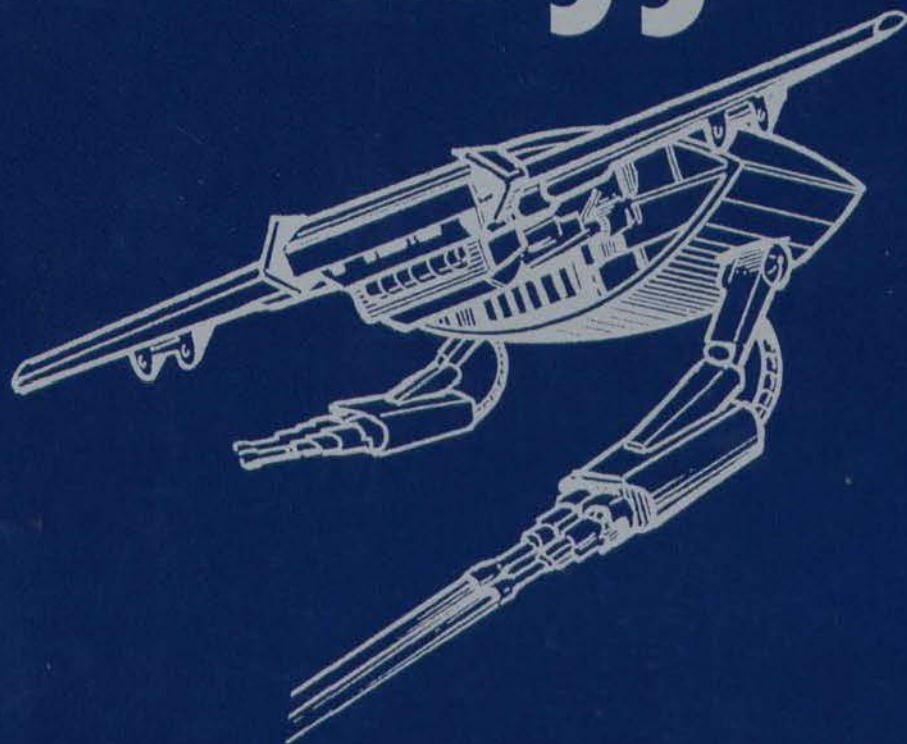Palladium Books® Presents:

The Mechanoid Invasion® Trilogy

By Kevin Siembieda

The original Mechanoid Invasion® Trilogy
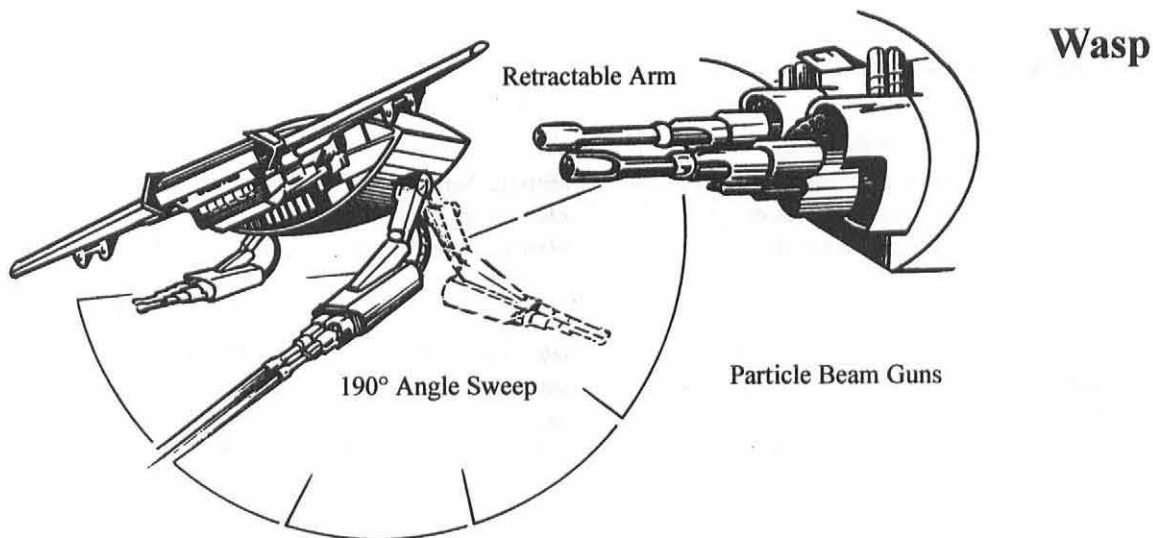collected for the first time in this special collector's edition.

Wasp

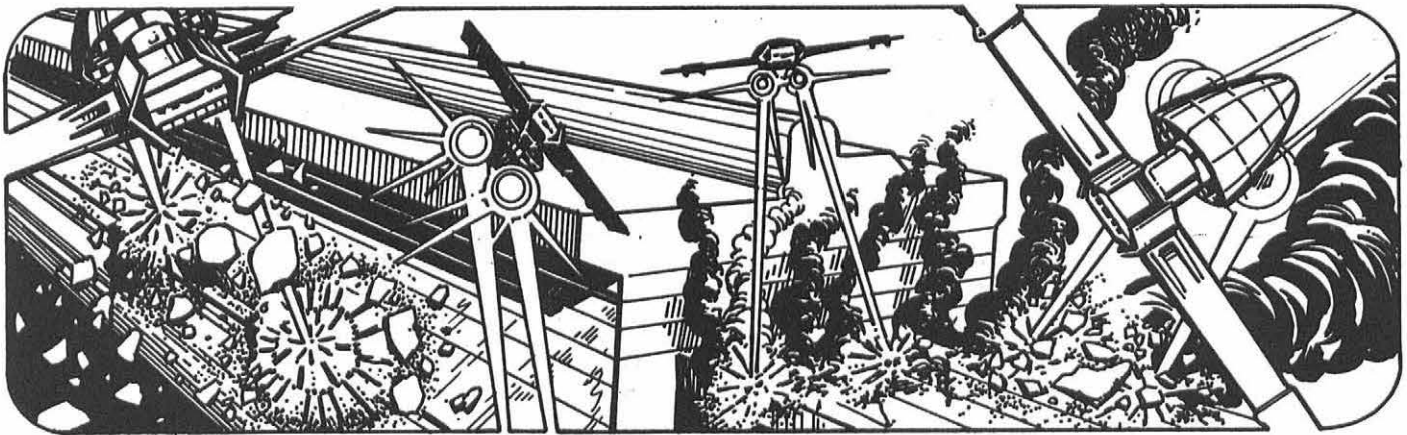Retractable Arm

Particle Beam Guns

190° Angle Sweep

The original Mechanoid Invasion® Trilogy collected for the first time in this special collector's edition. Suitable for use with Rifts® and the entire Megaverse® of Palladium role-paying games.

Palladium Books® Presents:

The Collected Mechanoid Invasion® Trilogy

Contents

Homeworld™ — Book Three

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Quick Find Things of Note
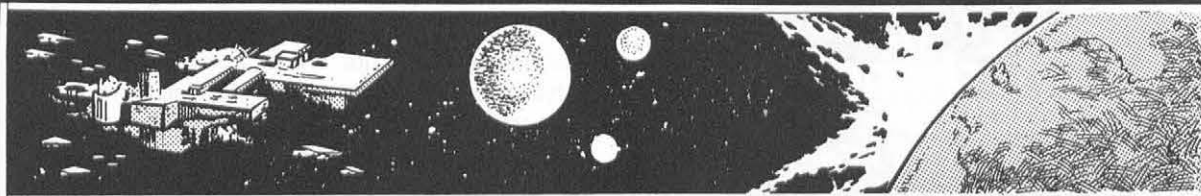
Like the bloody scythe of Death, the red giant rises above the planet, Gideon E.

