast.

Rate of Fire: Each blast counts as one melee attack/action.

Maximum Effective Range: 3000 feet (914 m).

Payload: Effectively unlimited.

2. Rapid-Fire Rail Guns (2): A pair of rail guns are recessed into the main body of the aircraft just before the "V" junction of the wings. Fixed forward, the guns can only fire in the direction the nose of the aircraft is pointing; ideal for strafing runs.

Primary Purpose: Assault, Dogfights and Strafing Runs.

Mega-Damage: A 15 round burst does 1D4x10 M.D. per gun, 2D4x10 M.D. when both rail guns are firing in tandem at the same target (counts as one melee attack).

Maximum Effective Range: 4,000 feet (1219 m).

Rate of Fire: Each single or simultaneous dual burst counts as one melee attack.

Payload: 200 bursts per gun; each has a 3000 round internal drum magazine. Reloading takes about 1D4+3 minutes for a pair of combat robots (requires a P.S. of 26 or higher), but only one minute for the Repair Wagon robot.

3. Wing Missile Launchers: Two medium-range missiles or ten mini-missiles can be mounted on each wing.

Primary Purpose: Assault, Anti-Aircraft/Anti-Flyer and Anti-Missile.

Missile Type: Any medium-range missile or mini-missiles can be used, typically those that inflict the most damage.

Mega-Damage: Varies with missile type.

Rate of Fire: One at a time or volleys of two, three or four.

Maximum Effective Range: 1-40 miles (1.6 to 64 km) depending on type.

Payload: Four medium-range missiles (two on each wing) or 20 mini-missiles (10 on each wing).

4. Hand to Hand Combat: Not applicable for this robot.

Slicer Robot

The insane Machine likes to have her robots mix it up with humans in physical confrontations. Apparently several of the N.E.X.U.S. personalities find the brutal clashes to be rewarding on some visceral level. The Slicer Robot is one such robot designed to terrorize, torment and murder humans. The Slicer Robot is equipped with a pair of extendable hydraulic arms that improve the robot's reach in hand to hand combat to 15 feet (4.6 m). Mounted on each forearm is an M.D. chain saw, and mounted on the back is a pair of tentacle-like flexible arms that end in M.D. scythes. The Slicer Robot usually engages in *physical fighting*, but also has a pair of short-ranged lasers at its disposal and may use any handheld weapons available to it. However, Slicer Robots are programmed to use ranged weapons as a last resort or when ordered to do so.

Watching this robot in action is like watching a metal berserker slamming into opponents, performing leap kicks and blasting away with its short-ranged lasers, usually to disarm an opponent or to stop a vehicle or War Mount. The Slicer Robot can literally chop opponents into pieces and is most dangerous in confined spaces and situations where hand to hand combat is required. In mass combat, Slicer Robots may be sent forth with Steel Troopers as part of the infantry, but are more often used to bring up the rear and deployed in small hunter-killer squads sent on seek and destroy missions, and surgical strikes (no pun intended).

Class: Close Combat Infantry Robot.

M.D.C. by Location:

- Hands (2) – 25 each
- Chainsaws (2) – 35 each
- Upper Arms (2) – 100 each
- Extendable Hydraulic Forearms (2) – 125 each
- Flexible Scythe Arms (2) – 110 each
- Legs (2) – 120 each
- * Short Ranged Lasers (2, in the eyes) – 10 each
- * Jump Jets (2; back) – 20 each
- ** Head/Sensor Array – 90
- *** Main Body – 240

Speed:

Running: 80 mph (128 km).

Leaping: 10 feet (3 m) high or 15 feet (4.6 m) across, increase by 50% with a running start. The Slicer Robots also have a pair of "jump jets" built into their back for jet assisted leaps that can rocket the robot 40 feet (12.2 m) high or 80 feet (24.4 m) across from a standing position. May use the jump jets to literally leap around on the battlefield like a jackrabbit. Actual flight is not possible.

Digging & Flying: Not possible.

Water Speed: Water travel is not possible, the robot sinks like a brick.

Statistical Data:

Height: 9 feet (2.7 m).

Width: 5 feet (1.5 m) at the shoulders.

Length: 3 feet (0.9 m).

Weight: 1500 lbs (675 kg).

Cargo: None.

Power System: Standard.

Trade Value: None, except, perhaps, to a Technojacker.

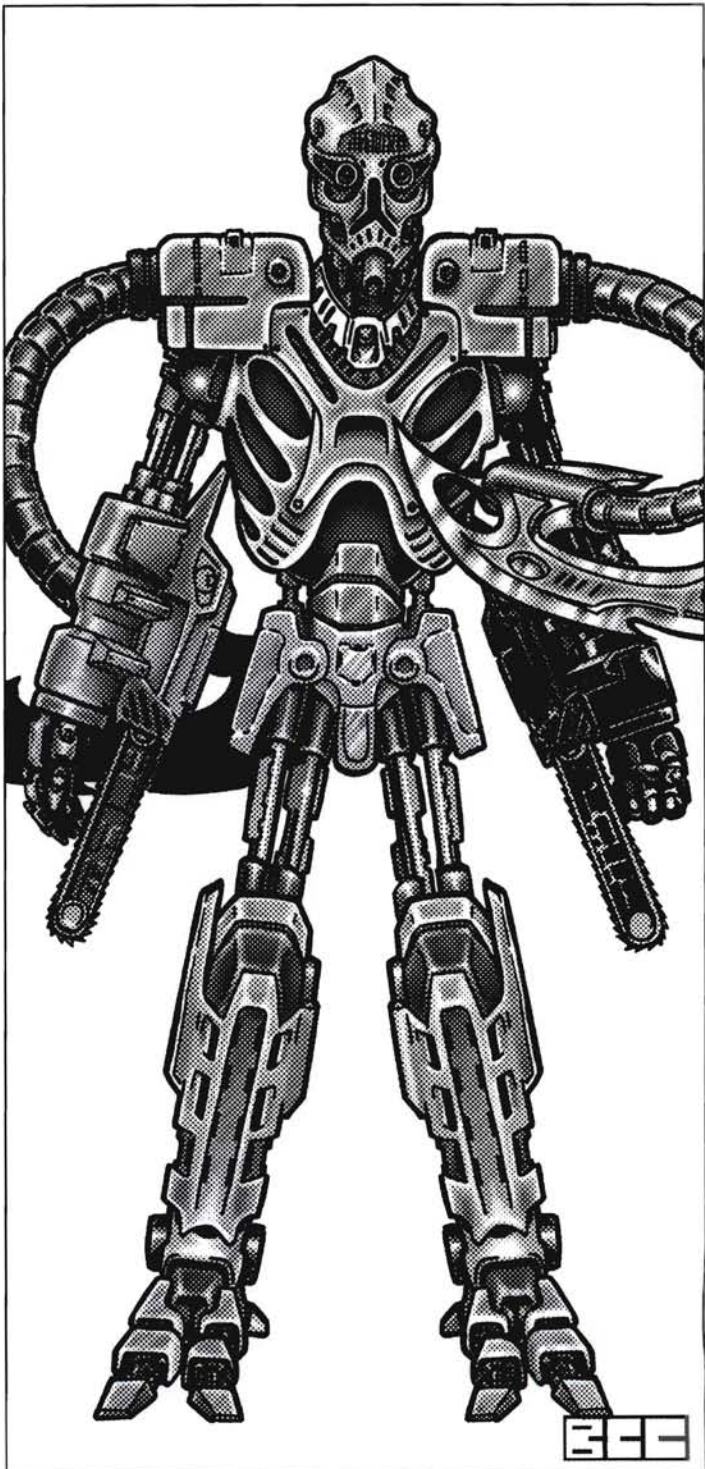
Physical Strength: Robot P.S. of 30.

Horror Factor: 13

Senses & Features: Standard.

Number of Attacks per Melee: Seven.

Combat Bonuses (includes all bonuses): +4 on initiative, +2 to strike with ranged weapons, +7 to strike in hand to hand combat, +5 to parry, +4 to dodge, +3 to pull punch, +5 to disarm and +1 to roll with punch, fall or impact.



Skills of Note: Standard.

Weapon Systems:

1. Extendable Hydraulic Arms & Chainsaws (2): The forearms can be extend via a hydraulic system, extending the reach by ten feet (3 m) for a total reach of 15 feet (4.6 m). This gives the Slicer a lethal edge in hand to hand combat over most flesh and blood opponents. Many a Resistance Fighter about to leap over a high fence or from a rooftop has been surprised by the whine of hydraulics and the feel of a large mechanical hand grabbing him by his foot or arm. The extendable hands/arms also enable the Slicer Robot to reach into narrow places like storm drains, ventilator shafts, tunnels, cavities, holes, into crates and under rocks.

Mounted on each forearm is also an M.D. chainsaw that can cut through doors, locks, barricades and inflict grievous damage to armor, let alone flesh and bone.

Primary Purpose: Close Combat and Assault.

Mega-Damage: See hand to hand combat below.

Number of Attacks: Each punch or chainsaw strike counts as one melee attack/action.

Maximum Effective Range: 15 feet (4.6 m).

Payload: Not applicable.

2. Flexible Arms with Scythes (2): Two tentacle-like flexible arms protrude from shoulder housings to give the Slicer greater maneuverability (they can bend forward, backward and in any direction) and help earn it the name, "Slicer." Capable of reaching up to 10 feet (3 m) past its humanoid arms.

Primary Purpose: Close Combat, Assault and Torture.

Mega-Damage: See Hand to Hand combat below.

Number of Attacks: Each scythe strike counts as one melee attack/action.

Maximum Effective Range: 10 feet (3 m).

Payload: Not applicable.

Bonus: +3 to strike and +2 to parry.

3. Short-Range Lasers (2, in the eyes): Each eye conceals a single short-ranged laser that can be fired one at a time or used in tandem.

Primary Purpose: Assault and Defense.

Mega-Damage: 1D6 M.D. from a single laser, 2D6 M.D. from a twin simultaneous blast.

Rate of Fire: Each single or twin blast at the same target counts as one melee attack.

Maximum Effective Range: 1000 feet (305 m).

Payload: Effectively unlimited.

4. Handheld Weapons: Slicer Robots get one robot Mega-Damage handgun and one rifle of choice, but they are secondary weapons used as a last resort. *Robot Weapons* are described on page 62.

5. Hand to Hand Combat: Slicer Robots prefer hand to hand combat but may also use their lasers or handheld weapons in combat.

Restrained Punch: 1D4 M.D.

Full Strength Punch: 2D6 M.D.

Power Punch: 4D6 M.D., but counts as two attacks.

Forearm Chainsaw: 5D6 M.D.

Flexible Arm Scythes: 4D6 M.D.

Kick: 2D4 M.D.

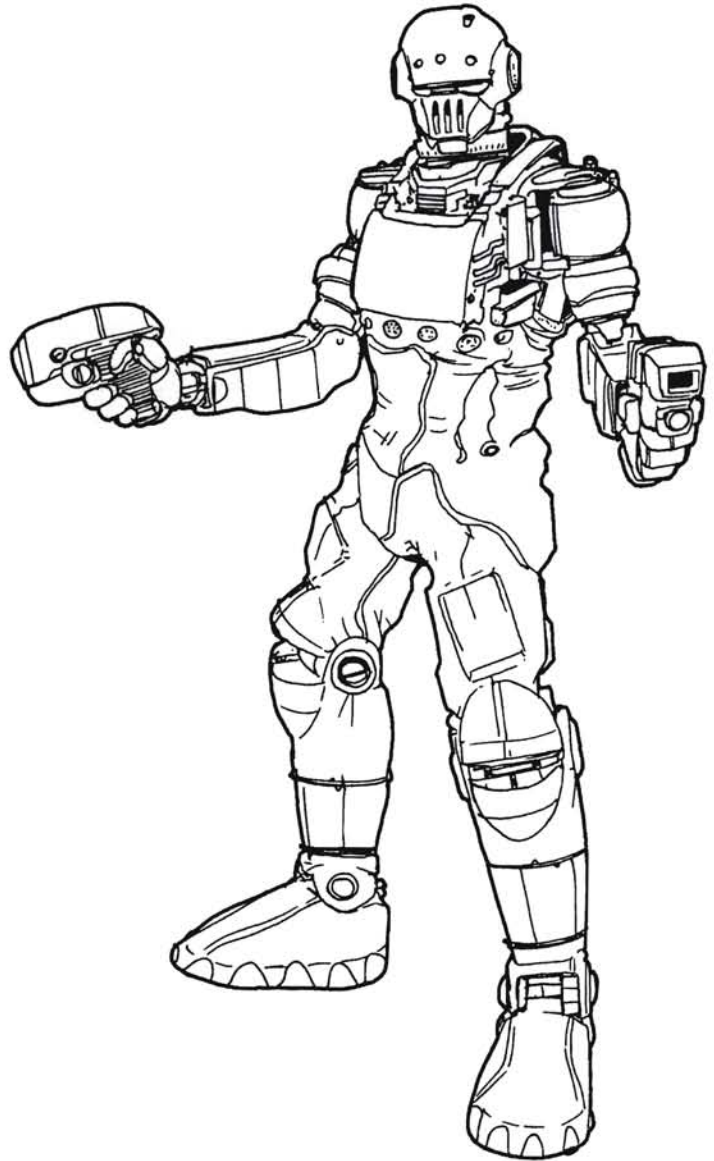
Leap Kick: 3D6 M.D., but counts as two attacks.

Stomp: 1D4 M.D.

Head Butt: 1D4 M.D.

Body Flip/Throw: 1D6 M.D. plus the victim loses one melee attack/action.

Body Block/Ram: 3D6 M.D. and has a 01-50% chance of knocking an opponent as large as 12 feet (3.6 m) off his feet.



Steel Trooper

The Steel Trooper is the most human-looking of all the robots, and uses the utility of the human form to its utmost. Although humanoid in general appearance, the Steel Trooper stands eight feet (2.4 m) tall and is made of metal and armor plating. Their human size means the robot can enter buildings, walk down hallways, travel through openings designed for humans, as well as use equipment and supplies originally designed for human users. This flexibility and their vast numbers means that it is the Steel Troopers that are the most commonly encoun-

tered of all the robots. However, these robots' deliberate human appearance is meant to mock the human survivors as much as anything else. Unlike other robots, the Steel Troopers don't have any built-in weapon systems, but are assigned an M.D. handgun and rifle. Additionally, their hands and fingers are small enough to use most human weapons and tools, and may collect a number of weapons in the field, much like the Necroborgs, to use against the enemy, including their own. Steel Troopers were once manufactured in the billions and are the mainstay of the Machine's robot military infantry and work force. They are found everywhere, assisting with robot repairs, working in the industrial centers, hauling cargo, constructing buildings, performing maintenance, collecting salvage, exploring and charting ruins and wilderness, among other chores, but are first and foremost, the Machine's main front-line infantry. As the prime military unit, Steel Troopers participate in every major military campaign, siege and mass troop operation (representing 50-65% of the overall force). They are also frequently encountered in small squads (1D4+4, often accompanied by 1D6 other hunter-killer type robots and/or drones) on patrols, reconnaissance, salvage operations or human extermination missions. As a result, it is the image of the Steel Trooper, more than any other robot design, that represents the tyranny, oppression and domination of the Machine over humanity.

Class: Prime Infantry Combat Robot.

M.D.C. by Location:

- * Hands (2) – 30 each
- Arms (2) – 85 each
- Legs (2) – 120 each
- ** Head/Sensor Array – 115
- *** Main Body – 270

Speed:

Running: 90 mph (144 km), but 30-40 mph (48 to 64 km) is cruising speed.

Leaping: 16 feet (4.9 m) high or 24 feet (7.3 m) across from a standing position, increase by 50% with a running start.

Digging & Flying: Not possible.

Water Travel: Not possible, sinks like a rock.

Statistical Data:

Height: 8 feet (2.4 m).

Width: 4 feet (1.2 m) at the shoulders.

Length: 2 feet (0.6 m).

Weight: 1200 lbs (540 kg)

Cargo: None.

Power System: Standard.

Trade Value: None, except, perhaps, to a Technojacker.

Physical Strength: Robot P.S. of 38.

Horror Factor: 10

Senses & Features: Standard.

Number of Attacks per Melee: Six.

Combat Bonuses (includes all bonuses): +3 on initiative, +5 to strike with ranged handheld weapons, +4 to strike in hand to hand combat, +3 to parry and dodge, +4 to disarm, +4 to pull punch, and +3 to roll with punch, fall or impact.

Skills of Note: Standard, but +10% to the Climb and Surveil-

lance skills, and get the skills Prowl 45%, Recognize Weapon Quality 80%, Demolitions 85%, Disguise 50% and Wardrobe & Grooming 60% (for the purpose of disguise). **Note:** Steel Troopers on patrol, reconnaissance, missions of sabotage and ambush, and sabotage operations will dress in human clothing or armor to conceal their true robot nature, at least adequately enough to fool humans from a distance and trick casual observers not paying close attention.

Weapon Systems:

1. **Handheld Weapons:** Steel Troopers automatically get one Mega-Damage robot handgun, one rifle of choice, and one heavy weapon (rail gun, mini-gun or plasma cannon) as their primary weapons, plus 1D4+2 Heavy E-Clips for each. In the case of projectiles, the robot gets one extra ammo drum. Additional weapons, E-Clips and ammunition (and other gear) are routinely collected from fallen robots and the slain enemy. Steel Troopers also collect weapons and ammo and give them to drones, particularly Necrobots and Necroborgs. **Note:** All drones and the lesser robots (Cable Snakes, Hunter-Searcher Probes, Skitter Pods, Popper Mines and even Slicer Robots) will obey Steel Troopers as if they were a commanding officer.

Robot Weapons are described on page 62.

2. **Hand to Hand Combat:** Rather than use long-range weapons, the robot can engage in hand to hand combat using its fists, feet and/or body block/rams.

Restrained Punch: 1D4 M.D.

Full Strength Punch: 2D6 M.D.

Power Punch: 4D6 M.D., but counts as two attacks.

Kick: 4D8 M.D.

Leap Kick: 6D8 M.D., but counts as two attacks.

Stomp: Not possible.

Head Butt: 1D6 M.D.

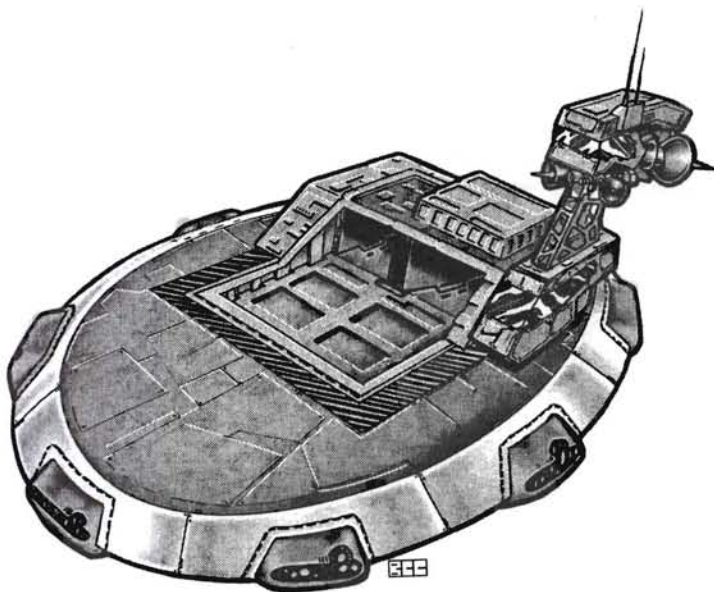
Body Flip/Throw: 1D6 M.D. plus victim loses initiative and one melee attack/action.

Running Body Block/Ram: 3D6 M.D., effective against opponents up to 12 feet (3.6 m) tall and has a 01-45% chance of knocking an opponent off his feet. Counts as two attacks.

Transport Platform

The Transport Platform is a low altitude hover robot that functions largely as an automated transport vehicle. It can be used as a troop transport for other robots, supply and cargo barge, drop off Popper Mines at strategic locations, or function as a *mobile combat platform*, usually for Steel Troopers, Slicer Robots and/or Necrobots and Necroborgs (using it to fly over enemy troops and positions while they fire from the platform).

The Transport Platform resembles a flying saucer, especially from the ground looking up and at a distance. It has a large cargo bay on top near the rear for delicate cargo and special needs. There is plenty of room for all manner of cargo and supplies to be loaded onto the platform itself, as well as room for other cargo to be strapped or secured to the sides of the Transport Platform. In cases of extreme need, an additional cargo platform can be cabled to the Transport and suspended under-



neath it in much the same way as a helicopter transports cargo. The Transport Platform has no arms or other limbs to load the platform, so all loading and unloading must be done by other robots, typically Steel Troopers and Repair Wagons (which has a pair of large arms and a pair of cranes).

For defense, 3-12 robots (typically Steel Troopers, but can be almost any) ride along on the platform, but important cargo may see that three or four Flying Strike Ships or a pair of Sky Fighters escort the transport. (The latter may hang out of sight 20,000-40,000 feet/6096 to 12,192 m above the transport where they can't be seen, but are able to rocket to its side in 1D4 melee rounds should it fall under attack. Using a cargo laden Transport Platform that *seems* lightly protected is one common trick in luring Splicers out to attack it.) Like the Repair Wagon, the Transport Platform ignores humans unless it or its cargo is attacked, or when a robot pilot (or the Machine) tells it to attack by ramming or crashing into a target.

Class: Cargo Hauler Robot.

M.D.C. by Location:

Large Cargo Bay – 200

* Mini-Sensor with Spotlight (8, scattered around robot) – 20 each

** Main Sensor Tower – 155

*** Main Body – 500

Force Field (protects only the top of the cargo deck, bay and platform) – 800

Speed:

Ground Speed: Can skim above the ground or treetops at full speed or hover stationary; Vertical Take-Off & Landing (VTOL) capable. Has retractable landing gear.

Water Speed: Cannot travel on or in water, but can hover over it.

Flying: 110 mph (176 km), but cruising speed is 40-60 mph (64 to 96 km).

Maximum Altitude: Limited to 300 feet (91.5 m).

Range Limitations: None, can fly indefinitely.

Statistical Data:

Height: 30 feet (9.1 m).

Width: 50 feet (15.2 m).

Length: 50 feet (15.2 m).

Weight: 20 tons.

Cargo: Can carry 80 tons and pull another 40. There is a large cargo bay in the rear portion of the platform.

Power System: Fusion power cell; average internal energy supply is good for fifteen (15) years.

Trade Value: None, it is beyond the Technojacker's ability to control for more than a few minutes.

Physical Strength: Not applicable.

Horror Factor: 7

Senses & Features: Standard.

Number of Attacks per Melee: Three actions/attacks.

Combat Bonuses (includes all bonuses): +2 on initiative and +4 to dodge.

Skills of Note: Standard.

Weapon Systems: None.

Flying Body Block/Ram at 60 mph (96 km) or less: 3D6 M.D. and has a 01-65% chance of knocking an opponent (up to 18 feet/5.5 m tall) off his feet.

Full Speed Flying Body Block/Ram (110 mph/176 km): 1D6x10 M.D. and has a 01-85% chance of knocking an opponent (up to 25 feet/7.6 m tall) off his feet, but this kamikaze attack counts as three melee attacks and inflicts 6D6 M.D. to the Transport Platform as well.

Mini-Transport Platform

Essentially the identical twin to the *Transport Platform* above, only everything (except Speed, Altitude, Number of Attacks, Combat Bonuses and Skills) are *half*. Half the size, half the M.D.C., half the cargo capacity, etc. Used for light cargo and troop transport.

Robot Weapons

Any of the following weapons can be assigned to the Steel Troopers, Slicer Robots, Flying Strike Ships, Necrobots, Necroborgs, and Androids who play the role of police or military personnel. Most were originally developed by humans for humans. A few are the creation of the Machine. **Note:** The only humans who can use these weapons are *Technojackers*, who are immune to the Nanobot Plague.

Also note that all energy weapons can be jacked into the robot's power supply with a special conduit cable for unlimited firepower. The cable has 15 M.D.C. but can only be shot or struck when an attacker is deliberately trying to hit and damage it; requires a Called Shot with a penalty of -4 to strike.

Handguns have 35 M.D.C. – Rifles have 80 M.D.C. – Rail Guns and other large weapons have 100 M.D.C., but are only damaged when an attacker is specifically targeting the weapon for the purpose of destroying it (rather than disarming an opponent).

Note: Old S.D.C. handguns, rifles and weapons may also be used, as needed or desired. For a selection of hundreds of modern day weapons, see the Palladium sourcebook: **Compendium of Contemporary Weapons™**, available in stores everywhere.

Robot Ion Pistol

A metal and ceramic ion blaster is the standard sidearm for many of the robots, like the Steel Troopers.

Weight: 3 lbs (1.4 kg).

Mega-Damage: 4D6 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack/action.

Maximum Effective Range: 500 feet (152 m).

Payload: 20 shots per standard E-Clip or 72 blasts from a Heavy E-Clip. Unlimited when linked via a power cable connected directly to the robot's power supply.

Trade Value: None, except to Technojackers who can use such weapons.

Robot Laser Pistol

This laser pistol is almost as common as the ion pistol above.

Weight: 2 lbs (0.9 kg).

Mega-Damage: 2D6 M.D. per blast.

Rate of Fire: Each blast counts as one melee attack/action.

Maximum Effective Range: 500 feet (152 m).

Payload: 40 shots per standard E-Clip or 96 blasts from a Heavy E-Clip. Unlimited when linked via a power cable connected directly to the robot's power supply.

Trade Value: None, except to Technojackers who can use it.

Robot Pulse-Laser Assault Rifle

One of the standard robot weapons is the pulse-laser rifle, used by the Steel Troopers and the Slicer Robots. A high-powered, long-range assault weapon with a heavy energy clip. The standard pulse-laser rifle can fire pulse bursts or single shots.

Weight: 12 lbs (5.4 kg).

Mega-Damage: 2D6 M.D. per single shot (suitable for sniping), or 6D6 M.D. per triple-pulse burst (three nearly simultaneous energy bolts).

Rate of Fire: Each single shot or burst counts as one melee attack/action.

Maximum Effective Range: 3000 feet (914 m).

Payload: 96 single shots or 32 three-shot bursts with *two* Heavy E-Clips; unlimited when linked directly to the robot via a power cable.

Trade Cost: None, except to a Technojacker who can use it.

Robot Laser & Grenade Assault Rifle

A standard robot weapon that is a medium laser rifle and grenade launcher. Used by the Steel Troopers, Slicer Robots, other robots and drones. A high-powered, long-range assault weapon with a heavy energy clip.

Weight: 14 lbs (6.3 kg) for the rifle, plus 10 lbs (4.5 kg) for a 30

grenade ammo drum and 16 lbs (7.2 kg) for a 50 round drum.

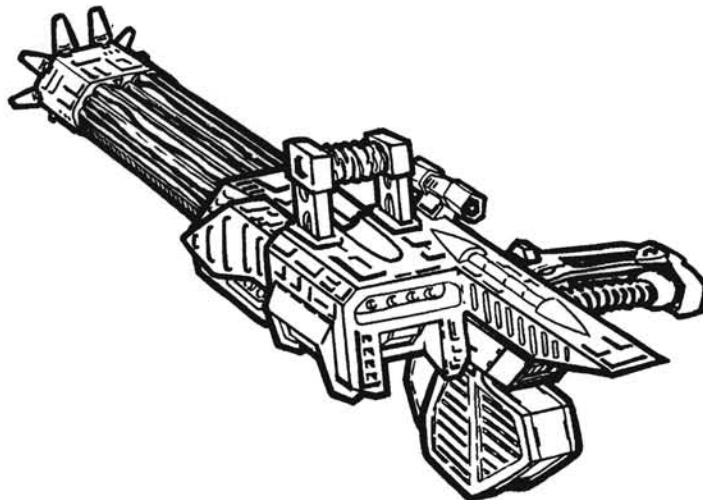
Mega-Damage: 3D6 M.D. laser blast or 1D4x10 M.D. per grenade with a blast area of 20 feet (6.1 m).

Rate of Fire: Each laser blast or grenade fired counts as one melee attack.

Maximum Effective Range: Laser: 3000 feet (914 m). Grenade: 1200 feet (366 m).

Payload: 78 laser blasts per Heavy E-Clip and a 30 or 50 round ammo drum for the grenades. Reloading the grenades by hand costs one melee attack/action per grenade loaded.

Trade Cost: None, except to a Technojacker who can use it.



Robot Grenade Mini-Gun

This is a bulky weapon that resembles a mini-gun with five rotating barrels. To carry and fire the weapon the user must have a Robot P.S. of 23 or higher.

Weight: 40 lbs (18 kg), plus an additional 16 lbs (7.2 kg) for a 50 round drum magazine or 40 lbs (18 kg) for a 100 round belt.

Mega-Damage: A single fragmentary grenade inflicts 1D4x10 M.D. with a blast area of 20 feet (6.1 m). Two grenades do 2D4x10 M.D., three grenades 3D4x10 M.D., four grenades 4D4x10 M.D., and five do 5D4x10 M.D., but each additional rapid-fire grenade after the second only increases the blast radius by 10% (30% total).

Rate of Fire: Single aimed shot counts as one melee attack. A rapid-fire volley of 2, 3, 4 or 5 grenades (all hitting within one second after being fired) counts as two melee attacks.

Maximum Effective Range: 1800 feet (548.6 m).

Payload: 50 round magazine or 100 round disintegrating belt.

Trade Value: None, except to a Technojacker who can use such a weapon (and to drones and robots who scavenge weapons, but they don't trade, they take what they want from the battlefield or the hands of the Technojacker they just slew).

Light Robot Rail Gun

This all-purpose weapon may be used by Steel Troopers, Necrobots, Necroborgs and those with a Robot P.S. of 21 or greater (those with an inferior P.S. are -3 to strike with this weapon).

Weight: Gun: 45 lbs (20.25 kg), short clip: 10 lbs (4.5 kg), light ammo-drum: 30 lbs (13 kg), or a heavy ammo-drum: 100 lbs (45 kg). Ammo-drums are hooked to the back of robots. Bots are typically given the light or heavy ammo-drum.

Mega-Damage: 20 round burst inflicts 6D6 M.D.; a single round does 1D6 M.D.

Rate of Fire: Each burst counts as one melee attack, only hits one target and the bonus to strike with a gun is reduced by half.

Maximum Effective Range: 4000 feet (1219 m).

Payload: The light rail gun can use a short clip with 200 rounds (10 bursts), light ammo-drum with 600 rounds (30 bursts), or a heavy belt feed drum containing 2000 rounds (100 bursts). Reloading a drum will take about 1D4+4 melee rounds, three minutes for a Technojacker, but only 1D4 melee rounds for a Repair Wagon. A combined Robot P.S. of 20 or higher is required to handle the drum.

Trade Cost: None, except to a Technojacker.

Robot Plasma Cannon

An M.D.C. metal and ceramic robot infantry weapon given to the Steel Troopers to inflict devastating damage on the enemy. It uses a Heavy Energy Clip or can be connected directly to the robot's power supply.

Weight: 25 lbs (11.3 kg)

Mega-Damage: 2D4x10 M.D. per blast.

Rate of Fire: Equal to the number of hand to hand attacks.

Maximum Effective Range: 4000 feet (1219 m).

Payload: 16 shots per Heavy E-Clip; unlimited when linked directly to the robot; 60% of the robots given this weapon have it cabled directly to them.

Trade Value: None, except to a Technojacker who can use such weapons.

Typical Robot Patrols

Tactical Deployment: It is interesting to note that the Machine uses squads and formations based on the old Congressional Military, because N.E.X.U.S. was built to incorporate and manage the military computers of the day. The Machine even assigns ranks to its various robots, so that they can coordinate amongst themselves when not controlled by one of the Machine's personalities. The specific types of squads will vary depending on the type of mission and the available robots.

A Typical Drone Squad: Consists of 4-15 troops. Usually 1D4 Necroborgs, 1D6+1 Necrobots and 1D4 Steel Troopers (typically the squad leaders).

A Typical Robot Squad: Consists of 8-17 robots. Usually 2-6 Steel Troopers, 2 Slicer Robots, 1-2 Flying Strike Ships or two Hunter-Searcher Probes, and 1-4 Skitter Pods or Cable Snakes or drones, plus it *may* include one support robot such as a Battle Track or Assault Slayer or one Transport Platform. **Note:** Only 45% of the robot squads have a support robot as part of it.

A Light Recon Squad: Consist of 4-7 robots. Usually one Flying Strike Ship, 1-2 Hunter-Searcher Probes, 1-2 Steel Troopers and 1-2 Cable Snakes or Necroborgs.

A Typical Recon Squad: Consists of 5-13 robots. Usually 2-4 Steel Troopers, one Flying Strike Ship, 1-4 Hunter-Searcher Probes, and 1-4 Cable Snakes or drones. **Note:** Only 40% of the robot squads have a support robot as part of it.

A Typical Extermination Squad: Consists of 7-13 robots. Usually two Steel Troopers, two Slicer Robots or Necroborgs, 1-4 Hunter-Searcher Probes or Necrobots, 2-4 Cable Snakes or drones. **Note:** Only 40% of the robot squads have a support robot as part of it.

A Typical Light Seek and Destroy Squad: Consists of 7-10 troops. Usually 2-4 Steel Troopers, two Hunter-Searcher Probes, two Slicer Robots or Sewer Prowlers, and 1-2 Necrobots or Necroborgs.

A Typical Heavy Seek and Destroy Squad: Consists of 8-13 troops. Usually 2-4 Steel Troopers, one Hunter-Searcher Probe, two Flying Strike Ships, 2-4 Necrobots or Necroborgs, and one or two Assault Slayers or one Sky Fighter (called in for first strike after the enemy has been spotted and/or for troop support).

A Typical Sabotage or Infiltration Team: Consists of 2-4 Steel Troopers, 2-4 Androids, 2-4 Cable Snakes or Sewer Prowlers, and one Hunter-Searcher Probe.

All Drone Platoon: Consists of 40-60 troops. Sixty percent are Necrobots, 30% Necroborgs, and 10% Labor Drones or Nex-Androids.

A Typical Mixed Drone Platoon: Consists of 40-60 troops. Half are Necrobots, 30% Necroborgs, 10% Steel Troopers and 10% exterminator robots like Cable Snakes, Skitter Pods, Slicer Robots, and Sewer Prowlers. May also have one Assault Slayer or one Flying Strike Ship.

All Robot Platoon: Consists of 40-60 troops all of whom are the same *one* type of robot, plus 2-4 Flying Strike Ships, one Repair Wagon, and one Assault Slayer or one Battle Track.

All Air Wing (Platoon): Consists of 40-60 Sky Fighters!

Mixed Air-Support Platoon: Consists of 40-60 robots. Half are Flying Strike Ships, 30% Sky Fighters, 10% Hunter-Searcher Probes, 7% Transport Platforms and 3% Repair Wagons.

A Typical Mixed Robot Platoon: Consists of 40-60 troops. Half are Steel Troopers, 10% Slicer Robots, 20% drones, 10% Flying Strike Ships, plus 2-4 Assault Slayers, 1-2 Battle Tracks, 2-4 Repair Wagons and 2-8 other combat robots like Cable Snakes, Skitter Pods, Probes, etc.

Extermination or Siege Platoon (expendable): 40-60 troops, half are Ratbombs (sent to pour into human strongholds), 30% Cable Snakes, and 20% Popper Mines.

Extermination or Siege Platoon (assault; semi-expendable): 40-60 troops, half Cable Snakes, 20% Skitter Pods or Necrobots, 20% Hunter-Searcher Probes or Necroborgs, and 10% Slicer Robots or Sewer Prowlers, plus two Flying Strike Ships or one Assault Slayer or Battle Track.

A Typical Robot Company: Composed of 4-6 platoons (160 to 360 troops), at least one of which will be an armored platoon (entirely Assault Slayers or Battle Tracks) and one

air-reconnaissance platoon (50% Flying Strike Ships and 50% Hunter-Searcher Probes or Transport Platforms), *plus* one Sentry Tower and a squad of Sky Fighters.

A Typical Robot Battalion: Composed of 3-6 full Companies (1080 to 2160 troops), plus 3-4 Sentry Towers and 2-4 Land Dominators.

A Typical Robot Division: Composed of 2-4 full Battalions (4320 to 8640 troops), plus 6-8 Sentry Towers and 4-8 Land Dominators.

A Typical Robot Army: Composed of 2-4 full Divisions (17,280 to 34,560 troops), plus 10-20 Sentry Towers and 10-16 Land Dominators.

The Human Resistance

Understanding our organization

The Human Resistance started, as all resistance fronts must, as a small collection of freedom fighters banding together to fight oppression, or in this case, *extermination*. The first leaders of the Resistance realized that if everyone stood together as a single army, the Machine could use its superior technology, firepower and robot legions to crush them outright. Thus, the leaders decided that the Resistance must be formed into a group of interconnected cells, each independent, but able to draw upon the forces and strength of the whole to conduct operations small and large. Each cell would be responsible for recruiting more men and equipment wherever it could and supporting the Resistance as a whole when needed. The cells would also have to carve out their own havens underground to have a safe base of operations against the Machine. Operating as both an independent rebel cell as well as a part of a larger whole, each cell established its own form of chain of command and training regime. Actually, in the early days of the resistance, the cells had very little in common with each other.

That all changed with the development of human Bio-Technology. Considering the individualistic nature of the Bio-Tech, one would think that it would make each cell of the Resistance even more diverse, but it had just the opposite effect. As the first Gene-Pools were given to the various cells to work from, the original Engineers had only a few Bio-Weapon designs to draw upon. This created uniformity among the troops (fighter O.C.C.s) and a similar range of abilities, resources and tactics – with the *Dreadguard* being one of those original defenders of humanity. This laid down a pattern of conduct and command structure that followed the code of the Dreadguard, and had the effect of placing the Dreadguard firmly at the top of the social and military rank evolving within the Resistance. The Warlords would be born from this militaristic society in the years that followed.

When the Warlords did appear, many turned their Resistance cells into their own personal kingdoms. This was the birth of the

Great Houses, driven by greed, a desire to lead and a hunger for revenge on the Machine. However, the Warlords who lost sight of the needs of their people or who became too extreme, soon discovered their personal kingdoms were fleeting, as new Dreadguard would rise to power and challenge the Warlord to



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single combat for the right to rule. This is how the seats of authority within the Human Resistance were originally formed and how they pass from hand to hand even to this day. This system has actually worked out well, for it keeps fresh blood in charge of each of the Great Houses, and insures the men (and women) who rise to the position of Warlord have a burning desire to crush the Machine and free humanity. This system of leadership also limits clashes between the Great Houses. Only during "blood feuds" do the Great Houses go to war upon one another, and although man's tendency to war upon his fellow man has not been banished entirely, the establishment of the Great Houses and the Dreadguard (dedicated to fighting the Machine) has kept internal conflict to a minimum.

The Great House of the Barren Marsh

The Barren Marsh is one of the most notable of the Great Houses. Established 142 years ago, the Barren Marsh is the only Great House to currently control a portion of the planet's *surface*. The Warlord in charge is David Anhorn, a Dreadguard who climbed through the ranks using cunning tactics against the Machine. The name of the Great House was changed from House Silverthorn, to the House of the Barren Marsh just 28 years ago, when David Anhorn led his top Dreadguard and Resistance against the local Computer Core. Using split-second timing and strategies and tactics that exploited an unexpected weakness of the Machine in that area, Anhorn and his troops destroyed the Computer Core and drove out the robots. The calculated use of firepower, war mounts and host armor, as well as the bravery of his Roughnecks division played a critical role in his success. Pivotal in the destruction of the core was *Ralph "the Red" Bellamy* and his *Bad Company*, who were able to sneak their way through the robots' front-lines and blow the Computer Core to high heaven. Once the Core was destroyed, all the robots in the area just ceased to function and were systematically destroyed by the Warlord's troops, liberating the Barren Marsh. This has led to a population boom in the region, as refugees from the Retro-Villages and smaller Great Houses turn to the Barren Marsh as a sanctuary. If things continue as they are, the House of the Barren Marsh may become the "new" human power on the planet.

Population Breakdown:

250,000 total people, the largest single population of any Great House.

8% Archangels

2% Biotics

12% Dreadguard (one of whom is the Warlord)

— Engineers (18 total)

— Librarians (3 total)

8% Outriders

2% Packmasters

20% Roughnecks

4% Saints

1% Scarecrows

2% Skinjobs

1% Technojackers

30% Non-Combatants

10% Other O.C.C.s

Geography

Like all Great Houses, the majority of the territory controlled by the House is actually underground (about an area equal to a

small Midwestern U.S. town). The subterranean community was created by linking a series of natural caves and a vast salt mine together. The haven was then expanded upon by generations of Resistance fighters into its current configuration. The underground haven also boasts not one but three of the new Bio-Tech Seedlings (more Seedlings than any other Great House). Which is an impressive feat when one considers that the Seedling organism is not even a Barren Marsh design, it was stolen from another Great House in a daring raid by Ralph and Bad Company. The majority of the Great House's population still lives underground, about 235,000 people in total. Life in the Barren Marsh underground is good, with a high level of security, prosperity and happiness.

The surface area controlled by the House covers roughly a hundred mile (160 km) radius of the surface and includes at least three known Retro-Villages, but for the most part, it is a giant, stinking marshland devoid of human life. Only 15,000 warriors of the House of the Barren Marsh actually live on the surface and they regularly battle robots that come to investigate or reclaim that part of the world for the Machine. The key factor that assists the Resistance, beyond the lack of a computer core, is that the marsh waters are highly caustic to the robots and any metal vehicles, weapons and constructs, inflicting serious damage to any that brave the marshes.

Government

The Barren Marsh, like all of the Great Houses, is officially a dictatorship, but in the Resistance cells, the title of Warlord (or even dictator) does not have a negative connotation. It is a badge of office, much like "General" or "President" was in 21st Century America. The Warlord is the Chief Executive and Commander of the Armed Forces of his House. He makes decrees regarding all military operations, laws governing his Great House, major public works, holidays, and taxes. He is *advised* by a Senate made up of the wealthiest and most important of the Dreadguard. New Senate members are elected by the vote of the existing members; there are no democratic elections whatsoever. The Warlord is chosen by single combat between members of the Senate, although once the Warlord has been chosen he cannot be dismissed, except by a challenge from one of the Dreadguard of the Senate.

The current Warlord of the Barren Marsh is *David Anhorn* (12th level Dreadguard). Though a typical Dreadguard, he is a self-professed scholar, who is often found with his nose pressed in an old book. Warlord Anhorn has ruled the Barren Marsh for the last 60 years, and while many say he is far too old to continue to rule, no one has challenged him. When *his time* comes, the Dreadguard most likely to depose him is Ralph "the Red" Bellamy, but Ralph feels great loyalty to Warlord Anhorn and refuses to challenge his rule. A master of politics, Warlord Anhorn has managed to keep the peace and prosperity within his House, despite the menacing presence of the Machine and the robot legions it sporadically throws at the Barren Marsh. The Warlord is an accomplished linguist who speaks and reads over a dozen languages fluently.

Besides the Warlord and Senate, other public offices include the *Sheriff*, in charge of enforcing the law, dealing with crime, fire-fighting, disease control, and public safety. The *Administrator* manages most of the other day to day affairs of the Great

House, including food distribution, sanitation, communications, and similar needs of a city. Taxes are collected by the *Treasurer*, a member of the Senate appointed to this special post. Taxation is relatively light, just a 5% income tax, which goes to supplement the Resistance war fund, which in turn is used to equip the Resistance fighters. In addition to paying taxes, all able-bodied citizens between the ages of 15 and 55 must spend at least five years in the Resistance, but most (70%) spend three to six times that time fighting the Machine. The usual array of functionaries that seem to be part of all human societies help to serve and maintain the community.

The laws of the land are loosely based on the "code" of the Dreadguard. Judges are appointed by the Senate (i.e., the Dreadguard), and serve for ten years before coming up for review and possible reappointment. Trial by jury exists, though trials tend to be short and to the point, and the rules of evidence are a lot more relaxed than our own Earth culture; very few criminal cases are thrown out on technicalities, for example. Penalties are also harsher: Death for such crimes as murder, rape and kidnaping, restitution and Biotic conversion for robbery, and confiscation and expulsion from the Great House (minus any valuables) for using M.D. weapons inside the underground haven. This rule, of course, does not apply to situations where one or more Resistance fighters are defending the underground haven from spies, intruders or enemy incursion.

Splicer Society

Although an outsider from another world might see the Splicers' government as tyrannical and nothing short of a military regime, few Great Houses have ever been particularly repressive or evil. In fact, the leadership provides the citizens of the Great Houses with considerable civil liberties and self-expression, especially considering the living conditions in which the Splicers endure. Those who have money and good paying jobs (normally in the Resistance) may also enjoy a certain amount of prestige within Splicer society and have a great deal of the luxuries and creature comforts. Likewise, the living conditions, though repressive thanks to the constant threat from the Machine, are excellent, the underground havens are usually clean, orderly, and well organized, providing electricity, running water and most of the amenities one would expect in a city. The population is predominantly peaceful, law abiding, dedicated to the cause of human liberation, and, all things considered, happy and prosperous.

The poor, unskilled and those who refuse to serve in the Human Resistance compose the population of the lower classes, and have a low standard of living, few comforts, and little to no access to Bio-Technology. There are no organizations to help the poor, so they must fend for themselves. Not surprising then, 70% of the crime is committed by the lower classes, though crime overall is half of what most urban communities see on 21st Century Earth. While overall literacy in the Barren Marsh is higher than most (45% on the average), the illiteracy among the poorest one-tenth of the population is 80%. Violence and lawlessness are widespread in the poorest sections of the underground, representing 10% to 15% of the overall population. Driven by desperation, many of the poorest turn to crime while others surrender to drugs, alcohol or other diversions to take their minds off their drab lives. Some of the poor feel a great

deal of resentment toward the Dreadguard and the upper classes. Some even believe the Dreadguard are thieving, greedy rulers, whose conniving ways have made them prosper at the expense of honest, hardworking people. Although this view is not widespread (even among the poorest), it is often the sentiment behind the occasional riot, brawl and dissension among the population.

The Barren Marsh is prosperous and good, and it is much worse at many of the other Great Houses, where even soldiers and supporters of the government fall into the category of poor (40-55%) and where the average person (a whopping 62%) dies in combat against the Machine by the age of 37. (That statistic is only slightly better in the Barren Marsh where the age is 42). Of course, the fate of the whole Great House hangs in the balance daily, if the Machines were to break through the community's defensive perimeter, find and get to the community, an entire Great House might be lost in a single day. This is just a fact of life within the global Human Resistance, the fate of all hangs on the shoulders of its warriors.

Food in the underground havens is produced by a variety of Bio-Tech creations, most of which appear to be fruit trees or edible plants of one kind or another, both of which are more similar to fungus and lithovores, consuming raw minerals and producing a range of edible and genetically engineered food. These plants enable the Resistance to adequately feed its population without having to put farms on the surface, where they would be exposed to attack and serve as a red flag marking the location of human habitation for the dreaded robots of the Machine. The plants range in flavors from meats and fish, to fruits and vegetables, as well as different spices and herbs grown via hydroponics. Other Bio-Tech aspects of life in the subterranean communities include the use of organic "warmers" to keep the caves, tunnels and rooms underground comfortable, "glow lights" in the ceilings and walls to light the rooms and mark trails, and "recyclers" to remove the human waste and keep the haven sanitary, as well as hundreds of other genetically engineered, organic items, plants, devices and conveniences to make life in the subterranean havens better.

Ralph "the Red" Bellamy

Ralph was born in one of the Retro-Villages near the Barren Marsh (then called House Silverthorn), and a chance meeting changed his life. Warlord David Anhorn had led an elite squad into combat against a legion of robots. After a devastating hit and run strike, he was leading his team in retreat when he and his squad were jumped by a second robot patrol. While the five men clashed with the robots, Ralph (a teenager at the time) was watching from a nearby ledge. As the robots pressed their attack, Ralph was able to cause a rock slide from the high ledge, pinning most of the robots under tons of rock. The Dreadguards made quick work of the rest while Warlord Anhorn praised the young man for his quick thinking and invited him to join the Resistance. Ralph accepted the offer and Anhorn took the young man back to the underground haven where Ralph was signed up as a *Roughneck*. It did not take long for Ralph to rack up an impressive list of kills as a Roughneck and get promoted to the Dreadguard, a promotion that came from Warlord Anhorn himself (a rare honor). Hand selected by the Warlord, Ralph had plenty to prove, but has done so admirably. The rest is history, as Ralph "the Red" Bellamy is one of the most decorated of the

Barren Marsh's resistance fighters. He is known for being a good natured individual who leads by word and example. On the battlefield, he is famous for his quick thinking, resourcefulness, sound tactics and calm under fire, even in the worst of circumstances. A natural born leader, virtually all of the Dreadguard, Roughnecks and other fighters defer to his superior strategies and tactics, and they would follow him into Hell and back without a second thought. The most exceptional of the Dreadguard in the Great House of the Barren Marsh, many expect Ralph the Red to become the new Warlord. Many are surprised he hasn't challenged the aging Warlord Anhorn already.

Ralph appreciates everyone's confidence in his abilities and he looks forward to, one day, becoming Warlord. However, his famous battle savvy and head for strategy that carries him through one success after another in battle, tells him there is no rush. Warlord Anhorn is a superb leader, and though his physical abilities may be waning, his leadership abilities are untouched by the passage of time. As long as his mentor and friend Warlord Anhorn continues to do a good job, Ralph is content to serve as the best of the Warlord's Dreadguard. On the other hand, Ralph the Red's dedication to eradicating the Machine is so powerful that as soon as the Warlord shows signs of reduced mental capacity, he will do what is best for the Great House. **Note:** The people's high regard for Ralph the Red is also what has kept others from considering challenging the rule of Warlord Anhorn.

Race: Human.

Alignment: Scrupulous.

Attributes: I.Q. 15, M.E. 15, M.A. 18, P.S. 20, P.P. 21, P.E. 20, P.B. 9, Spd 42.

Hit Points: 60. **S.D.C.:** 110.

Appearance: An average looking guy, outside of his host armor, Ralph could easily be overlooked as just "one of the guys." He has brown hair and green eyes, muscular build and a clean cut appearance. His good nature and positive attitude are reflected by the smile he usually wears on his face.

Weight: 160 lbs (72 kg).

Height: 5 feet, 11 inches (1.8 m).

Age: 53. **Sex:** Male.

Disposition: Ralph lives by the code of the Dreadguard and is a tough, but genuinely good soldier dedicated to rescuing humanity. Against the Machine and its robot legions he uses a "scorched earth" policy, destroying all machines, robots and drones without hesitation or a second thought. Ralph also has no problem with sacrificing a small number of humans for the greater good of humanity, whether that means his own life, some of his troops or the humans of a Retro-Village, if it means defeating the robots of the Machine. Ralph is so good-natured and pleasant a fellow that none of this ruthlessness shows in his personal life. He is a friendly, approachable character that is beloved by the rest of the Resistance, as well as being admired and adored by the troops under his command, his "Bad Company."

Experience Level: 8th level Dreadguard.

Skills: Bartering (62%), Bio-Comms (98%), Boxing, Climbing (95/85%), Cooking (35%), Dancing (30%), Demolitions (94%), Demolitions Disposal (81%), Detect Ambush (30%), Detect Concealment (30%), Fast Talk (52%), Field Surgery

(16%), First Aid (85%), Fishing (80%), Forced March, Host Pilot Combat (98%), Juggling (55%), Kick Boxing, Machine Lore (40%), Military Etiquette (90%), Operate Bio-Equipment (98%), Public Speaking (70%), Running, Spelunking (45%), Trap Construction (20%), Wrestling, W.P. Heavy Bio-Weapons, W.P. Light Bio-Weapons, W.P. Knife, and W.P. Sword.

Combat Training: Hand to Hand: Martial Arts.

Attacks Per Melee: Six.

Combat Bonuses: +5 to strike, +8 to parry, +8 to dodge, +5 to damage, +1 to entangle, +2 to disarm, +3 to pull punch, +2 to initiative, +5 to roll with punch, fall or impact, +3 to save vs disease and poison, and +10% to save vs coma/death.

Other Combat Info: Axe Kick: 2D6, Elbow: 1D6, Forearm: 1D4, Kick: 2D4, Knee: 1D6, Jump Kick: 3D6x2 (but must be the only kick that melee), Punch: 1D6, Critical Strike: Natural 18-20, Paired Weapons (All), Body Throw/Flip: 1D6 (plus victim loses one attack and initiative), Knockout/Stun: Natural 20, Body Block/Tackle: 1D4, Pin/Incapacitate: 18-20, Crush/Squeeze: 1D4.

Weapons of Note: See the Entry for "Rush" under the *Host Armor Construction* rules.

The Bad Company: The soldiers of various Splicer O.C.C.s under Ralph's command, specializing in stealth and sabotage.

Other Notables of Bad Company

Brian Paquette – Quick Stats

The undisputed master of stealth, among a whole Resistance Point dedicated to stealth, Brian is even a reclusive individual in his everyday life. It's not that he is antisocial, mean or hostile, he just makes it a point to stay to himself, at least until he is needed.

Attributes: I.Q. 17, M.E. 17, M.A. 18, P.S. 15, P.P. 14, P.E. 15, P.B. 14, Spd 19.

Alignment: Anarchist.

Experience Level: 7th level Skinjob.

John LaCount

Although John is often off flying ahead of the team, scouting the way for the rest of the squad, he is still a team player who has laid his life on the line many times, taking incredible risks to draw the Machine's robots off his comrades or innocent humans. His personal Wing Pack has all the standard features, plus the Chameleon Skin and a Medium Gore Cannon mounted on the back.

Attributes: I.Q. 12, M.E. 14, M.A. 14, P.S. 18, P.P. 13, P.E. 19, P.B. 12, Spd 21.

Alignment: Unprincipled.

Experience Level: 3rd level Archangel.

Kevin Solima – Quick Stats

An incredibly disturbed young man, Ralph the Red saw something special in the kid, and petitioned Lord Anhorn to spare his life, even if it meant that Kevin had to live out his life as a Biotic. Kevin suffers from Psychosis: Violent Rage, so



Ralph must keep him on a very short leash. The process gave Kevin 66 M.D.C. and Basic Regeneration, a Light Bore Cannon, as well as a Stealth Field. Despite his rages and other mental problems, Kevin is completely loyal to Ralph the Red, dedicated to the Resistance, and he loves battling the Machine's minions.

Attributes: I.Q. 13, M.E. 17, M.A. 21, P.S. 19, P.P. 18, P.E. 15, P.B. 19, Spd 17.

Alignment: Scrupulous.

Experience Level: 1st level Biotic.

Sean Roddy – Quick Stats

The Bad Company's transport specialist, he rides a powerful Dracos named "Verrkalish" which he uses to rush the unit into the thick of combat. Verrkalish has 900 M.D.C. main body, all the normal features and Large Horns on all three heads, the Horned Defense and Chameleon Skin. Sean is a likable, calm and steady in combat, a good soldier, teacher and scholar.

Attributes: I.Q. 14, M.E. 13, M.A. 15, P.S. 20, P.P. 18, P.E. 20, P.B. 14, Spd 24.

Alignment: Aberrant. **Experience Level:** 5th level Outrider.

Splicer Technology

Host Armor & Bio-Tech Construction Rules

In the **Splicers™ RPG**, players are able to construct Host Armor for the *Dreadguard*, *Outrider* and *Roughneck* characters, as well as customize *Living Body Armor* and a few other characters, with Bio-Tech *Enhancements*. "Enhancements" include wide variety of weapons, appendages, sensors, optics and special equipment and abilities, as needed or desired by the character (and player).

The focus of the following section is on *Host Armor* – a suit of living, but non-sentient – body armor that works like traditional high-tech power armor suits. They are the creation of *Bio-Tech Engineers* and *Librarians*, but deliberately designed in such a way that the individual user (select player characters like the *Dreadguard*, *Outrider* and *Roughnecks*) can mold the suit to reflect their specific combat needs and desires as well as reflect aspects of their personalities. A Host Armor has absolutely no brain (although they do have instinct driven reflexes to help in target acquisition) nor any willpower to act on its own. Without a pilot to operate it, Host Armor is just a useless pile of synthetic flesh and chitinous armor waiting to be donned.

Using these rules for living Bio-Tech items other than Host Armor. The *Biotic O.C.C.*, *Gorehounds*, *War Mounts* (bio-synthetic war machines), *Wing Packs* and *Living Body Armor* use these same Bio-Tech construction rules to be customized and enhanced with additional weapons, abilities and features to the specific requirements of the individual user. HOWEVER, these other Bio-Tech creations (Biotics, Gore Hounds, War Mounts, Wing Packs and Living Body Armor) only use **Step Four** and the amount of Bio-E (Biological Enhancement) points is listed with the appropriated O.C.C. or item descriptions. In all cases, the G.M. should be reasonable and feel free to slightly adjust (5%-10%) what is allowed to make an interesting character.

Step One:

Determine the Host Armor's Basic Statistics

The *basic* Host Armor resembles a very heavy set of living organic armor, with chitinous plates, but without any type of weapons. Host Armor is humanoid in shape (i.e., has two arms, two legs, a head and a torso) simply because the pilot is human, but additional appendages are one of the available *enhancements*. Although each armor starts out fundamentally the same, each looks a little different and has personal touches and styling that makes it stand out as unique.

The pilot suits up by stripping naked and sliding into his living suit by stepping through an opening in the Host Armor's back. The pilot's arms, legs and head are slid into place like slipping on a glove, only the entire body is covered. Once inside the living suit, the Host Armor seals the opening in the back, and the suit and human pilot become as one, as if wearing a second skin, only a skin with Mega-Damage resistance and an array of body weapons. New *Dreadguard* may be surprised they must enter the armor totally nude, but this is absolutely necessary in order for the Host Armor to completely bond with its wearer. The Host Armor secretes a neurolytic jelly (often called "wonder snot") that creates a direct neural interface between man and armor. Control of the Host Armor is established and maintained by neural connections made through the *Dreadguard*'s bare skin (via the neurolytic jelly) and tiny tendrils that attach to the pilot's temples. The neural connections turn the impulses of the pilot's nervous system into commands that cause the armor to respond with the same natural speed and smoothness of the wearer's own muscles. In fact, the Host Amor and pilot share all physical stimuli, sensations and even pain, making for a truly unparalleled method of symbiotic union. The Host Armor acts and reacts as if it were an extension of the pilot's own body. The slightest movement, a nervous twitch, the tensing of muscles, every physical action of the pilot is instantaneously transmitted

and felt by the living armor. Every thought instantly executed, including engaging sensors, using special abilities, and firing Bio-Weapons.

Step One represents the Host Armor at its most basic form, without any weapons or upgrades. All its basic stats are presented below, with the player rolling to determine the Host Armor's starting M.D.C., its life span, running speed and starting P.S., all of which can be increased later with the use of Bio-E points, while others improve with experience. **Note:** Host armor, though a living thing, is very much a suit of armor, meaning it has no mind or mental attributes of its own and augments the wearer's own physical attributes; most notably the P.S. Host Armor can *never* function without a pilot. The pilot represents the skeleton and brain for the armor. Without a human inside, the armor is nothing more than a strange biological construct that sits like a potted plant devoid of willpower, desire and movement. In short, a potted plant that is worn as a suit of environmental power armor made of living, organic material.

Basic Statistics for All Host Armors

Class: Host Armor.

Crew: One human pilot.

Base M.D.C. by Location: (Roll up the starting M.D.C.)

Arms (2): 2D6x10 +10 M.D.C., +5 additional M.D.C. points per level of experience (starting at level two); both arms have the same M.D.C.

* **Hands (2):** 1D6x10+10 M.D.C., +10 additional M.D.C. at level seven and fourteen; both hands have the same M.D.C.

Legs (2): 3D6x10+10 M.D.C., +5 additional M.D.C. per level of experience (starting at level two); both legs have the same M.D.C.

* **Feet (2):** 1D8x10+10 M.D.C., +12 additional M.D.C. at level seven and fourteen; both feet have the same M.D.C.

* **Head:** 2D6x10+20 M.D.C., +5 additional points per level of experience (starting at level two).

** **Main Body:** 4D6x10+60 M.D.C., +2D8+8 additional M.D.C. points per level of experience (starting at level two).

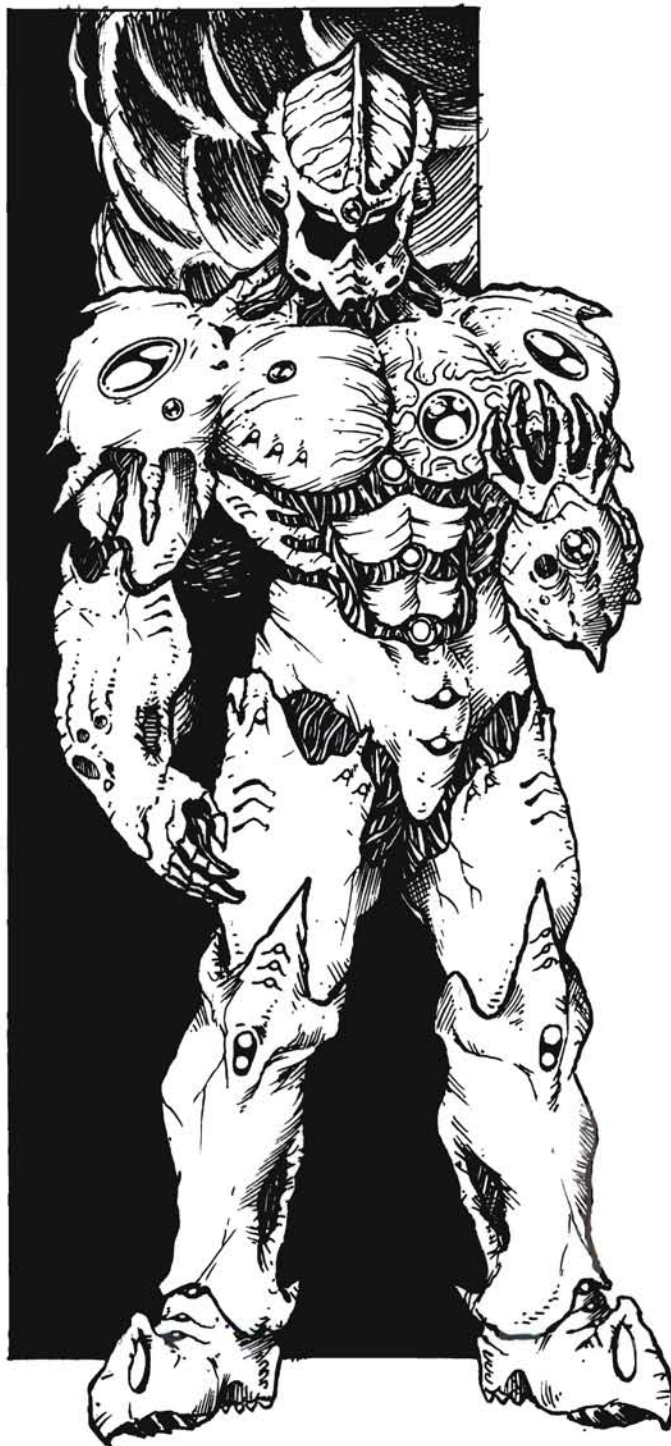
* Destroying the head/helmet of the Host Armor will eliminate all optics and sensory systems, and reduces the maximum speed, the number of melee attacks and all bonuses by half, as well as exposing the pilot's own head to attack. **Note:** The head and other items marked with a single asterisk are small and difficult targets to hit. Thus, they can only be hit when an attacker makes a "Called Shot," and even then he is -3 to strike.

** Depleting the M.D.C. of the main body effectively destroys and kills the symbiotic organism, turning the living armor into a motionless slab of dead weight with the pilot trapped inside. The pilot is in real jeopardy of suffocating to death or being captured by the enemy or gunned down where he lays. There is a self-release mechanism, but it only works 01-55% of the time without help from a comrade to peel it off. Depending on how long the trapped pilot can function without air, the character may die, smothered by his own Host Armor. For most ordinary people, dizziness will occur within two minutes (-2 to strike, parry and dodge, -30% to skills), fall unconscious within four minutes, lapse into a coma within five minutes and die within six. Dreadguard are not ordinary, however, and can last

twice as long (dizziness and penalties occurring after four minutes, falling unconscious after eight minutes and into a coma after 10 minutes, with death occurring in 1D4+12 minutes). If a fallen Dreadguard is to be rescued, it must be done within 15 minutes and helpers require a combined P.S. of 50, or a Robotic/Splicer P.S. of 30 to open up the Host Armor forcibly (once it is *dead*) and peel the pilot out of the heavy armor before he suffocates. **Note:** The Host Armor never seems oppressively heavy when it is alive, but in death, it is like a dead weight and the pilot inside like a turtle on his back, barely able to move and escape his suffocating shell.

Speed (Starts the same for all Host Armors):

Running: Starting maximum speed is only 60 mph (96 km) +1D6x10 mph (16 to 96 km). The act of running *does* tire the



pilot/wearer, but at only 10% the normal fatigue rate, thanks to the musculature and augmentation of the Host Armor.

Leaping: A young Host Armor can only leap up to 20 feet (6.1 m) high or 40 feet (12.2 m) across from a standing position.

Digging: 20 mph (32 km) through sand or dirt, but *one quarter* as fast through rock or concrete. Digging tires out its pilot, but at half the usual fatigue rate. To dig down enough to adequately hide from enemies on the surface takes 3D6 melee rounds.

Swimming: 30 mph (48 km/25.9 knots); swimming tires the pilot but at 10% the usual rate.

Underwater Depth: The Host Armor can withstand pressure up to 700 feet (213.4 m) down.

Flying: Flight is *not* possible for a basic Host Armor.

Statistical Data (Starts the same for all Host Armors):

Height: Approximately 1-2 feet (0.3 to 0.6 m) is added to the height of the pilot.

Width: About 3-4 feet (0.9 to 1.2 m), based on the size of the pilot.

Length: About 2-3 feet (0.6/0.9 m), based on the size of the pilot.

Weight: Adds 1D4x100+200 pounds (300 to 600 lbs/135 to 270 kg) to the weight of the pilot.

Cargo: None, other than what the character can carry. Handheld Bio-Weapons and gear contained in satchels, backpacks and bags can be strapped to the back of the Host Armor, slung over the shoulder or hung on various appendages (spikes, spines, and outcroppings).

Physical Strength (P.S.): 4D6+10 – Splicer P.S. is equal to *Robotic Strength*.

Production Cycle: Six months gestation, plus 3 months growth time.

Operational Lifetime: 2D10+40 year life span.

Trade Value: None, because each Host Armor is bonded to a specific pilot and will not function for any other person.

Bio-Regeneration: 2D6 M.D.C. per hour for the main body and 1D4 M.D.C. per hour for all other locations, the Host Armor *cannot* regrow severed limbs or destroyed weapon systems that have been reduced to zero (there must be some M.D.C. remaining), but an Engineer can generate and attach a replacement limb with minimal difficulty.

Horror Factor: 7 for humans and other intelligent live forms; none against the machines.

Senses & Features: All Host Armors have advanced sight, about equal to that of an eagle, able to recognize a face or read a small sign up to a mile (1.6 km) away, passive nightvision (light amplification, range: 2000 feet/610 m), polarization (to prevent blinding and reduce glare), sound amplifying hearing (able to hear a whisper 300 feet/91.5 m away) and a sense of taste and smell about twice as acute as an ordinary human. The Host Armor can also accurately sense magnetic north at all times, as well as project the pilot's voice at up to 80 decibels as if amplified by a megaphone/loudspeaker. The Armor itself is shielded from damage by high intensity sounds, radiation and normal (S.D.C.) heat, fire and cold. The Host Armor purifies the air before it is passed on to its pilot, removing all toxins, poisons and impurities before it is breathed. The Host Armor also has a

built-in system of gills to allow an armored pilot to breathe via the Host Armor, underwater for an unlimited period of time.

Special Communications: All Host Armors possess a unique set of communications gear called *Bio-Comms*. These organic resonators create sympathetic vibrations in other living creatures that can then be decoded by other Bio-Comm units, creating a system of telepathic-like communication that has proven to be undecipherable to the creations of the Machine. However, maximum Bio-Comm range is only 6 miles (9.6 km).

Feeding: See **Step Two**; based on the metabolism chosen for the Host Armor.

Sleep Requirements: See **Step Two**; based on the metabolism chosen for the Host Armor. The Armor does not actually "sleep" but needs a certain amount of inactivity per day. **Note:** Even if the Host Armor does *not* require sleep or rest, the pilot still does.

Combat Bonuses: All combat bonuses are based on the *metabolism*, but *all* Host Armors have instinct driven reflexes that are roughly the equivalent of a biological combat computer that adds +1 to strike, parry and dodge. These instinctual drives assess threats, plot available targets and route the relevant data directly to the pilot's mind as sort of an enhanced reflex action. The Host Armor is able to simultaneously track up to 18 targets and to identify as many as 4000 enemy images and sounds.

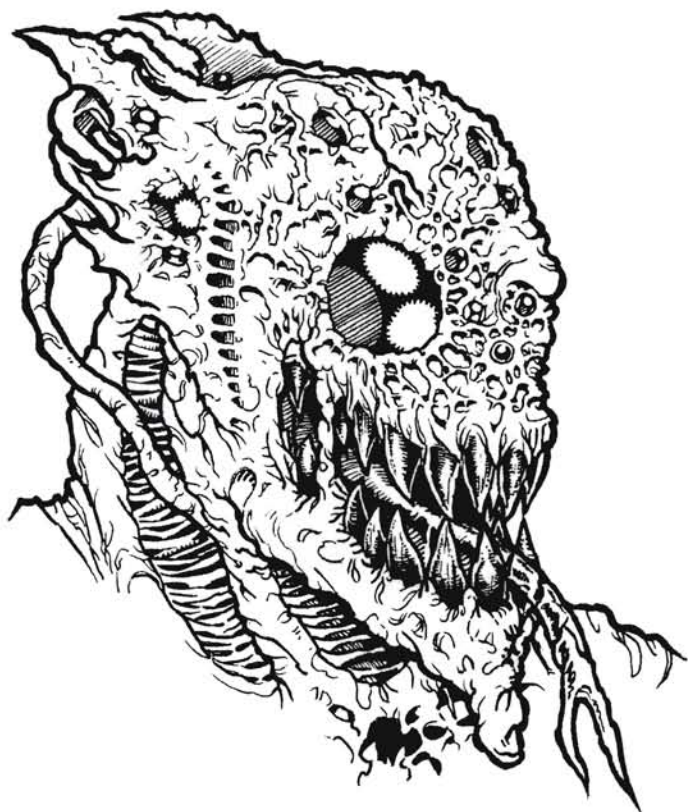
Damage: Hand to hand damage is based on the final Splicer/Robotic P.S. of the Host Armor, bite damage is based on metabolism, and as per any handheld weapons or melee weapons that are part of the suit. Ranged attacks are based on which *Bio-Weapons* are grown onto the Host Armor with the available Bio-E points.

Step Two: Determine the Host Armor's Metabolism

While all Host Armors are basically humanoid in shape (living armor worn like a second skin by a single human operator), the exact nature of Host Armor is determined by its basic physiology and metabolism. Remember, Host Armor is a living creature and as such, requires sustenance and rest. The Librarians who design the living Host Armor and the Engineers who produce them have made a variety of metabolisms available for these suits, with each metabolism requiring a slightly different basic physiology. For instance, some Host Armors have a mouth and jaws for ripping and devouring flesh, making them predatory animals and driven by predatory instincts. Others have green skin, no mouths and feed by photosynthesis, and so on. Players building Host Armor should read the following descriptions and choose one of the metabolisms they find most interesting or desirable. Each *metabolism* has its share of special abilities, instincts, advantages and disadvantages.

Carnivore Host Armor

The Host Amor is a simple meat eating predator, only able to eat raw meat. Even cooked meat cannot be consumed by it. This forces the pilot to regularly stalk and kill animals in order to



feed his Host Armor. A lot of people find this cruel and/or just can't stomach killing other living beings and watching this armor eat it raw, so there are comparatively few Carnivore Host Armors. It is also important to note that Carnivorous Host Armors, like most predators, can also eat carrion (corpses/rotting, uncooked meat), but the corpse cannot be more than two or three days old.