The silver domes and spires of the colonies lay mangled and lifeless. Crushed under the merciless heels of the new masters!

Masters as cold and unfeeling as the machines that maintain them. A malevolent force wrought in the pits of Hell!

This is our story. A grim opus of life and death.

This is the coming of the **mechanoids !**

PALLADIUM BOOKS PRESENTS

the mechanoid invasion $3.75

by KEVIN SIEMBIEDA
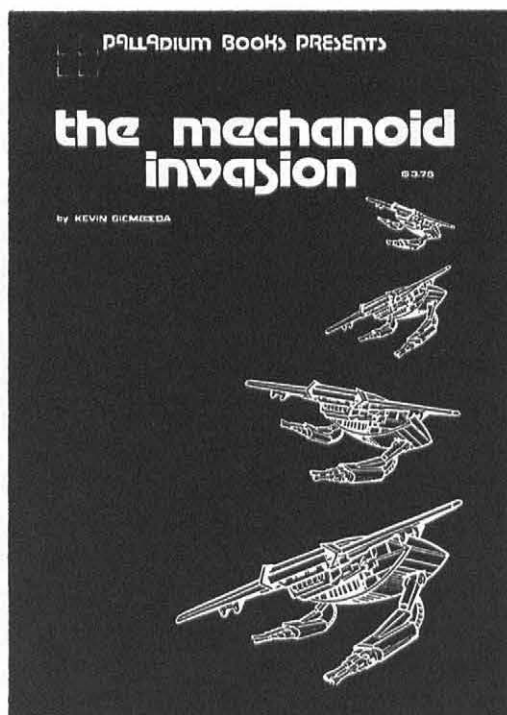
A bit of Palladium history

Bringing together this collection of the early **Mechanoid Invasion® Trilogy** has brought back a lot of memories.

It doesn't seem possible, but the original **Mechanoid Invasion® RPG** book came out 17 years ago, in December 1981.

It was the very first book to be published by Palladium Books. A tiny start-up company with one owner and one employee, me, Kevin Siembieda.

At the time, I wore virtually all the hats — publisher, game designer, writer, chief artist, marketer and shipper. I was helped out by a small cadre of friends. Some of the most notable included *Erick Wujcik* (dear friend, confidant, and, at the time, fellow fledgling game designer), *Alex Marciniszyn* (my best friend on the planet, a Defiler, concept-man and all around good guy), *Tony Falzon* (my roommate, cheerleader, pal, and another Defiler), *Bill Loebs* (writer, artist, friend and another Defiler; you guys might know him better as comic book writer William Messner Loebs), *Francis Loebs* (Bill's Mom, a kind, sweet woman who would lend me the additional $1500 dollars I needed to publish **The Mechanoid Invasion®**), and my fabulous parents who gave endless emotional support and encouragement to my crazy dreams. Last but not least, there were "The Defilers." The madcap members of my gaming group who played in my saturday night "Palladium of Desires" fantasy campaign 50 weekends out of the year. It was the prodding of these 20 some guys who convinced me to publish my own games. Without their enthusiasm, faith and constant prodding, there honestly might never have been a Palladium Books. Thanks guys.

The origin of Palladium Books® starts with
a little blue book called *The Mechanoid Invasion®*

Actually, depending on how one looks at things, the origin of Palladium Books starts with my legendary gaming group, The Defilers, and rejection.

Back in 1979 I got tangled up with a group of role-players. We helped to create the Detroit Gaming Center (DGC), and dissatisfied with parts of D&D, I went on to develop my own set of role-playing rules for my fantasy campaign. My regular, massive group of players (18 regulars plus 8 semi-regulars) loved the campaign, stories and new rules so much they kept telling me how I should try to get it published by *TSR* or *Judges' Guild*, or one of the many role-playing game companies that were springing up like crazy. In 1979 and 1980, I shopped my fantasy game around to *everybody* in the industry. Only *Judges' Guild* showed the slightest interest, but their offer was appalling, even for that day and age: $500 cash and a 2% royalty that would slide down to 1% after 10,000 copies were sold.

I wasn't about to sell my game system for chump-change, so I went back home figuring I'd just enjoy my game with my friends. My efforts did get me some work as an artist with Judges' Guild in '79 (or was it 1980?), plus some freelance work for SJG, FASA and a few small companies.

Unfettered by "my" rejection, my very vocal gaming group came up with a new plan for me. Publish it myself. I initially rejected this idea because while I had publishing experience, I was pretty poverty stricken, and I hadn't even considered the idea until they mentioned it. They bombarded me for months with reasons why I should publish it myself. Under their unrelenting prodding, and the fact that I had been bitten by the publishing bug way back in 8th grade when Alex and I did our first comic book fanzine, I began to give it some serious thought.

Problem number one, I had no money. My family was poor and I was a struggling freelance artist barely making ends meet. I had a clear idea of how I wanted to do what would eventually become the **Palladium Fantasy Role-Playing Game**, but that required a minimum of 10,000 bucks — a fortune beyond my reach. Of course, this only made things more challenging, and I always welcomed challenges. So, if I was going to do this, I would have to start small and work my way up. Yeah, I thought, self-publishing was the way to go.

I would call my company **Palladium Books**, named after my fantasy campaign, "The Palladium of Desires." I took "books" rather than "games" as part of the company name, because I was going to specialize in doing softcover game "books," plus I have always had a deep love for books.

At the time, everybody in gaming was doing either boxed games or hardcover books, both comparatively expensive. Sourcebooks were usually magazine-style, "stapled" (or what printers and publishers call "saddle-stitched") books. Having been poor all my life, I wanted to produce high quality, fun, yet comparatively inexpensive, affordable products that would appeal to a wide audience. I had come to recognize a new trend (at the time) in other areas of publishing that used what was called the "trade paperback" format, large, often 8 1/2 x 11 *soft* cover books, with squared spines (also known as "perfect bound" books). Quotes from printers revealed that this format (never used in role-playing until Palladium introduced it in 1983) was about 80% cheaper than a hardcover book and about 200% cheaper than a boxed game. Unfortunately, it was still out my reach. It would take two years of building before Palladium could afford to go that route. To get started, I would have to find an even cheaper alternative.

Drawing on my comic book publishing experience, I knew I could print 5000-6000 copies of a 48 page, comic book-sized and format, saddle-stitched book with a single color cover (blue and white), printed on newsprint, for about $3,000 dollars. Saving every nickel I could muster over a year's time, I only had $1,500 dollars (I told you we were poor Detroit folk, remember?). Mrs. Loebs, bless her soul, agreed to lend me the other half of the money with the promise that she'd get her money back in two years plus a royalty based on the profit. Her trust and confidence in me and my venture gave me added motivation.

Making the Mechanoids®

I had been kicking around the idea for a science fiction game and I had come up with a cool name, **The Mechanoid Invasion®**. I weaved the story of a doomed colony planet under siege by alien invaders who literally devoured worlds, with streamlined rules from my fantasy game. From the start, I planned on doing games in a variety of different genres, all using the same basic set of rules, so this worked out well. Actually, the Palladium of Desires campaign involved different levels of technology and what one Non-Player Character (villain) called "the twin sciences of magic and technology", not to mention dimensional travel and time warps.