Feeding: The suit eats from 10 to 30 lbs (4.5 to 13.5 kg) of animal matter a day, and may gorge on up to 50 to 80 lbs (22.5 to 36 kg) at one time. After gorging, the Host Armor can go for 2D4 days without feeding and without suffering any ill effects.

Sleep Requirements: The Host Armor requires 2D4 hours of sleep/rest/inactivity per day, generally during the daylight hours.

Color of Host Armor: The Host Armor will be splotched, striped, spotted, brindled or camouflaged, with the typical range of colors being like those of most predators, including brown, black, white, tan, grey, golden, beige, rusty, etc.

Special Senses: Enhanced passive nightvision (light amplification). Range: 6000 feet (1829 m).

Bonus Bio-E Points: 40 additional Bio-E points.

Bite Damage: 3D8 M.D.; the head typically has a canine or feline muzzle and teeth.

Bonuses: +3 on initiative, +2 strike, +1 to parry and dodge, +1 to pull punch, +3 to roll with fall, and +2D6 to Spd, as well as base instinctive skills of Land Navigation 70%, Track (people) 65%, Track Animals 80%, and Wilderness Survival 60%.

Penalties: Likes to hunt, stalk and kill. Hates being penned up with nothing to do. The pilot must make regular fresh kills and needs to find enough food to sustain the Host Armor. The character may also exhibit a tendency to be aggressive.

Herbivore Host Armor

The suit is a plant-eating construct, designed to burn plant matter for food. The suit comes equipped with a special pre-stomach, so that it can eat just about any type of vegetation, like a ruminant (cow, deer, moose, etc.). This means that while food will be plentiful for the Host Armor, the pilot must remember to continually feed his/her suit, frequently munching on leaves, grass or other vegetation, or re-chewing the Host Armor's cud to help with digestion.

Feeding: The suit must eat from 30 to 50 lbs (13.5 to 22.5 kg) of vegetable matter a day. Due to the suit's pre-stomach this can include grasses, leaves, weeds, straw, bark, seaweed and other plant matter that is normally inedible by most animals, as well as vegetables, fruits, and grains.

Sleep Requirements: The suit requires only 1D4 hours of sleep/rest/inactivity per day, generally during the nighttime hours, but the pilot may need more than that (typically six hours).

Color of Host Armor: The Host Armor will be solid colors, dappled, Holstein, crested, calico or socked, with the typical range of colors being like those of most cattle and prey animals, including brown, black, white, golden, beige, rusty, tan, and similar.

Special Senses: Enhanced amplifying hearing; able to hear a whisper 900 feet (274.3 m) away.

Bonus Bio-E Points: 20 additional Bio-E points.

Bite Damage: 1D8 M.D.; the Armor has a plant eater's horse or cow-like cud grinding teeth.

Bonuses: +4 on initiative, +2 to parry, +3 to dodge and +2 to roll with fall, as well as base instinctive skills of Identify Plants & Fruits 90%, Land Navigation 70% and Wilderness Survival 60%.

Penalties: No additional penalties to speak of, just the need to be munching most of its waking hours and finding enough food for the Host Armor. Tends to be a bit jumpy.

Lithovore Host Armor

The product of alien DNA, this Host Armor draws all its nutrients from eating raw minerals in a similar manner to some deep sea organisms that live on the ocean floor near volcanic vents. This makes feeding the Host Armor rather simple (it eats rocks and dirt), but from time to time the pilot will need to track down some specific minerals to keep his suit healthy, like taking vitamins.

Feeding: The suit eats from 30 to 80 lbs (13.5 to 36 kg) of minerals (stones, rocks, dirt, clay, etc.) a day.

Sleep Requirements: The Host Armor requires 3D4 hours of sleep/rest/inactivity per day, during the day or night hours.

Color of Host Armor: The suit will be some kind of earth tone; black, brown, tan, grey, charcoal, white, gold, silver, bronze, cobalt blue, and other colors common to stone. The colors may be mixed and muddled, as if they were swirled together in a mixer, with highlights, or a single, pure unmuddled earth tone, and/or have a slight crystalline appearance like quartz.

Special Senses: Seismic sense, like a seismograph the Lithovore Host Armor is able to detect minuscule vibrations in the ground, feeling earthquakes, thunder, explosions and even the approach

of heavy vehicles, robots, troop movement, and stampeding animals up to 12 miles (19.2 km) away. The suit also has chemoreceptors that are capable of diagnosing the exact chemical composition of any dirt, stones, rocks, soil, clay, and other minerals and soil samples, when tasted by the Host Armor, with a skill percentage of 50% +4% per level of experience.

Bonus Bio-E Points: 20 additional Bio-E points.

Bite Damage: 3D8 M.D., has powerful rock crushing teeth in an extendable, one foot (0.3 m) long flexible, trunk-like muzzle.

Bonuses: The armor provides the pilot with a bonus of +2 to parry, +1 to dodge, +4 to roll with fall, and +3D6 to M.D.C., as well as base instinctive skills of Dowsing 60%, Excavation/Mining 50%, Land Navigation 80% and Masonry 60%.

Penalties: No additional penalties to speak of, just the need to find enough food for the Host Armor. Has a tendency to be quiet.

Omnivore Host Armor

Just like a human, the Host Armor is able to consume both plant and animal matter, but also like a human, the Host Armor is limited to eating the most palatable of foods. So the suit *cannot* eat grass, leaves, bark or other rough vegetation, nor can it eat rotting meat, its food must be cooked and prepared as if it were to be eaten by humans. This means that the pilot will not be able to feed the Host Armor cheap, burned or spoiled foods, but must spend as much on the armor's upkeep as he does on himself.

Feeding: The Host Armor must eat from 20 to 30 lbs (9 to 13.5 kg) of vegetable and/or animal matter a day.

Sleep Requirements: The suit requires 1D6 hours of sleep/rest/inactivity per day, generally during the nighttime hours.

Color of Host Armor: Omnivorous suits tend to run the gamut of colors seen in the insect world, with solid colors like a beetle's shell to iridescent combinations of reds, yellows, orange, blues, greens, purples, black, white and others, much like that of the flamboyant butterfly.

Special Senses: The suit possesses no enhanced senses unless purchased with Bio-E points.

Bonus Bio-E Points: 30 additional Bio-E points.

Bite Damage: 1D8 M.D.; has teeth similar in shape and form to its human pilot.

Bonuses: +2 on initiative, +1 to strike in hand to hand combat, +2 to parry, +1 to dodge, +1 to pull punch and +2 to roll with fall, as well as base instincts that provide Dowsing 50%, Identify Plants & Fruits 60%, Land Navigation 60%, Prowl 40%, Track Animals 40% and Wilderness Survival 50%.

Penalties: None per se, as long as it gets sufficient food.

Parasitic Host Armor

While most Host Armors draw nourishment and energy from an outside source, this armor is a parasite that feeds directly on the body of its human pilot. The parasitic suit first devours all the waste materials from the human body, including urine, feces, dead skin cells, and body hair. Once the Host Armor has consumed all waste materials, it slowly feeds upon the pilot's skin, gently eating it away, bit by bit. The process is not painful

but very telling. A sure sign of a Dreadguard with a parasitic suit is a totally bald man/women, with no eyebrows or facial hair and a pink, raw tinge to the skin.

Feeding: The Host Armor consumes 2D4 of the pilot's Hit Points each day that it is worn, but when it is not being worn, it can survive 2D4 days without feeding at all, before feeling the effects of starvation. (It begins feeding the moment the suit is put on.)

Sleep Requirements: As a parasitic organism, the Host Armor does *not* require sleep or rest, but its pilot does.

Color of Host Armor: Typically solid colors with the odd highlight and accent. Skin color ranges among the usual colors of human skin tones, including browns, black, albino/white, pink, tanned, red, and olive.

Special Senses: No enhanced senses, unless purchased with Bio-E points.

Bonus Bio-E Points: 40 additional Bio-E points.

Bite Damage: Not applicable; has no mouth, just small breathing vents.

Bonuses: +2 attacks per melee round, +3 on initiative, +2 to strike, +1 to parry and dodge, +4 to roll with fall, +3 to pull punch, +2 to disarm and add 1D6x10 M.D.C. to the main body of the Host Armor due to its strong bond with the pilot. Powerful survival instincts that provide Escape Artist 55%, Camouflage 50%, and Wilderness Survival 70%.

Penalties: On the down side, the Host Armor slowly does irreparable damage to its wearer. Although the damage is minimal, the results are accumulative and permanent. Reduce P.B. attribute by one point every 10 years the Host Armor is worn. Reduce S.D.C. (or Hit Points if there is no S.D.C. left) by 1D6 points per year. This loss is irreversible and *cannot* be regenerated or healed in any way, even by a Saint, magic or psionics.

Photosynthetic Host Armor

Just like a plant, the Host Armor uses sunlight and microorganisms filtered from the air (like an air fern) to produce its own food via photosynthesis conversion. This means other than sunlight, the suit needs no outside food source. This type of metabolism also means that the Host Armor functions much better in the daytime than at night or in darkness.

Feeding: Needs exposure to strong sunlight for at least *six hours* (12 hours if artificial light or overcast) per day. Failure to do so brings on weakness and starvation. A starved and weak suit sees its wearer's number of melee attacks and combat bonuses reduced by half. Once weakened, the Host Armor must be exposed to at least eight hours of direct sunlight (or 20 hours of artificial light) over the next three days, or the Host Armor will die of starvation.

Sleep Requirements: As a photosynthetic organism, it is sluggish in darkness and while the Host Armor does *not* require sleep or rest, its pilot does (ideally six hours).

Color of Host Armor: The suit most likely will be some shade of green, be it very light or rather dark (to an almost black), but a few may also have other colors as accents and highlights, the most common being reds, oranges and yellows, but violet, purples, blues, and pink may also appear.

Special Senses: No enhanced senses, unless purchased with Bio-E.

Bonus Bio-E Points: 15 additional Bio-E points.

Bite Damage: Not applicable, the Host Armor has no mouth, just small vents to breathe through.

Bonuses: When exposed to direct sunlight (not overcast) it can operate at peak efficiency. Increase running Speed by 58 (40 mph/64 km), +1 attack per melee round, +2 on initiative, +2 to strike, +3 to parry and dodge, +2 to roll with punch, fall or impact, +2 to pull punch and +2 to disarm. Reduce bonuses by one point when in *artificial light* and it needs twice as much exposure to artificial light to get the bare minimum of nourishment.

Penalties: After being in deep shadow, darkness or night for more than 20 minutes, the suit becomes sluggish. Running speed is reduced by half, P.S. by 20%, -1 attack per melee round, and bonuses are reduced by one quarter. The pilot tends to dislike being confined, underground or being in the dark.

Thermosynthetic Host Armor

The Host Armor uses thermal energy generated from micro-organisms and ambient, background heat filtered from the air to create its own food. This is a reaction similar to photosynthesis, but since the suit depends on the ambient temperature around it, in very cold temperatures the Host Armor can starve to death. This type of metabolism also means that, like a cold-blooded reptile, the living armor functions best in warm temperatures and is sluggish in cold climates.

Feeding: The Host Armor needs no outside food source as long as it remains in temperatures of 40 degrees Fahrenheit and higher (the warmer the better). Cold can kill it quickly, see Penalties.

Sleep Requirements: As a thermosynthetic organism, the Host Armor does *not* require sleep or rest, but its pilot does.

Color of Host Armor: Solid black, deep blue, hunter green, dark purple or blood red in color, without any highlights or accents. All the colors will be so dark as to be almost black, which helps in the absorption of heat.

Special Senses: Thermo-imaging/infrared/ultraviolet vision enhancements (all with a 1200 foot/366 m range).

Bonus Bio-E Points: 10 bonus Bio-E points.

Bite Damage: Not applicable, the Host Armor has no mouth, just small vents to breathe through.

Bonuses: The Host Armor (and its pilot inside) cannot be distinguished from the background temperature by infrared optics, thermal or heat sensors, and functions without fatigue, physical stress, dehydration or difficulty even in extremely hot temperatures, up to 140 degrees Fahrenheit. +44 (30 mph/48 km) to running Spd, +1 attack per melee round, +2 on initiative, +2 to strike, +2 to parry and dodge, and +2 to pull punch when the air temperature is above 75 degrees Fahrenheit.

Penalties: Functions at normal capacity in temperatures between 55-74 degrees Fahrenheit, but is impaired in cool temperatures.

In temperatures between 40 to 54 degrees Fahrenheit, the thermosynthetic Host Armor is sluggish: Reduce running speed by 20%, -1 attack per melee round, -2 on initiative, and -1 to dodge.

In temperatures under 39 degrees Fahrenheit, reduce running speed by half, -2 attacks per melee round, and reduce all combat bonuses by half, plus the Host Armor suffers 1D6 M.D. for every 1D4 hours of exposure.

In temperatures below 15 degrees Fahrenheit, the Host Armor suffers 2D6 M.D. per hour of exposure, is completely immobilized (similar to a human coma state), trapping the pilot inside, unless he can manage to unsuit, and it will die within 12-24 hours if not warmed up. The armor cannot revive from the coma state until exposed to temperatures of 40 degrees or higher for 1D4+2 hours and will remain in a sluggish state for 1D6 hours thereafter.

Vampiric Host Armor

This Host Armor must feed on the blood of other living creatures; unfortunately, the feeding process can kill its victim, particularly small animals or young children. This blood drinking attack inflicts 4D6 points of damage direct to Hit Points, because the armor is literally draining the victim's very life's blood! When the victim of this survives the feeding, he is weak for 1D4 hours, has no initiative and reduce combat bonuses, skill performance, attacks per melee round, P.S. and Spd by half during that time. It is also interesting to note that the Host Armor cannot feed on the blood of its own pilot, only others, humans and animals.

Feeding: The Host Armor must feed on the equivalent of at least 30 Hit Points (about 3 to 5 pints) of blood per day, and failure to do so brings on weakness and starvation. (A starving Host Armor sees its Spd, number of melee attacks and bonuses reduced by half). If the suit is not fed with a full 30 Hit Point meal of blood within the next three days, the Host Armor dies of starvation.

Sleep Requirements: Does *not* require sleep, but must rest 2D4x10 minutes after feeding, during which time the armor is sluggish (reduce attacks per round by -2, Spd and all combat bonuses by 25%).

Color of Host Armor: Deathly pale grey, stark white or blanched blue, without much in the way of highlights or accents. The Host Armor only looks more healthy and pink 1D4 hours after feeding.

Special Senses: Enhanced sense of smell that allows the pilot to detect very faint scent traces. This sense allows for tracking by smell alone (as a bloodhound) at a skill percentage of 50% +5% per level of experience. One can also recognize the distinct smells of individuals and can detect when people experience extremes of emotions (60% +2% per level of experience). This is occasionally used as a lie-detector, but is rather unreliable. The Host Armor even enables the wearer to analyze the contents of food or beverages (including the blood within a victim) by its smell, with a 75% chance (+2% per level of experience) of detecting poison and a 50% chance (+3% per level of experience) of identifying even the most subtle of trace elements.

Bonus Bio-E Points: 30 additional Bio-E points.

Bite Damage: 1D8 M.D. (or S.D.C. when feeding); has a vampire-like fanged mouth and must bite into its victim before it can use its blood draining attack. The fangs can also be used in melee combat to inflict Mega-Damage attacks; they are very strong.

Bonuses: +2 on initiative, +3 to strike, +2 to parry and +3 to pull punch, as well as base predatory instincts that provide Track (people/humanoids) 60%, Prowl 60% and Track Animals 70%.

Penalties: In addition to the feeding requirements, the Host Armor has a problem with the smell of blood. The scent of blood, human or animal, makes the pilot (due to chemicals produced by the Host Armor) tense, anxious and aggressive. Meanwhile, the scent of blood in combat drives the character into a bloodletting frenzy (+2 on initiative and +1 to strike, but *cannot* easily stop fighting). During this bloodletting the pilot *cannot* tell friend from foe, and will attack anyone around him/her indiscriminately. A roll to save vs insanity of 15 is required to stop the bloodletting! Also, once a living opponent has been defeated, the pilot will have to roll a save vs insanity (15 or higher) to keep from draining *all* the blood from the fallen victim.

Step Three:

Determining Available Bio-Energy Points for Customization of the Host Armor

Host Armor and other Bio-Tech can be *customized* by the use of Biological Enhancement/Energy points. These Bio-Energy points – commonly referred to simply as *Bio-E* – represent the amount of change that both the Host Armor and its pilot can handle. Remember that the pilot, a Dreadguard, is still just a human, and the Host Armor generates enormous stress on the character. The Host Armor taxes the character's Physical Endurance (P.E.) and strains the nervous system as well as the mind (M.E./Mental Endurance). This places a limit on the amount of Bio-E and physical change one can make on Host Armor that is manageable for the human pilot who must wear and operate it. As time goes on, the pilot becomes hardened to the stress and can handle more enhancements (gains more Bio-E as one goes up in level), but even then the amount is limited.

Bio-E customization may include adding additional armor (M.D.C.), enhanced senses, and all manner of weapons and special abilities, but exactly what enhancements are to be chosen is up to the individual Dreadguard (i.e., *the player*). These choices will determine the shape, appearance and abilities of the character's primary weapon system, his Host Armor.

When designing *your* Host Armor there are a few limitations to keep in mind. First is the amount of available Bio-E you have to work with. Your *Dreadguard* gets an amount of Bio-E equal to his *M.E. attribute number + P.E. attribute number + 3D6x10*, in addition to any bonus Bio-E gained from the *Metabolism* chosen in Step Two. Each level of advancement gets the character an additional 1D4x10 Bio-E to add to the capabilities of his current Host Armor. If the Dreadguard's Host Armor should be killed/destroyed, the character will get a new suit (roll another 3D6x10 and add it to M.E. and P.E. numbers to calculate a new Bio-E total). HOWEVER, any Bio-E from the old suit or Bio-E gained before from experience level advancement is *lost*, and the character must gain new levels to gain additional Bio-E.

(Note on Splicer O.C.C.s and Organic Creations: The Outrider and Roughneck O.C.C.s also get a Host Armor, though its range of enhancements is considerably less than the Dreadguard. Furthermore, the lesser *Living Body Armor* and the *Wing Pack*, as well as *War Mounts*, *Gorehounds* and the *Biotic O.C.C.* get Bio-Energy customization and enhancements, but are limited to the types and amount of Bio-E available as listed in their respective descriptions.)

The next limitation is that many weapons and enhancements have **prerequisites** that must be purchased first. These prerequisites represent the growth of that weapon or feature. Remember, the Host Armor is a living, biological construct, and weapons and enhancements are all part of its "body" or "hide." As a result, one cannot add some new ability or weapon system as quickly as a machine can be upgraded. Only *one upgrade* in a series of *prerequisites* can be taken at any given time. **For Example:** If you wish to add a Casting "Cannon" (the largest type of the Casting Guns) to your Host Armor, you must *first* purchase (with Bio-E) the *Casting Thrower*, then, the next time you can upgrade, purchase a *Casting Launcher* (transforming the Thrower into a more powerful weapon), next time the *Casting Rifle* (making it more powerful still) and, at last, at fourth level, say, you can finally transform the weapon into the *Casting Cannon* (the most powerful of the Casting Guns) which is what you've been working toward since the beginning. Each of these steps represents a level of *growth* in the development of the living weapon, as such each step *replaces* the one before it, and the gun *grows* larger and more powerful. **Note:** Weapon *prerequisites* are always *replaced* by the new Bio-E purchase/upgrade, they are *never* in addition to each other (i.e., the player does NOT first purchase the Casting Thrower, and then, next time, get a Casting Launcher as a new, additional weapon. No, the Casting Thrower becomes the Casting Launcher – a biological transformation, just as a seed grows into a mature plant, that grows a flower bud, and that bud turns into a flower, which then grows into fruit or a seed). Of course, you can have more than one of the same items/weapons/enhancements, but the individual upgrade of each item must follow the line of progression and each costs Bio-E points. Only one of upgrade in the development, per item, can be taken at any given level, which provides the time needed for the living item to mature to its new form. Of course, limited Bio-E will force the player to determine where his points are best spent, resulting in improvements in one or more weapons/items/areas and no improvement in others. Thus, as per the example, if the character had three Casting Guns on his Host Armor, one might grow into a Casting Cannon by fourth level while the other two remain simple Casting Guns, his Bio-E spent on other types of enhancements and improvements.

Placement of weapons and enhancements will vary and should be dictated by logic and reason. Remember, this is a living suit of power armor that is worn by a human like a second rhinoceros-like skin. Although just about anything should be possible when designing a Host Armor, after all you are working with the suit's very DNA, simple physiology makes the placement of many items obvious, if limited. For instance, if you have a cannon mounted on your suit's right shoulder, it would be rather difficult to mount a series of organic rocket launchers on that same shoulder. Of course, if the G.M. thinks that some combination of mountings is possible, then it's okay, even if it may seem unlikely or unusual. Many of the enhancements will state within their description if the Host Armor is limited to a specific number of them as well as the specific (and best or only) locations they can be mounted on the body, others are left to reason. These locations, however, pertain to the Host Armor only, and may not fit the physical shape and form of the other *Bio-Tech* creations available as O.C.C.s. You and the G.M. will have to make logical choices that make sense for these characters and constructs **For example:** A Casting Can-

non that would fit on the shoulder of a Host Armor will also fit on the shoulder of a Biotic, but probably not on the shoulder of a Gore Hound, although it could be mounted on the Gore Hound's back, between the shoulders and behind the head.

Unspent Bio-E can be saved! That's right, unspent Bio-E can be saved, provided the Game Master is given the amount leftover for his records. **HOWEVER**, unspent Bio-E points do not become available again until the character reaches his or her next level of advancement. Leftover Bio-E may then be combined with new Bio-E gained by reaching a new level of experience.

On the same note, it is also possible that, from time to time, an Engineer may grant a Dreadguard (or other O.C.C.) additional Bio-E (1D4x10 Bio-E at a time) as a reward for some special service or truly impressive heroic act performed by the character. This should be done very sparingly, however, and is only made possible by the Game Master. Librarians can offer a similar reward as well, though very rare, by maximizing the Host Armor's design, but this is limited to just 10 Bio-E points.

Unless stated otherwise, these rules also apply to *War Mounts*, *Wing Packs*, *Gore Hounds*, *Biotics* and the other forms of Bio-Tech constructs that can be modified through genetic manipulation and physical growth.

Step Four:

Biological Enhancements & Weapons

Now that you have your Bio-E total, it is time to finish designing your Host Armor.

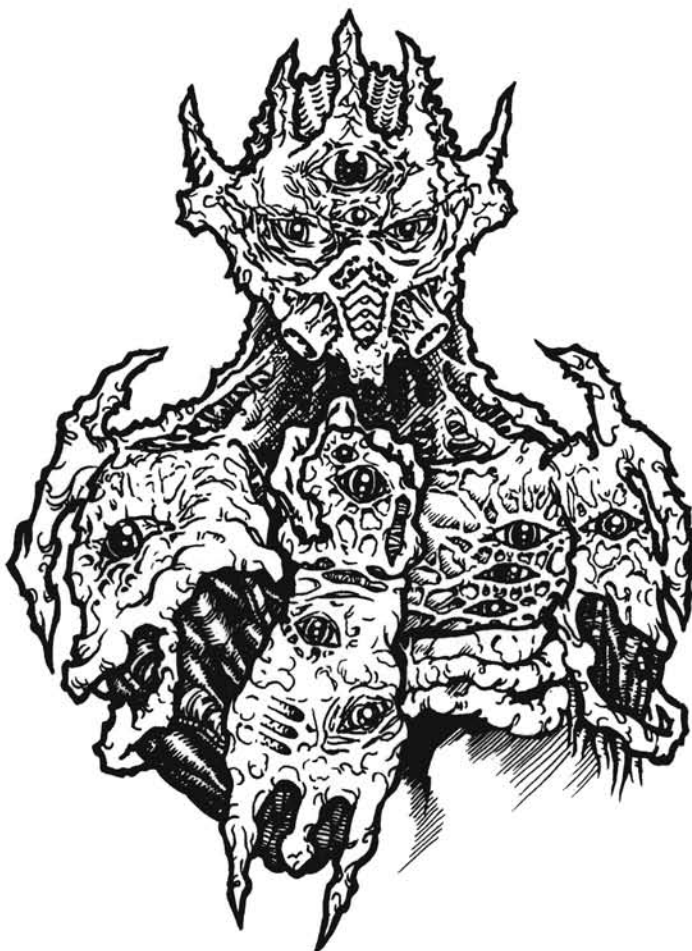
This is done by "purchasing" the Biological Enhancements (and with them, special abilities) you want for your Host Armor (or to customize your *Living Body Armor*, *War Mount* or other Bio-Tech creations). It is best if you try to decide which features are *most important* to your character and buy those traits for the Host Armor first. Then purchase additional, secondary enhancements and weapons that you think will be fun to play and helpful in the fight against the robot legions of the Machine. Of course, you can *NOT* spend *more* Bio-E than the character has available, but you can spend less than the total amount and hold some back for future enhancement. Just be careful not to hold back too much and leave your character weak and insufficiently prepared for the war against the Machine.

Enhancing other Bio-Tech Armor and Systems: Though only a few O.C.C.s get full fledged *Host Armor*, most O.C.C.s get a suit of *Living Body Armor* (described in the Weapons & Equipment section) and bonus Biological Enhancement (Bio-E) points to augment their "Living Armor" with a handful of the Bio-Weapons and Enhancements presented in the pages that follow. Likewise, a number of Bio-Enhancements can be purchased and grown by the *Archangel* for his *Wing Pack* as well as living weapons and genetic enhancements for *Gorehounds* (see Packmaster O.C.C.), *War Mounts* (see Outrider O.C.C.) and the *Biotics* O.C.C. (an unwilling living weapon). The exact amount of Bio-E available for enhancements will be presented under the corresponding O.C.C. and/or genetically enhanced creature (the section on War Mounts, for example).

Biological Enhancements

Sensory Enhancements & Bio-E Cost

Many insects see in ultraviolet, some snakes have thermal senses, canines track by scent and have sensitive hearing, and the list goes on and on. Such genes can be mimicked or copied to augment the human Bio-Tech constructs and give them some of the same capabilities. Some of these augmentations can be temporarily turned off or subdued with additional genetic coding. The player and Game Master should use common sense for which systems can be switched off in this way.



Eyes & Vision Enhancement

A single pair of eyes can only receive a single "upgrade," with the exception of Armored Eyes which may be added to any other type of eyes. However, each pair of eyes (or compound eye or eye stalks) can receive a different upgrade, ultimately giving the character a wide range of optical enhancement. Of course, losing that pair of eyes will also mean losing that special optical enhancement. Also remember that the upgraded abilities

are in addition to the normal sight of the eyes, even if they are "advanced" eyes.

Advanced Eyes: Biotics, Gore Hounds or Wing Packs can be given Advanced Eyes like that of the Host Armor. These eyes provide vision similar to that of an eagle, enabling the wearer of the armor to recognize a face or read a small sign up to a mile (1.6 km) away, and also provide passive nightvision (sees by light amplification and must have at least starlight to see by; cannot see in absolute darkness, requires a small light source. Range: 2000 feet/610 m) and polarized eye filters (to block out glare and reflected light that might otherwise blind the character). **Note:** If a Host Armor has extra eyes added to it, those additional eyes start as regular human eyes with normal 20/20 color vision. If the Advanced Eyes enhancement is desired, it must be purchased as an upgrade.

Bio-E Cost: 5 points per pair of eyes to be upgraded.

Prerequisite: None.

Armored Eyes: The eyes are toughened and protected by sturdy, transparent eyelids that automatically slide into place to shield the eyes as necessary. Protects the eyes from dust, grit, floating particles and when the air is fouled (including smoke and tear gas), as well as protects them from physical injury (i.e. when underwater, sand tossed at the eyes, punches, etc.). Thus, irritants, dust and things thrown at the eyes or face do not bother the Armored Eyes, except for the initial distraction of the eye being hit or vision blocked (-2 to strike and parry for the next attack/action only). Dirt, sand, smoke and chemicals, including mace and tear gas, do not have any physical effect or damage to the eyes, though a cloud of smoke or dust still obscures/blocks vision and may blind the character even though the eyes are unharmed. Likewise, other aspects of a chemical or magical cloud/gas/smoke attack may affect the character with partial or full effect depending on what it is.

M.D.C.: 10 per eye.

Bio-E Cost: 10 points to protect a pair of eyes with this upgrade.

Prerequisite: None.

Compound Eyes: Large, multi-faceted pairs of eyes that look like those of an insect and extend the character's peripheral vision to 180 degrees (like a bird's), allowing him to see just over each shoulder as clearly as if he had turned his head. However, Compound Eyes do not see as clearly as normal human sight and it is much like looking through a glass window frosted over with ice or like looking through a heavy screen mesh.

Bonuses: Cannot be caught by surprise from attacks from the sides or overhead, adds +1 to roll with impact, +1 to dodge, but there is a -10% penalty to read the written word and it takes 20% longer to read than is average for most people.

Bio-E Cost: 15 points per pair of eyes to be upgraded into compound eyes.

Prerequisite: None.

Electromagnetic Vision: An enhancement that allows the wearer to see and sense (feel) the flow of electricity in electrical wires and machines (including robots) and living creatures as well as natural electromagnetic energy. Natural magnetic energy radiates from the earth above the ground and underwater. Scientists believe that dolphins and whales can see electromagnetic signatures and use them like beacons, signposts and trails by which to navigate and travel underwater, as do some birds, like

homing pigeons. The pilot can use the Host Armor in a similar way (see bonuses) as well as feel the presence of a robot or machine from behind a wall, around the corner or hiding behind cover or under camouflage. **Note:** The eyes appear to be slightly bulbous looking, as if they were popping out of the Host Armor's head.

Range: This is an up-close ability, limited to just a five foot (1.5 m) radius.

Bonuses: +20% to Land Navigation skill, +10% to Surveillance (but not the Tailing part of the skill) and +5% to all Electronic skill.

Bio-E Cost: 10 points per pair of eyes to be upgraded.

Prerequisite: Advanced Eyes (these come standard on Host Armor and the War Mount's normal sets of eyes).

Enhanced Sight (Infrared, Ultraviolet & Thermal Vision): Changes the pair of eyes into a natural, but a bit unusual looking pair with pupils noticeably larger than normal eyes, and the irises an unusual violet or alizarin color. These eyes enable the wearer of the Host Armor to see into the thermal, infrared and ultraviolet spectrums of light and color, so everything is seen in hues of purple, purple-blues, deep greens, and violet, much like wearing red or purple tinted sunglasses all the time. But the benefits far outweigh the detractors of purple vision.

Infrared is an extension of normal vision past red into the (normally invisible) infrared range. Infrared light is normally used for targeting and combat systems of the robots which means the character with Enhanced Sight can see the infrared target beams the same as we can see the beams of ordinary flashlights. Smoke blocks infrared sight.

The ultraviolet sight is an extension of normal vision beyond purple and violet into the (normally invisible) ultraviolet range, which is used by some security systems of the Machine.

Thermal vision allows the Host Armor to see the heat coming off of all warm objects, enabling him to see through a wall to the heat patterns directly behind it, tell if a human has been recently active (higher than usual body heat), and see heat signatures given off by living, warm-blooded beings in total darkness, as well as heat patterns of machines and engines, indicating they are active/in use or were recently running, and similar. Thermal sight can see through smoke where infrared is blocked by it.

Range: 2000 feet (610 m) for special optics.

Bio-E Cost: 10 points per pair of eyes to be upgraded.

Prerequisite: Advanced Eyes. (The initial pair of eyes given to Host Armors and War Mounts start out as Advanced Eyes, though additional eyes start as normal ones.)

Extra Eyes: Host Armor can literally have eyes placed anywhere on the upper body, but they are commonly located on the front, sides, back and top of the head. Other suitable locations include shoulders, chest, back or neck. An eye may be placed in or on the hands (good for looking around corners), but an eye on the hand or forearm, even if mounted on an Eye Stalk, tends to get in the way and is easily damaged in combat. Extra eyes may be in constant use or kept closed and asleep until needed.

Bonuses (available only when the eyes are open and alert): +1 on initiative, +1 to parry, +1 to dodge, plus eyes located in the back of the head may make it impossible for the Host Armor to be attacked from behind.

Note: Extra eyes come in pairs and are normal, human eyes. They can have additional enhancement, but each augmentation (Advanced Eyes, Nightvision, etc.) is a separate cost for each pair of eyes.

Bio-E Cost: 20 points per pair of eyes to be added.

Prerequisite: None.

Eye Stalks: A pair of eyes are mounted on top of flexible “eye stalks” – antenna-like appendages that can be as short as 3-10 inches (7.6 to 25.4 cm) or as long as 1-3 feet (0.3 to 0.9 m). Regardless of size, each stalk can bend, turn and twist independent of the other to look in any direction; 360 degrees, up, down, etc. If long enough, they can even look around corners or into small pipes and through holes and openings. The eye stalks’ natural state is to be standing upright like the antennae of a butterfly or snail, but they can also be made to lean up, tight against the body to avoid getting targeted or lopped off. However, vision is likely to be impaired when made to hug the body.

Bonuses: The individual eye stalk is +2 to dodge (cannot attack), but its dodging action (or bending to peek around a corner) counts as one of the character’s melee attacks/actions.

Bio-E Cost: 20 points per pair of eye stalks to be added.

Prerequisite: None.

Macro-Vision: The wearer of the Host Armor can see tiny details up close as if he were using a magnifying glass or even a microscope. Magnification is changed by concentrating and squinting with the Macro-Eyes (counts as one melee action/attack). Magnification is limited to x2, x4, x8, and x16, and enables the character to see tiny particles and fibers, skin cells, bacteria, nanobots, stress fractures, etc., but the area of vision is focused on a very small three inch (7.6 cm) diameter.

Range: 20 feet (6.1 m) for macro optics.

Bio-E Cost: 5 points per pair of eyes to be upgraded.

Prerequisite: Advanced Eyes.

Nightvision Eyes: Perfect 20/20 nightvision, with the normal range of the average human’s daytime vision, but there must still be starlight or some other ambient light source available to see that distance. In a completely blacked out area, like a cave, for example, the character can only see for 100 feet (30.5 m). The eyes look feline and even glow in the dark like a cat’s. Very popular among Dreadguard who operate mainly at night, as well as thieves, spies, Biotics and others who work (or play) in darkness.

Bio-E Cost: 5 points per pair of eyes to be upgraded.

Prerequisite: None.

Underwater Eyes: The corneas of these eyes are designed to automatically distort when submerged underwater, enabling them to adjust to the watery environment without need of outer eye protection like goggles. The Host Armor enables the wearer to see with crystal clarity underwater and in low light at depths of up to 600 feet (183 m). The Underwater Eyes also contain a self-replicating oil automatically released into the eyes whenever the water is murky or bright with sunlight. The oil droplets serve as haze filters which reduce glare from sunlight and filter out reflections as well as keep out tiny debris particles floating in the water. The oil droplets are also released above water when exposed to bright light, creating a natural and instant filter that’s as good as a cheap pair of sunglasses, reducing glare (nowhere as good as polarized vision).

Bio-E Cost: 5 points per pair of eyes to be upgraded.

Prerequisite: None.



Other Sensory Enhancements

Advanced Senses: Biotics, Gore Hounds and Wing Packs (only) can acquire Advanced Senses by spending Bio-E points. Advanced Senses include sound amplifying hearing (able to hear a whisper 300 feet/91.5 m away), as well as a sense of taste and sense of smell about twice that of an ordinary human. The user can also accurately sense magnetic north at all times and can amp up his voice up to about 80 decibels (roughly the equivalent of using a megaphone/loudspeaker). **Note:** Host Armor automatically starts with this enhancement at no additional Bio-E cost.

Bio-E Cost: 20 points.

Prerequisite: None.

Antennae: These are a pair of thin, whip-like extra limbs, one to three feet (0.3 to 0.9 m) long, attached to the head of the Host Armor. They can hear and smell, and are sensitive to temperature. As a result, the sensitive antennae can feel a change in the wind (direction, speed, temperature), feel general changes in air temperature (anything more than a single digit drop or increase), detect odors on a level similar to a wild predatory animal (a dog’s sense of smell is still better) and work as “feelers” in the dark. This makes the antennae useful for feeling around in darkness or when blinded, as well as to identify changing circumstances and environment.