I could not afford to hire staff or freelancers, so I had to do most everything myself. Again, my comic book and small press publishing experience helped, because I was used to writing, drawing and inking my own comic strip work. Past publishing experience on various (mostly amateur and small press) comic books, fanzines and magazines gave me the foundation in publishing to handle these aspects, as well as giving me some background regarding PR and distribution. Everything else (ultimately 85% of everything that followed) I learned by the seat of my pants. One philosophy I've always ascribed to is, that mistakes are okay as long as you learn from them. Another is know your market and research, research, research. These two philosophies have served me well since day one.

The Story Behind the RPG

The storyline for **The Mechanoid Invasion®** is one of survival and heroism in the face of a seemingly indestructible enemy and imminent death. The good guys were human colonists from Earth. The bad guys, The Mechanoids, alien cyborgs driven by an insane hatred for all bipedal/humanoid/human-like beings perpetuated through a collective memory genetically passed on to each new generation. I wanted the Mechanoids to be very different, very ... well ... "alien" compared to humans. Ah, but therein lies the irony, the Mechanoids were once human themselves. Transfigured through genetic manipulation, they became mutants so far removed from their human roots that they became their own unique race. Rejected and feared by their human kin and creators, The Mechanoids grew to despise humanoids and destroy them whenever they are discovered. In the case of our human colonists on the planet Gideon-E, they were regarded as insignificant play things to be tortured and tormented before being destroyed. The power of the Mechanoids is so great that they can strip-mine entire planets to the extent of extracting every resource, dicing a planet into tiny pieces, and literally devouring it.

Such is the apparent fate of the planet inhabited by the human colonists, Gideon-E. Matters are compounded by the fact that this colony is so far from Earth and governmental support that military aid cannot arrive before the Mechanoids destroy the planet. Thus, our spacefaring heroes must make a desperate last stand, futile though it may be. All they can do is battle the enemy to the best of their ability, going down fighting, while praying for some kind of miracle. I wanted to establish a setting designed for non-stop action and selfless, life and death heroics, as well as discovery and revelations about the monstrous enemy. A plot that would draw upon the indomitable human spirit.

Unfortunately, many gamers and critics of the time saw the game as a dead end, anti-climaitic, and pointless: "Gee, what's the point? Everybody is going to die. So why waste your time? It's depressing."

I would try to counter such criticism with the fact that the game was a trilogy, so obviously there is more to the story, and the characters don't know for certain that everybody is doomed. Certainly there must be a slim chance of survival! Unfortunately, this fell upon deaf ears, although some gamers and crit-

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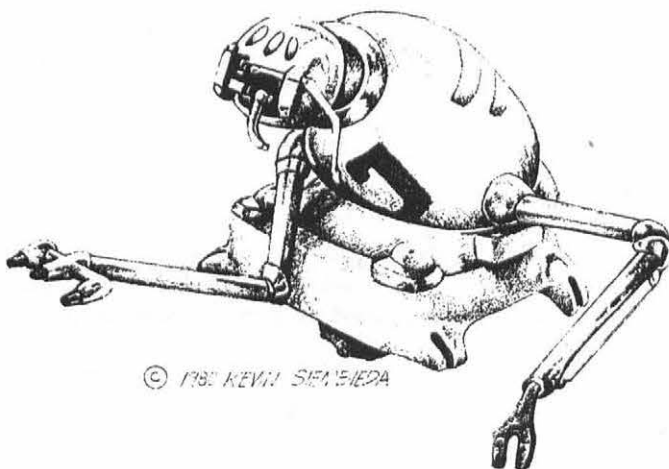
ics absolutely loved the game, making it something of a "cult classic." If I recall correctly, more than one game historian/game reviewer has called **The Mechanoid Invasion®** trilogy "ahead of its time." Cool, in retrospect, but disappointing at the time. And how is this for a kick in the head: the low cover price of $3.95 actually worked against the product. I kid you not, I had dozens of people at conventions make the comment, "if it's good, how come it's so cheap?"

Always having been attracted to epics, I decided to expand the one book into a trilogy a quarter of the way through the writing of the first one.

Book Two: The Journey would offer the human colonists only one certain chance for survival: To dare to board the giant, Mechanoid Mothership. Not as a vengeful army or conquering heroes, but as tiny, mouse-like stowaways living between the walls of the massive alien vessel (most Mechanoids are considerably bigger than humans, at least when inside their bionic exoskeletons).

Book Three: Homeworld would see the human stowaways arrive on the Mechanoids' home planet. This book also added alien races, other victims of the Mechanoids, as well as the Mechanoids' insect allies, the Dionii, and some unexpected twists.

the journey
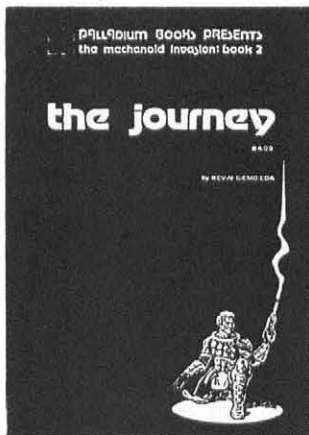
homeworld

With the success of **The Mechanoid Invasion®**, **The Journey**, **Homeworld** and the Palladium Weapon series, each book in the trilogy had more pages than its predecessor. By 1983, I had enough money and a brave investor (thanks Thom) to finally do **The Palladium (fantasy) Role-Playing Game** as a big, 274 page, soft cover book (that's another story for another time).

Its success put Palladium on the map. Licensed properties like the **Teenage Mutant Ninja Turtles®** and **Robotech®** were huge successes that gave Palladium the resources to grow and entrench us as one of the major role-playing game companies in the industry. **Rifts®** has been something of an exclamation point. By the way, the material in **The Mechanoid Invasion Trilogy** have always been easily adaptable to **TMNT**, **Heroes Unlimited™**, **Robotech®**, and now **Rifts®** (See *Rifts® Sourcebook Two: The Mechanoids®* for complete Mega-Damage stats and up-dated information about them).

A Warning from the Author!

Over the years, **The Mechanoid Invasion® Trilogy** has become something of a legend. Like most legends, it has become a little bigger than real life. Consequently, the sophisticated gamers of today may find parts of this collected work to be surprisingly simple, and, at times, crude or clumsy. He'll also find some old ways of doing things, like skill charts and, well, all kinds of charts and variations from how we currently do things. Remember, these are the old, original rules — the first version of Palladium's famous universal game system applicable to all our games, but before it was perfected, adjusted and altered over the years that followed.

We wanted gamers to see what the early books really looked like, so I have *not* made many major revisions or substantive additions. What you see is what hit the stands nearly 20 years ago. Please remember that I was in my early 20's, and these were my very first attempts at writing and publishing role-playing games. I was learning as I went, and made up for my lack of experience with raw enthusiasm and dreams of the future. Still I'd hope these works exhibit imagination and the spark that fired up Palladium Books, as well as show hints of the things that would follow. As I recall, **The Mechanoid®** series offered some strong characters, great villains, cool ideas and interesting concepts. I hope they still come across.

Revisiting old frontiers

The *collected* **Mechanoid Invasion® Trilogy** you hold in your hands is the first time these early books have ever been gathered together and reprinted.

The most notable changes are the eradication of the zillions of typos that plagued Books One and Two in particular. The first book averaged 10-20 typing or spelling mistakes per each and every page. Hey, I've always been a lousy speller, and I didn't know at the time that my pal, Tony Falzon, who volunteered to type the book, couldn't spell worth a lick, and could barely type. Don't worry, I'm sure a number of typos have survived this special edition.