Bonuses: +2 on initiative, +2 to roll with impact, +1 to strike, parry and dodge.

The abilities of the antennae include:

- The antennae can hear and smell at roughly human levels, but at about twice the normal range.
- Track/Locate by Sound Alone: 60% +4% per experience level.
- Track/Locate by Scent Alone: 40% +2% per experience level.
- Identify Common Odors: 80% +2% per experience level.
- Identify Specific Scent: 40% +2% per experience level.
- Accurately Identify Common, Known Objects/Items by Touch or Scent: 60% +2% per level of experience (-40% if uncommon or covered in dirt, clay or other goop).
- Identify Temperature of Object: 80% +2% per level of experience, within five degrees.
- Detect a Change in Air Temperature by more than one percent: 80% +2%, and 60% +2% per level of experience to identify the actual air temperature within two degrees.
- Accurately Identify Wind Direction and Speed: 80% +2% per level of experience.
- Feel the Vibrations of an approaching ground vehicle(s), robots/troops (two dozen or more), a herd of animals, or giant monsters up to six miles (9.6 km) away; running or walking humans or a few large animals 3000 feet (914 m) away; large, loud aircraft (typical airplane or jet) or hover vehicle one mile (1.6 km) away; and stealth vehicles or large flying animal (silent) at 2000 feet (610 m) away.
- Also, all penalties from being blinded or being in total darkness are reduced to just: -4 to strike, parry and dodge, but the wearer of Host Armor does not get any other bonuses, and skills that require sight are still impossible to perform.

Bio-E Cost: 55 points.

Prerequisite: None.

Bio-Comms: Biotics and Wing Packs are eligible to get a set of organic communications implants called Bio-Comms installed. These organic resonators create sympathetic vibrations in other living creatures that can then be decoded by other Bio-Comm units, in effect, creating a system of telepathic-like communication between anyone with a Bio-Comm enhancement. Best of all, this form of communication has proven to be undecipherable to the Machine and her robots. The downside is range is limited to a maximum distance of only 6 miles (9.6 km). **Note:** All Host Armor and Packmasters automatically start with this enhancement at no additional Bio-E Cost. Other human characters can also get this enhancement; available to all characters in the resistance who may want a Bio-Comm implant.

Bio-E Cost: 5 points.

Prerequisite: None.

Echo-Location: The Host Armor has very large, flexible ears, at least as large as a hand. The Echo-Location is used by bouncing high-pitched sound waves off the suit's surroundings and using the reflected sounds to "see" the locations, shapes, numbers and sizes of objects around the Host Armor, even in total darkness. This sense is used like a short-ranged radar.

- Estimating the Shape and Configuration of One's Surroundings: 60% +4% per level of experience.
- Interpreting Specific Shapes (i.e., is that a gun or spoon he's holding): 60% +3% per level of experience.
- Estimating Distance (precise): 50% +4% per level of experience.

- Estimating Direction (precise): 60% +4% per level of experience.
- Estimating Speed (precise): 40% +4% per level of experience.
- Estimating Location of Enemy Targets (precise): 40% +4% per level of experience.

Note: Echo-Location is very similar to sonar, in that it emits high-pitched sound waves when used that can be heard and traced by those with the right equipment, senses or who are also using Echo-Location or other passive means of sonic detection.

Range: 1000 feet (305 m).

Bonuses: +1 on initiative, +1 to strike, parry and dodge, and +10% to Detect Ambush, but only when actively using Echo-Location. +1 additional attack per melee round. Penalties are only a -2 to strike, parry and dodge when the character is blind or in total darkness.

Disadvantages: Echo-Location is totally fouled in heavy rain, thick fog, snow, dust or smoke, and similar conditions, or if unable to make the high-pitched, ultrasonic whine. If these conditions exist at night/dark or while blinded, Echo-Location is rendered useless and the full penalties for blindness apply.

Bio-E Cost: 35 points.

Prerequisite: None.

Enhanced Hearing: Further improvements for the sense of hearing that enables the wearer of the Host Armor to hear into the ultrasonic and subsonic ranges of sound, like dog whistles and vocalizations given off by animals and insects. The Host Armor also has an increased sensitivity to sounds enabling it to also hear very faint sounds (light footsteps, small animals breathing, down to 10 decibels). Thus, the wearer can listen in on conversations up to 600 feet (183 m) away and has a parabolic hearing ability to detect, locate and isolate a single sound/voice within a whole host of background sounds (i.e., a particular voice or pair of voices, a particular mechanical noise, etc.) at a base skill of 50% +4% per level.

The Decibel Scale: The following Decibel Scale is presented for easy reference. A 20 decibel sound is ten times louder than a 10 decibel sound, a thirty decibel sound is 100 times louder than a 10 decibel sound, and 40 decibels is 1000 times louder than 10. One decibel is the smallest difference between sounds detectable by the human ear.

- 10 decibels is a light whisper.
- 20 decibels is a quiet conversation or a muffled noise. 30 decibels is a normal conversation.
- 40 decibels is light traffic.
- 50 decibels is a loud conversation.
- 60 decibels is shouting or a blaring radio.
- 70 decibels is heavy traffic or automatic gunfire.
- 80 decibels is loud noise like a subway train, roaring car engine, megaphone, or rock concert.
- 90 decibels is very loud noise, like thunder or an explosion.
- 100 decibels is the roar of a jet engine and temporarily deafening (2D4 seconds).
- 140 decibels is a sonic boom, painful and temporarily deafening (2D4 minutes).

Bonuses: +2 to initiative, +1 to parry and +2 to dodge, as well as +5% on all language skills, Sing, Play Musical Instrument, Imitate Voices and Ventriloquism.

Bio-E Cost: 40 points.

Prerequisite: Advanced Senses (these come standard on Host Armor and War Mounts).

Enhanced Senses: The character's sense of *smell*, *taste* and *touch* are further enhanced for greater range and acuity.

- Advanced sense of smell allows the Host Armor to detect very faint scent traces. Tracking by smell (as a bloodhound) is possible at 50% +4% per level of experience.
- The character can also recognize the distinct scents and smells of individuals and can detect when people experience extremes of emotions, at 60% +2% per level of experience.
- An enhanced sense of taste gives the wearer of the Host Armor the ability to recognize the exact components in anything the Armor *tastes*, at a skill of 30% +6% per level of experience.
- Touch is improved to give the Host Armor an increased chance (+5%) to perform delicate skills and actions like Forgery, Palming, Picking Locks, Pick Pockets, Safe Cracking, Sewing, Carpentry and defusing bombs (Demolitions and Demolitions Disposal skills). The fingers of the suit can also recognize very slight differences in texture.

Bio-E Cost: 15 points.

Prerequisite: Advanced Senses (these come standard on Host Armor and War Mounts).

Forked Tongue: The Host Armor has a forked tongue similar to most snakes and lizards. By continually flicking the tongue in and out, the suit is able to taste the air around it in a way mammals cannot. The information from this tasting of the air gives the Host Armor pilot a sense of the environment surrounding the Host Armor. If it is carried on the wind, the character can taste it.

- Track by Taste Alone: 70% +2% per level of experience.
- Identify Specific Taste: 50% +2% per level of experience (+20% if a common taste).
- Identify Common Odors: 70% +2% per level of experience.
- Locate/Track Taste or Odor to its Source: 40% +2% per level of experience (+20% if the taste/odor is strong, like a fire; but -20% in rain, strong winds or if there is another overpowering odor or taste).

Range: 3000 feet (914 m); half that for faint, light or delicate tastes and odors.

Bonuses: +5% to Brewing, Cooking, Dowsing (can taste water) and Identify Plants and Fruits skills.

Penalties: -10% to skills involving the voice, including Sing, Impersonate Voice and Ventriloquism.

Bio-E Cost: 20 points.

Prerequisite: Must have a mouth.

Heat Pits: Two sunken pits, one on each side of the Host Armor's head, are heat pits, similar to a viper's. They are sensory organs used to "feel" and "see" heat in the general area around the Host Armor, even invisible people or objects.

Range: 30 foot (9.1 m) radius around the character.

Bonuses: The Host Armor will sense the approach of a warm-blooded individual or active robot (or anything that radiates a measurable amount of heat) the moment it comes within sensing range (30 feet/9.1 m). Track by heat sense alone 70% +2% per experience level. +1 to parry and dodge.

Bio-E Cost: 10 points. **Prerequisite:** None.

Motion Detection: Sensitive hairs and eardrums (or very small antennae) among other subtle modifications enable the Host Armor to pick up the slightest, but telltale signs of motion around the suit. This makes it impossible to sneak up on the wearer of the Host Armor.

Range: 30 foot (9.1 m) radius around the character wearing the Host Armor, or up to 60 feet (18.3 m) if the motion is very fast, or creates a large disturbance in the air.

Bonuses: +1 on initiative, +1 to parry, +2 to roll with punch, fall or impact. +4 to *automatic dodge*. An automatic dodge is "automatic" in the sense that it is a quick, reflex action like a parry, in which the character bends, bobs and weaves in such a way as to dodge without using up a melee attack/action. Roll 1D20 to determine if the dodge attempt succeeds; do not apply other dodge bonuses to the automatic dodge. An automatic dodge can be used to try to dodge any attack, including bullets and energy blasts!

Note: High winds (30 mph/48 km plus) will negate the character's sensing abilities; no bonuses from Motion Detection enhancement.

Bio-E Cost: 15 points.

Prerequisite: None.

Radar: This radar sense sends out high-frequency radio waves which bounce off objects and return to indicate the direction and distance of the reflecting objects. This sense provides the Host Armor with a crude type of radar and compensates for being in the dark. Although the ability enables the character to know/sense the location of objects and movement, it is not as long-range or accurate as radar machines. Still this ability is especially useful underground, sensing large targets approaching in the distance, and combat situations, providing a relatively full view of the combat area.

- Interpreting Shapes: 50% +5% per level of experience.
- Estimating Distance: 60% +4% per level of experience.
- Estimating Direction: 60% +4% per level of experience.
- Estimating Speed: 40% +4% per level of experience.
- Estimating Exact Location: 50% +4% per level of experience.

Maximum Range: 6 miles (9.6 km) in open spaces, half that if there is a lot of ground clutter (tall buildings, trees, or mountains).

Bonuses: +1 attack per melee round, +1 on initiative, +1 to strike, parry and dodge. Also no minuses/penalties apply while blinded or when in total darkness.

Disadvantages & Limitations: Radar does not go through cloth, walls, people or any solid objects. Consequently, the Host Armor cannot see or sense through walls or doors. Likewise, while he may sense a car, estimate its speed, direction and distance, he cannot tell how many people are inside the vehicle. Cannot detect opponents hiding behind walls, debris or ground cover. Cannot detect opponents smaller than 8 feet (2.4 m) tall or traveling close to the ground unless moving faster than 40 mph (64 km).

Radar is totally fouled in the rain, snow, dust, sandstorms, and similar obscuring conditions. No bonuses apply under these conditions, including no additional attacks per melee. If these conditions exist at night, in total darkness or while blinded, the radar is ineffective and the wearer of the Host Armor suffers all the penalties that usually apply for being blind. Smoke and fog

also fouls radar, but not as severely as the aforementioned conditions: All the abilities to estimate speed, direction, distance, shape and location are -30%. All bonuses are reduced by half.

Bio-E Cost: 50 points.

Prerequisite: None.

Sensitive Whiskers: Like a cat or a rodent, the Host Armor has a set of long whiskers (3 feet/0.9 m) that feel along in tight or narrow areas and help to form an early warning system for the Host Armor, especially underground and in tunnels. Can also detect air movement.

Bonuses: Penalties for being blind or in the dark are halved; +1 to dodge.

Bio-E Cost: 5 points.

Prerequisite: None.

Seismic Sense: When its feet are in contact with the ground, the Host Armor can feel vibrations like a living seismic sensor. This means the wearer cannot be snuck up on or caught by surprise by an opponent or multiple opponents approaching on the ground. In fact, the wearer of a suit with this enhancement can tell how many opponents are approaching, how fast they are coming, whether they are heavy or lightweight, and from which directions, including from the sides and behind. **Note:** Long-range attacks from energy weapons, guns and flying assailants are not detected because they are either outside of the sensing range or are not touching the ground.

- Estimate the number and speed of *heavy* vehicles, robots, giants, company sized and larger numbers of troops, large animal herds, and similar: 56% +4% per level of experience up to a distance of one mile (1.6 m); increase range a half mile at levels 3, 6, 9, 12 and 15.
- Estimate number and speed of an individual or a small number of people or animals within a 200 foot (61 m) radius: 70% +2% per level of experience (-30% if those who approach are successfully Prowling).
- Estimate Distance: 60% +3% per experience level.
- Estimate Location: 50% +3% per experience level.
- Detect Seismic Activity (earthquakes, mining, explosions, digging): The Host Armor can detect and measure the size, force, and direction of the epicenter (originating location) of an earthquake, explosion, mining, etc., within 100 miles (160 km; double for earthquakes), with a skill of 56% +4% per experience level.

Bonuses: +1 on initiative, +1 to dodge, and +10% on Detect Ambush, but only when standing on the ground.

Range: Varies as noted above.

Bio-E Cost: 30 points.

Prerequisite: None.

Sonar: Like a dolphin, the Host Armor can emit high-pitched clicks or whines that bounce off of the underwater surroundings and return to the Host Armor, where a special organ in the bulbous, oversized forehead (called a melon) translates the signals into an awareness of its environment. This system is not highly precise and will not allow the Host Armor to pick out details such as facial features or whether the sonar image is holding a gun or a flashlight (01-40% chance to recognize the difference between such small objects, +3% per level of experience), but it will allow the wearer of the suit to operate in com-

plete darkness underwater by “seeing” sonar images, shapes and movement in the water where the sonar is directed (typically below or in front of the character). Sonar is not constantly going, but as it is used it emits high-pitched sound waves that can be heard and *traced* by those with the right senses, equipment or also using Sonar and passive means of underwater detection.

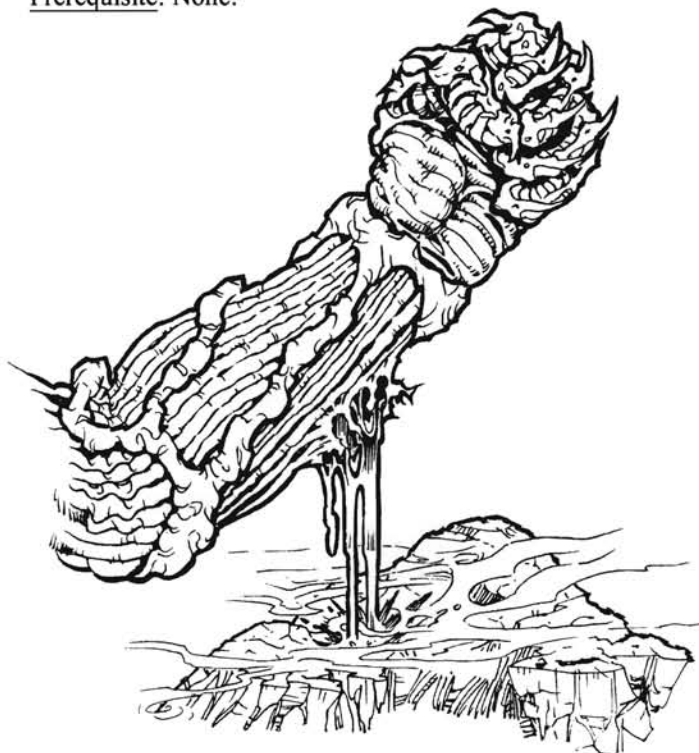
- Interpreting Shapes: 60% +3% per level of experience.
- Estimating Distance: 60% +4% per level of experience.
- Estimating Direction: 50% +5% per level of experience.
- Estimating Speed: 60% +4% per level of experience.
- Estimating Location: 40% +4% per level of experience.

Bonuses: +1 on initiative, +1 to strike, parry and dodge, and +10% on Detect Ambush, but only when underwater and using sonar. No bonuses or minuses/penalties apply while blinded or when in total darkness while underwater (like the depths of the ocean).

Range: 1000 feet (305 m).

Bio-E Cost: 30 points.

Prerequisite: None.



Biological Defenses

Acid Blood: The Host Armor's blood and bodily fluids are made of a highly corrosive acid that is meant to be a natural defense mechanism. The acid is produced by an unusual combination of chemicals in the Host Armor's body and becomes immediately active the moment the blood or bodily fluids hit the air. By slicing the suit's skin the blood is released. The best part of this is that the acidic blood is relatively harmless (only doing 1D4 S.D.C. damage) to humans and animals but does significant damage to metal and other inorganic material.

Mega-Damage: The acid does 3D8 M.D. per melee round to inorganic material (ceramics, plastic, metals, metal alloys, concrete and similar), but is relatively harmless to human flesh and most organic materials (skin, wood, leather, fur, etc.), as well as glass. The acid is very corrosive and will eat through even the

hardest M.D.C. alloys. The acid burns for one minute (4 melee rounds) or until washed off.

Duration: The acidic quality of the blood only lasts for a minute before becoming totally inert.

Bio-E Cost: 20 points.

Prerequisite: None.

Armored Head Crest: The Host Armor has a triceratops-like bone plate running around his head, typically rising up and out from the forehead or rimming the entire head like a head-dress or crown from the top of the head to the lower jaw. In both cases the boney crest protects the head and neck. The Host Armor also has a pair of horns protruding from the forehead and boney crest for hand to hand combat.

M.D.C.: The armored head crest adds 2D4x10 M.D.C. to the Host Armor's head.

Mega-Damage: An extra +1D6 M.D. from head butts, +2D6 M.D. from a ram attack using the horns (both are in addition to the usual punch/P.S. damage).

Bonus: +2 to roll with punch, fall or impact.

Penalties: -5% on Acrobatics, Gymnastics and any skill that requires balance.

Bio-E Cost: 10 points.

Prerequisite: Horned Defense.

Bio-Force Field: By amplifying the natural neurolytic energy of the Host Armor, the suit is able to create a powerful bio-electric force field to protect itself and the pilot under its hide. While the field is strong, it takes a long time to recharge. Damage should be taken from the force field, and after the force field is depleted, then from the M.D.C. of the armor.

M.D.C. of the Bio-Force Field: 3D6x10 M.D.C. is standard (costs 35 Bio-E), but the M.D.C. can be increased by spending more Bio-E on it, up to a maximum of 300 M.D.C. See Bio-E Cost.

Penalty: If the M.D.C. of the Bio-Force Field is depleted, it cannot be reactivated again for 12 hours! As long as the Bio-Force Field's M.D.C. has not been depleted, it regenerates lost M.D.C. at the rate of one point per minute (that's 60 M.D.C. points per hour).

Duration: Indefinite; as long as the pilot is conscious, the force field can remain in place.

Bio-E Cost: 35 points (3D6x10 M.D.C.). If so desired, the Bio-Force Field's M.D.C. can be increased by 20 M.D.C. per every additional 5 Bio-E points spent.

Prerequisite: None.

Chameleon Skin: The color and pattern of the Host Armor's exterior can be changed to adapt to any situation, so that the armored hide can transform to look like rippling water, moving or stationary leaves, green grass and scrub, dirt and rocks, a brick wall, concrete, metal, tree bark, and similar "natural earth" patterns, colors, and environments with exactly the right shades and reflections. Cannot do bright colors; bright red, shocking pink, brilliant blue, iridescent, or neon. **Note:** Anything that is worn over or covers the changing skin colors underneath stands out on the otherwise chameleon concealed Host Armor, as do any weapons or equipment that are carried.

Likelihood of Remaining Unseen/Camouflaged:

90% Undetectable if completely still; +5% if laying flat on the ground.

70% Undetectable if moving 2 feet (0.6 m) per melee round or slower.

50% Undetectable if moving 3 feet (0.9 m) to 4 feet (1.2 m) per melee round.

30% Undetectable if moving 5 feet (1.5 m) to 7 feet (2.1 m) per melee round.

10% Undetectable if moving 8 feet (2.4 m) to 10 feet (3 m) per melee round.

Totally ineffective if moving any faster.

Bio-E Cost: 20 points.

Prerequisite: None.

Horned Defense: This is a kind of specialized heavy body armor that adds 80 M.D.C. to the main body and 30 M.D.C. to each of the armor's other locations. Any and all hand to hand attacks directed against the Host Armor with a strike roll of 12 or less mean the attacker will hit one of the horns and inflict damage to himself. The horn does 2D10 M.D. to the attacker.

Unfortunately these horns are too broad and mounted in too awkward of positions to be used as effective weapons in hand to hand combat, but help to block and absorb attacks directed at the character wearing the Host Armor (represented by the additional M.D.C.). The horns are strongly anchored to the armor and each has an M.D.C. of 22 points. Horns are arranged in rows extending outward from the spine, from just below the ears and down the back at regular intervals, right down to the sides of the legs. Each of the shoulder blades and shoulder joints have horns that extend down to the elbow joints in pairs. The overall effect looks very similar to an Ankylosaurus dinosaur.

Mega-Damage: As noted above, any attacker rolling a 12 or less cuts or impales himself on one or two of the horns and takes 2D10 M.D. Meanwhile, a running ram/body block by the Host Armor inflicts an extra 2D6 M.D. (in addition to the usual punch/P.S. damage for the character).

Bonuses: +1 to parry and +1 to disarm.

Bio-E Cost: 30 points.

Prerequisite: Horns (any size, see genetic weapons).

Increased M.D.C.: The physical structure, density and toughness of the Host Armor's flesh is genetically altered (may become thick, leathery, scaly, lumpy or hard) to withstand greater physical damage.

M.D.C.: Adds 30 pounds (13.5 kg) to the weight, 40 M.D.C. points to the main body, and 10 M.D.C. to all the other locations per each reinforcing enhancement procedure. As many as 11 reinforcements can be done, so +440 M.D.C. to the main body is the maximum that can be purchased this way. Each reinforcement instills an accumulative skill penalty of -5% to the skills Prowl, Acrobatics, Dancing, Escape Artist, Gymnastics, and Swimming.

Bio-E Cost: 10 points per Increased M.D.C. enhancement.

Prerequisite: None.

Quill Defense: Like a porcupine, the Host Armor can extend durable, sharp spines all along its body, but these quills are made of a natural ceramic-like compound able to pierce even the toughest metal alloys. These quills are limited to the back of

the arms, lower legs, and the top of the head and back, as a defense mechanism. The quills are 9 to 12 inches (22.8 to 30.4 cm) long and look like large, sharp knitting needles or thick rows of spiked hair, especially on the head and back, at least until they are raised in defense.

The quills inflict 3D6 M.D. to anyone grappling with the Host Armor or trying to apply a wrestling hold, squeeze attack, body block or pounce/leap attack on the Dreadguard. Likewise, adversaries throwing a punch or kick at the character will inflict damage but take 1D6 M.D. in return from the sharp bed of quills.

The quills can also be used as a weapon. Extending them in conjunction with a kick, elbow, knee strike, punch or forearm or backhand attack adds 1D6 M.D. to the character's normal punch/kick damage (i.e., normal punch/P.S. damage +1D6 M.D. from the quills, plus any P.S. damage bonus). The wearer of the quilled Host Armor may also pluck one or two quills (no damage or pain from plucking) and use them like a long ice pick or spike to stab and slash an opponent (1D6 M.D. per quill) as well as use plucked quills to parry an attack from an M.D. melee weapon. **Note:** The quills *cannot* be "launched," unless augmented with a Quill Launcher (see Genetic Weapons), but the quills can be pulled out by hand and thrown up to 20 feet (6.1 m), 1D6 M.D. damage per quill (up to three can be pulled out and thrown at one time).

Bonuses: Add +30 M.D.C. to the main body, +7 M.D.C. to the other body locations, and a bonus of +1 to roll with punch, fall or impact.

Bio-E Cost: 45 points.

Prerequisite: None.

Reinforced Exoskeleton: An extra-thick, extra-hard, and resilient exoskeleton and bones that are difficult to break.

Bonuses: +30 M.D.C. to the main body and +7 M.D.C. to all other locations. A head butt does +1D6 M.D., a running ram/body block does an extra +3D6 M.D., and +2D6 M.D. bonus to punches, elbows and kicks from the character. +1 to roll with punch, fall or impact.

Bio-E Cost: 5 points.

Prerequisite: None.

Regeneration: Basic. The base regeneration rate is 3D4 M.D.C. per hour for the main body and 1D4 M.D.C. per hour for all other body locations. The Host Armor cannot regrow severed limbs or destroyed weapon systems unless there is M.D.C. remaining (at least one or two points), but an Engineer can generate a replacement limb and attach it with minimal difficulty. **Note:** All Host Armor and War Mounts automatically get this healing ability at no Bio-E cost. Biotics, Gore Hounds and Wing Packs can also get this enhancement for the listed cost.

Bio-E Cost: 5 points.

Prerequisite: None.

Regeneration: Enhanced. Even though all Host Armor and War Mounts have Basic Regeneration, many get Enhanced Regeneration to give them even more of an edge in combat. Enhanced Regeneration heals damage at a rate of 1D6 M.D.C. per minute (or 6D6x10 M.D.C. per hour) for the main body and one M.D.C. per minute (or 1D6x10 M.D.C. per hour) for all other locations. The Host Armor cannot regrow severed limbs or destroyed weapon systems unless there is M.D.C. remaining (at

least one or two points), but an Engineer can generate a replacement limb and attach it with minimal difficulty. **Note:** Biotics, Gore Hounds and Wing Packs can also get this enhancement for the listed cost.

Bio-E Cost: 10 points.

Prerequisite: Basic Regeneration (Standard for Host Armor and War Mounts).



Regeneration: Super. This is the best regenerative power the Engineers can provide, but is performed on less than 12% of the Host Armors due to the high Bio-E cost. Damage is healed at the rate of 2D6+3 M.D.C. per melee round (or 1D6x10 M.D.C. per minute) for the main body and 1D4+2 M.D.C. per melee round (or 4D6 M.D.C. per minute) for all other body locations. Fingers, toes, ears and the nose can be regenerated in 4D6+24 hours. Hands and feet are regenerated in 6D6+40 hours, and an entire limb, such as an arm or leg, is regenerated in 4D6+12 days. Cannot regrow a heart or brain, but can regenerate a sick or damaged one. Of course if the human limb was lost too, the pilot will still be unable to use that limb until the healing powers of the Host Armor can regrow it. **Note:** For the pilot to regrow a lost or severed limb, he must remain inside the Host Armor until it is completely restored. Exiting the armor early means a mishapened limb or no limb at all.

Bio-E Cost: 30 points.

Prerequisite: Enhanced Regeneration.

Resistance to Cold: The Host Armor has layers of fur and/or blubber or other type of insulation that provides protection from the cold. Blubber adds a bit of extra bulk, making the Host Armor appear a little chubby or heavyset. Temperatures as low as zero Fahrenheit have no adverse effect. Magic cold and super-cold attacks do half damage.

Bio-E Cost: 3 points.

Prerequisite: None.

Resistance to Electricity: The Host Armor is resistant to electricity in all its forms and takes half damage from electrical based attacks, including lightning. It can be jolted with up to

2,000 volts without adverse effect and is impervious to the effects of static electricity. The Host Armor and its pilot are also immune to all stun weapons and attacks.

Bio-E Cost: 10 points.

Prerequisite: None.

Resistance to Heat: Glands and water storage organs, or other methods to vent heat and cool the body, enable the Host Armor to tolerate extreme heat. Temperatures as hot as 140 degrees Fahrenheit have no adverse effect. Likewise, the character can pick up and hold an item that is as hot as 200 degrees Fahrenheit without injury or pain. Fire and heat greater than that, including plasma blasts and magic fire, do half damage.

Bio-E Cost: 5 points.

Prerequisite: None.

Resistance to Kinetic Energy/Attacks: Below the surface of the Host Armor's exoskeleton is a weave of tough fibers that are very similar to Kevlar. This weave of natural internal fibers serves to cushion and slow down stabbing, cutting and piercing weapons and attacks enough to minimize damage. Bullets, arrows, knives, swords, Vibro-Blades, other sharp implements, and even rail gun rounds, shrapnel and impalement do half damage. **Note:** Blunt attacks such as punches, kicks, clubs, etc., as well as falls, explosions and impacts do full damage, as do energy blasts, fire, cold, magic and psionics.

Bio-E Cost: 20 points.

Prerequisite: None.

Resistance to Lasers: The exoskeleton of the Host Armor is embedded with tiny, naturally growing salt crystals (and no, it's not sodium/table salt). These crystals are generated as a byproduct of the suit's sweat, and as such, constantly replenish themselves. The crystals give the Host Armor's exterior a glimmering appearance, making hiding more difficult (-20% to Prowl, Camouflage and hide), but are able to scatter and deflect laser beams. As a bonus, because the tiny salt crystals are all individually formed, variable lasers are useless in overcoming the effect of the salts. Reduce all laser attacks against the suit by half.

Bio-E Cost: 15 points.

Prerequisite: None.

Resistance to Physical Attacks: A layer of heavy tissue filled with impact resistant fluid like a sort of bladder or layer of blubber cushions the Host Armor from blunt attacks (punches, kicks, bludgeons, etc.), as well as falls, explosive concussion and impacts; half damage. **Note:** Bullets, arrows, and cutting and stabbing attacks (knives, swords, spears, etc.) do full damage, as do energy blasts, fire, cold, magic and psionics.

Bonus: +2 to roll with punch, fall or impact.

Bio-E Cost: 15 points.

Prerequisite: None.

Slime Coating: The Host Armor is able to generate a slippery mucus from a variety of pores on the suit's exterior. This slimy coating makes the Host Armor incredibly slippery and difficult for an opponent to grasp, wrestle or hold on to. The only portion of the Host Armor not coated is the palms of the hands and the soles of the feet.

Bonuses: The slimy suit is +1 to dodge, +10% to Escape Artist skill and cannot be grabbed and held; slips and squeezes out of

all wrestling holds, lock, pin, crush, squeeze, grapple, choke, grasp and similar holds (no damage and takes only one melee action to slip a hold).

Bio-E Cost: 5 points.

Prerequisite: Hands & Feet: Non-Skid Pads.

Stealth Field: While not true "invisibility," the Host Armor can generate a stealth field around it that renders it and anything carried by it (up to 200 lbs/90 kg in weight) semi-invisible at will. If the suit is carrying weight exceeding the weight limit, the Host Armor will remain visible, unable to generate the stealth field. The stealth field makes the suit nearly invisible, as if it were a sheet of shimmering water that reflects its surroundings. When not moving at all, the suit is completely invisible, but when the Host Armor moves it appears as a blur on the landscape. The Host Armor is 90% undetectable if standing still, 80% if moving at a leisurely walking pace or slower, 60% undetectable if jogging at half Spd., and only 33% undetectable if moving at a full run.

Neither normal vision, infrared optics, thermal-imaging systems, heat sensors, nor nightvision can see through the stealth field; however, motion detectors, sonar and radar can detect and track the blurred Host Armor with reasonable accuracy (-20% to the Read Sensory Equipment skill of those trying to locate and/or track the invisible character). Although the Host Armor may be imperceptible to the naked eye, it retains its physical mass, meaning that it cannot go through walls, and it is affected by physical attacks. The armor also still makes noise – footsteps, breathing, bumps, knocks, etc. – and may be tracked down by tracing the sounds.

Bio-E Cost: 50 points.

Prerequisite: Chameleon Skin, which is replaced by the Stealth Field.

Anatomical & Physiological Features

Any number of structural changes can be made to the Host Armor's basic anatomy and physiology to make it more effective in combat against the machines. These changes are hampered only by the fact that Host Armor contains a *living human pilot*, so many of the other possible alterations cannot be used on Host Armors. Most of these features are also available to Biotics, War Mounts, Gore Hounds, and other Bio-Tech constructs.

Adrenaline Surge: Automatically activated in life and death situations, but can also be activated on demand to accomplish any number of incredible feats. The Host Armor can initiate a surge of adrenaline once every hour to increase its wearer's speed and strength, as well as the reaction time of the pilot, by pumping additional adrenaline into his system.

Duration: The surge lasts for 1D4 minutes (4 melee rounds per minute).

Bonuses: +1 attack per melee round, +1 to dodge, +3 to save vs poison or drugs, +10 to the Splicer P.S. of the Host Armor. Also +20 mph (32 km) to the suit's running speed, +20 feet (6.1 m) to the suit's leaping distance and +20 to M.D.C. to the main body of the Host Armor. **Note:** Damage comes off of the Adrenaline bonus M.D.C. first, then the Host Armor's own M.D.C.

his grip, however, every "skilled" climber gets a chance to regain his grip, roll again. Two consecutive failed rolls means the character falls (takes 1D6 damage per 10 feet of a fall). **Base Skill:** 40% +5% per level of experience.

Rappelling is a specialized, rope climbing skill used in scaling walls, towers, and cliff facings. For game purposes, rappelling will include ascending and descending climbs. **Base Skill in Rappelling:** 30% +5% per level of experience.

Fencing. This is the formal art of fighting with a sword and dagger. This includes not only Olympic style fencing with a foil, epee or saber, but also Kendo (the use of a samurai katana) and other blades. Swordsmanship is practiced in many places and is also all the rage, especially among the nobility, for its flashy looks and for the amount of blood it can spill. **Bonuses:** +1 to strike and parry with a sword or dagger, and +1D6 to damage (S.D.C. or M.D. depending on the weapon) with a sword. **Requires:** W.P. Sword (W.P. Knife is optional).

Forced March. Practiced training in uniform marching with a full field pack and weapons. This is done at an even pace and rhythm that enables the marchers to cover great distances on foot at a faster than normal pace. Increase the normal physical endurance rate as to how long an activity like marching can be maintained by five times; applicable only to forced marches/traveling. Maximum speed on a forced march is roughly 60% of one's speed attribute, which enables a large group of dozens to hundreds of soldiers to travel at the same consistent pace; suitable for everybody in the group (never less than a Speed of 8). Likewise, this skill trains soldiers to make coordinated charges and maneuvers, including spear runs, spear and shield placement, and so on.

Gymnastics. Learning to do falls, rolls, tumbles, cartwheels, somersaults and to work the parallel bars and rings. This sport builds great upper body strength, grace, and balance.

Provides all of the following:

An automatic kick attack at first level (2D4 damage).

Sense of balance (50% +3% per level).

Work parallel bars & rings (60% +3% per level).

Back Flip (70% +2% per level).

Basic Prowl ability (30%; or adds a +5% to Prowl skill).

Basic Climbing ability (25%; or adds a +5% to Climb skill)

Climb Rope/Rappel (60% +2% per level).

Bonuses: +2 bonus to roll with punch or fall, +2 to P.S., +1 to P.P., +2 to P.E. and +2D6 to S.D.C.

Juggling. The ability to toss "up" a number of objects, such as balls, clubs, knives, lit torches, and almost any small objects, and keep them continuously in the air with fast hand movements. It is used for the entertainment of others and to develop greater hand-eye coordination; +1 on initiative roll. **Base Skill:** 35% +5% per level of experience.

Kick Boxing. Kick Boxing is a form of martial arts self-defense. The character who takes Kick Boxing has done maybe a few months or a year of casual training as a supplement to his usual Hand to Hand Combat skill. **Bonuses:** +1 to P.E., +1 to P.S. and +1D10 to S.D.C. Plus, add the following strikes to the usual list of known attacks: Roundhouse Kick (3D6 damage), Axe Kick (2D8 damage), Knee Strike (1D8) and Jump kick (4D10 damage, but must be the only kick that melee and uses up

all of the character's melee attacks for that round. However the character can still parry and dodge, just not make any other attacks).

Outdoorsmanship. Being an avid outdoorsman and survivalist, this character has spent a significant portion of his/her life living off the land or in the wild. As a result, the character is hardened to the rigors of outdoor life. **Requires:** Wilderness Survival. **Bonuses:** Add +1 to P.E., +2D6 to S.D.C. and +5% to the Dowsing, Fasting, I.D. Plants and Fruit, and Wilderness Survival skills.