I'm writing this introduction before I actually sit down to reconstruct and keyline the old books into this new collected format, so I'm not sure exactly what other changes might be made. I anticipate moving blocks of text and art around a bit to make the book a little more organized. I also suspect I'll delete repetitive material. As I recall, I added new psionics in each of the three books, but reprinted the earlier psionic stuff in each new title. Then again, I may leave the reprinted material to show the reader exactly what appeared in the original books (the staff and the few fans I have solicited are split on this issue).

The early games did not use physical S.D.C. for people and animals like our current books, so I will either add S.D.C. stats or include conversion rules, I don't know yet. Depending on the final page count, and space and cost limitations, I *may* also include additional material from other places and publications.

In some ways, this special edition serves nicely as a prelude to the forthcoming **Mechanoid Space™ RPG**. A project I've been thinking about and plotting in my mind for some years now, and which I hope to get around to writing in late 1999. With any luck, 1999 will be the year that The Mechanoids® come back with a vengeance, as vile and twisted as ever.

In the end, I just hope fans find this collected edition to be interesting, stimulating and fun to play.

— *Kevin Siembieda, 1998*

Conversion Notes

The Mechanoids, alien races, vehicles, weapons, equipment and other materials in **The Mechanoid Invasion® Trilogy** are fun to adapt and incorporate into other Palladium RPG settings. They are especially ideal for use in **Heroes Unlimited™**, **Aliens Unlimited™**, **Robotech®**, and **Rifts® Phase World**. And the Mechanoids make great villains for any setting.

RPG Conversion Notes for *Heroes Unlimited™* and other Hit Point & S.D.C. Based RPGs:

Body Armor S.D.C.: Most S.D.C. and A.R. stats remain unchanged. However, for use in a superhero environment and other advanced high-tech settings, the G.M. may find it appropriate to increase the S.D.C. listed by 30% to 50%, especially for the Mechanoids. In fact, Mechanoids like the Overlord, Oracle, Digger, and Mantis could see their S.D.C. doubled if the campaign and heroes are especially high-powered.

Physical S.D.C.: Non-combat types start with 3D6 S.D.C. and may get additional S.D.C. from physical skills *borrowed* from other Palladium RPGs.

Military personnel and those trained for combat or wilderness survival (like Rovers) get 3D6+12 S.D.C. (Commando & Military Specialists get 3D6+24 S.D.C.), as well as additional S.D.C. from physical skills *borrowed* from other Palladium RPGs.

Mechanoid S.D.C. & Hit Points: Ironically, outside of their mechanical bodies, Mechanoids are frail, fragile creature with only 4D6 Hit Points (+30 for some of the larger ones) and 1D4x10 physical S.D.C. They cannot survive in an Earth atmosphere (they require a special atmosphere and environment maintained inside their artificial bodies, spacecraft and homeworld), and will die in a matter of 5D6 minutes (+15 minutes for some of the larger and more hardy breed) when taken out of that environment. Maximum crawling speed without their cyborg bodies is 1D4+4 or through psionic powers (levitation, telekinesis, etc.).

Magic: Except for those on the Mechanoid Mothership who unwittingly draw their power from the Zi-O-Lex aliens, magic is unknown to the technologically advanced people of the original Mechanoid setting. Furthermore, the Zi-O-Lex linked spell casters are powerless without their alien benefactors. However, they're past involvement with this strange, symbiotic magic will enable them to learn conventional magic (on worlds where such knowledge exists) quickly and with relative ease.

Skills: The skills from other Palladium RPGs like Heroes Unlimited™, Robotech®, Rifts® etc. can be included or substituted as seems appropriate. All the usual bonuses and limitations apply. In a high-tech setting like The Mechanoids®, most advanced skills should be applicable, but wilderness and archaic skills (i.e. Palladium Fantasy RPG®) may not. Likewise, magic knowledge, skills and abilities should be unknown to the characters in The Mechanoid Invasion Trilogy.

Mega-Damage Conversion Notes

These rules apply only to M.D.C. settings like Rifts® and Robotech®.

Converting S.D.C. to M.D.C. One easy and appropriate conversion is simply to change the S.D.C. number to M.D.C. — i.e. if the Mechanoid has 410 S.D.C., it has 410 M.D.C. in a Mega-Damage environment.

- **Armor, Body Armor & Force Fields:** This easy conversion applies the mechanical outer bodies of the Mechanoids, artificial body armor of all kind (E.B.A. L.B.A., etc.), space ships, other vehicles, force fields and damage done by "energy" weapons and fusion blocks.

- **Cybormen:** These aliens are all full conversion cyborgs with light, medium or heavy body frames and armor. Again, covert S.D.C. to M.D.C., thus a *Tech* will have 266 M.D.C., a *Goliath* 360 M.D.C. and a *Titan* 480 M.D.C.

- **Dionii:** These intelligent and deadly insectoids should be considered *Mega-Damage creatures* even without their artificial body armor. Thus an unarmored Scout would have 112 M.D.C, while an armored one would have 220 additional M.D.C. from its environmental body armor (332 in all). As supernaturally strong creatures, they can easily wear the heavy armor without skill or mobility penalties. Furthermore, they possess supernatural strength — in the real insect world, bugs possess incredible strength compared to their size, this applies to the Dionii insectoids. This means Dionii can inflict Mega-Damage with punches/claw strikes and bites. Mega-Damage from physical attacks varies according to the Physical Strength (P.S.) of the individual. See the standard Supernatural P.S. table to determine M.D. The bite of these insects are typically equal to their Supernatural P.S. punch damage and cannot be used to inflict power punch damage. The only exception is the Warrior Beetle. Its massive mandibles automatically inflict double P.S. punch damage from an ordinary bite (a "nip" can do any range of damage from 1D4 M.D. up to half its maximum); counts as one melee attack. A power bite does triple its normal punch damage, but counts as two melee attacks.

- Energy Weapons: Change the S.D.C./H.P. damage number to M.D.C. Thus a Po-Tang Ion Rifle that normally does 4-24 S.D.C./Hit Point damage would inflict 4D6 M.D. In most cases, the damage listed is appropriate for the weapon. Do not change ordinary S.D.C./H.P. weapons like a 9 mm pistol or submachinegun.

- Energy Weapon Range Note: To better conform with weapons in **Rifts®, Robotech®,** and other Palladium RPGs, the G.M. should reduce the *range* of most energy rifles and handguns by 50%. If left unchanged, one can assume the superior advanced or alien technology gives these weapons superior range. However, this dramatic range advantage *may* unbalance the game when integrated with other established settings, especially if the weapons are plentiful. **Design Note:** Do not officially introduce superior ranged weapons into an established setting like **Rifts®.** In the context of that game, weapon manufacturers would try to replicate and mass produce such superior weapons and in so doing escalate the overall power level of the world. Right now things are fairly well balanced. This is not as serious a concern in a **Heroes Unlimited™** or **Fantasy RPG** setting because, presumably, the native people could not completely understand or replicate the technology. However, even a handful of such long-ranged weapons might unbalance the game, so the best course of action is to reduce the range when bringing old Mechanoid stuff into other world settings. **The Mechanoids Space RPG** will present ranges and stats that fit smoothly with other established worlds for easy integration in the Palladium Megaverse.