Physical Labor. Not all strength and conditioning comes from deliberate training or sports, some comes from old-fashioned hard work. This skill represents the strength and endurance gained from hard physical labor either due to a physical occupation (such as construction, ditch digging, warehouse work loading and unloading boxes, etc.) or really demanding chores at home such as chopping wood, bailing hay, etc. This skill is particularly applicable to characters from such backgrounds as vagabond, nomad, peasant farmer, slave, or similar. **Bonuses:** Add +2 to P.S., +1 to P.E. and +2D8 to S.D.C.

Prowl. This skill helps the character to move with stealth; quietly, slowly, and carefully. Techniques include balance and footing, short steps and pacing, weapon positioning, prone positions for low visibility, and crawling. A failed prowl roll means that the character has been seen or heard. If the prowl roll is successful, then the character is not seen or heard and may make a sneak attack. **Base Skill:** 25% +5% per level of experience.

Running. A routine of running and exercise to build speed and endurance. For game purposes, the character is considered able to run one mile (1.6 km) for every one point of P.E. without undue fatigue and two miles (3.2 km) for every one point of P.E. (minimum of 27 miles/43.5 km) before collapsing. **Bonuses:** +1 to P.E., +4D4 to Spd and +1D6 to S.D.C.

Swimming. The rudimentary skill of keeping afloat, dives, swimming and lifesaving techniques. The percentile number indicates the overall quality of form as well as skill of execution. A character can swim a distance equal to 3x his P.S. in yards/meters per melee. This pace can be maintained for a total of minutes equal to his P.E. attribute number. **Base Skill:** 50% +5% per level of experience. Individuals also learn the methods and Bio-Equipment needed for skin diving and underwater swimming. **Note:** The maximum safe depth without getting the bends is about 120 feet (36.5 m). Deeper depths are possible with lengthy depressurization, special diving suits, submarines and most types of Host Armor.

Wrestling. As taught in old high schools and colleges, Wrestling is more of a sport than a combat skill, but it does provide some useful combat moves.

Special Wrestling Moves:

Body block/tackle does 1D4 damage and the opponent must dodge or parry to avoid being knocked down. If knocked down the victim loses initiative and one melee attack for that round.

Pin/incapacitate on a roll of 18, 19, or 20. Victims who are pinned are held in such a way that they cannot physically attack or move.

Crush/squeeze is a bear hug style hold that does 1D4 damage per squeeze attack.

Bonuses: +1 to roll with punch or fall, +2 to P.S., +1 to P.E. and +4D6 to S.D.C.

Rogue Skills

Card Shark. A skill that involves the manual dexterity of hand and finger manipulation to perform tricks, palming, and other gimmicks of sleight of hand with playing cards. This includes dealing from the bottom or middle of the deck, stacking a deck (to the card shark's favor), hiding cards up the sleeve (and elsewhere), fancy and impressive methods of shuffling and dealing the cards, as well as card counting and understanding the odds. A failed roll means the character has fumbled the trick or was too obvious and is caught cheating! **Base Skill:** 24% +4% per level of experience. Add +4% if the character also has the Palming skill and add +6% if he also has the Gambling skill.

Concealment. The practiced ability to hide small items on one's body or in hand, usually by continually moving it around from hand to hand or place to place unnoticed. Objects must be no larger than 14 inches (35.5 cm) in height/length, and six inches (15.2 cm) in width. The weight must also be 10 pounds (4.5 kg) or less. The smaller and lighter the object, such as a knife, gem, key, etc., the easier it is to conceal (add a bonus of +5%). Larger items such as a book, scroll, club, statue, or similarly large or heavy object are more difficult to conceal on one's person for obvious reasons. **Base Skill:** 20% +4% per level of experience.

Find Contraband. The character with this skill knows where to find arms dealers, the Black Market, smugglers, thieves and illegal medical treatments, as well as how to spot them. He is also familiar with their hangouts, gang or criminal ties, general practices, codes of conduct, pricing structures and modes of operation. Likewise, the character has a good idea of what Black Market weapons and items should cost and what these people pay for contraband items (typically only 20% of the retail market price). The character also knows the penalty for being caught with an illegal weapon or item. Note: Organic technology (except in authorized hands), as well as the old technology, M.D. weapons, concealed weapons and sidearms are forbidden inside of the Retro-Villages and in many of the large underground havens. This skill is especially appropriate in large, urban communities and should be considered separate and apart from Streetwise. **Base Skill:** 26% +4% per level of experience.

Gambling. A thorough understanding of games of chance, including the knowledge of the rules, strategies and probabilities. For a quick roll to determine the results of Gambling (without having to play the actual game), roll under the first skill percentile number. A roll under the skill percentage is a win, too high is a loss. The second percentage is used when a character wants to tell if a game is rigged against him or if one of his gambling partners is cheating. A successful roll will help him to see the palming of cards and other sleight of hand tricks, or to recognize bad dice, a fixed roulette wheel, imbalanced throwing knives or darts, and so on. **Base Skill:** 30% +5% per level of experience.

Imitate Voices & Sounds. The ability to imitate voices, accents and expressions of different vocal systems, dialects and languages. The first number indicates the character's ability to change his voice and imitate accents, inflections and expressions from other regions. A successful roll means he has disguised his normal/true speaking voice and accent, and convincingly sounds like he is from another region or part of the world. Attempting

to accurately imitate the voice, inflections and attitude of a specific person is much more difficult, and the character will either need to know the person being imitated very well, or have spent hours studying him/her, and even then there's a penalty of -20%.

The second number indicates the ability to duplicate various calls, screams, chirps and buzzes that are found in the wilderness. Distinctive calls are often used as signals during sneak attacks, with different calls meaning to the people who know them "all is calm/quiet," "guard on watch," "move cautiously," "danger" and "attack!" **Base Skill:** 42%/36% +4% per level of experience. **Bonus:** Add +5% to the Impersonation skill.

Palming. Simply the ability to pick up and seemingly make a small object, such as a coin, key, dagger, or playing card, vanish by concealing it in one's hand. Adds a bonus of +5% to the Pick Pockets skill. **Base Skill:** 20% +5% per level of experience.

Pick Locks. See Espionage skills for the complete description.

Pick Pockets. See Espionage skills for the complete description.

Prowl. See Physical skills for the complete description.

Seduction. This is the ability to make the opposite sex melt with desire. This skill is somewhat similar to the Interrogation skill in that the seducer knows how to ask the right questions to get information without being obvious. The seducer usually seems attentive, sympathetic, alluring and sexy. Men and women who are seduced tend to have loose lips and will spill secrets. They also lose track of time, spend big money to impress and please their seducer, and lavish her or him with their affection, time and attention while oblivious to everything else around them.

Anyone who has been successfully seduced is distracted, skill performance is half and takes twice as long to perform, the character doesn't notice people and events around him/her, and is easily caught off guard (no initiative and all bonuses are at half when attacked by a character other than the seducer). Worse, the victim(s) of seduction is completely vulnerable to the seducer. The seducer always gets the first attack/strike/action, and the victim has no chance at self-defense against that first attack, plus the victim loses one attack/action from surprise or horror. **Base Skill:** 20% +3% per level of experience. **Skill Bonuses:** +1% for every one M.A. attribute point over 20, and every two P.B. points over 17 (round up). So a character with a P.B. of 23 (+3) and M.A. of 24 (+4) would be +7% to successfully seduce. The seducer can influence more than one person at a time; one additional victim per every three levels of experience. In addition, the seducer is +5% to pick the pockets of, palm, or plant things on his/her victim of seduction, as well as adding +5% to the Card Shark, Sing, Fast Talk and Dance skills. Also, seduction victims who are intoxicated or drugged are easier to seduce (+5%).

Sleight of Hand. Another skill that involves the manual dexterity of hand and finger manipulation to perform certain feats. One of the tricks or gimmicks of Sleight of Hand is to distract the observer(s) with one hand and palm or otherwise manipulate an item with the other hand. Sleight of Hand also includes a basic level of Escape Artistry. Techniques include hand positioning, tensing and relaxing muscles, keeping hand and wrist joints flexible, popping joints in and out, the study of knots, and usu-

ally a hidden lock picking tool(s). **Bonuses:** +5% to Pick Locks, +5% to Pick Pockets, +10% to Palming, +10% to Escape Artist, and +6% to Concealment skills. All are one time skill bonuses which are applicable immediately.

Streetwise. This skill instills an understanding of the darker side of life and the scoundrels who roam those streets. The streetwise character will be able to recognize gang members and bandits by their actions and philosophies, gang colors (emblems and clothing that denote membership to a particular organization), gang symbols and mannerisms, and dangerous locations and gang haunts. The individual will also recognize a potential brawl situation, assess a gang member's rank/power in the organization, and know some of the hangouts, modes of operation, rituals, ethics, and perhaps even notorious gang leaders of the more infamous street gangs. This skill also includes the ability to recognize and locate fences, pawnshops, drugs and arms dealers, thieves and thieves' guilds, thugs for hire, places of ill repute, and similar criminal and illegal outfits. **Base Skill:** 20% +4% per level of experience.

Use & Recognize Poison. People with this skill are trained in the use of poisons and toxins of all types. This includes the preparation and use of poison from plants, roots, mushrooms, animal and insect venom, and other deadly substances, as well as making antidotes. Types of poisons include ingestive (must be eaten), contact (is absorbed through the skin) or blood (enters the bloodstream through a cut or injection). The use of poison can be dangerous. The first percentile number indicates the success ratio of using and administering poison carefully and properly. If the person fails to make his success ratio, there is a 01-30% chance of having inflicted himself (is an antidote handy?). The second number indicates the character's ability to recognize food, drink or items that have been poisoned. **Base Skill:** 24%/16% +4% per level of experience. Add +6% if he also knows Holistic Medicine. **Restriction:** Only characters of an evil or Anarchist alignment can use deadly poison to inflict bodily harm on others. Not all poisons kill or inflict injury, some cause sleep, paralysis, dizziness, impair the senses, etc. Also note that many poisons inflict damage and cause ailments and pain, but do not automatically or instantly kill the victim.

Ventriloquism. The practiced ability to throw one's voice. This can be used to create the illusion of not speaking while making a voice or verbal noise appear to be coming from someone or something else, such as a puppet, a tree, box, chair, etc. Maximum range is 10 feet (3 m) away. A failed roll means the voice is not well thrown or the ventriloquist's mouth is seen moving, so the trick does not work. **Base Skill:** 16% +4% per level of experience.

Science Skills

Astronomy & Navigation. The study of the stars and other celestial bodies, their movements, positions, cycles, alignments, and interrelations with the planet and each other. This knowledge can also be used to determine direction, approximate distances, identify the seasons, and tell the time of day. Training includes reading maps and star charts, course computation, following landmarks, and the use of navigational equipment. Includes land, air, and water navigation as well as piloting by the

stars and instruments alone. This ability is ideal for sailors and those characters who can fly. A failed roll means the navigator is off course. To determine how many miles off course, roll 2D6 miles when traveling on foot, 1D6x10 miles when traveling by horse/cart/War Mount and 2D4x10 miles when flying or using a boat/ship. Roll once for every hour that one travels in uncharted territory or seas. **Base Skill:** 20% +5% per level of experience; +10% bonus if the character has Advanced Mathematics. **Requires:** Basic Mathematics and Literacy to use instruments, read maps and to chart a course by the stars. Also see Land Navigation described under the Wilderness skills.

Biology. Basic understanding of cells, anatomy, physiology, evolution, and basic genetics. The character will know how to use a microscope, cultivate bacteria, and how to classify new organisms. **Base Skill:** 30% +5% per level of experience.

Botany: Plants, their categories and functions, are studied extensively. Characters will know the basics of cross-fertilization and germinating, as well as growing experimental plants. **Base Skill:** 25% +5% per level of experience.

Chemistry. The basic understanding of chemical principles and formulae. Characters know enough to create gunpowder and explosives, fire and combustible materials, as well as a knowledge of gases, from toxins to practical fuels and buoyant gases for airships. It also provides a basic understanding of chemical analysis, as well as the various organic chemical principles and some complex formulae. **Requires:** Basic or Advanced Mathematics. **Base Skill:** 35% +5% per level of experience.

Genetics. With exhaustive study in the theory of genetics, as well as the use of gene therapy, the character has gained a good understanding of how DNA and RNA function, the basics of bio-technology and how to analyze and predict the behavior of genes and chromosomes in various living organisms. Given access to a life form's genetic database (after blood has been scanned and analyzed), characters with the genetic skill can make predictions about the creature's anatomy, biology, character and appearance, as well as whether or not the creature is sterile. This can also give the character the basic abilities and statistics of a piece of bio-technology by looking at its DNA/RNA. **Requires:** Biology. **Base Skill:** 30% +3% per level of experience.

Mathematics: Basic. Knowledge of basic math, including the ability to count, addition, subtraction, multiplication, division, and fractions. **Base Skill:** 78% +2% per level of experience.

Mathematics: Advanced. Knowledge of all basic and advanced mathematics, including algebra, geometry, calculus, trigonometry, and techniques for advanced mathematical formulae. **Base Skill:** 68% +2% per level of experience.

Xenology. The biological and physiological study of alien species (rather than their culture or society). This skill provides general medical and physiological information about the most commonly encountered species on the planet, how their body works, any natural weapons, poisons or toxins, strengths and weaknesses, presence of psionic or other natural abilities, etc. Without Xenology, any attempts to use a medical skill on alien species are at -20% to skill rolls, -40% if nothing like humans or animals we know. **Base Skill:** 15% +5% per level of experience.

Zoology. An academic knowledge of wildlife, nature and habits, including domesticated and wild animals indigenous to

the planet, and known alien animal species. This includes knowledge of animal habitats, behavior, instincts, mating, hunting, food or favored prey, breeding, physiology and biology, flight/fight responses, natural weapons and defenses, the best way to handle the animals, and so on. This skill may be specialized by taking the skill twice. When specialized, the character receives a one time bonus of +20% to the skill when dealing with that one specific type/species of animal (e.g., apes, snakes, bovine, etc.). **Bonuses:** +5% to the Herding and Track & Trap Animals skills, and +10% to Veterinary Science. **Base Skill:** 30% +5% per level of experience.

Technical Skills

Art. The ability to draw, paint and/or sculpt or do craft work. A character can attain professional quality by selecting the Art skill twice. This adds a one time bonus of +10% and the work of a professional artist is always superior to a talented amateur in technique, quality and originality. If only taken once the character is a talented amateur. **Base Skill:** 35% +5% per level of experience.

Breed Dogs. The first percentile number indicates the art of raising, mating/breeding, taming and training domestic and wild canines, as well as a knowledge about canines in general. The second percentile number is used to attempt to tame a wild canine, teach a dog tricks, or to train the animal for a specific task like sitting, tracking, retrieving, pointing, herding animals, attacking on command, and so on. A failed roll means that the dog refuses to learn that particular trick or specialty. **Note:** These are trained work animals or pets, not robots. **Base Skill:** 40%/20% +5% per level of experience.

Excavation. A mixed bag of abilities that includes finding one's direction underground, estimating one's approximate depth, "digging out" and identifying relics and evidence from debris, collapsed tunnels and the earth, as well as digging out and fording up/repairing collapsed tunnels, underground chambers and caves. The skill gives the character a good understanding of how to best perform an excavation without any major setbacks, where to dig, what is the best type of soil, how deep to go, how to pack and secure tunnel walls and ceilings, where to place support beams and what building materials to use in underground construction. **Note:** Tunnels and excavation sites that are made quickly are not permanent, and can be collapsed by gunfire, earthquakes, traffic vibrations, etc. Trying excavations without this skill is just asking for trouble and is performed on pure luck. **Bonus:** +5% to Dowsing skill when looking for an underground river or spring and +5% to Spelunking skill. **Base Skill:** 25% +5% per level of experience.

History. The character has learned the general history of the "modern" world, the events that led up to the rise of the Machine (N.E.X.U.S.), subsequent disasters, the Machine's campaign of human extermination and rise to global power, and the formation and history of the Human Resistance, the Great Houses, and Splicers, as well as a very sketchy overview of the history of human civilization on this world before the Machine took over. That having been said, the historian does not even know what planet he is on (Earth or a colony world?) or the true historical date. The character can attempt to identify the histori-

cal source and authenticity of any object or location, and is extremely interested in finding ancient books and records to fill in the many holes the people of the Splicers™ world have about their origins. **Base Skill:** 40% +5% per level of experience.

Language. See Communication skills for a complete description.

Leather Working. Skilled at tanning, preserving and working with animal hides, fur and leather to make leather goods such as clothing, capes, caps, bags, purses, boots, shoes, belts, and even S.D.C. leather armor (the character can repair leather armor too). A failed roll indicates that the hide is ruined and the leather is wasted. **Base Skill:** 45% +5% per level of experience.

Literacy. See Communication skills.

Machine Lore. The character has an in-depth understanding of "the Machine" (N.E.X.U.S.), knows something about its history (needs the History skill for a deeper knowledge of the Machine's full origin, past, and purpose), knows about the seven different personalities within the Machine, and has some idea how to exploit them. With this skill the character is also able to recognize which personality is currently active and in control, and has a good understanding of the various robots, drones and other devices the Machine uses, right down to their modes of operation, weapons, firepower, statistics, common strategies and tactics, and strengths and weaknesses. **Base Skill:** 40% +4% per level of experience.

Machine Technology. Training, understanding and knowledge of how technology is designed, operated, built, and maintained. A character with this skill can figure out how a machine works, its general purpose, how to turn it off or on, and how best to sabotage or destroy a machine. He cannot, however, operate machinery, because the Nanobot Plague will turn even a dormant or broken machine into a hostile force. **Base Skill:** 40% +5% per level of experience.

Masonry. A rudimentary understanding of the principles of bricklaying and stone construction. The percentile number indicates the success ratio of recognizing deterioration, improper construction, the intended purpose of construction, styles of masonry and approximate age or period of construction. The character can also mend masonry and assist in masonry construction and demolition. **Base Skill:** 30% +5% per level of experience.

Operate Bio-Equipment. Training in the operation, maintenance, feeding and purpose of all forms of organic technology, as well as being able to "read" or interpret sensory data from all types of Bio-Sensors. This skill also includes a complete understanding of the different Bio-Weapons and gear that can be incorporated into Host Amor and the various War Mounts, even though the skill does not enable the character to pilot Host Armor or War Mounts. **Bonus:** +1 to strike when using handheld Bio-Weapons (guns) and can use any handheld Bio-gear as well as maintain any Bio-System, including those on armor or mounts. **Note:** Characters without this skill have no idea how Bio-Tech works nor how to feed, care for, maintain, or operate even the most basic organic equipment or Bio-Weapon. **Base Skill:** 40% +5% per level of experience.

Research. Training in the use of methods, techniques, and locations for finding information, including public records, libraries, interviews, surveys, demographics, trade journals, and legal searches. This skill is helpful in locating information about people, places and things. The G.M. will ultimately regulate the

availability of accessible, known information regarding a particular subject. Any character can do research and ask questions, but the Research skill will reduce the amount of time needed by half and the character is trained to notice relevant information that an untrained character is liable to overlook. Thus, for truly secret or difficult information, you must have the character with the Research skill try to uncover it. Only roll to determine success on researching these difficult or hushed up bits of information. **Base Skill:** 50% +5% per level of experience.

Rope Works. This is a skill that takes into account the various needs and uses of rope. The character knows a variety of ways to tie knots, the advantages to various types of ropes and cords, their tensile strength and how to weave/make rope. A failed roll to tie a knot means that it is loose and sloppy and easy to untie, slip out of, or likely to unravel or snap when strained. **Base Skill:** 30% +5% per level of experience. Characters bound/tied by this character are -10% to escape/slip knots.

Transportation Skills

Breaking Horses. To “break” a horse, first the trainer must get the horse used to being around people, then used to having a saddle on its back (this takes 3D4 days), and then you “bit” train it (gets used to having a bit in its mouth and reins). Finally, the trainer must get the horse used to having a rider on its back. Depending on the horse, this can take a couple weeks (making an attempt every day) or several weeks with moderate success. It takes a lot of skill to stay on a wild horse when it wants you off. Some horses are never completely tame, and some will allow certain people to ride them, while bucking and throwing other riders. During this initial training period the rider must hang on for dear life while the horse does everything in its power to throw him. This battle of wills can last hours and take up to 12 weeks. **Base Skill:** 20% +5% per level of experience. Also includes riding wild bulls (cannot be broken) and wild broncos, plus steer wrestling, but all are at -15%. **Requires:** Horsemanship.

Horsemanship. The Nanobot Plague has made the use of conventional vehicles impossible, making horseback (and other riding animals) a popular and necessary mode of transportation. The Horsemanship skill includes the basic principles of riding, the care and feeding of the riding animal, recognizing breed and quality, charging, and jumps. The second percentile number is used whenever the character tries to determine the breed and quality, and when performing special jumps or maneuvers.

In this case, Horsemanship includes the ability to ride unusual mounts, including alien and monstrous War Mounts.

The *Horsemanship skill* indicates a certain degree of training and expertise in riding and handling horses. The higher the skill percentage the better the skill or ability. **Note:** Tricks and stunts are performed at half the rider’s normal riding skill. To avoid being thrown from the horse when jumping, charging, kicking or performing some other difficult maneuver or trick, the character must roll under his second percentage to remain in the saddle and in control of his animal. **Base Skill:** 40%/20% +4% per level.

Riding & Care of Horses: The first percentile number indicates the character’s riding ability and a fundamental knowledge of the feeding, caring, and grooming of horses.

Recognize quality/breed: The first percentile number also indicates the success ratio of recognizing the breed quality, age, strength, speed, health, and general attributes/capabilities (race horse, workhorse, warhorse, etc.) of the animal.

Breed Horses: The second percentile number indicates the knowledge in the raising, breaking, training and breeding of horses. It includes shoeing horses, giving birth, and curing minor ailments and injuries.

Jumping: The second percentile number also indicates the success ratio of NOT being thrown from the horse when jumping, charging, kicking or performing some other difficult maneuver or trick. The character must roll under his percentage to remain in the saddle and in control of his animal. Damage from being thrown off a horse is typically 1D6.

Racing: The second percentile number also indicates the success ratio of maintaining control and getting maximum speed while racing at full gallop. A failed roll means the horse runs quickly but 10% short of its maximum speed, but the rider can coax that little extra spirit and speed out of the animal. Once every four minutes, the rider can get the horse to kick into overdrive and run at 25% faster than its normal maximum. However, this speed can only be maintained for one minute at a time and cannot be done more than three times in a 15 minute period. Maximum running speed can be maintained for a period of minutes equal to the horse’s P.E. attribute. Pushing the horse beyond its endurance will cause it to slow down by 30% and after 4D4 minutes, collapse from exhaustion (requires at least a half hour rest and light activity for another hour).

Combat: All bonuses are in addition to other combat skills, weapon proficiencies, or attribute bonuses. Applies to the rider, not the horse. The rider gains a combat advantage from the height and speed of being mounted. This provides the following bonuses when charging on horseback, regardless of what Horsemanship skill the character has chosen: +1 to parry and dodge, and +1D6 to damage while on horseback. *Charge attack* (running horse) with a battle axe, large sword, pole-arm or spear does an extra +1D6 damage. The attacker must roll under the second percentile number to avoid being dismounted and charge attacks count as two melee actions/attacks.

An *aimed shot* (or a “Called Shot”) is impossible on a moving animal (unmodified roll to strike only). Bursts and wild shoot are possible even when the animal is moving quickly, but not at a full gallop. At full gallop, the shooter can fire only as wild. This applies to any projectile weapons/guns and the bow and arrow, all of which are the same as shooting wild when at a full gallop. **Note:** Historically, there have been expert riders like the Samurai, Cossack and Cowboy, but such characters do not exist in the world of Splicers.

Host Armor Combat (& Piloting). Splicers must learn the fundamentals of piloting their Host Armor, which is worn like a suit of power armor but is a living, second skin, though it is larger and bulkier than traditional body armor or even most power armor. Host Armor has an exoskeleton within it that augments the wearer’s physical abilities and responds to the pilot’s every movement with the speed of thought. The emphasis of training is on piloting and combat, hence the bonuses, but the individual is only able to operate his/her own personal Host Armor, since each specific Host Armor is bonded specifically to its pilot on a genetic level. To get additional combat bonuses and

weapons, see the creation and augmentation process presented earlier in this book. **Base Skill:** 56% +3% per level of experience. **Requirement:** Operate Bio-Equipment.

Bonuses: All bonuses are in added to the pilot's own Hand to Hand Combat training, attribute bonuses, and any additional bonuses due to the character's Host Armor's specific attributes and Biological Enhancements. These bonuses apply only when the character is inside his Host Armor, they do *not* apply to the pilot's physical abilities outside of the armor.

+1 extra attack/action per melee round, plus those of the pilot, at levels 1, 5, 10 and 15.

+1 to strike with long-ranged Bio-Weapons that are an integral part of the Host Armor.

+1 to strike and parry in hand to hand combat.

+1 to initiative, dodge and disarm.

+2 to pull punch and +1 to roll with impact, punch or fall.

Critical Strike is the same as the pilot's Hand to Hand skill.

Mega-Damage: Each Host Armor will have its own range of P.S. and Hand to Hand damage based on the Splicer P.S. table and any melee Bio-Weapons given to it during its creation or augmentation. These basics let the pilot do a *restrained punch*, *full strength punch*, *power punch* (double damage but counts as two melee attacks), a normal kick (same as the punch +1D6 M.D.), a stomp (1D6 M.D. to targets under 3 feet/0.9 m tall), leap kick (triple the damage of a normal punch, but counts as two melee attacks) and a block/tackle/ram (1D4 M.D. plus a 50% chance of knocking an opponent down, causing him to lose initiative and one melee attack/action, but counts as two melee attacks).

Kayaking & Canoes. The skilled use of most paddled-type boats, canoes, row boats and long boats, as well as the kayak. Speed in still water is usually equal to the character's P.S. attribute and can be maintained for P.E. x5 in minutes without pause. The skill also includes the basic principles behind using water currents, maintenance, balance, canoe building and even "tricks" like sculling and righting a flipped canoe. Canoes and kayaks can be made of wood and bark, animal hide or canvas. With an axe, and access to the right kind of trees and bark (birch is ideal), a character can build a small canoe (large enough for two, plus room for supplies and equipment) in two days, along with a couple of paddles, with larger canoes taking only another day or two. **Base Skill:** 50% +4% per level of experience.

Pilot Wing Packs. This is the piloting skill for the backpack-like winged units that attach to the back of a Splicer to carry him airborne. The typical Wing Pack is a one person unit capable of hovering above the ground and flying at an average altitude of 6000 feet (1829 m). **Base Skill:** 42% +4% per level of experience. **Bonuses:** +1 on initiative, +1 to strike, parry and dodge while hovering, +3 to dodge while in full flight, and +1D6 damage while airborne from hand to hand combat (punches and kick, or from melee weapons like a sword or club).

Seamanship. An in-depth knowledge about *sailing vessels*, large and small, as well as the terms and principles of sailing. The character knows how to sail, whether it be in belaying, hauling, dropping or trimming sail, which means he also knows the difference between a crossjack, a mizzenmast, a fore lower topgallant and a hundred other names for specific sails, ropes,

masts and cross-masts. The skill also includes being able to judge, evaluate and repair sails, ropes and rigging (every sailor has to be handy with a needle and thread), and operate the pumps needed to remove the water that collects in the bilge, as well as knowing how to braid rope, and the basics of cleaning and maintaining a vessel. **Base Skill:** 35%/20% +5% per level of experience. The first number is for small sailing vessels and general sailing knowledge, the second number is for piloting large ships on the open seas. **Requires:** Must also have the Sewing and Rope Works skills.

Trick Riding. Riding bareback, standing on the animal's back, hanging from the side, or under its belly (usually for rodeo tricks or to hide from enemies), and sidesaddle, as well as quick mounts and dismounts, mounting a horse by leaping down from above or with a running start, leaping from the back of a horse onto another horse or wagon, and similar. **Requires:** Horsemanship. **Base Skill:** 60% +3% per level of experience. The trick riding character can attempt all tricks and stunts without penalty, plus he can also make aimed or called shots while on horseback without penalties or having to use a wild shot. This skill also applies equally to those riding a horse, War Mounts or any other type of riding animal, but must first be learned on horses. **Note:** Characters without this skill can try any of these riding tricks, but must roll against the second skill percentage number of their Horsemanship skill after reducing it by half! Roll for each attempt.

Teamster. The character can skillfully drive a wagon or other vehicles drawn by a team of animals (four or more horses, oxen, mules, and so on). Also has a rudimentary knowledge in the care of the animals. The skill also includes the ability to make simple repairs to the wagon such as replacing a thrown wheel. **Base Skill:** 35% +5% per level of experience. Horsemanship adds a +10% bonus if a horse drawn vehicle. Also having the Herding skill adds a +5% bonus if oxen pull the wagon.

Combat: The driver gets a +2 to strike when attempting to ram/sideswipe his wagon into another vehicle or animal (+4 if the target is stationary, like a parked vehicle, fence, pole, etc.). A successful sideswipe attack against an animal or individual causes 5D6 S.D.C. damage and has a 01-80% chance of knocking the victim down. Being knocked down causes the struck character to lose initiative and their next two melee actions/attacks. A successful ram attack against another vehicle means both drivers must roll a skill check vs Teamster (or piloting skill) to avoid crashing or turning over. Someone driving without the Teamster skill rolls vs Horsemanship at a penalty of -30% (if another vehicle or robot, roll under that vehicle piloting skill or a base skill of 60%). Crashing the wagon is likely to break a wheel (01-50% chance) or an axle (01-25% chance), does damage and may injure one or more of the animals drawing it and anyone riding in the vehicle. **Damage:** 3D6 +1D6 S.D.C. per 10 speed points to the wagon/vehicle and 1D6+1 S.D.C. per 10 speed points to each person on the wagon and animal pulling it. Additional damage and spill is left to the discretion of the Game Master.

War Mount Combat (& Piloting). Hours of training has given the character the fundamentals of riding and operating all War Mounts, such as the Behemoth, Dracos, Strider or Zephyr. These are giant, organic "vehicles with legs" (or other means of locomotion as well as arms, sensors and weapon systems). Most

War Mount are living, bipedal or quadrupedal animals and the pilot sits on their back or the shoulder/neck area the same as he would a horse or similar riding animal. The difference between War Mounts and any other animal is that they are genetically designed to be powerful, fast moving *war machines* controlled by the rider and come equipped with "built-in" defenses and heavy Bio-Weapons (also controlled by the rider). In fact, one may think of a War Mount as an *organic tank* or *biological robot* designed to look like some sort of animal. Training includes piloting, weapons operation, and combat. It is important to note that War Mounts are not genetically bonded to any specific pilot and can be used by any person with this skill. **Base Skill:** 60% +3% per level of experience. **Note:** -20% when using unfamiliar or unusual War Mounts. **Requirements:** Horsemanship.

Bonuses: Each individual War Mount has its own specific combat bonuses and special capabilities, which add to the bonuses presented below. All bonuses are in addition to the pilot's own hand to hand combat training and attribute bonuses, but they only apply when the War Mount is being ridden/controlled by a rider – do *not* apply these bonuses to the pilot when he is not riding a War Mount.

+1 extra attack/action per melee round, +1 to strike with long-ranged Bio-Weapons. +1 to strike and parry, +2 on initiative, +1 dodge and roll with impact, punch or fall. Critical Strike is the same as the pilot's Hand to Hand skill.

Mega-Damage: Varies with each individual War Mount (described earlier in this book).

Wilderness Skills

Carpentry. A fundamental knowledge of working with wood. The character knows how to prepare, treat, preserve and cut wood, recognize quality craftsmanship, repair damaged wood and wood items, and build furniture and articles (chests, boxes, chairs, tables, cabinets, houses, fences, frames, staves, utensils, etc.). **Bonus:** Adds +5% bonus to Trap Construction and +10% to Boat Building. **Base Skill:** 25% +5% per level of experience.

Boat Building. This skill enables the character to build a variety of rafts, small rowboats, large flat-bed boats, and canoes. A small raft (two man) can be made within 1D6+1 hours if the lumber or other suitable materials and tools are readily available. A large raft will take about 4D6 hours, a canoe 2D6 days, rowboat 4D4 days, large flat-bed 1D4x10 days. Time is doubled or tripled if trees must be cut down and the wood prepared. Of course, the time can be reduced if several knowledgeable people are working on the construction together. A failed skill roll means the boat has leaks. Trying to patch it will require 4D4 hours; roll again. **Base Skill:** 25% +5% per level of experience.

Dowsing. The ability to locate fresh water whether it be with a divining rod or by more scientific and logical means. This is done through deductive analysis and knowledge of nature. The percentage number indicates the success ratio of locating fresh water. A person can roll once every melee to sense water, but must roll two consecutive successful rolls to locate the water. **Base Skill:** 20% +5% per level of experience.

Fasting. The ability to go for long periods of time without food. So long as the character has sufficient water, he can easily survive having no food for two weeks without physical penalty.

Every day after that, the character must roll under the Fasting skill to avoid becoming weakened or sick. A failed roll means the following attribute penalties: -1 to I.Q., P.S. and P.P., -2 to P.E., -3 to Spd and -3 to S.D.C.; all are *temporary* and will return at the same rate they were lost with rest and proper food and water on a daily basis. The character can also go for two days without water and not show any serious effects from dehydration. **Base Skill:** 40% +3% per level of experience.

Herding. The techniques and methods of leading, directing and controlling cattle, sheep or other herd animals in a contained and relatively orderly group/formation/herd. Also includes keeping animals calm, basic care and feeding, how to tend the animals, recognize disease and illness, birthing and caring for young, gathering strays, pens and corralling livestock, and how to survive a stampede and regain control of the panicked animals. **Requires:** Horsemanship. **Base Skill:** 30% +5% per level of experience.

Hunting. The skill of killing and preparing animals for food. Includes a fair knowledge of animal habits and patterns, hunting techniques for baiting, trapping, and the construction of blinds and tree stands that conceal his presence and increase the chance of getting prey. **Bonuses:** +2% to Prowl, +5% to Track & Trap Animals, +5% to Skin & Prepare Animal Hides, +4% to Imitate Voices & Sounds and +10% to Cook game animals (rabbit, raccoon, pheasant, deer, etc.) only.

Identify Plants & Fruits. Training in the recognition of the many different types of wild plants and vegetation, and where they grow. The emphasis is on finding and identifying *edible* berries, fruit, vegetables, mushrooms, roots, bark and plants, as well as plants that have herbal and medicinal qualities (and staying away from poisonous ones). Roll for every 15 minutes of searching to see if the character has located enough edible food for a decent meal. Roll for every 30 minutes to see if the character has located a plant that could be used as a medicine, disinfectant, or herb. **Base Skill:** 25% +5% per level of experience.

Land Navigation. This skill enables the character to stay on course while traveling over land by means of observation and memorization. It includes mentally marking/recognizing geographic landmarks, estimating distance and movement, recognizing sounds, night travel, marking a trail and other navigation tricks. The player should roll once for approximately every three miles (4.8 km) traveled. A failed roll means the character is drifting off course by 2D10x100 yards/meters. Consecutive failed rolls means the individual does not realize that he's off course and continues in the wrong direction. **Base Skill:** 36% +4% per level of experience. **Note:** A group of average men can cover about five miles (8 km) an hour at a brisk, but relaxed pace through grassland, along dirt roads or pavement. Travel through dense forest, thicket or jungle at a cautious pace is about one mile (1.6 km) an hour. Heavy rain or snow, dense fog, swamps, and other environmental conditions will also reduce speed to a mile or less an hour. Map reading is done by looking at symbols (not words) and is -20%. The use of navigational instruments is not possible. Literacy and Math are *not* required for this skill.

Preserve Food. Knowledge in the preparation of foods for storage and later consumption. Includes canning fresh fruit and vegetables, making jams and honey, drying fruit, vegetables, and herbs, drying meat and fish, plus various smoking, salting,

and pickling methods. **Base Skill:** 30% +5% per level of experience.

Skin & Prepare Animal Hides. Training in the methods and techniques of skinning, tanning, stretching, and preserving animal hides as fur or leather. Adds a +5% bonus to the Sewing and Leather Working skills. **Base Skill:** 30% +5% per level of experience.

Spelunking. The art and practice of exploring underground caves. Spelunking is the knowledge and skill of caves and cave types and their individual characteristics. This skill enables the character to navigate a cave or underground cave network, retain a sense of direction (including up and down), have a sense of the cave's depth, know how to make subtle markings and note formations to find his way out and to better navigate the cave(s) at a later date, as well as rock climbing. The Spelunker can answer questions about a cave system, such as what it is called (if it is a named landmark), where it may lead, how deep it continues, what type of rock it leads through and so on. This skill also lends familiarity with the correct equipment needed to go spelunking, and how to apply it. It is also the lore to recognize and identify various dangers, identifying the flora and fauna of cave systems and finding and climbing the best routes and direction. Unskilled characters wandering about in a large series of natural caverns have about the same chance of survival as unskilled climbers attempting to scale a major mountain without guidance or equipment. **Base Skill:** 40% +5% per level of experience.

Track & Trap Animals. This skill enables the character to identify an animal by its tracks, scent, spore, and habits. The individual can also follow the animal's tracks and other signs. This means he can estimate how fresh the tracks are, what direction they are heading, whether the animal is lame, hurt or sick, guess at its age, and knows animal behavior and the basic habits and habitats of animals. *The first percentile number* indicates the character's tracking abilities and the above knowledge. *The second percentile number* indicates the character's ability at trapping animals by using and setting snares, clamp traps (like the iron bear trap), pits, nets and cage traps. **Base Skill:** 20%/30% +5% per level of experience. Tracking humans with this skill is also possible, but the skill is reduced by half. Disarming any traps meant for use against humans is done at half the character's normal skill ability for using animal traps.

Wilderness Survival. See Espionage skills for the description.

Weapon Proficiencies

A note about Weapon Proficiencies (W.P.): Each W.P. provides combat training with a particular type of weapon. The result is hand to hand combat bonuses to strike and parry whenever that particular weapon is used. Bonuses that increase for that particular weapon are accumulative and are combined with the character's P.P. attribute, O.C.C., and Hand to Hand Combat skill bonuses. Each W.P. counts as one skill. The character may select several W.P.s or a few. The *Damage* stat indicates the number of damage dice rolled to inflict the appropriate amount of damage for that type of weapon. Damage will be S.D.C. or Mega-Damage (M.D.) depending on what the weapon is made

of (e.g., S.D.C./Hit Point damage is done by weapons made of S.D.C. materials and M.D. is done by items made from M.D.C. materials). As a rule, the larger or better quality the weapon, the greater the damage.

Note: Characters without a W.P. can use any weapon, but without benefit of the W.P. bonuses. Remember that most weapons must be made of Bio-Tech organic or nonmetallic material (wood, stone, ceramics, plastic, etc.) due to the Nanobot Plague that infects all metal upon the touch of a human hand.

W.P. Archery. An expertise with bow weapons of all kinds. The character can use all manner of bows and arrows, including short bows, long bows, all types of modern compound bows, harpoon guns and crossbow pistols, repeating, light and heavy crossbows. **Bonuses:** +1 to strike at levels 1, 2, 4, 6, 8, 10, 12 and 14. +1 to parry with a bow weapon (effective at level one), and +1 to disarm at levels 2, 5, 10 and 15. **Rate of Fire:** Two shots per melee round at level one and an extra shot per melee round is added at levels 2, 4, 5, 8, 10, 12 and 14. **Range:** See list below, and a trained archer may try a shot at 50% greater distance but does so without benefit of any bonus to strike or disarm. **Note:** The character loses all bonuses and reduce the rate of fire by half when running and shooting, flying, riding on horseback or when shooting from a moving vehicle or while otherwise unbalanced.

Average Ranges & S.D.C. Damage per Arrow:

Short Bow – 340 feet (104 m) – 1D6 damage.

Long Bow – 640 feet (195 m) – 2D6 damage.

Compound Bow – 700 feet (213 m) – 2D6+1 damage.

Harpoon Gun – 120 feet (36.5 m) – 1D10 damage.

Light Crossbow – 340 feet (104 m) – 2D4 damage.

Heavy Crossbow (large) – 600 feet (182 m) – 2D8 damage.

Pistol Crossbow (small) – 120 feet (36.5 m) – 1D6 damage.

W.P. Armor. Training in jabs, thrown shoulders, arm slashes, knee attacks and bumping with all types of spikes, blades, horns and other types of weapons that are grown into or mounted on one's body armor. **Damage:** These normally do 1D6 S.D.C. or M.D. damage based on their construction. **Bonuses:** +1D6 damage (added to normal punch or Splicer P.S. damage) at levels two and eight.

W.P. Battle Axe. Training with all types of large axe weapons, including single blade and double-headed axes and picks. **Damage:** 2D6 or 2D8 damage depending on the size and style of the battle axe (small axes and hatchets do 1D6 damage). **Bonuses:** +1 to strike and parry at levels 2, 5, 8, 12, and 15. +1 to strike when thrown or to parry at levels 5, 8, and 12; not designed for throwing.

W.P. Bio-Weapons: Heavy. Heavy Bio-Weapons include all the truly large, long-ranged Bio-Weapons including the various organic heavy assault rifles, shoulder supported Bio-Cannons, Host Armor mounted weapons, and other large two-handed Bio-Weapons. The operation of Heavy Bio-Weapons is the same as Light ones, except the neural connection tendrils often take the form of a cord that hooks to the operator at the temple or the base of the neck, for a better neural connection to the weapon. **Damage:** Varies with each specific weapon. **Bonuses:** +1 to strike at levels 1, 4, 8, 12 and 15. When built into Host Armor, include bonuses from a high P.P. Attribute.



W.P. Bio-Weapons: Light. This skill covers all light, long-ranged Bio-Weapons (melee Bio-Weapons use the other W.P.s like Sword, Spear, etc.), which includes all Bio-Pistols, small Bio-Rifles and other "light" Bio-Weapons. Bio-Weapons are generally held by a hard, horn-like handle, with the weapon's neural connection tendrils forming a wrist brace or stock, but some Bio-Guns wrap around the forearm and are point and shoot. They are fired, not by pulling a trigger (although it might have one for a safety switch), but by sending a mental command to "fire" down the neural connection (the neural tendrils must touch the user's bare flesh or Host Armor to operate). Each thought fires one shot and counts as one melee attack/action. Normal strike bonuses from Hand to Hand combat skills do *NOT* apply, but bonuses from a high P.P. attribute *do* count when the weapon is built into Host Armor. **Damage:** Varies with each specific weapon. **Bonuses:** +1 to strike at levels 1, 3, 5, 8, 12, and 15.

W.P. Bola. The classic bola weapon is three rawhide thongs joined at one end and at the other, three cords tipped with metal or leather covered stones; the length of the cords varies from 3-10 feet (0.9 to 3 m). When thrown accurately, a bola can entangle the legs to bring down a running animal or to trip and knock over a human or robot. **Damage:** No damage but the victim loses initiative and will need to spend 1D4 melee actions/attacks to untangle his feet. While entangled, the victim loses initiative, is -1 to strike or parry, -6 to dodge and speed is reduced by 80%. Of course humans and robots can continue to fire a weapon while flat on their back or in a prone position. One or two weighted balls are used for hunting small prey like rabbits and birds. To launch the bola it is spun above the head first and released/thrown at the intended target. The weapon can cause 2D4 damage for ceramic or stone tipped ones or 3D6 M.D. for explosive bolas. A bola can also be used to knock a weapon out of an opponent's hand. **Bonuses:** +1 to strike (a one time bonus), and +1 to disarm and +1 to entangle at levels 2, 4, 8, 12, and 14.

W.P. Blunt. Training with all types of blunt weapons, including maces, hammers, cudgels, pipes, staves, and clubs. **Damage:** Typically 1D6 and 2D4, with only the largest and spiked weapons doing 2D6 damage. **Bonuses:** +1 to strike and parry at levels 1, 3, 6, 9, and 12. +1 to strike when thrown at levels 5, 10, and 15; not designed for throwing.

W.P. Chain. Training with all types of chain weapons, including ordinary lengths of chain, the flail, ball or mace and chain, nunchaku, and similar. While chain weapons can be used one-handed, it's only possible to parry while the weapon is being wielded in two hands. **Damage:** Typically 2D6 damage, though the largest and Goupillon Flails (three spiked balls) do 3D6 damage. **Bonuses:** +1 to strike at levels 1, 3, 7, 10, and 13. +1 to parry at levels 4, 8, and 12. This weapon cannot be used to

entangle and cannot be thrown with any accuracy; -3 to strike when thrown.

W.P. Forked. Includes small weapons such as the sai and tiger fork, to large weapon such as the pitch fork, military for and trident, as well as other weapons with tines. When wielded two-handed (large weapons) or with one in each hand (small weapons, with W.P. Paired Weapons), it's possible to catch enemy swords with a successful entangle. **Damage:** Small forked weapons (like the sai or tiger fork) do 1D8 damage, while most large forked (spear-like) weapons do 2D6 damage, but the trident does 2D8. **Bonuses:** Starts with +1 to strike or entangle at levels 1, 3, 5, 8, 11, and 13. +1 to parry at levels 1, 3, 6, 10, and 13. +1 to strike when thrown at levels 4, 10, and 15; not really designed for throwing.

W.P. Grappling Hook. Trained use of a grappling hook for climbing (adds +5% to that skill when a grappling hook is used), scaling walls, boarding vessels, or snagging objects. Tripping an opponent is done by hooking the foot, ankle or leg, it does little damage, but successfully knocking an opponent to the ground causes the victim to lose their initiative and one melee attack. **Damage:** When used in hand the most damage a Grappling Hook does is 1D4 damage, but when swung and then pulled back into a victim, the impaling damage is 1D6. **Bonuses:** +1 to strike or entangle when thrown/swung at levels 3, 6, 9 and 12. This weapon *cannot* be used to parry!

W.P. Knife. Training with all types of daggers and knives. **Damage:** Very small 1D4 damage, and typical 1D6. **Bonuses:** +1 to strike at levels 2, 4, 7, 10, and 13. +1 to parry at levels 1, 3, 6, 9 and 12. +1 to strike when thrown, at levels 1, 3, 6, 8, 10, and 13.

W.P. Lance. Training in the large spear-like weapon known as a lance, which is normally used from horseback. **Damage:** 2D8 damage. **Bonuses:** +1 to strike at levels 1, 4, 7, 10, and 13. +1 to parry at levels 3, 7, and 12, and *cannot* be thrown. The roll of a "natural" 19 or 20 (an unmodified die roll) with a lance strike from horseback, does triple damage (not double).

W.P. Modern Weapons (guns!). Since firearms were once used on this world, before the rise of the Machine (N.E.X.U.S.), it is possible for a character to acquire a modern weapon (although uncommon), and even figure out how it works. But only a fool or a Technojacker would dare use a modern gun on this world lest the Nanobot Plague unleashed by N.E.X.U.S. turns it into an animated weapon against the human user. The other problem with such weapons, is that the character has no means of repairing it, making more ammunition, or recharging it. Missiles, rail guns and energy weapons are beyond the current technology of the Splicers.

Using a gun by the average untrained character is relatively simple: point and shoot. Each squeeze of the trigger fires one shot and counts as one melee attack/action. Normal strike bonuses from Hand to Hand Combat skills do *NOT* apply, but bonuses from a high P.P. attribute or the Sniper skill *do* count. **Note:** True Modern Weapon proficiencies can be found in any Palladium RPG with a modern or high-tech setting. **Bonuses:** +1 to strike at levels 1, 5, 10, and 15 (or 1, 3, 6, 9, 12 and 15 for the Technojacker O.C.C.).

W.P. Net. Primarily a gladiator or slaver's skill, the net is used to trip an opponent (same as grappling hook), parry or

snare/entangle. **Bonuses:** +1 to strike or entangle at levels 2, 5, 9, 12, and 15. +1 to parry at levels 2, 4, 8, and 12.

In addition to the regular entangle attack, there are two other types of attacks possible with a net:

1. Snaring an opponent's weapon: The weapon becomes entangled and is pulled out of the opponent's hand. A natural, unmodified (no bonus) roll of 18-20 will disarm an opponent in this way, unless he can roll an equally, unmodified high parry (no bonuses).

2. Snare one's opponent by throwing the net over him: The intended victim must dodge or be netted – only characters with a spear, pole arm or staff can parry a thrown net attack. If caught in the net, the victim is -8 to strike, -10 to parry and dodge, and running is impossible. It will require 1D4+1 melee rounds to cut free of the net.

If the character dodges or the net thrower misses, it is the net wielder who will suddenly find himself weaponless. Even if the net has a drawstring attached to it, the thrower will need one melee action/attack to pull it back to him or to grab a different weapon; the throwing of a net to capture an opponent requires the use of two hands. However, if the net is being used to parry, entangle or whip an opponent, it can be used with one hand, while the other wields a sword or other weapon; parry the same as usual. Using the net as a whipping weapon does 1D4 damage.

W.P. Quick Draw. A practiced move in which the character gets an initiative bonus to draw and fire or throw his weapons much faster at the first sign of danger. Note that characters with a high P.P. benefit most from this skill. **Bonuses:** +1 on initiative for characters with a P.P. of 17 or less, +2 on initiative for those with a P.P. of 18 to 23, +3 on initiative for those with a P.P. of 24 to 30 and +4 to initiative for characters with a P.P. of 31 or above.

W.P. Paired Weapons. A tactic in which a one-handed weapon is held in each hand to be used in any combination of combat moves simultaneously. For example, two short swords, or a short sword and broadsword, sword and knife, mace and shield, and so on. Two-handed weapons cannot be used as a Paired Weapon. Users of Paired Weapons can:

1. *Strike and parry simultaneously.* In other words, warriors skilled in W.P. Paired Weapons can often perform two actions for every one melee action/attack.

2. *Twin, simultaneous strikes* against the same target. Both weapons hit at once, but it considered ONE melee attack/action (roll only once to strike). The defender under attack can only try to parry one of the two weapons coming at him for his defensive parry. The other will strike unless he too is using two weapons, or a weapon and a shield, and has the W.P. Paired Weapons skill to try and block both simultaneous attacks.

3. *Strike two different targets* (or strike one and parry another incoming attack), simultaneously; both must be within reach.

4. Parry two different attackers, one with each hand.

W.P. Pole Arm. Training with all types of large, bladed spear-like weapons, including the glaive, sabre halberd, runka, scythe and voulge, among others. **Damage:** Typically 2D8, with the largest doing 3D6; only the Voulge does 4D6 damage. **Bonuses:** +2 damage at levels 2 and 8. +1 to strike and parry at levels 1, 3, 6, 9 and 12. +1 to strike when thrown at levels 3, 8, and 12; not designed for throwing.

W.P. Reverse Stroke. A practiced combat move in which the character learns to strike an opponent behind him, without first turning around to meet his attacker, using any one-handed weapon or with the butt of a spear, pole arm or other two-handed weapon in which the character has a Weapon Proficiency. **Penalties:** When striking in this manner the character suffers a -2 to strike or parry incoming attacks from the rear, unlike a character without this skill who is at a -4 penalty to strike or parry attacks from the rear. **Note:** Also, characters with this skill and a W.P. in a two-handed weapon (e.g., large sword, large spear, pole arm, and other large weapons) can use the two-handed weapon in a similar manner to the Paired Weapons skill, striking with both the head and the butt of the weapon and it counting as one attack. The average butt of a weapon does 1D6 S.D.C. damage, unless it is spiked (2D4 S.D.C. damage) or has a second head on the opposite end of the weapon.

W.P. Rope. Trained use of a lariat and lasso for roping and securing the lasso end to a sturdy object or limb for climbing, scaling walls, boarding vessels, and swinging across openings, as well as lassoing around the shoulders or waist and snaring and tripping an opponent by lassoing the foot, ankle or leg. **Damage:** None as a rule, but knocks victim to the ground and he loses initiative and one melee attack – or the character can “rope” a target, making it impossible for the victim to run away or use their arms. The victim's throat can also be roped, preventing the victim from speaking and barely able to breathe (-1 attack per melee). Tightening the rope (one melee attack) can cut the air supply off completely and will strangle the victim unless he can cut free or his attacker releases him by loosening and/or removing the lasso around his neck. Depending on how long the victim can go without air, the character may die. For most characters, dizziness will occur within two minutes (-2 attacks per melee and -3 on all combat bonuses). Within four minutes the victim is likely to be rendered unconscious, unless he can hold his breath for an extraordinarily long time. If still on his feet reduce his attacks and combat bonuses by half. Within 5 or 6 minutes the victim will lapse into a coma and die within another 1D6 minutes. Of course, a good character would never use this tactic or would stop short of causing coma and death. The victim may be able to cut himself free, if he has a blade weapon or claws, shoot himself free with a gun (first shooting the tow line and then pulling the lasso loose) or pull free if his P.S. is 6 points greater than his attacker. **Note:** The strangling attack does NOT work on Host Armor. **Bonuses:** +1 to entangle/lasso at levels 1, 4, 8, 12 and 15. This type of weapon cannot be used to parry.

W.P. Shield. Combat skills with large and small shields used primarily for parrying and self defense. **Damage:** 1D6 as a blunt weapon. **Bonuses:** +1 to parry at levels 1, 3, 7, 10 and 13. A shield can be used in one hand and a weapon in the other. +1 to strike with a shield (1D4 damage) at levels 4, 8, and 12. No bonus to strike when thrown.

Also, a shield cannot be used to block bullets, rail gun bursts, energy blasts, or mini-missiles, at least not easily. Any such attempt is done without any bonuses (straight die roll), with a penalty of -8 to parry! Blocking thrown knives, spears, arrows and other weapons is basically the same but is only -3 to parry on an unmodified die roll. The shield has limited S.D.C./M.D.C. and only really takes damage when used to block energy blasts or

explosions, or is specifically targeted by an opponent with the intention of destroying or chopping through the shield.

Damage to shields (optional): Subtract 10% of the damage that would normally be inflicted by a weapon when blocked/parried by a shield. When all S.D.C./M.D.C. is gone, the shield has too many holes, cracks and weaknesses to offer protection. The next strike will punch right through or shatter it and hit the user at full force and full damage.

W.P. Siege Weapons. An understanding of the tactics, use and mechanics of siege weapons, including the ballista, catapult, onager and trebuchet. On this world siege engines are often loaded with M.D. rounds. **Bonuses:** +1 to strike at first levels 2, 5, 9 and 12.

W.P. Spear. Combat skill with large and small spears and javelins (the use of a rifle equipped with a bayonet also falls into this category). **Damage:** Short spear or javelin 1D6 damage. Long Spear 2D6 damage. **Bonuses:** +1 to strike and parry at levels 1, 3, 6, 9, and 12. +1 strike when thrown at levels 3, 6, 10 and 14. **Maximum Throwing Range:** 150 feet (45.7 m), unless a Woomera, atlatl, or other form of primitive spear-throwing device is employed. These simple but effective tools may be used only by those who already have W.P. Spear. They are hand-held wooden sticks or rods with a channel cut into their length and often with a hook at the end. The user slides the spear into place in the groove and then holds it there with a single hand. With a throwing motion, he whips the stick up and out, giving the spear additional thrust, effectively doubling its throwing range. They are difficult to use (-1 to strike for all users) and take a lot of training, but do an extra +1D4 damage.

W.P. Staff. Combat skill with large and small staffs. **Damage:** Short Staff: 1D6, Long Staff 2D4, and Bo Staff or Quarter Staff 2D6 damage. Typically made of wood. **Bonuses:** +1 to strike at levels 1, 3, 7, 10 and 13. +1 to parry at 2, 5, 8, 11 and 14. +1 to strike when thrown at levels 5, 10, and 15; not designed for throwing.

W.P. Sword. Combat skills with large and small swords, including fencing type training, includes rapiers, sabers, broadswords, two-handed, and short swords. **Damage:** Short Sword or Saber: 2D4, Falchion or Scimitar: 2D6, Broadsword: 1D8+1, Long Sword and other large swords: 2D6, Claymore, Flamberge and other extremely large swords 3D6 damage. **Bonuses:** +1 to strike at levels 1, 3, 6, 9, 12 and 15. +1 to parry at levels 2, 4, 7, 10 and 13. +1 to strike when thrown at levels 4, 8, and 12; swords are not designed for being thrown.

W.P. Targeting. Expertise with thrown and projectile weapons (but not bows and arrows, crossbows, or guns), such as the sling, slingshot, bolas, boomerangs, shurikens, throwing knives, throwing sticks, axes (small) and spear, even siege weapons. **Bonuses:** +1 to strike at levels 1, 3, 7 and 10. Characters who select both W.P. Targeting and another W.P. for a missile weapon (but not thrown swords, large axes, staves, etc.) get the usual bonuses for that W.P., plus the bonus from W.P. Targeting. Can also throw two small items, like knives, shurikens or throwing sticks, simultaneously at the same target. **Requires:** Any one W.P. for a missile weapon such as a spear. **Note:** The character loses all bonuses and the rate of fire is half, when running and shooting or throwing, flying, when riding on horseback or from a moving vehicle, or otherwise unbalanced.

Typical Effective Range & Damage per Weapon Type:

Bolas: 30 feet (9 m) – 2D4 damage.

Blowgun: 30 feet (9 m) – 1D4 damage.

Boomerangs: 60 feet (18 m) – 1D6 damage.

Brick or stone, thrown: 50 feet (15.2 m) – 1D6 damage.

Dart: 30 feet (9 m) – 1D4 damage.

Javelin: 300 feet (91.5 m) – 1D6 damage.

Net: 30 feet (9 m) – No damage.

Sling or Slingshot: 80 feet (24 m) – 1D6 damage.

Spear, thrown: 100 feet (30.5 m) – 1D6 or 2D6 damage.

Spear, thrown with Woomera or atlatl: 300 feet (91.5 m) – +1D4 damage.

Throwing Sticks and Knives: 40 feet (12.2 m) – 1D6 damage.

Throwing Axes: 40 feet (12.2 m) – 2D4 damage.

Trident: 50 feet (15.2 m) – 2D8 damage.

Note: W.P. Targeting does a Critical Strike (double damage) on a Natural 19 or 20 (unmodified die roll to strike). Swords, large axes, chairs, frying pans, hammers, clubs, maces, pole arms and most other handheld weapons are *not* designed to be thrown. Consequently, the average throwing range is a mere 20 feet (6 m) and the character is -1 to strike. An attacker can try to throw such weapons farther, but is -3 to strike for every additional 10 feet (3 m) beyond 20 (6 m). Spears, javelins, slings, throwing knives/sticks/axes can be thrown/fired by anybody without penalty at the typical effective range listed above.

W.P. Whip. Skill at “whipping” or snapping with long, lightweight, flexible weapons, typically made of leather or reeds. **Damage:** Light Whip 1D6, or Heavy Whip, Bull Whip or Cat-o-nine-tails 2D6. **Bonuses:** +1 to strike, disarm or entangle at levels 2, 4, 7, 10, and 13. +1 to damage at levels 2, 4, 8, and 12. This weapon cannot be used to parry and cannot be thrown.



Combat Rules

The Palladium combat system is relatively simple, quick and realistic. It has been thoroughly play tested and has appeared in a dozen different RPGs with great success. It is designed to be fast-moving and easy to understand. All combat moves (strikes, parries, dodges, etc.) are resolved by rolling a *twenty-sided die* (1D20).

STEP 1: Determine Initiative

Any time opponents square off for battle, the Game Master must determine who has the initiative. In other words, who will attack first. Successful *Sneak Attacks* or *Long-Range Attacks* will always have initiative for that melee round (15 seconds). Otherwise, whoever *rolls highest* on a twenty-sided die will attack first. In the case of a tie, re-roll. Initiative is rolled only once per melee round. That roll will determine the pace for the entire melee.

STEP 2: Attacker Rolls Strike

The next step is for the first attacker to **roll a twenty-sided die**. If the result is a four or less (counting bonuses), the attacker misses. *Any roll above a four will hit the opponent*, unless the defender can parry or dodge the attack.

Body Armor

Mega-Damage body armor will absorb the damage from a successful strike. In the M.D.C. world of *Splicers™*, the armor is a character's first and last line of defense. All damage is taken off of the armor first. As it is slowly whittled away, however, the character gets closer and closer to death, because a single point of M.D. (the equivalent of 100 Hit Points/S.D.C. damage) will kill most *ordinary humans*, and two M.D. (the equivalent of 200 Hit Points/S.D.C. damage) most certainly will. When M.D.C. body armor falls below 20 points, the character is in serious danger. When it falls below 12 or 10, the armor is in tatters and he is flirting with death, because even an energy pistol can inflict enough damage to finish off the body armor. As a kindness and final warning to the player character, if there are at least two M.D.C. points left in the armor, I will let as much as 20 M.D. be deflected by it (21 or more points zaps the armor and the person inside), but the protection of the armor is then *completely gone* and the S.D.C. character faces an M.D.C. opponent. The next blast to strike him *will* be fatal, probably vaporizing the character.

Ultimately, combat continues back and forth until one side or the other surrenders (assuming his adversary will accept a surrender and take prisoners) or is slain. Mega-Damage combat works the same way against nonhuman creatures who are, by nature, Mega-Damage beings. When all their M.D.C. is gone, they die. However, unless the amount of damage was considerably more than their remaining M.D.C., they are not vaporized.

S.D.C. body armor and combat works a little differently. S.D.C. body armor *may* absorb the damage from a successful strike or the attack may penetrate or bypass the armor if the

strike roll is high enough. This is where Armor Rating (A.R.) comes into play. To hit the physical body of one's foe inside the armor, the roll to strike must be higher than the *Armor Rating (A.R.)* of the protective armor.

For example: Studded leather armor or a light bulletproof vest has an A.R. of 13, this means the attacker must roll 14 or higher to penetrate the armor and inflict damage directly to his foe's body (deduct damage first from the physical S.D.C. of the body, and when that is reduced to zero, deduct damage from Hit Points). In this case, a roll of 5-13 would strike, unless parried, but would only inflict damage to the body armor (reduce the S.D.C. of the armor accordingly). When all the S.D.C. of the armor is destroyed (reduced to zero), the armor is so tattered that it no longer provides any protection (no A.R. and no S.D.C.). Any attacks that are five or higher will strike and do damage to the character's body, unless they are parried or dodged. A roll of 1-4 is always a miss; that's true in hand to hand and long-range combat.

STEP 3: Defender may Parry, Dodge or Entangle

Any time an attacker rolls a successful strike to hit, the defender can choose to parry, dodge, *or* entangle.

Parrying can be done automatically by anyone trained in any form of hand to hand combat. A parry *blocks* the attacker's strike, preventing damage from being inflicted. *For example*, a punch can be blocked by the character's hands or arms. A weapon attack (sword, axe, mace, etc.) can be parried/blocked by a shield, sword, or other weapon or object held in the defender's hand. A weapon should only be parried with another object. Trying to parry a weapon with one's hand or arm is likely to result in a failed parry and the usual amount of damage being inflicted by the weapon. Parrying a weapon bare handed is dangerous and all such attempts are *without* benefit of the character's parry bonuses.

A parry can be performed without using up a melee attack/action. Characters with no hand to hand combat training lose their next melee attack every time they parry.

Energy attacks from blasters, breath attacks, eye beams and so on, *cannot* be parried, but *can* be dodged. (The ability to *parry* energy bolts or bullets is a rarity and covered further on under ranged combat.)

Defending by dodging or entangling means automatically giving up the next melee attack. **Entangle** means the character actually pins or snares an opponent's weapon(s) or arm. A **dodge** means the character physically moves out of the path of the attack. Each dodge uses up one of the character's own attacks per melee round. So constantly dodging means the defender has no opportunity to attack. Only characters (and power armor) with the ability to *automatic dodge* can attempt a dodge (roll to dodge like always) without using up one of their own attacks. An automatic dodge is like a parry in that regard – it can be performed without loss of a melee attack.

Note: The defender can only defend against attacks within his *line of vision*. Attacks from the rear or which are not seen coming cannot be parried, dodged or entangled. The defender always wins ties when parrying, entangling or dodging.

STEP 4: Attacker Rolls Damage

If a successful strike is not parried, dodged or entangled, the attacker strikes his intended target and rolls for the amount of damage inflicted. Human fisticuffs and S.D.C. weapons (an ordinary knife, club, chair, etc.) inflict S.D.C./Hit Point damage. Superhuman beings, Splicers, Host Armor, War Mounts, Gorehounds, robots and drones inflict Mega-Damage, making a fight with them unfair unless one is wearing M.D.C. armor and using M.D. weaponry. Each weapon description will indicate the type and number of dice to roll to determine damage. It will also indicate if the damage is S.D.C. or M.D.

In S.D.C. combat, in addition to the weapon damage, the attacker may also get damage bonuses from hand to hand combat skills, P.S. attribute, quality weapons, genetic enhancements or the Host Armor he's wearing. All bonuses are cumulative, so if the character has a P.S. of 20 he adds +5 to the damage he inflicts with his weapon or punch. If he is using a weapon that is also +2 to damage that is added to the damage, as well as +2 from his hand to hand combat skill. Thus the total amount of potential damage inflicted in this example is the weapon, say 2D6, +9 from cumulative bonuses (x2 if a critical strike).

Critical strikes do *double damage* whether the attack is S.D.C. or M.D. Combined critical strikes, like a natural 20 and a jump attack, do triple damage. Add the damage bonus to the roll before doubling or tripling damage. A natural, unmodified 20 is always a critical strike. A normal human punch inflicts 1D4 S.D.C. damage; a normal kick 1D6.

A **pulled punch**, whether with fist or weapon, inflicts as little S.D.C. damage as the attacker desires (down to one point), provided he was successful to strike and rolled an 11 or better on a 1D20. A failed attempt to pull a punch means full damage, bonus and all, has been inflicted.

Mega-Damage combatants can either roll a restrained punch doing minimal M.D. or even S.D.C. damage or a *pulled punch*. In this case, the super-powerful attacker can elect to inflict as little as one point of Mega-Damage or 2D6 S.D.C. – a Mega-Damage powerhouse cannot do less than 2D6 S.D.C. damage even if he wants to, he is just too strong and can only pull his punches so much.

STEP 5: Defender May Attempt to Roll with Impact/Punch

If the attack is a physical impact from things like a punch, kick, club, mace, hammer, staff, thrown rock, fall, explosion, and similar, the defender can attempt to *roll with the impact/punch/fall*. In order to roll with the impact, the defender must roll a twenty-sided die and *match* or better the attacker's roll to strike. Successfully rolling with a punch/impact or fall, means the character takes *half* damage! Successfully rolling with a knockout punch means the character takes double damage, but is NOT knocked unconscious or stunned. Rolling with a death blow punch results in the loss of half of all remaining S.D.C. or Hit Point if S.D.C. is less than 12. Failing to roll with impact means the character has used up one of his melee actions/attacks and still takes full damage from his attacker. Roll with impact/punch/fall counts as one melee action/attack. **Note:**

Hit Point/S.D.C. creatures can roll against S.D.C. based attacks and Mega-Damage attacks. However, unless the character is wearing M.D.C. armor or is an M.D.C. being, even the reduced Mega-Damage (half) will kill him. Characters in M.D.C. body armor, power armor, and M.D.C. robot vehicles, as well as cyborgs and robots, can usually attempt to roll with impact to reduce the Mega-Damage inflicted to their armor or to the robot or power armor.

Combat Sequence

Whether S.D.C. or Mega-Damage combat, the typical combat sequence goes like this:

Step One: Everybody rolls for initiative. The character with the highest initiative roll strikes first, the ones next in line follow in descending order.

Step Two: The one with initiative rolls to strike a particular opponent and adds in any strike bonuses he may have.

Step Three: The character under attack can attempt to roll a parry or dodge. The high roll wins. Defender always wins ties.

Step Four: If the strike successfully hits, roll for damage and deduct it from the character's M.D.C.

If S.D.C. combat, determine if the strike penetrates the armor (A.R.) and roll damage dice. Deduct damage from the armor or the physical body, depending on which is struck and damaged (must be higher than A.R. number to strike the body).

Option to parry (or dodge) in hand to hand combat. If successfully parried, no damage is inflicted and the defender readies himself to counter-strike. M.D.C. hand-held weapons and armor can parry M.D. punches, kicks and other M.D. melee weapons (M.D. weapon, a punch from a supernatural being, etc.).

In either case, the character being struck *may* opt to roll with impact, but to do so will count as one of his melee actions/attacks.

Step Five: Now it's the defender's time to return the attack: The character who was under attack follows Steps 2-4, striking back (roll to strike), and his opponent may try to parry or dodge, then determine whether or not damage is inflicted (and how much) and repeat the process.

One on one melee combat goes back and forth like this for the entire melee round; first one strikes and one parries, then the other strikes and so forth. The melee round ends when each character has used up all of his attacks.

Next melee round: Start again by having everybody roll for initiative (step one) and repeat steps 2-5. This continues until one set of combatants is triumphant over the other. This can be when one side or the other are all slain, surrender, are captured or flee.

Note: The description always seems to make combat *sound* more complicated than it really is. In game play it is a fast, back and forth, the first guy (the one who won initiative) strikes, the defender parries or dodges, damage is rolled if struck, and then it is the defender's turn to strike. The opponent, in turn, can try to parry or dodge (or just take the damage) and then strikes back. The defender parries, dodges or stands and takes the damage, and then strikes back. Simple.

Oh, if one fighter has *more* attacks per melee than the other guy, this teeter totter combat continues until the one with more attacks has the advantage. At that point the one who is out of attacks can only try to parry the incoming attacks from his opponent. He may opt to dodge, but each dodge will take away one of his attacks from the next melee round, leaving him in an even worse situation until soon, all he may be able to do is run and dodge, which can happen. Watch a boxing match, the boxer who is faster will throw more punches (attempts to strike) than a slower or less experienced opponent. When both combatants have used up all their attacks that melee round is over and the next one begins. A melee round lasts approximately 15 seconds in fictional game time but can last several minutes in real, player time, especially if the player group is large.

Spreading out combat among several pairs of fighters

Most gaming groups have 3-6 players, all of whom are likely to be matched up against their own adversary at the same time. That's 3-6 pairs of fighters in the same melee round. Some Game Masters play out the entire melee combat between one set of fighters (i.e., one NPC villain vs one player character) and then move on to the next player. This can work out okay, especially since the initiative roll determines who goes first, second, third, and so on. However, I find this approach is often anticlimactic, dull and boring for the rest of the players waiting their turn.

Instead, I *hop* from one set of combatants to the other, trying to leave the most dramatic or decisive clash for last. This means I let the first villain and player character take a whack or two at each other (i.e., one or two melee attacks), and say something like, "okay, you guys are going at it hot and heavy," or, "you're holding your own for now." Then I turn to the next player to give him a turn, "The madman you're facing screams and charges, what do you do?" Inevitably he parries or strikes or dodges and his combat is engaged. I let two melee attacks unfold, put him on pause and turn to the next player and repeat.

This creates a sensation of *simultaneous action* for all the players. And psychologically, because each player is *waiting* for their next turn while watching the rest of the *team*, it creates a sense of anticipation, excitement and camaraderie. Likewise, if the character's teammates are doing well, it makes each individual player more anxious for his next turn to do just as well or better. If his teammates are doing poorly, it creates a sense of concern and immediacy that *he* must vanquish his foe *to help* his buddy(s). Wow, when done right, the action is pulse-pounding and even heart-stopping at pivotal intervals.

Use this pause, switch, return method along with *cliffhanger suspense* and try to build to a satisfying *climax*. For example, as one of the free player characters, having vanquished his adversary, looks on, he sees one of his teammates losing his fight. Things look bad.

The free character tells the Game Master that he is running over to help his buddy or taking aim on his buddy's opponent. The G.M. says, okay, but seems to otherwise ignore him, or says something like, "okay, you're charging over there (or taking aim), but in the meanwhile . . ."

The G.M. turns to the player whose character is under brutal attack and faring poorly. The G.M. allows another exchange between the villain and the beleaguered player character; after all, one melee attack and counterattack takes only two or three seconds.

If played out right, the *free character* is shouting, "I leap at the villain," or "I strike with my Bio-Sword," or "I shoot, I shoot!" But the G.M., still looking at the beleaguered character, says, "The villain, caught in a blood fever, doesn't see or hear the free character. All he can think about is finishing you off. He raises his Bio-Axe (or takes aim, or whatever) and . . ."