- The Mechanoids: The Mechanoids are S.D.C. and Hit Point creatures encased in Mega-Damage exoskeletons. Their robot bodies possess Robot-Mega-Damage strength that inflicts Mega-Damage from punches and kicks. Use the same basic conversions noted in this section or use the finished M.D.C./M.D. stats presented in **Rifts® Sourcebook Two: The Mechanoids®.**

- Phi-Warper: The Hover E.B.A. of a Phi-Warper has 250 M.D.C. (or 250 S.D.C. and an A.R. of 15), can float in the air or fly at a speeds of up to 300 mph (480 km); 90 mph (144 km) underwater. Maximum altitude is 20,000 feet (6096 m). Maximum depth tolerance underwater is 1200 feet (366 m).

Note: Armor Rating (A.R.) never applies on Mega-Damage worlds. In all cases, the G.M. can adjust and modify S.D.C./M.D.C. and other elements as he or she deems fit.

Conversion Notes for Psionics

Generally speaking, the characters presented in the original books are limited to the psionics listed in the original Trilogy (one can consider them the only ones available to these "alien" races). Psionic powers and abilities from later Palladium publications should *not* be added. Phi-Warpers are the only *possible* exception.

All **Phi-Warpers** are effectively *Master Psychics* of tremendous power. However, much of their psychic power is channeled into one unique power, the ability to Warp Space. This is why the Phi-Warper has such little I.S.P. compared to other psychics in the Megaverse. The additional psionic abilities of the individual Phi-Warper is roughly equal to those of a Minor, Major or Master Psionic; there is a table for determining which level of psionics the character possesses. The majority possess psionic powers equivalent to Minor and Major psychics with a limited range of powers. If the Game Master deems it appropriate, Phi-Warpers who are Master Psychics can select psionic abilities that appear in other Palladium publications.

All Phi-Warpers need a 10 or higher to save vs psionic attack.

Layout & Format Notes

After much debate, we have decided to present each of the three old books pretty much as they "originally" appeared. This means some degree of repetition and an expanded page count from our original advertised estimation, but with no increase in cost.

Since the original books were three separate but related parts of a *trilogy*, certain data, stats and descriptions were repeated over and over again. In some cases, like psionics, new material was included with a reprint of the old for easy reference. Likewise, new Mechanoids and other villains, races, characters and equipment were added, sometimes along with a duplication of previous data and information. We hope this duplication of material will not be confusing or frustrating, but fans demanded the "collected" trilogy, so that's what we are trying to present.

However, the layout and appearance of some pages will be different from original. Some of the page layout in this collection of the Trilogy may be altered just to make things fit better and look nicer. The original books were not typeset, and were designed for a smaller format, 7x10 inches. This means some artwork may be enlarged and, in some cases, may include additional artwork that appeared in other RPG publications such as the short-lived **Games Merchant**. A handful of pieces are concept art never before published. All artwork was created between 1981 to 1985 when I retooled some of the original Mechanoid material into a 160 page RPG simply entitled, **The Mechanoids®**. This book tried to focus exclusively on the Gideon-E battle for survival and included more world information, equipment and other odds and ends, but, for me, was not a satisfying expansion of the original game.
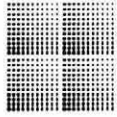
the mechanoid invasion

$3.75

by KEVIN SIEMBIEDA

PLANET GIDEON UNDER CONSTRUCTION.
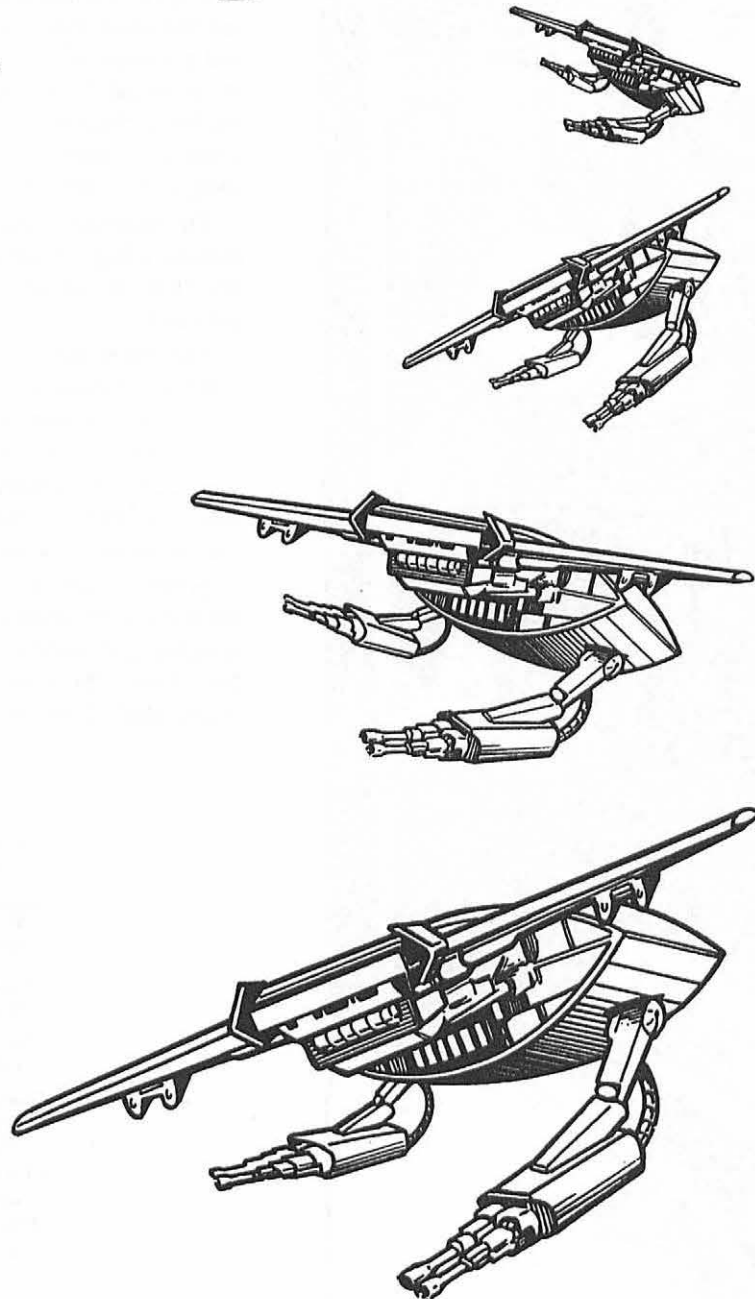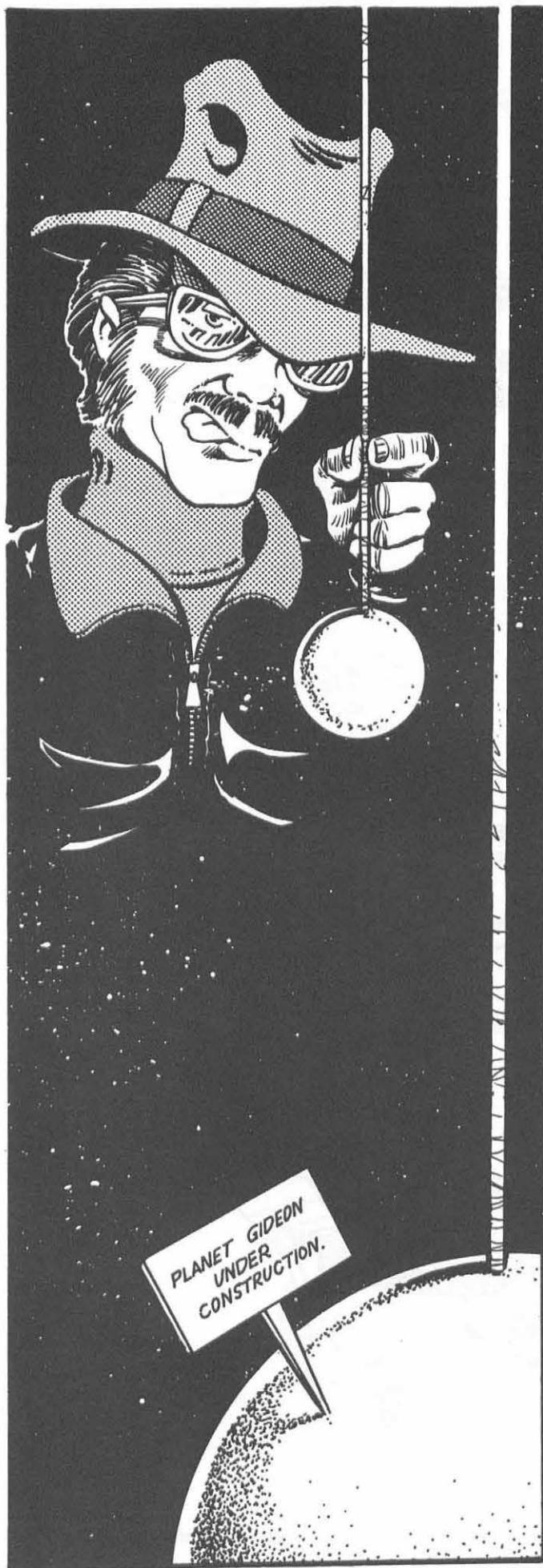
A Few Words from the Creator