And *that's when* the G.M. turns to the free character and says, "roll to strike." Cool, huh? Very dramatic.

Of course, it should be orchestrated that the beleaguered character still has a parry or dodge option or a chance to strike should his teammate's attack miss or not finish the villain off. Likewise, give the down and out character other options. For example, "you hit," says the G.M. to the free character. "Surprised and enraged, the villain turns to face you" – or swings to fire a quick shot at the free character. Maybe the villain is staggered and ready to go down, but is so crazed with battle-rage he is fighting to the death. Or now the free character, surprised by how quickly and, perhaps, how devastating the villain's attack on him was, is the one in trouble. Ah, but here's the coup de grace, the beleaguered character has been forgotten, giving him a free shot at the bad guy! An attack that might be the last blast needed to finish the fiend off, or now facing both player characters, the two finish him off together, or the villain runs away (or tries to). However it turns out, there is a sense of *camaraderie*, *drama* and *triumph* that ends in a climactic and rousing way. I've actually had the rest of the group cheer when the down and out character delivers the final blow or the bad guy runs off with his tail between his legs. It's all about pacing and presenting the action in a dynamic way.

Remember, you, as the Game Master, are much more than a referee or the voice of a faceless bad guy, you *orchestrate* everything. It's your job to set up the action to deliver the most punch. Not manipulate and force the action, but to *arrange* and *orchestrate* how it all goes down.

Two against one

More often than not, two or more player characters will gang up on one superhuman opponent. Whatever the case, the "one" will find himself dividing his attacks between his multiple attackers, perhaps first striking the closest or who is doing the most damage and then the other. However, use logic, if one of the multiple attackers is doing more damage than the others, or represents the greatest threat, then the "one" may repeatedly direct all or most of his attacks at that opponent while ignoring the others.

The "one" can try to *parry* incoming attacks from as many as three adversaries, but a fourth attacker gets a free shot (no parry for the "one" on that attack). However, the "one" can only return his next attack at one of his opponents, which is why his counterattacks must, ultimately, be divided. (I'll hit the ugly demon this time – parry, parry, parry – and hit the winged monster next time.) Depending on how the battle goes, the "one's" strategy and targets may change, and at some point he may need to call for help or abandon the fight and try to run away.

Horror Factor

Most robots, Host Armor and War Mounts (and all supernatural creatures and monsters) have a Horror Factor. The Horror Factor represents either the hideous appearance or terrifying thing the robot or creature represents, or its overwhelming aura of evil and power (or any combination). Whenever a human/mortal encounters one of these terrors, the character must roll a 20-sided die to see whether or not he or she is momentarily stunned by the sheer horror of the thing before him. This Horror Factor roll might be thought of as a saving throw or mental parry. Fortunately, the character only needs to roll for the first melee round of each encounter, *not* every melee of combat.

To save vs Horror Factor (H.F) the player must roll a 20-sided die. Just like a parry, the roll must be equal to or higher than the Horror Factor. **For example:** A menacing robot, with a Horror Factor of 13, emerges from a ruin. All characters who see it must roll to save against *horror*. In this case, a successful save is 10 or higher. Everybody but poor Tom rolls above a 10 and saves. Tom rolls a six, so his character is momentarily stunned with horror.

A **failed roll** means the character is so overwhelmed that he or she is temporarily stunned. In game terms this means the character loses initiative (don't even roll for it), loses one attack/melee action, and cannot defend himself (no parry or dodge) against the creature's *first* attack of that melee round. Fortunately, the character snaps out of the shocked stupor quickly and can join in the combat that same melee. By the second melee round, the character has completely recovered his senses and is functioning as normal; roll for initiative and combat as usual.

Key Combat Terms

Attacks per Melee: Characters with no hand to hand combat training get only *one* attack/action per melee at levels 1, 6, and 12. No automatic parry or dodge and each attempt counts as one melee action. P.P. and W.P. bonuses apply to combat moves.

Characters with any kind of formal hand to hand combat training (Hand to Hand: Basic, Expert, etc.) usually start off with four attacks/actions per melee round. Each specific Hand to Hand Combat skill will indicate how many attacks the character starts with. This number grows with experience.

Automatic Dodge: Certain characters and robots are able to *automatically dodge* an attack without using up a melee attack/action. It is purely a defensive move in which the dodger bobs, weaves, bends or twists his body out of harms way. Roll for a dodge as normal (the automatic dodge is not an "automatic" success). An automatic dodge works just like a (automatic) parry in that the act of dodging does *not* use up any attacks to perform. Bonuses to auto-dodge come from the character's P.P. attribute and any special bonus specifically for it (the bonus, skill or enhancement will say "automatic dodge"). Unless it specifically says a character has an Automatic Dodge, he does NOT.

Attribute Bonuses: Combat and saving bonuses gained through physical or mental strengths that give a character an extra added degree of agility, strength, endurance, etc. (see the eight attributes).

Back Flip: The back flip involves throwing oneself backwards with the arms and shoulders, flipping the legs completely up, over, and back down on the ground into a standing position. The result is that one quickly moves backwards by a full body length. Doing a back flip counts as one melee attack/action and can be used as a dodge or for entertainment.

If used in place of a dodge, the character must roll higher than his opponent's strike roll using only the natural die roll (do not include any dodge bonuses). Failure to beat the strike means taking full damage *without a chance to Roll with Punch*. Success means avoiding the attack like a dodge.

Back Flip: Escape. If used in place of a strike (when it's the back-flipping character's turn to strike) this removes the character from combat and counts as one melee attack/action. To get within striking range, he or his opponent must close ranks (move closer) and whoever does so spends one melee action/attack doing so. A Back Flip Escape also gives the back-flipping character the initiative.

Back Flip: Attack. This is especially useful against someone attempting some kind of back strike. Once the opponent is detected in the rear, the back flip moves one back into combat range. A back flip can also be used as a combined Strike against an opponent to the rear of the character. Used with either a basic kick (1D8 damage), Karate kick (2D6 damage) or a bachand strike. If striking with a back flip use only the bonus to back flip (not strike). Cannot be used with death blow or knockout/stun. This combat maneuver used up on melee attack/action.

Blind or Being Blinded: Here are the definitive penalties and conditions for humans being blinded or fighting in absolute darkness without optical systems to see.

Penalties: Ignore all of the character's normal combat bonus (they don't count; natural rolls only, minus the penalties) and the blind character is -10 to strike, parry and dodge, disarm, pull punch and similar combat moves! Speed is reduced by 30-50% (or should be) only because the blind character is unsure of himself and running or moving quickly is likely to cause him to stumble or trip into something and fall down (lose initiative and one melee attack/action), slam into a wall (1D6 S.D.C. damage, triple that if running) or run right into the arms of his opponent or some other danger. Obviously any skills requiring *vision* are impossible to perform.

Attacks per melee round and initiative are unchanged, but the character is lashing out wildly and guessing where his opponent is. This means the blind character has a good chance of accidentally striking a friend or innocent bystander by his wild flailing about or "blind shooting."

Body Block/Tackle: This is a combination of moves that involves a body block and a knockdown attack (counts as two melee attacks). A successful body block strike against a fellow human does 1D4 damage plus P.S. damage bonuses, and the opponent is likely to be knocked down. A successful strike always inflicts damage from a shoulder, elbow, or tucked head, unless his opponent dodges (no damage and no knockdown).

The victim who is hit can avoid being knocked down only by trying to maintain his balance and must roll percentile dice. A typical Body Block ram has a 01-50% chance of knocking an opponent down and characters with no special balancing ability must roll *above* that number of fall.

Knockdown Modifier: Add 5% to the roll the victim needs to exceed for every five points of P.S. above 20. So an attacker with a P.S. of 30 requires his opponent to roll 60% to save vs getting bowled over. Characters with a special balancing ability from a skill such as Acrobatics or Gymnastics is keep their balance must roll *under* their current skill level (if 45% they must roll under 45, if 80% they must roll under 80). A successful maintain balance means the victim is not knocked down but loses one melee attack, and takes full damage. **Note:** Characters with Robot or Splicer P.S. and/or greater bulk/weight, or size or speed have and increase likelihood of knocking an opponent down and inflicts greater damage. These special instances are noted under each character description.

Knock Down Penalties: Being knocked down causes the character struck to lose initiative (if he had it) and one attack/action for that melee round, plus he is knocked 1D6 feet (0.3 to 1.8 m) away from where he was standing at the moment of the attack. A roll with impact can reduce damage by half, but counts as one melee action.

Body Flip/Throw: A judo style throw or flip that uses an attacker's own momentum and leverage to "flip" or "throw" him off his feet and onto the ground. Damage is 1D6 points plus P.S. damage bonus (if any), and the victim also loses initiative (if he had it) and one melee attack. A body flip counts as one melee attack. A victim of a throw can try to *roll with impact/fall* to diminish the damage (half if successful), but other penalties are unchanged.

Combat Bonuses: All appropriate bonuses available to the character are added to the various fighting abilities such as strike, parry or dodge, as well as initiative and saving throws. High physical attributes, certain Physical skills, Weapon Proficiencies (W.P.), the occasional O.C.C. bonus, racial bonus, and genetic enhancement *may* provide one or more combat bonuses. All applicable bonuses are combined and added to the character's dice rolls. Do not combine the strike bonus with the parry bonus, and so on; each combat maneuver is considered a separate category, so only the various bonuses to strike are added to the strike roll, bonuses to parry added to the parry roll and so forth.

Critical Strike: A powerful, special or nerve shattering strike that inflicts double the usual amount of damage. Critical Strike damage can be inflicted with bare hands or with a weapon.

Damage: The following are some of the typical damage amounts inflicted by common types of physical combat attacks. Each inflicts roughly the same equivalent S.D.C. or M.D. damage depending on whether the attacker is an S.D.C. being (like humans) or a Mega-Damage being (like Host Armor and robots). Remember to add any applicable damage bonus for P.S. attributes 16 and higher.

Hand Strikes:

Backhand Strike (average): 1D4

Backhand Strike (martial arts): 1D6

Body Flip: 1D6

Human Fist/Punch: 1D4

Karate/Martial Arts Strike/Punch: 2D4

Elbow/Forearm: 1D6

Power Punch: Does double damage, plus any other damage

bonuses, but counts as two melee attacks. Applicable to all hand strikes.

Foot Strikes:

Kick Attack (basic/average): 1D8 (or 2D4)

Karate Kick Attack: 2D6

Leap Kick: 3D8, but counts as two melee attacks/actions.

Knee: 1D6

Backward Sweep: No damage, but knocks down opponent if strike is successful (he loses one melee action and initiative).

Tripping/Leg Hook: No damage, but knocks down opponent if the strike is successful (he loses one melee action and initiative).

Power Kick: Does double damage, but counts as two melee attacks and cannot be done with a Leap Kick.

Miscellaneous:

Thrown/Dropped Small Objects: 1D4 or 1D6

Thrown/Dropped Large Objects: 3D6 per 100 lbs (45 kg) +10 per 40 feet (12.2 m) **Falling:** 1D6 damage per 10 feet (3 m).

Collision: 2D4 per 10 mph (16 km).

Death Blow: A special attack designed to kill an opponent in one or two strikes! This attack is often limited in hand to hand combat to the roll of a "natural" high strike number; i.e. death blow on a natural 18-20. Whenever the words "death blow" are presented without limitation, the character can use a death strike whenever he desires; however, such a devastating attack counts as two melee attacks/actions.

Human vs Human: Against humans and S.D.C. creatures, the attack does double the normal damage, plus P.S. bonuses direct to Hit Points. This attack can be used with punches and kicks or hand-held weapons such as swords, clubs, etc. It is not applicable to guns and does not work through armor; the armor must be removed or penetrated.

Mega-Damage Creature vs Mega-Damage Creature: The attack does double normal damage, plus P.S. bonuses, and it is so devastating to the creature's body that it cannot bio-regenerate injury from a death blow for 1D4 hours! This attack is not applicable against M.D.C. robots, cyborgs and power armor, unless the M.D.C. attacker is making a called shot to the head or power supply, in which case double damage is inflicted to that part of the robot or armor.

Dice: A typical set for role-playing includes two four-sided, four six-sided, two eight-sided, two ten-sided, and two twenty-sided, maybe a twelve-sided as well. These can be purchased at most gaming and hobby stores and some comic book shops that also sell games and gaming supplies. Even many mainstream bookstores may carry these multi-sided, or *polyhedral* dice, or can special order them for you. Dice are also available at gaming conventions and can be ordered by mail or over the Internet.

Often we let you know how many dice to roll with an expression like, "roll 3D6." This means, roll three six-sided dice and add the results together. Dice are also available with four sides (D4), eight sides (D8), ten sides (D10), twelve sides (D12) and even twenty sides (D20). Dice with more than six sides generally are called *polyhedral* dice.

Disarm: The act of disarming is simply getting rid of the opponent's weapon; it does no damage. It can be used as a defen-

sive move in place of a dodge or parry, or can be done as an attack/strike.

The disarm move is a strike, hold or grappling maneuver that causes an opponent to drop his weapon or whatever he's holding. Counts as one melee attack/action. Disarm does not give the weapon to the character making the disarm move. True, the item is forced out of the victim's grasp, but it is either knocked away or falls to the ground.

Typically an opponent is disarmed on a roll of a natural 19 or 20 when used as a defensive move. Roll a disarming strike to attack as usual – high roll wins. A failed disarming attack does no damage and means one's opponent remains armed, is probably mad, and ready to strike.

Dodge: A character dodges by *moving* out of the way of the attack. Dodging always takes up one attack/action per melee round. To dodge, the defender must roll higher than the attacker's strike roll on a twenty-sided die.

Entangle: A defender can attempt to trap the weapon or arm of an attacker. This is done instead of parrying or dodging, and takes up one attack per melee. An entangle is successful if the defender rolls above the attacker's strike roll. It takes one attack and a roll to entangle to keep an opponent's arm or weapon entangled every melee round. In order to get free, the entangled opponent must roll a dodge against the entangle roll.

Hand to Hand Combat: Fighting skills that provide the character with attacks per melee, bonuses, and techniques. Characters without combat training have only one attack per melee and have no automatic chance to parry.

Hit Points: This is the number of points of damage a character can take before dying. Characters don't lose Hit Points until their S.D.C. is down to zero. A character's base Hit Points is the P.E. attribute plus 1D6. Another 1D6 of Hit Points is gained every time the character advances an experience level. Lost Hit Points are not recovered without medical attention.

Holds: Using both hands, the attacker grabs on to some part of the opponent's body and attempts to immobilize him. If the strike is successful, then the victim is helpless until released. Holds do no damage. Neither the attacker nor the victim can attack, parry or dodge while the hold is working. It's easy for the attacker to hold the victim so that some third character can attack unopposed or attack from the rear.

Getting out of a hold requires agility. Both the victim and attacker roll twenty-sided dice and add in their P.P. attribute scores. The person doing the hold also gets to add in all his bonuses to hold and from the P.P. attribute (if any). High roll wins! If the attacker wins, then the hold continues. If the victim wins, then the hold is released and combat can continue.

Types of holds include:

Arm Hold: This involves twisting the arm around to the victim's back. Any items in the hand of the arm being held can be easily removed.

Leg Hold: The victim is on the ground with his leg held up. There's no way for him to get up until the hold is released.

Body Hold: Any number of wrestling holds. The victim can be held on the ground or in a standing position.

Neck Hold: The victim is held around the neck from behind. This leaves the victim totally vulnerable to attacks from any other character.

Horror Factor (H.F.): Some creatures are so alien, monstrous-looking and frightening, that they exude what is called a Horror Factor. The first melee round that such a creature is encountered, everybody who sees it must roll to *save vs Horror Factor* (a 20-sided die is rolled).

A successful save is a roll equal to or higher than the monster's H.F., and means the defender is not impressed and may attack without hesitation or penalty. He does not have to roll to save again until their next confrontation/meeting in the future.

A failed roll means the individual loses initiative and one of his melee attacks for that round. He is also the last to attack. He must roll again the next melee round. Another failed roll means the same penalties are repeated. When he finally saves, he manages to gather himself and can fight without penalty.

Initiative: Whoever gets to attack first is considered to have the initiative and is the "attacker." Initiative is automatic in sneak attacks and long-range attacks. In most other cases, each opponent rolls a twenty-sided, highest roll gets the initiative. Rolling for initiative takes place at the beginning of each melee round of combat.

Karate Kick Attack: A special move and type of kick attack that is designed to do more damage than an ordinary kick. A typical Karate Kick does 2D6 damage (+P.S. damage bonus if any), a knee attack 1D6. Counts as one melee attack. Anyone trained in hand to hand combat can do a basic kick or knee attack, but only characters with Hand to Hand: Commando, Expert or Martial Arts can perform a Karate Kick, Commando and Martial Arts can also perform the other Foot Strikes (see *Damage* earlier). Also see Leap Kick.

Karate Punch/Strike: A martial arts strike that does 2D4 damage.

Kick Attack: This is the simple act of using one's legs and feet to kick an opponent. A typical Kick does 2D6 damage. Any one can try to kick an opponent.

Leap Kick: A leap kick is performed by the character putting all of his energy into what is in effect a power kick by leaping completely off the ground and attempting to kick and opponent with everything he can muster. A typical Leap Kick does 3D8 damage (+P.S. damage bonus if any), but counts as two melee attacks/actions. Only characters with Hand to Hand: Commando or Martial Arts can perform a Leap Kick and other Foot Strikes (see *Damage* earlier).

Knockdown: Getting knocked down, falling or getting struck by a fast, heavy vehicle, or explosion, or falling or getting knocked back dozens of yards/meters (30 feet/9 m or more) will cause the character inside to take damage from the force of the impact. While most armors are padded, they only provide so much protection.

Damage: Inflicts 1D6 Hit Point/S.D.C. damage for every 20 feet (6 m) one falls or is knocked back. And figure 1D6 points of damage for every 20 M.D. in an explosion. Round down. If the fall/knock back is 100 feet (30.5 m) or more, there is a 01-65% chance of being temporarily knocked out for 1D6 melee rounds.

Penalties: In ALL cases, when a character is knocked down or off his feet he automatically loses initiative and one melee attack/action. This is true even if the character is knocked down right where he was standing or only a few feet/meters.

Knockout/Stun: Anyone hit by a knockout or stun attack will be temporarily incapacitated. The victim is not necessarily unconscious, just dazed – reduce attacks per melee to one and no combat bonuses for a stunned/dazed characters for a 1D4 melee rounds.

Long-Range Attack or Ranged Attack: An attack done at a distance using a long-range weapon or power. Provided the attacker is not seen, the defender automatically loses initiative and may not dodge the first attack that melee round from a long-range attack.

Melee or Melee Round: Exactly 15 seconds. The segment of time combatants have to strike, counter and/or return strike. Generally, playing characters have two or more attacks per melee.

Multiple Attackers: Takes place when an opponent is faced by more than one attacker. Characters with hand to hand combat skills can attempt to parry any attacks within their line of sight. The defender from multiple attackers can strike at only one target at a time (see leap attack for a rare exception).

Natural Twenty: This is the result of 20 when rolling a twenty-sided die. A strike with a natural twenty will always be a critical strike. If someone with a strike bonus of +2 rolls an 18, then they have an attack roll of 18 plus unnatural, bonus modification; NOT a natural twenty, and is not a critical strike. A natural twenty beats all other rolls and can only be parried or dodged by another natural twenty.

Paired Weapons: Certain kinds of weapons, such as sais, nunchaku, daisho, knives, clubs and swords, can be used as paired weapons. Users of paired weapons can strike and parry simultaneously, can do twin strikes against a single target or against a pair of targets, and can parry two different opponents at the same time. In other words, warriors skilled in paired weapons often can do two actions for every one of their melee attacks (i.e. strike and parry). However, a twin, simultaneous strike with both weapons means losing the automatic parry and leaves the character open to his opponent's next attack without benefit of a parry (dodge is optional but uses up a melee action). Also see *W.P. Paired Weapons*.

Parry: A defender can attempt to parry most physical attacks. This is done by blocking the attacker's blow with a weapon or hand. Characters trained in hand to hand combat can parry without losing melee attacks. Bullets and energy attacks cannot be parried!

Power Punch: A haymaker thrown with everything the character has, his every last ounce of strength. A power punch ALWAYS counts as two melee actions. A power kick can also be done. For characters with normal P.S., it does double damage in Hit Points and/or S.D.C. (normal punch damage of 1D4 times two plus any possible P.S. or Hand to Hand Combat damage bonus on top of that). Characters with extraordinary augmented P.S. or Supernatural Strength clearly indicate the damage inflicted in the listings presented at the beginning of this section.

Punch: A normal human punch does 1D4 damage. A karate style punch or chop does 1D6 damage. A power punch does double damage. In all cases, include any P.S. attribute bonus (for P.S. 16 and higher) as well as any damage bonuses from a Hand to Hand Combat skill, Host Armor or special powers.

Pull Punch: The ability to control the force of a hand to hand attack, whether it be a punch, kick or with a hand weapon.

Usually used to reduce the blow to less than killing force. The character can choose to do half damage, quarter damage, a single point or no damage at all. A character must declare a pulled punch, and the player must roll 11 or better on a twenty-sided die (1D20) to successfully pull his punch. A failed roll to pull means full damage is accidentally inflicted.

Roll with Impact/Punch or Fall: Hand to hand combat fighters can reduce the damage from blows and falls by rolling. If the defender is successful, then only half damage is taken. Roll with punch/fall does not work against energy blasts, bullets, fire, bladed weapons, psionics or radiation. Victims must roll higher than the attacker's roll. Falling characters must roll a 14 or higher, on a twenty-sided die, to roll with the fall.

Saving Throws: Occasionally, characters must roll to save against exotic attacks like poison, gas, disease, drugs, etc.

Disease: 14 or better.

Lethal Poison: 14 or better.

Non-Lethal Poison: 16 or better.

Harmful Drugs: 15 or better.

Acids: No save possible – dodge!

Insanity: 12 or better (sometimes higher).

Psionics: 12 for Major & Minor psionics; 10 for Master, 15 for ordinary folks.

Magic: 12 vs basic spell magic; 16 vs ritual magic. The save against magic will be higher (13, 14, 15, and even 16) if the spell caster is high level.

S.D.C.: This stands for *Structural Damage Capacity*, which is the amount of damage an object can absorb before breaking. Living creatures also have S.D.C.; it represents their physical resistance to damage. All the S.D.C. of a living thing must be reduced to zero before the Hit Points can be affected.

Simultaneous Attack: Instead of defending with a parry, dodge or entangle, a character can choose to do a simultaneous attack. In this case, the character does not defend ("Go ahead, hit me; I can take it!") and simply attacks in response. The advantage of a simultaneous attack is that neither opponent can parry, dodge or entangle. In all probability, both will take damage. Exception: An opponent with paired weapons can engage in simultaneous attack (with one weapon) AND parry (with the other), OR, both the paired weapons can be used to strike with NO parry.

Sneak Attack: An attacker may lie in wait (ambush), attack from behind, or sneak up (prowl) on an opponent. If the foe does not discover the attacker, then the sneak attack is successful. The sneak attacker always has initiative, and the defender is not able to parry or dodge the sneak attack.

Strike: Anyone attempting to hit an opponent must roll to strike. As with all combat rolls, a roll to strike is made with a twenty-sided die.

Throw: Simply, this means throwing a weapon or object. Rolling to throw is exactly the same as rolling to strike, except that there are different bonuses per weapon type. See *Weapon Proficiency*. **Note:** A character may use any type of weapon, but gets no combat bonuses, such as strike or parry, unless he has a *Weapon Proficiency (W.P.)* in that particular weapon. This applies to modern and ancient weapons.

Hand to Hand Combat

These are the standard level by level tables that present the *accumulative bonuses* offered by the common forms of hand to hand fighting currently known to be available on the world of **Splicers™**. When characters advance a level, the player can come to this section to see what new bonuses apply to the character.

Note: ALL bonuses are accumulative. That means each new level offers new bonuses and combat capabilities that are *added* to those previously acquired. Certain Hand to Hand fighting styles also impart bonuses to one's physical attributes as well as perfection of the fighting form. Also see Boxing and Wrestling in the *Skill* section.

Number of attacks per melee: To simplify matters, each type of Hand to Hand Combat indicates the number of attacks the character starts with, typically four.

Characters with No Hand to Hand Combat Skill

Level 1: Starts with one hand to hand attack per melee round. This reflects the character's pitiful fighting skills.

HOWEVER, the character gets *TWO non-combat melee actions* at first level. A *non-combat action* involves some activity other than fighting (operating a machine, driving, locking a door, running, hiding, helping others, etc.).

Level 3: +1 attack per melee round and +1 to dodge. +1 *non-combat melee action*.

Level 6: +2 *non-combat melee actions*.

Level 9: +1 attack per melee round, for a total of three "attacks" per round (each attack counts as two *melee actions* for this character). +1 *non-combat melee action* for a total of six *melee "actions."* That's it.

Hand to Hand: Basic

This is an elementary form of hand to hand combat training. Though it hardly stacks up against some of the more advanced forms of fighting, one who has trained in Hand to Hand: Basic still fights with combat skill compared to the simple, everyday folk without training.

Note: Basic combat training enables the character to use any basic/common attacks including Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch (but not a Power Kick) and Pull Punch – but *no* special moves or martial arts attacks such as Automatic Dodge, Back Flip, Holds, Karate Punches, Leap Kick or other moves.

Level 1: Starts with four attacks/actions per melee round; +2 to pull punch and +2 to roll with punch, fall or impact.

Level 2: +2 to parry and dodge.

Level 3: Kick attack does 1D8 of points damage.

Level 4: +1 additional attack/action per melee round.

Level 5: +1 to strike and disarm.

Level 6: Critical strike on an unmodified roll of 19 or 20.

Level 7: +2 to damage.

Level 8: Judo-style body flip/throw; does 1D6 damage, and victim loses initiative and one attack per melee.

Level 9: +1 additional attack/action per melee round.

Level 10: +2 to pull punch and +2 to roll with impact/punch/fall.

Level 11: +1 to parry and dodge.

Level 12: +1 to strike.

Level 13: Critical strike or knockout from behind.

Level 14: +2 to damage.

Level 15: +1 additional attack/action per melee round.

Hand to Hand: Expert

This fighting style is often taught to soldiers, bodyguards, thieves, and anybody else who will be expected to live by violence. While it lacks the mastery of the Martial Arts, an Expert fighter knows how to scrap quickly and efficiently. At high levels, especially, those with this skill can often hold their own against dedicated masters of the martial artists.

Note: Expert combat training enables the character to use any basic/common attacks including Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch, Power Kick, and Pull Punch and even some martial arts moves (as noted below) – but unless noted below does *not* have special moves or martial arts attacks such as Automatic Dodge, Back Flip, Holds, Karate Punches, Leap Kick or other moves.

Level 1: Starts with four attacks/actions per melee; kick attack 1D8 damage, +2 to pull punch, and +2 to roll with punch, fall or impact.

Level 2: +3 to parry and dodge, and +1 to pull punch.

Level 3: +2 to strike, +2 to disarm, and can perform a Karate Punch.

Level 4: +1 additional attack/action per melee round.

Level 5: Can perform a Karate Kick, does 2D6 damage.

Level 6: Critical strike on an unmodified roll of 18, 19 or 20.

Level 7: W.P. Paired Weapons and backhand strike (average, does 1D4 damage).

Level 8: Body flip/throw; does 1D6 damage, and victim loses initiative and one attack.

Level 9: +1 additional attack/action per melee and +1 to disarm.

Level 10: +3 to damage.

Level 11: Knockout/stun on an unmodified roll of 18, 19 or 20.

Level 12: +2 to parry and dodge.

Level 13: Critical strike or knockout from behind (triple damage).

Level 14: +1 additional attack/action per melee round.

Level 15: Death blow on a roll of natural 20.

Hand to Hand: Martial Arts

A form of martial arts that takes and mixes techniques from many different sources.

Note: Martial arts combat training enables the character to use any basic/common attacks including Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch, Power Kick, and Pull Punch as well as the martial arts moves noted below.

Level 1: Starts with four attacks/actions per melee to start; +3 to pull punch and +3 to roll with impact/punch/fall, and body flip/throw; does 1D6 damage, victim loses initiative and one attack.

Level 2: +3 to parry and dodge; +2 to strike, and may perform Karate and any *hand* strike/punch.

Level 3: +1 on initiative, and may perform a Karate-style kick does (2D6 damage) and any foot strike except leap kick.

Level 4: +1 additional attack/action per melee round.

Level 5: Leap kick (3D6 damage, but counts as two melee attacks), and +2 to entangle.

Level 6: Critical strike on an unmodified roll of 18, 19 or 20.

Level 7: W.P. Paired Weapons, can perform holds and is +2 to disarm.

Level 8: Back flip and back flip escape.

Level 9: +1 additional attack/action per melee round.

Level 10: Back flip attack and +2 to disarm.

Level 11: +4 to damage and +1 on initiative.

Level 12: +2 to parry and dodge.

Level 13: Knockout/stun on an unmodified roll of 18, 19 or 20.

Level 14: +1 additional attack/action per melee round.

Level 15: Death blow on a roll of a Natural 20.

Hand to Hand: Assassin

This style of fighting is a specialized science of killing generally taught by secret organizations such as organized crime cartels, secret government “wet working” bureaus, Military Black Ops, and so on.

Note: Assassin combat training enables the character to use any basic/common attacks including Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch, Power Kick, and Pull Punch and even many martial arts moves (as noted below) – but unless noted below does *not* have special martial arts moves.

Level 1: Starts with three attacks/actions per melee round. +2 to strike. W.P. Paired Weapons.

Level 2: +1 on initiative and +2 additional attacks/actions per melee round.

Level 3: Karate Punch (2D4 damage), +3 to pull punch, and +2 to roll with impact/punch/fall.

Level 4: Karate Kick (2D6 damage), +4 to damage on all physical attacks, and +1 on initiative.

Level 5: +1 additional attack/action per melee round and +1 to strike with a thrown weapon.

Level 6: +3 to parry/dodge, +2 to entangle and backhand strike (martial arts 1D6).

Level 7: Knockout/stun on an unmodified roll of 17-20 and leap kick (3D6 damage, but counts as two melee attacks).

Level 8: +1 additional attack/action per melee round, +1 to strike with guns, and +1 on initiative.

Level 9: +1 on initiative and can perform back flip.

Level 10: Critical strike on an unmodified roll of 19 or 20.

Level 11: +2 to strike in hand to hand, +1 to strike with a thrown weapon and with guns, and can perform back flip attack.

Level 12: +2 to pull punch and Death blow on a roll of a natural 20 or automatic dodge.

Level 13: +1 additional attack/action per melee round.

Level 14: +2 to damage and can perform holds.

Level 15: +2 to strike in hand to hand and +1 to strike with guns.

Hand to Hand: Commando

This style of combat is a quick and dirty form of martial arts typically available only to the organizations and military outfits, like the Human Resistance, for special operation teams such as Commando, Special Forces and Military Specialists.

Note: Commando combat training enables the character to use any basic/common attacks including Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Body Flip/Throw, Roll with Impact, Power Punch, Power Kick, and Pull Punch and even many martial arts moves (as noted below) – but unless noted below does *not* have special martial arts moves.

Level 1: Starts with four attacks/actions per melee round, W.P. Paired Weapons, body flip/throw, body block/tackle and +2 to save vs Horror Factor.

Level 2: +1 on initiative, +1 to strike, +2 to parry and dodge, +3 to roll with punch/fall/impact, and +3 to pull punch. Backward sweep kick, used only against opponents coming up behind the character. Does no damage; it is purely a knockdown attack (same penalties as body flip) but cannot be parried (an opponent can try to dodge it but is -2 to do so).

Level 3: +1 on initiative, +1 to disarm, and Karate punch/strike (does 2D4 damage).

Level 4: +1 additional attack/action per melee and Karate kick (does 2D6). The karate-style, kick starts with bringing the knee, folded, up to chest level, then the foot is completely extended.

Level 5: +2 to automatic dodge and all foot strikes.

Level 6: +2 on initiative, +1 to strike, parry and dodge, and +1 to body flip/throw.

Level 7: +2 to damage, +1 to save vs Horror Factor, +1 to disarm, +1 to automatic dodge and +2 to pull punch.

Level 8: +1 additional attack per melee, jump kick, +2 to body flip/throw, and +1 to roll with punch/fall/impact.

Level 9: Death blow on a natural 18-20! +2 to pull punch.

Level 10: +2 to save vs Horror Factor, +1 on initiative and +1 to strike.

Level 11: +1 to disarm, +1 to pull punch and +2 to body flip/throw.

Level 12: +2 to damage, +1 to parry and dodge, +2 to automatic dodge.

Level 13: +1 additional attack/action per melee.

Level 14: Can perform holds and is +1 on initiative.

Level 15: Critical strike on a natural 17-20.



Ranged Combat

The following are new, simplified rules involving *guns* and other *modern weapons*, and in the case of *Splicers™*, that includes Bio-Weapons and robot energy weapons. These rules are fun, fast and easy to use while reasonably simulating gunplay.

Modern Weapon Proficiency (W.P.)

There is more to shooting a revolver, pistol, rifle and other weapons, than pointing and squeezing the trigger. Even taking careful aim requires practice with the weapon, and different categories of weapons have different applications, quirks and considerations one needs to know to get the optimum performance out of them. A Modern Weapon Proficiency in a particular type of weapon gives the character a good understanding of all of these things, at least in that particular type of weapon. The

character will know how to handle the weapon safely and how to use and reload it, disassemble, unjam, clean and otherwise maintain the weapon. He also knows the basic specifications/capabilities of the weapon, such as the type of ammunition it takes, maximum effective range, approximate damage, special accessories for the weapon (gun sights, silencers, etc.), and the weapon's quirks, strengths and weaknesses.

The character has also had hours (perhaps years) of training with the weapon and continues to work out with the weapon on a regular basis. This means target practice and practical experience with it in the field and, as a result, he has a good *feel* for the weapon; its weight, its kick when fired, the sound of gunfire, and performance/exactly what it can do. A character with a Modern W.P. can make aimed and "Called Shots" (aimed at a specific location within a larger target, such as shooting a gun out of an opponent's hands, shooting the hand, shooting an antenna, or tire, or whatever). His penalties are also *less* when shooting *bursts* or *wild*.

No Weapon Proficiency (W.P.)

Anybody who does not have a W.P. in a particular weapon type *CAN* pick up a gun and use it, but does so without benefit of any bonuses. The bonuses that follow do not apply to this unskilled character, but a weapon can still be deadly in his hands. P.P. attribute bonuses and Hand to Hand combat bonuses do *NOT* apply to modern weapons.

Furthermore, the untrained shooter does *not* know how to reload or clean the weapon or anything about ammunition, the gun's kick, how to use a gun sight to aim accurately, or anything about guns or gun safety – all he can do is pick it up, aim as best he can and pull the trigger. **Note:** A character with no gun proficiency rolls 1D20 with *no* bonuses to strike, can *NOT* make an *aimed shot* or a *Called Shot* and suffers a penalty of -3 to strike with burst attacks, -5 to strike when shooting a machine-gun or other heavy weapon, and -6 when shooting wild.

Traditional Guns in Splicers™

Most characters in *Splicers™* can't use guns because the weapons and ammunition of traditional "guns" are made of metal and handling them will evoke a deadly reaction from the Nanobot Plague. However, guns were used in the planet's past, and can still be used by the Technojacker, robots and drones. For the players of the Technojacker and Game Masters who might want a bit more detail in this area, here are the basic W.P.s for guns by type.

W.P. Handguns: A familiarity with all types of handguns including revolvers and pistols. Revolvers are the classic cylinder-based "six shooter." Pistols are "automatic" weapons which means the gun keeps firing while the trigger is depressed and doesn't stop until the trigger is released or the ammunition is spent.

Damage: Light caliber guns: 2D6 to 3D6 S.D.C. Medium caliber guns: 3D6 to 4D6 S.D.C. Heavy/large caliber handguns: 4D6 (.45 automatic) to 6D6 S.D.C. (Magnum revolvers). *Double damage* for a standard *short burst* (three rounds/bullets fired), but only pistols (not revolvers) can fire in bursts.

Average Range: 140 feet (42.7 m).

Typical Payload: Revolver: Six bullets. Automatic Pistol: 8-16 rounds.