One Spring day a friend introduced me to Dungeons and Dragons®. Ultimately, this led to a headlong plunge into the world of role-playing games. Since that fateful day, I've developed my own fantasy role-playing game system (to be published eventually), run countless games, and tournaments, helped establish the Detroit Gaming Center, and have worked for a handful of game organizations. Because of the constant urging to have my games published, I've finally decided to take action.

Something I found disturbing about prepackaged games and supplements is the short playing life and the all too common shoddy production. Well, I've resolved to rectify these problems by producing inexpensive games with a heavy accent on quality and imagination.

What I hope to achieve is a game that can be played over and over again. To accomplish this, I've given you a brief history, a conflict/crisis situation and have outlined the abilities, motives and machines of both the aliens and humans. Maps and charts are provided for you to utilize in any way you desire. It's up to the Game Master to place the Mechanoids and other elements where he pleases. Together you mold the planet, the people, the struggle. I've only set the parameters, you develop it.

The Mechanoid Invasion is the first chapter of an epic intergalactic trilogy. Each subsequent game will pick up where the other left off, but, as with the Mechanoid Invasion, will be complete in itself.

The dozen friends who've play tested the Mechanoid Invasion have decided the second book will deal with the intervention of the Intergalactic Federation. Maybe... maybe not. I think you, and they, will find the second Mechanoid book quite surprising and even more fun than the first. To say much more would be telling, so you'll just have to wait and see. Comments and criticisms are always welcome.

Special thanks to Anthony (the Ton) Falzon for his constant aid and nimble fingers, (that's right, you can blame him for any typographical errors). And Mrs. F. Loebs for her faith and support. Also a tip of the hat to Erick Wujcik, Bill Loebs, Rusty, Julius, Mark, Terry, Jeanette, and Alex.

— *Kevin Siembieda, 1981*

The Mechanoid Invasion — Book One

How To Play

Note: Remember the following text and rules are the original 1981 text, and *is* different than present day material. Remember too, you guys (our fans) asked for this old stuff, so you got it.

Equipment Needed:

1. Two or more players
2. Game Master
3. Two to six 6 sided dice
4. One or two 20 sided dice
5. Two ten-sided dice (for rolling percentile)
6. Paper and pen for notes and charts
7. Imagination.

The Game Master

The Game Master (G.M.) is the person who directs the flow of action and plays all the non-player characters. It is the Game Master, as referee, that gives the players their assignment. It is he who will play the attacking aliens as well as the friendly scout from a primitive tribe. As a Game Master you will use all the information charts and maps to create an adventure in a hostile land that your friends will enjoy. The G.M. should always try to play fairly never playing favorites or snuffing out those he dislikes. Game Masters, the players are in your hands; mold an adventure they will enjoy.

A Brief Word about 10 & 20 Sided Dice

A 20 sided die is used to indicate a successful hit, parry or dodge in combat as well as saving throws against Psionics and magic. (See Armor Rating and the Hit).

Ten-sided dice are used to determine percentages, usually determining the degree of skills or chance of success a character may have.

As percentile dice, two 10 sided dice are used. One represents tens (10, 20, 30, 40, etc.); the other represents ones (1,2,3,4, etc.). Consequently, one die should be a different color than the other.

Example: Two 10 sided dice, one red and one brown are rolled. The player calls the red high (representing tens) and the brown low (representing ones). The red rolls a 3 (meaning 30) and the brown rolls a 7 (meaning just that, 7). 30 and 7 is 37%.

Ten & twenty-sided dice are available at *most* hobby stores.

Hit Points

To determine the amount of hit points a character has, you simply take the number rolled for **Physical Endurance (P.E.)** as the basic hit points. For each additional level of experience obtained the roll of one 6 sided die is added to the hit point base.

Hit points apply to living creatures and are used as a measure of physical endurance. When a character loses all his hit points he is dead. Physical hit points come into play when the unprotected character is involved in Hand to Hand combat, torture, drugs, or other conditions harmful to the human body. It is important to note that a character's hit points are in addition to the S.D.C. points his armor or vehicle might provide. Even if a character's body armor is blown to shreds the character may survive as long as the damage does not exceed his hit points. Example: A character in light body armor takes 72 points of damage (S.D.C.). His battle armor is rendered useless, having taken the maximum structural damage it was capable of withstanding. The character has **Five Hit Points** (this is how much damage his physical body can take). If he is hit for 5 or more points of damage, he is slain.

Hit Points and S.D.C.

When a character receives damage from an attack or accident that damage is first subtracted from the protective armor or vehicle he may be in. This protection above and beyond his hit points are called S.D.C./Structural Damage Capacity. Only after the armor has taken damage beyond its S.D.C. does a player begin to subtract from his hit points.

Example: A character in Light Battle Armor (S.D.C. of 72) is hit by a plasma bolt taking 74 points of damage. The Light Battle Armor protects the character from most of the blast absorbing 72 points of damage (it's maximum). The remaining two points of damage are subtracted from the characters personal hit points. Hit Points may be regained through medical aid and rest.

Because the Light Battle Armor has taken it's maximum amount of damage it is destroyed and will provide no further protection. Consequently, any additional damage is subtracted from the characters hit points. A character dies when all the hit points are used up.

Psionics and Hit Points

Certain psionic attacks, such as mental bolts of force, evil eye: pain and evil eye: death effect the physical body despite the type of external body protection an opponent may be utilizing. Such damage is subtracted directly from the victims hit points. Such attacks *can not* inflict structural damage.

S.D.C./Structural Damage Capacity

With the use of high technology, devices, suits and vehicles are employed as aids, protection, and Weapons: by more fragile creatures. These devices can take considerably more physical punishment then carbon life forms. This added endurance is classified as Structural Damage Capacity (S.D.C.). The S.D.C. number indicates just how much damage a device/machine can sustain before it is destroyed. S.D.C. points (numbers) are used just like hit points. If a vehicle is hit by a laser and takes 25 points of damage, it is subtracted from the S.D.C.

Armor Rating

A.R., Armor Rating and the Hit

The Armor Rating indicates the likelihood of hitting and *penetrating* a target to inflict damage. This is determined by the roll of a 20 sided die. The higher the Armor Rating the greater the protective armor or forcefield and the more difficult to penetrate and do damage. **Example:** The Mechanoid Skimmer, has an Ar-

mor Rating of 11. This means the player must roll an 11 (matching the A.R. of the skimmer) or better (12 thru 20 on a 20 sided die) to hit and do damage. In this case, 1 thru 10 does no damage, while 11 thru 20 hits and does damage.

If the player rolls a successful hit, he/she then rolls damage as indicated by the weapon used. Note: The player *must roll* to determine a successful hit and penetration of the target's A.R. *every time* the player Attacks, including multiple firing energy Weapons:.

A.R. 2, S.D.C. 2, Cloth: Synthetic fibers, plastic and rubber under 10 centimeters thick.

A.R. 3, S.D.C. 6, Padding: Pads or mounds of cloth bound with leather strips often worn by the Rovers.

A.R. 4, S.D.C. 12, Leather Armor: Or padding composed of dead animal skins also worn by the Rovers.

A.R. 5, S.D.C. 25, Treated Leather: Armor (usually hardened with a boiled wax-like substance), used by Rovers.

Environmental Space Suit: Composed of synthetic fibers used in space exploration.

A.R. 6, S.D.C. 30, Web Vest: The web vest is composed of poly-carbonate padding over laid with a fine metal mesh. What you might call a modern day shirt of mail or bulletproof vest.

A.R. 6, S.D.C. 29, Studded Leather: Is treated leather with metal rings, studs or chainmail attached for greater protection. Commonly used by Rovers.

A.R. 10, S.D.C. 72, Light Battle Armor: The L.B.A. is a padded jumpsuit with reinforced poly-carbonate body plate and helmet specifically designed for battle.

A.R. 15, S.D.C. 150, Environmental Battle Armor: The E.B.A. is a special reinforced battle armor designed for heavy combat and deep space exploration.

The Dodge

The dodge is simply the ability to outmaneuver an attack. This applies to Hand to Hand combat as well as vehicle maneuverability The dodge is simple: if a person knows an attack is coming, he is alert and ready to attack or dodge. However, you can not both attack and dodge simultaneously. If a player chooses to dodge an attack, he forfeits his attack that melee round.

To dodge, the player must announce his intentions in advance and roll a 20 sided die to determine a successful dodge. To successfully dodge (and take no damage), the player must roll a 20 sided die and match or better his opponent's roll to hit. **Example:** A character in L.B.A. is attacked by a Brute. The G.M. (who is playing the Brute) rolls a 14 (on a 20 sided die) to hit and do damage. To dodge this attack, the player of the character in L.B.A. forfeits his next attack and rolls to dodge. In this case to successfully dodge he must roll (using 20 sided die) a 14 or higher. Anything below (1-13) is an unsuccessful dodge as well as a forfeit of his Attacks. A match of 14 or higher (15-20) indicates a successful dodge, inflicting no damage.

The Incapacitated Foe

The Armor Rating and hit principle do not apply to incapacitated foes. That is to say, that a bound, trapped, paralyzed or otherwise immobilized opponent at close range is a sitting duck and quite impossible to miss. Thus the roll to hit vs. Armor Rating does *not* apply. It would be silly to have to roll to see if your

character can hit and penetrate the Armor Rating of the person he is sitting on. An automatic kill may apply depending on the circumstances (G.M. decision).

The Natural 20: The Critical Hit

When rolling to hit versus Armor Rating, a 20 sided die is used. If the player rolls a natural 20 (that's a 20 not including any Bonuses to hit) this indicates a critical hit. The result is an automatic *double damage*. Double damage can be handled 2 ways.

1.) Roll the usual number of damage dice and multiply by two or

2.) Roll twice as many dice. Either way is acceptable.

If a player indicated before his attack that he was trying to hit a particular area or immobilize his foe, there's a 50%, chance he has succeeded. (Roll percentile dice).

Remember: The above applies only to a natural twenty. If a player rolls an 18 and is plus 2 to hit, he certainly hits, but does not do double damage.

Can a natural 20 be dodged? Yes but *only* if the person dodging also rolls a natural 20. If a player fails to achieve his particular goal the opponent is still hit and takes double damage.

Character Attributes

Every Playing Character is Composed of Eight Attributes:
1. I.Q.
2. Mental Endurance
3. Mental Affinity
4. Physical Strength
5. Physical Prowess
6. Physical Endurance
7. Physical Beauty
8. Speed

Each attribute is determined by the roll of three, six sided dice. Other games have different ways to go about this, but I prefer to go with fate and the *first roll* of the dice. Character attributes range from 3 to 18 each. The higher the roll, the greater the ability. A roll of 3 thru 7 is considered low, 8 thru 10 average, 11 thru 14 high, and 15 or greater exceptional.

These eight attributes build the character, indicate his or her skill/abilities and determine the character class.

Attributes: A Brief Definition

Intelligence (I.Q.): This simply indicates the intelligence the character possesses.

Mental Endurance (M.E.): This indicates how much mental and emotional stress the character can withstand before succumbing to insanity.

Mental Affinity (M.A.): This is the character's personal magnetism/charisma. Many powerful and great men, such as Hitler and President Lincoln, were not physically attractive, but possessed incredibly magnetic personalities. The sign of a natural leader.

Physical Strength (P.S.): Is just that; the raw physical power of the individual.

Physical Prowess (P.P.): Indicates the manual dexterity and agility of a given character. This applies to the use of the hands and nimbleness of movement. (Not to be confused with speed).

Physical Endurance (P.E.): This is the strength of the character's physical constitution and resistance to fatigue, disease and poison.

Physical Beauty (P.B.): Indicates the physical attractiveness of the character.

Speed (Spd): Applies to the character's ability to run the mile. Speed *does not* apply to the use of Weapons:, tools, or dodging and attack (all of these fall under physical prowess).

Bonuses

Attribute Bonus

If a player rolls a 17 or 18 in an attribute that player gets to roll for bonus abilities. This bonus applies *only* to the attributes that a 17 or 18 was rolled for. To do this, simply roll one additional six sided die (1D6), add the number rolled to the attribute and check the following chart for the applicable bonus.

I.Q.: The chart indicates the percentage added to that person's area of expertise (this is in addition to any class Bonuses). This is a one time bonus that applies to all primary skills.

Mental Endurance: M.E. adds the ability to resist mental fatigue, mental Attacks, and insanity.

Mental Affinity: M.A. reflects the incredible charisma/magnetism of that person. The chart indicates the percentage probability of people trusting or being intimidated by such a person.

Physical Strength: The chart shows the bonus to damage in Hand to Hand combat (reduced to half when applied to S.D.C.).

Physical Prowess: The chart reflects the quickness and dexterity of the character as it applies to combat skills.

Physical Endurance: This indicates just how much physical punishment the human body can withstand. When trying to survive a coma the percentage Bonuses apply.

Physical Beauty: This reflects the physical magnetism of a character. The chart indicates the percentage probability of people trusting or believing that person.

Speed: There are no additional bonuses/abilities other than the Speed Factor itself.