W.P. Bonuses: +1 to strike at levels 2, 4, 6, 8, 10, 12, and 14.

W.P. Rifles: A familiarity with the very accurate, single shot bolt-action style of rifles used for hunting and sniping, and automatic and semi-automatic, military assault rifles like the M-16 and AK-47.

Damage: Light caliber rifles: 5D6 per single round. Medium caliber rifles: 6D6 S.D.C. per single bullet. Heavy/large caliber rifles: 7D6 to 1D6x10+3 S.D.C. per single round. *Double damage* for a standard *short burst* (three rounds/bullets fired). *Triple damage* for a *long burst* (six rounds/bullets fired) but counts as two melee attacks. **Note:** Only semi-automatic and automatic rifles can fire a three round burst. Only bolt-action and semi-automatic rifles can be used for sniping and firing a *single* bullet.

Average Range: 1300 feet (396 m), +500 feet (152 m; that's 1800 feet/548.6 m total) for precision bolt-action rifles.

Typical Payload: Revolver: Six bullets. Automatic Pistol: 8-16 rounds.

W.P. Bonuses: +1 to strike at levels 1, 3, 5, 7, 9, 11 and 13.

W.P. Shotgun: A familiarity with the classic double-barrel shotgun and police and military versions of shotguns with ammo drums.

Damage: Buckshot: 2D6 S.D.C. (half damage for rock salt) to a 10 foot (3 m) radius; two S.D.C. (stings like the dickens) for riot control rubber bullets. Light Shot: 3D6 S.D.C. Medium Shots: 4D6 to 5D6, Heavy Shot/Large Bore: 6D6 S.D.C. **Note:** In all examples listed above damage is for a single round, double the damage if both barrels are fired simultaneously.

Average Range: Sawed-Off: 60 feet (18.3 m), Hunting: 200 feet (61 m), and Police/Military Shotgun: 300 feet (91.5 m).

Typical Payload: 2-6 in common shotguns, 20, 50 and 100 round ammo drums for police and military style (each single blast counts as one melee attack; can't fire two simultaneous blasts but has rapid-fire and larger payload).

W.P. Bonuses: +1 to strike at levels 1, 3, 6, 10, and 14.

W.P. Submachine-Gun: A familiarity with small arms automatic weapons like the Uzi.

Damage: 4D6 S.D.C. per single round or 1D4x10 S.D.C. per three round burst.

Average Range: 500-600 feet (152 to 183 m; an Uzi is the latter range).

Typical Payload: Fires pistol rounds. A single bullet does 3D6+1 S.D.C., 6D6+3 for a three round burst, 1D6x10+4 for a *long burst* (six rounds/bullets fired) but counts as two melee attacks. **Note:** Can only fire in bursts.

W.P. Bonuses: +1 to strike at levels 1, 3, 6, 9, 12 and 15.

W.P. Heavy Military Weapons: Familiarity with military hardware, including grenade launchers, mortars, machine-guns, and mini-guns.

Damage: *Light or Medium Caliber Machine-Gun:* 5D6 S.D.C. per single round or 1D6x10 per short burst (12 rounds/bullets fired; counts as one melee attack) or 2D6x10+20 S.D.C. per long burst (36 rounds fired), but counts as three melee attacks. **Note:** Can only fire bursts.

Heavy Caliber Machine-Guns and Mini-Guns: 7D6 S.D.C. per single bullet, or 1D8x10 S.D.C. per short burst (10 rounds/

bullets fired; counts as one melee attack) or 2D8x10+20 S.D.C. per long burst (30 rounds fired), but counts as three melee attacks. **Note:** Can only fire bursts and is so large, bulky and heavy that it must be mounted on a tripod, vehicle or supported on a stone or other strong support to use.

Grenade Launcher Rifle: 1D6x10 S.D.C. per grenade to everything in a 10 foot (3 m) radius. Can only fire one at time, each shot counts as one melee attack/action. A grenade launcher may also be mounted on an assault rifle, but has a reduced range and ammo capacity; pump action.

Portable Mortar/Rocket Launcher: 2D4x10 S.D.C. per explosive round to everything in a 15 foot (4.6 m) radius, but each shot counts as two melee attacks.

Average Range: Light Machine-Guns: 3000 feet (914 m) and Heavy Machine-Guns: 5000 feet (1524 m). Grenade Launcher: 1200 feet (366 m), only 800 (244 m) when part of an over and under assault rifle. Mortar or Rocket Launcher: 4000 feet (1219 m).

Typical Payload: Machine-Guns: 100 short bursts (3000-3600 round belts). Grenade Launcher Rifles: 2 hand loaded or 24 grenade drum or six shot, pump-action on a rifle. Mortar: One hand-loaded round at a time.

W.P. Bonuses: +1 to strike at levels 1, 3, 6, 10, and 14.

W.P. Military Flamethrowers: Familiarity with different types of flame casting weapons used by the military and mercenaries.

Damage: 5D6 S.D.C. per burst of flame (counts as one melee attack) with a 01-75% likelihood of anything flammable catching fire.

Average Range: 60 feet (18.3 m).

Typical Payload: 20 fire blasts per single canister of fuel, 40 per double canisters.

W.P. Bonuses: +1 to strike at levels 2, 5, 10 and 15.

Weapon Modifiers

Bonuses & Penalties Depending on Circumstance

To shoot something the attacker must roll 1D20 and needs an 8 or higher to strike. HOWEVER, the shooter may also have *bonuses* to hit from Weapon Proficiency skills and *penalties* from conditions and circumstances.

Bonuses: The only bonuses that apply to using guns and other ranged weapons are the specific *Weapon Proficiency*, *Sniping skill bonus* if the character has that skill, any applicable bonus from the weapon itself (especially in the case of weapons built into Host Armor), and the ones that follow . . .

Aimed Shot Bonus: Only a single shot can be accurately "aimed" (no bursts or shooting wild). The skilled shooter is +2 to strike, but the attack counts as two melee attacks/actions. This applies to a single shot fired from a revolver, pistol, bolt-action rifle, semi-automatic rifle, shotgun and grenade launcher. **Note:** An "aimed shot" can only be tried with a single "sniper-style" shot, not a burst or when shooting wild.

A "Called Shot" target specification. This is an aimed shot that homes in on a specific part of a larger target, such as a bull's-eye, an opponent's head, hand, gun, radio, radio antenna, sensor cluster, spotlight, tires, the sensor eye of a robot, etc., but counts as two melee attacks.

To make a "Called Shot," the player must "call" or "announce" his character's intention; i.e. "I'm going to shoot the gun from his hand," aim and shoot. A carefully *aimed* and *Called Shot* gets the benefit of the +2 bonus to aim but counts as *three melee attacks/actions*. On the other hand, a quickly aimed Called Shot only counts as two melee attacks, but does not count as a true aimed shot and does NOT get the +2 bonus to strike.

Penalties on a Called Shot: Furthermore, a bull's-eye or any small target is difficult to shoot, and even with an aimed and/or Called Shot, the shooter suffers a penalty of -3 or -4 to strike (sometimes more depending on the target). **Note:** A "Called Shot" can only be tried with a single "sniper-style" shot, not a burst or when shooting wild.

Rolling a Natural Twenty to Strike always hits its target and does double damage (critical strike). The only way it can miss is if the defender rolls a Natural Twenty to dodge!

Single Shot: The standard, non-Aimed, non-Burst, single firing of a ranged weapon counts as one melee attack. No additional bonuses or penalties apply, beyond those gained from W.P. skills and situational modifiers below.

Penalties

Penalties are *accumulative*, so if a character with W.P. Sub-machine-Gun was firing a burst weapon and shooting wild, he'd be firing the burst weapon at half his usual bonuses as well as suffering a penalty of -6 to strike for shooting wild!

Shooting Blind: -10 to strike what you cannot see, including shooting into ground cover without actually seeing a specific target and around corners without looking.

Shooting Bursts: Automatic firing, or bursts, are not intended for accuracy: reduce the shooter's normal W.P. bonuses to strike by half. If the character does not have a W.P. for the weapon he is -3 to strike.

Shooting Wild: Has a penalty of -6 to strike and applies even to trained weapons experts when the character is terrified, angry/enraged, panicked, off balance, drunk, shooting from a moving vehicle/platform/horseback, spraying an area, shooting while under heavy fire himself, and while running, leaping, dodging, falling or hanging upside down.

Shooting at a Moving Target: -1 to strike someone running (under 20 mph/32 km), -1 to strike for each additional 50 mph (80 km) of speed the target is traveling, and an additional -1 to strike if the target is taking evasive action (zig-zag, leaping behind cover, etc.).

Shooting at Someone Behind Cover: If the target is completely covered/concealed there is no hope of hitting him from a distance, and the shooter will need to find a different vantage point where he can see the character or move in on the place of protection and concealment. If the target is hiding but part of him/it can be seen or if the target periodically pops its head or arm out to shoot back, curse or peek out, the shooter must make a *Called Shot* to shoot him/it and either shoot what little is seen or wait until he pops into the open for a couple of seconds.

Shooting Beyond the Effective Range: One may attempt a shot that is as much as 30% farther than the Maximum Effective Range of any given weapon, but the shooter suffers a penalty of -5 to strike.

Dodging Bullets & Energy Blasts

A character may try to dodge gunfire and energy beams on the condition he knows they are coming and he can see his attacker.

The only applicable bonuses for dodging gunfire or energy beams are the character's P.P. attribute bonus, any O.C.C. bonus to dodge and any dodge bonus from Host Armor. The defender trying must match or better the shooter's roll to strike to make a successful dodge.

Dodging Penalties:

-10 to dodge at point-blank range; within 10 feet (3 m) of the shooter.

-5 to dodge at close range, within 50 feet (15.2 m) of the shooter.

(Designer's Note: Yes, I have relented to the fan's outcries, the author's plea, and the fact that these characters are all supposed to be exceptional individuals, most with superhuman abilities or augmentation. – Kevin Siembieda.)

Quick Reference – Bonuses & Penalties

All Ranged Attacks: Requires a roll of 8 to strike (including W.P. & Sniping bonuses).

Aimed Shot: +2 to strike (takes 2 attacks).

Called Shot: No bonus, but enables the character to get a bead on very small or difficult specific targets; counts as two melee attacks (possible penalties for small targets).

"Aimed" Called Shot: +2 to strike, but can target very small, specific items and areas (takes *three* attacks; possible penalties for small targets).

Shooting Blind: -10 to strike.

Shooting Bursts: Strike bonuses reduced by 1/2 (-3 to strike without W.P.).

Shooting Wild: -6 to strike.

Shooting 30% Beyond Normal Range: -5 to strike.

Target is Moving: -1 to strike, -1 additional per 50 mph (80 km) beyond 20 mph (32 km), and -1 for evasive action.

Target is Behind Cover: Requires Called Shot, impossible if complete cover.

Dodging gunfire, within 10 feet (3 m): -10 to dodge.

Dodging gunfire, within 50 feet (15.2 m): -5 to dodge.

Gun Terms

Attacks per Melee: Each individual blast/bullet/energy beam counts as one melee attack. Firing a short burst also counts as one melee attack, but is less accurate. Long bursts and bursts from certain weapons (will be indicated in the weapon's description) and may count as two (sometimes more) attacks/actions per melee round. Thus, if the character has five attacks per melee round, he can shoot five single blasts or short bursts, or two long bursts and one single shot or one short burst. If firing a machine-gun, only two short bursts and one attack with a different weapon or one other type of action.

For energy weapons a "pulse" is typically the equivalent of a short burst and counts as one melee attack, but suffers the usual burst penalty (reduce the bonus to strike by half).

Damage: The amount of S.D.C./Hit Point damage or Mega-Damage (M.D.) the weapon inflicts.

Main Body: The "main body" of robots, vehicles and Host Armor is typically the largest area of body mass offered by the target. On people that is the upper torso (chest and waist). The main body of an automobile is the large body mass that covers the frame. Parts not considered to be part of the main body include the tires/wheels/hover jets, legs, arms, hands, sensor cluster, mirrors, headlights, radiator grille, weapon turrets, and so on. Each full description of robots, vehicles, Host Armor, War Mounts, and body armor indicates what is the main body and what is not. To strike something other than the main body, the attacker must make a "Called Shot," or roll a *Natural Twenty*. (A Natural 20 always hits its mark, unless an opponent attempting to dodge also rolls a Natural 20.)

Payload: How many shots the weapon has calculated by how much ammunition or what amount of energy the weapon holds before the ammo or E-Clip is empty and must be reloaded. "Unlimited" means the weapon draws from a larger power source, and an Energy-Clip and reloading are unnecessary. Most conventional and energy weapons, however, use bullets/ammo clips or Energy-Clips with a finite payload. E-Clips can be recharged, but not usually on the field of combat, they need to be taken back to base. Splicers has Heavy E-Clips which hold much more than E-Clips in other Palladium games.

Understanding High-Tech Weapons

Pulse Weapons: Many high-technology weapons, automatic weapons and the energy weapons of the future can fire multiple simultaneous rounds or bursts. Some high-tech weapons, like the *pulse rifle*, are designed to automatically release three rapid-fire energy pulses, instead of one shot, every time the trigger is pulled. The three energy pulses are so quick that they appear as one blast and only *one roll to strike* is required. Pulse weapons are *burst weapons* and the burst rule applies even to "aimed pulse" blasts (i.e. reduce the normal strike bonus by half).

Weapons capable of aimed shots are often considered to be "assassin," "sniper" or "sharpshooter" weapons. Some have a switch that allows them to fire either a single shot or a burst/pulse. The aimed shot is always a careful and deliberate act of targeting and the shooting of *one* round/bullet or a *single* energy blast. The act of carefully aiming takes a bit of extra time and provides far greater accuracy but counts as two melee attacks per each aimed shot.

Sniper rifles are multipurpose weapons for use in field combat, sniping and assassination. Some can only fire one single shot per attack, others have the dual capability of firing a single shot or squeezing off automatic burst fire or a pulse energy blast. These rifles are designed for accuracy and usually enjoy an additional bonus to strike on a "Called Shot," or an aimed, single blast. Not all rifles can fire a single shot and many of those that can do not necessarily get a special strike bonus from the weapon itself. Weapons that are expertly balanced will indicate what the strike bonus is in its description (typically +1). Even amateurs get this bonus if it is built into the weapon itself.

Reloading. Most conventional and energy automatic weapons require little time to reload. The process is a simple matter of retrieving a new, loaded ammo clip from its storage belt or

compartment, removing the empty clip and slapping in the new, loaded clip. Except for extenuating combat conditions, the reloading takes a few seconds and counts as ONE melee attack/action.

Manually reloading grenade launchers, mini-missiles, shotguns, bolt-action rifles, revolvers and similar weapons requires more time because, typically, the spent cartridges must be removed and each new round must be loaded, by hand, one at a time. Even so, a revolver can be reloaded in about six to eight seconds and counts as two melee actions if the character has a W.P. in the weapon being loaded. Characters without a W.P. will need a full melee round or four melee attacks (whichever is shorter) to manually reload. Revolvers can be loaded in the time of one melee attack/action when a speed loader is used. Cost of the speed loader is 100 credits. The speed loader must be hand loaded in advance.

A Character's P.P. Bonuses do *NOT* count when shooting an automatic weapon, rail gun, shotgun, energy weapon, Bio-Tech or any modern weapon. The mechanical design and capability of the weapon makes its use and abilities quite standard.

Natural Energy Blasts. Bio-Tech weapons built into Host Armor function as if they were a natural extension of the character's own body and may have bonuses to strike when using that weapon. Each blast counts as one melee attack.

Suiting up in Body Armor by a practiced man of arms takes 1D4+4 *melee rounds* (about a minute and a half to two minutes). All others need 1D4+4 *minutes* to suit up. Both can strip down in about half that time.

Suiting up in Host Armor is about the same as body armor. The pilots who work for an army or military outfit usually have their Host Armor prepared and ready to go at a moment's notice and have a team of technicians to do prep work for them and to help them suit up. They can suit up in Host Armor in about 1D4 *melees*. Body armor still takes the 1D4+4 melee rounds because there are more pieces and dressing up to do.

Missile Combat

The descriptions of war machines in this game will specifically state if they can launch missiles. It will also denote the type of missile as short-, medium-, or long-range, or mini-missiles, and some can fire two or more different types of missiles. Under each of the above range categories is a selection of specific types of warheads, such as high explosive, fragmentation, plasma and so on (see missile chart). Not all missile warheads are of a destructive nature, and some can be smoke, tear gas or chemical (i.e. fire retardant or some knockout gas).

Strikes: Guided Missiles

Missiles do not enjoy the robot's or pilot's combined bonuses to strike. Since they are all self-guided, missiles are launched as separate units with their own bonus of +3 to strike. Smart bombs are +5 to strike.

Rolls to strike are made as usual, with a twenty-sided die (1D20). Depending on the launch system, payload and number of launchers, missiles can be launched one at a time (roll to strike for each missile fired), or in *volleys* of two or more (roll once to determine whether the entire volley strikes or misses).

It is possible to dodge one, two, or even three missiles. However, it is impossible to dodge a volley of four or more missiles. It is also possible to shoot a missile(s) down before it hits you. See Shooting Missiles and Dodging Missiles for more details about missile combat.

Damage From Missile Strike

Direct hits are when the missiles impact directly on the character (or his robot, Host Armor, War Mount, vehicle, etc.). A direct hit does full damage. A volley of missiles inflicts full damage for *each* missile in the volley.

Blast radius or near misses. Getting caught in a blast radius does half damage. Your companion standing 10 feet (3 m) away is hit by a high explosive missile with a 30 foot (9.1 m) blast radius. He takes full damage from a direct hit, but your character is also caught in the blast radius. Fortunately, distance buys your character some luck and he takes half damage since he was not caught directly in the blast. Damage can be reduced by half again if the player makes a successful die roll to "roll with punch, fall or impact."

Roll with impact. Whenever a character is struck by an explosive force or impact, he can attempt to roll with the force to minimize the damage. This is where roll with punch, fall or impact comes in. A successful roll means half damage. The number that must be matched or overcome is the attacker's roll to strike – or – if a strike number is not available (say from a booby trap, mine or automated system), a 14 or higher must be made to successfully roll with impact. A successful roll with impact, whether from a direct hit or blast radius, means the character suffers half the normal damage. A failed roll means full damage.

Dodging Guided Missiles

ALL the missiles used by the Machine and its robots are self-guided missiles. Generally, most are preprogrammed to respond to specific images (video camera/sensor mounted in the nose of the warhead), or specific heat or radiation levels which clearly identify the enemy.

Smart Bombs are missiles that can identify an enemy target and *chase* it down. The missile will give pursuit and keep going until it finds a target, is itself destroyed or it runs out of fuel. Smart missiles can actually dodge attacks directed at them, swerve, and turn around to follow or hit a target, turning around and giving it another go if it misses the first time or if the target dodges the first attack.

Conventional Guided Missiles: +3 to strike.

Smart Missiles: +5 to strike, +4 to dodge, and has two attacks per melee (until it hits). All missiles always strike the main body.

Dodging Missiles

Contrary to what one might think, a character can dodge one, two and even three guided missiles. The dodge rules are the same as always. However, it is impossible to dodge a volley of *four or more* missiles launched simultaneously. A volley of four or more missiles will strike every time (with a successful roll to

strike), with each and every missile in the volley hitting and inflicting damage. The character has two options to avoid or minimize the damage of a massive missile volley: try to roll with the impact (taking half damage), or *shoot* the missiles down before they strike.

If a missile cannot be dodged and the defender is a robot or Host Armor, he can sacrifice his robot's or Host Armor's *arms* (especially if a Host Armor has extra limbs) by covering its main body with them, thus allowing the arms to take the damage instead of the body. The disadvantage of this tactic is that the arms are likely to be blown to smithereens, but the main body and remaining weapon systems and locomotion are left intact. In the case of robots, if the arms are not destroyed, I strongly suggest the G.M., or player, roll on the Optional Critical Damage Tables under "arms," to determine specific damage and side effects.

Shooting Missiles

Shooting and depleting the M.D.C. of a missile can detonate and destroy it. However, there are restrictions.

1. The character must have an attack available to him/her that melee to fire at the missile. If all the attacks for that melee round have already been used up, the character is out of luck and can't shoot at the incoming missile(s).

2. The character can only shoot at *one* missile within the volley, at a time. A volley of six missiles would require six separate attacks, which is impossible at the speed missiles travel. This means the character has only one or two melee attacks (G.M.'s discretion) to shoot at one or two missiles within the volley. However, even if only *one* missile is detonated, there is a 01-45% chance that its explosion will detonate the other missiles in the entire volley.

The character can also use his own missiles, if available, to shoot down a missile volley. Under this circumstance, there is a 01-75% likelihood of detonating the entire volley of missiles if he destroys one (100% if the character fires an equal number of missiles to match those incoming).

3. If the M.D.C. of a missile is not completely depleted, it is damaged but does not detonate and *will* still strike its target, inflicting full damage.

4. Attacks on a missile count as a normal melee attack/action.

Missile Terms

Missile Payload: Indicates the finite number of missiles contained by the launcher, robot or vehicle.

Missile Range: The maximum effective range or distance a missile can travel before running out of fuel and crashing to the ground. There is only a 01-33% chance the missile will explode on impact, which means it can be salvaged and reused. However, less than 5% fail to hit a target and detonate before running out of fuel.

Rate of Fire: This indicates how many missiles can be fired at a time. Note that most launch systems that can fire multiple missiles in a volley can also elect to fire one missile at a time. A *missile volley* counts as one melee attack and gets one roll attempt to strike. Either the entire volley hits or it misses, though if a near miss its intended target may still suffer collateral damage (half) for being caught in the *blast radius*.

Missile Notes: The terms, light, med. or medium and heavy, found in parentheses after the warhead type, refer to the destructive force of the warhead.

The speed is provided to give players an idea of how fast the missiles travel.

The maximum range is the maximum distance and effective range of the missile.

Missiles have a low M.D.C., depletion of the M.D.C. from attack will detonate the missile.

The blast radius is the full area damaged by the missile impact. The specific target of the missile takes FULL DAMAGE, while all else in the blast radius takes half damage.

All missiles are self-guided; +3 to strike.

Smart missiles are self-guided smart bombs which can be programmed to seek out and attack a specific target. They can change course, adjust speed to conserve fuel, dodge attacks aimed at them, and turn around to try to strike a target again if they miss the first time. +5 to strike (instead of +3), +4 to dodge; 2 attacks per melee. Radar 100 mile (160 km) range.

Multi-warhead missiles are usually a cluster of medium-range missiles housed inside the casing of a large, long-range missile. When the body casing runs out of fuel or reaches its target, it fires the four medium-range missiles.

Plasma is a concentrated, liquid heat, ten times hotter than normal napalm.

Fragmentation missiles are missiles that send out fragments, or shards of metal, upon impact, affecting a larger area.

Fire Retardant missiles explode, releasing a chemical foam that puts out fires.

Smoke missiles release large, billowing clouds of smoke, filling the blast radius. They are used to provide cover or to mark an area.

A Proton Torpedo is a longer range, more powerful, explosive, energy missile.

Mini-Missiles

Many of the smaller robots and robot vehicles (even a few hand-held weapons) fire *mini-missiles*; small, powerful bazooka type rockets that inflict Mega-Damage. Range is generally one mile (1.6 km) and damage considerable for such a small rocket.

Unlike its larger predecessors, the mini-missile is not self-guided and has no special bonuses to strike. The shooter must aim, point and shoot; +3 to strike with an *aimed* or a *Called Shot*, +1 to strike with a burst/volley, no bonus for shooting wild.

Optional Robot Combat Damage Tables

Here are some optional hit location and damage tables for robots and robot vehicles. Rather than make the tables a completely random hit location and side effect table, I have opted for a table of side effects measured by the amount of damage the machine has endured. Obviously, if a robot's hand is blown off it loses the use of that hand.

Side Effects by Location

The following optional tables can be rolled on when a specific hit location has suffered major damage (a loss of 60% of the M.D.C. in that location/limb).

Hands

01-30%: Paralysis! Cannot flex fingers or pick up and carry or hold an object. The hand is in an opened position, the fingers spread slightly apart. Cannot make a fist, punch does half damage.

31-50%: Frozen in one position. The hand and fingers are locked in the configuration it was in when the damaging blast struck. This may mean locked in a fist, or clutching a weapon, etc. Punch does half damage unless in a clenched fist or karate style open fist.

51-75%: Structurally weakened. Cannot lift, carry or hold more than 200 pounds (90 kg). Punch does half damage.

76-00%: Joints lock at random times without warning. Roll every time the hand is used. 01-50% chance that the hand will suddenly lock-up/freeze and cannot perform the desired function (pick up, hold, etc.). Stays frozen for 1D4 melees.

Arms

01-20%: Paralysis! Cannot move. Just dangles uselessly at the side of the robot. Cannot strike or parry with that arm.

21-30%: Frozen in one position. The arm is locked in the configuration it was in when the damaging blast struck. This may mean locked in a raised, outstretched or other position. Cannot make a strike or parry with that arm unless the robot moves its entire upper body to do so. Damage is half.

31-50%: Sluggish response. Penalty: -1 hand to hand attack per melee and -1 to parry.

51-60%: Structurally weakened. Cannot lift, carry or hold more than 300 pounds (135 kg). Punch does half damage.

61-80%: Joints lock at random times without warning. Roll every time the arm is used. 01-50% chance that the arm will suddenly lock-up/freeze and cannot perform the desired function (punch, move, etc.). Stays frozen for 1D4 melees.

81-00%: Any special weapon or sensor features built into the hand, arm, and shoulder do NOT respond. Special systems are completely inoperable; requires 1D6 hours of repairs.

Legs

01-20%: Frozen in one position. The leg is stiff and unmoving. Cannot bend, reducing speed by 50%, and making leaps impossible. Climbing ability is also reduced by 25% and the robot is -1 to dodge.

21-40%: Sluggish response. Penalty: -1 to dodge and reduce speed and length of leaps by 25%.

41-60%: Structurally weakened. Kick attacks do half damage. 01-50% chance that the leg will buckle each time the robot is hit by more than 20 M.D.C. (anywhere on its body), dropping to one knee and losing one melee attack.

61-80%: Joints lock at random times without warning. Roll every time the leg is used to make a kick or leap, or is running at 45 mph (72 km) or higher (roll once for every five minutes of sustained running). 01-65% chance that the leg will suddenly lock-up/freeze and cannot perform the desired function. Same penalties as frozen in one position, number 01-20. Stays locked up for 1D6 melees.

81-00%: Any special weapon or sensor features built into the foot, leg, and hip do NOT respond. Special systems are completely inoperable; requires 1D6 hours of repairs.

Main Body

The damage to the main body can be accumulative. Roll once when the main body has had 60% of its M.D.C. depleted. Roll again for every additional 40 M.D.C. points of damage.

01-10%: Dual images on radar screen showing twice as many radar blips as really exist; impossible to distinguish between real target and ghost image. Penalty: -8 to strike without visual confirmation.

11-15%: Radar and sonar are lost; requires 1D6 hours of repairs. Robot must rely on visual contact.

16-20%: Spotlights/headlights lost; must be replaced.

21-30%: Laser targeting system lost. Penalty: -2 to strike; requires 1D6 hours to repair.

31-40%: Communications damaged; reduce range by half, requires 1D4 hours to repair.

41-50%: Communications and audio system lost; effectively deaf. Requires 2D6 hours to repair.

51-60%: Electrical system damage. Secondary control panels catch on fire, knocking out vital systems; emergency back-up system engages, but it takes time to come back online. Penalty: Lose two attacks that one melee round, -4 to strike, parry and dodge until the systems are re-routed in 2D6 melee rounds.

61-70%: Severe internal damage. Reduce speed by half, -1 attack per melee, -2 on initiative, -2 to dodge.

71-80%: Computer memory damage! Cannot remember how to perform one of the following (roll or G.M.'s choice):

01-20%: Flight if robot vehicle, one skill program if a fully automated robot.

21-40%: Life Control: Includes temperature control and air recycling and circulation. About six hours of breathable air in a very hot and stuffy compartment. Penalty: -1 on initiative, strike and parry (pilot is distracted). If a fully automated robot, the unit smells of burning rubber and rotten eggs.

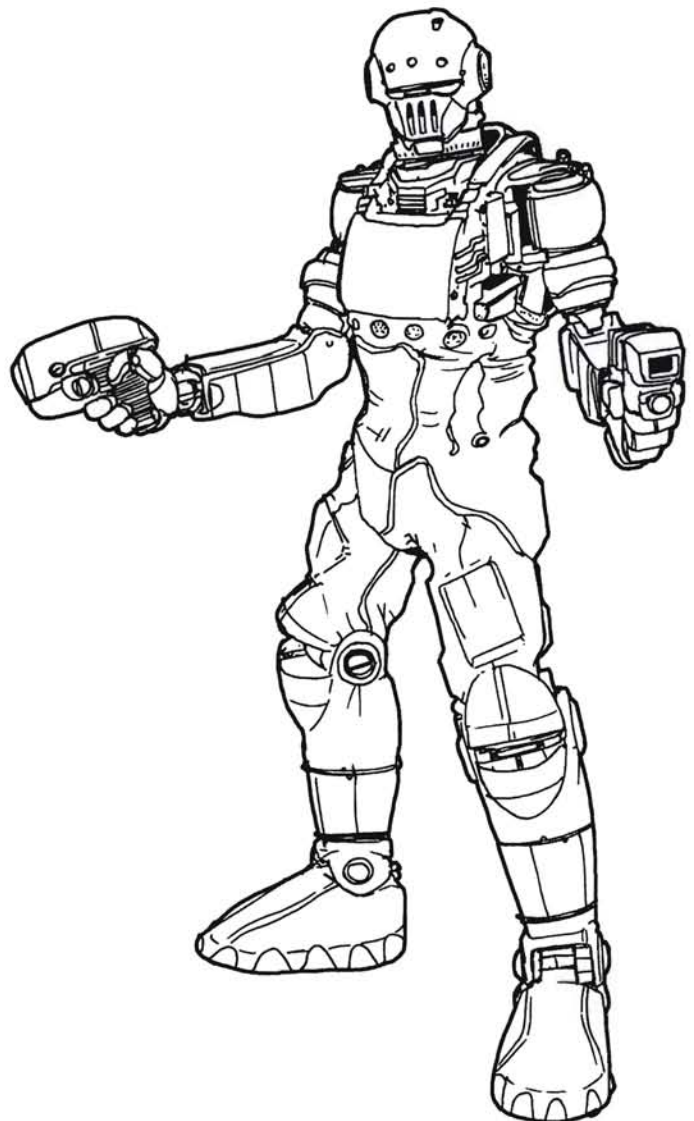
41-60%: Weapon Systems: One weapon system is completely forgotten and therefore, unusable.

61-80%: Target identification is lost. Cannot distinguish between friend and foe, weapon systems must be manually operated and are -1 to strike and -1 on initiative. If a fully automated bot it cannot decide who is friend or foe and suffers a -3 initiative roll and usually will not attack until attacked first.

81-00%: Communications, scrambling, or radio system does not recognize any codes or commands. Access hatches, locks, and command functions must be handled manually. Furthermore, it cannot remember how to turn the self-destruct system on or off. If a fully automated robot it does not recognize, acknowledge or obey its master (if any) and suffers a -10% skill penalty to all skills.

81-90%: Engine damage! Cannot engage any jet thrusters, fly or perform jet thrust leaps, and there is a minor radiation leak if nuclear powered (not yet life threatening).

91-00%: Sensor system is down (88% dead) and all combat bonuses are lost. Requires 3D6 hours to repair.



Short Range Missiles

<u>Warhead</u>	<u>Mega-Damage</u>	<u>Speed</u>	<u>Maximum Range</u>	<u>Blast Radius</u>	<u>M.D.C.</u>
High Explosive (light)	2D4×10	500mph (804kmph)	5 miles (8km)	10ft (3m)	5
High Explosive (medium)	2D6×10	500mph (804kmph)	5 miles (8km)	15ft (4.6m)	5
Fragmentation (light)	2D4×10	450mph (724kmph)	3 miles (4.8km)	20ft (6.1m)	5
Armor Piercing (medium)	2D6×10	650mph (1045kmph)	5 miles (8km)	5ft (1.5m)	5
Plasma/Napalm (medium)	2D6×10	500mph (804kmph)	3 miles (4.8km)	15ft (4.6m)	5
Tear Gas	None	200mph (321kmph)	1/2 mile (.8km)	10ft (3m)	5
Knock-Out Gas	None	200mph (321kmph)	1/2 mile (.8km)	10ft (3m)	5
Smoke (colors available)	None	300mph (482.7kmph)	1 mile (1.6km)	20ft (6.1m)	5
Fire Retardent	None	200mph (321kmph)	1/2 mile (.8km)	20ft (6.1m)	5

Medium Range Missiles

<u>Warhead</u>	<u>Mega-Damage</u>	<u>Speed</u>	<u>Maximum Range</u>	<u>Blast Radius</u>	<u>M.D.C.</u>
High Explosive (light)	2D4×10	1200mph (1929kmph)	50 miles (80.4km)	20ft (6.1m)	10
High Explosive (medium)	2D6×10	1200mph (1929kmph)	40 miles (64.3km)	20ft (6.1m)	10
High Explosive (heavy)	3D6×10	1200mph (1929kmph)	40 miles (64.3m)	30ft (9.1m)	10
Fragmentation (light)	2D6×10	1000mph (1608kmph)	40 miles (64.3km)	40ft (12.2m)	10
Armor Piercing (medium)	3D6×10	1600mph (2571kmph)	60 miles (96.5km)	20ft (6.1m)	10
Plasma/Napalm (medium)	4D6×10	1400mph (2251kmph)	40 miles (64.3km)	40ft (12.2m)	10
Multi-Warhead*	5D6×10	1200mph (1929kmph)	80 miles (128.7km)	20ft (6.1m)	10
Smoke (colors available)	None	1000mph (1608kmph)	40 miles (64.3km)	40ft (12.2m)	10

Long Range Missiles

<u>Warhead</u>	<u>Mega-Damage</u>	<u>Speed</u>	<u>Maximum Range</u>	<u>Blast Radius</u>	<u>M.D.C.</u>
High Explosive (medium)	3D6×10	2010mph (Mach 3)	500 miles (804km)	30ft (9.1m)	20
High Explosive (heavy)	4D6×10	2010mph (Mach 3)	500 miles (804m)	40ft (12.2m)	20
Fragmentation (light)	2D6×10	1400mph (2251kmph)	400 miles (643km)	80ft (24.4m)	20
Armor Piercing (medium)	3D6×10	2010mph (Mach 3)	800 miles (1286km)	30ft (9.1m)	20
Plasma/Heat (medium)	4D6×10	1400mph (2251kmph)	500 miles (804km)	40ft (12.2m)	20
Plasma/Heat (medium)*	5D6×10	1400mph (2251kmph)	500 miles (804km)	50ft (15.2m)	20
Proton Torpedo (heavy)*	6D6×10	2010mph (Mach 3)	1200 miles (1928km)	50ft (15.2m)	25
Nuclear (medium)*	1D4×100	2010mph (Mach3)	1000 miles (1608km)	40ft (12.2m)	20
Nuclear (heavy)*	1D6×100	2010mph (Mach 3)	1000 miles (1608km)	50ft (15.2m)	20
Nuclear Multi-warhead*	2D4×100	2010mph (Mach3)	1800 miles (2893km)	50ft (15.2m)	25

Mini Missiles and Special Armaments

<u>Warhead</u>	<u>Mega-Damage</u>	<u>Speed</u>	<u>Maximum Range</u>	<u>Blast Radius</u>	<u>M.D.C.</u>
High Explosive	5D6	500mph (804kmph)	1 mile (1.6km)	5ft (1.5m)	1
Fragmentation	5D6	500mph (804kmph)	1/2 mile (0.8km)	20ft (6.1m)	1
Armor Piercing	1D4×10	1400mph (2251kmph)	1 mile (1.6km)	3ft (0.9m)	2
Plasma/Napalm (medium)	1D6×10	1200mph (1929kmph)	1 mile (1.6km)	15ft (1.5m)	1
Smoke (colors available)	None	500mph (804kmph)	1/2 mile (0.8km)	20ft (6.1m)	1

* Available as smart bombs, +5 to strike.



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