	18	19	20	21	22	23	24
I.Q. Expertise:	+2%	+3%	+4%	+5%	+6%	+7%	+8%
M.E. Save vs Psi Attack	+1	+2	+2	+3	+3	+4	+4
M.A. Trust/ Intimidation	50%	55%	60%	65%	70%	75%	80%
P.S. Damage	+2	+3	+4	+5	+6	+7	+8
P.P. Bonus to Dodge	+2	+2	+3	+4	+5	+6	+7
to Hit	+1	+1	+2	+2	+3	+3	+4
P.E. Save vs Coma/Death	+5%	+10%	+13%	+17%	+21%	+25%	+29%
P.B. Trust/ Believe	35%	40%	45%	50%	55%	60%	65%

Height and Weight

Additional and often amusing physical attributes are height and weight. Just as you did with the other attributes, roll three 6 sided dice and check the number rolled with the corresponding weight or height.

Roll of The Dice:

	Height	Weight
1-4	1.21 meters	40.82 kilograms
5-6	1.70 m	54.46 kg
7-8	1.79 m	63.50 kg
9-10	1.82 m	72.58 kg
11-12	1.88 m	86.18 kg
13-14	1.95 m	95.17 kg
15-16	2.04 m	108.86 kg
17-18	2.13 m	127.00 kg

Note: Roll for both height and weight separately.

Other Features: Sex, skin and hair color, and additional personality traits I leave to the player to decide.

Occupational Character Classes (O.C.C.)

Choosing an Occupational Character Class

Each player must choose an occupation for the character he/she has rolled up. Each of these occupations, or character classes, have attribute limitations such as a minimum I.Q., P.S., or P.P. The character's attributes *must* correspond to the minimum requirements listed per class.

After all the occupational possibilities have been determined and one is selected, you then determine the individual character's knowledge and skills. Each occupation has two categories: *Major Area of Expertise* and *Electives*. The *Major Area of Expertise* corresponds directly to the occupation.

The O.C.C.s

Originally I had 17 different character classes. As I developed the Mechanoid scenario, it became painfully apparent that many of the characters did not have highly playable abilities in the battle situation I've set up. As a result, I've decided on seven character classes with the greatest playability. These seven classes are:

1. Pilot Ground Vehicle Mechanic (P.G.V.M.)
2. Pilot Air Vehicle Mechanic (P.A.V.M.)
3. Communications Engineer (C.E.)
4. Esper (major or master psionic)
5. Light Battle Armor Division (L.B.A.)
6. Heavy Environmental Battle Armor Division (H.E.B.A. or E.B.A.)
7. Commando

Optional O.C.C.s

Rover (as a playing character — see G.M. section).
Thief (as a playing character — see G.M. section).

After all the occupational possibilities have been determined and one is selected, you then determine the individual character's knowledge and skills. Each occupation has two categories: *major area of expertise* and *electives*. The *major area of expertise* corresponds directly to the occupation and can not be chosen or altered. The *electives* are additional areas of knowledge which the players are allowed to choose. The number of electives vary from occupation to occupation, as do the skill percentages.

The Human Thief

If a player wishes to play a human thief (the G.M.'s option), the following modifications apply. First the player must choose one of the seven occupational character classes (in addition to thief, thieving is a secret second occupation). Both the major area of expertise and elective abilities are minus 7%. This is because the character spends time practicing his thieving skills instead of his cover occupation.

Human Thief Ability Modifications

As a second skill thieving has *no* automatic area of expertise. This means that Prowl and Hand to Hand Combat become electives. The human thief chooses 2 skills (just as electives) at level one, 1 at level three, 2 at level six, and 1 at level nine. Add 10% to Explosives and P.G.V. abilities.

Standard equipment includes a Laser Lance, survival knife and an SRL-60.

Skills

About the Level of Skills. Some of you may be surprised by the high percentage/competency of first level characters. Consider this: the characters being played are men and women specifically chosen for space colonization; not a kid off the farm looking for fun and adventure. You're playing trained professionals. Thus, their skills reflect that training.

The Major Area of Expertise represents skills and training automatic to that O.C.C. The character is also allowed to select a handful of *Elective Skills*, additional areas of knowledge.

Elective Skills

Electives Variation: Many of the same occupational skills are available as electives under the seven different occupational character classes. However, the percentage of mastering the skill may vary from one character class to another. This variation usually reflects the characters major area of expertise and learning background.

While play testing the **Mechanoid Invasion,** I found a rich variety of playing characters can be obtained with the method of *choosing* elective skills.

Electives. When a character reaches level three, he is allowed to choose an additional skill/ability. This additional skill must be learned. Thus, the character begins this new skill at level one proficiency. The same applies to additional electives at levels six and nine.

Meaning & Abbreviations

Concerning Occupational Character Classes

A.V.C./Audio-Visual Communication: This applies only to communication engineers and reflects the probability of successfully transmitting, receiving and interpreting radio wave emissions. Likewise, it indicates the capability of properly handling film recording equipment and related audiovisual devices.

Explosives: Explosives are always dangerous tools even in the hands of an expert. The percentage represents the probability of successfully activating and utilizing explosives An unsuccessful attempt results in premature detonation or failure to detonate. (Roll one 6 sided die to determine outcome: 1-3 detonation; 4-6 no detonation. See explosives/Weapons:. The base chance of successfully utilizing explosives by someone not familiar with them is 21%.

Hand to Hand Combat: The chart lists the Bonuses achieved per level in the art of Hand to Hand combat. These Bonuses apply ONLY to Hand to Hand combat and are limited to hand-held blade or striking Weapons: (knives, sword, axes, clubs, etc). Hand to Hand combat is limited to certain character classes.

Linguistics: This is the study of languages, including sound, history, development and philology. The percentage given is the chance of comprehending (and communicating in) different languages.

Locksmith: The percentage indicates the probability of successfully picking/unlocking locks in general. This includes latch, tumbler and electronic locking devices. Game Master, you may want to allow 2 out of 3 in some instances.

To Unlock:
Simple locks require 1 melee per attempt.
Complex locks require 2 melees per attempt.
Very complex locks require 4 melees per attempt.

I would think that in most (not all) cases, a character could *try* to open a lock as often as he/she desires. It is usually time that is the critical factor, not the lock itself. Of course the more often a lock is tried, the more noise is involved. Also, an unsuccessful attempt with an electronic lock mechanism may trigger an alarm.

Medical: This is simple field combat first aid administered to temporarily relieve pain, bind minor wounds, and stabilize serious injury until proper medical treatment can be applied.

Melee: Melee or melee round specifically refers to Hand to Hand combat, but is used to measure character time and sequence of events. One melee round is the time it takes for all players to get in their attack/response to a situation. One melee breaks down to about one minute in of the character's time. **Conversion Note:** In current Palladium RPGs, a melee round is 15 seconds.

O.R.C.E./Operate and Repair Communication Equipment: The percentage, in this case, represents the skill and knowledge of successfully operating and repairing communication equipment (transmit/receive). This *does not* include sensory equipment such as radar.

O.S.C.E. Operate Sensory and Communication Equipment: This percentage reflects the probability of successfully operating (interpret/receive) both sensory and communication equipment. However, there is no understanding of the internal components, making repairs impossible.

P.A.V./Pilot Air Vehicle: The percentage indicates the general familiarity with all air vehicles and the likelihood of comprehending their Operations. It also indicates the probability of executing complex maneuvers successfully.

P.F.G./Pilot Flying-Gun: The flying gun is separate from air vehicles because it is specifically an assault weapon. Although anyone familiar with air vehicles could pilot the flying gun, only members of the Heavy Environmental Battle Armor Division (H.E.B.A.) are specifically trained to operate the gun. Commandos and the L.B.A. divisions also have clearance to pilot the flying gun.

The percentage indicates the ability to successfully execute complex maneuvers.

P.G.V./Pilot Ground Vehicles: The percentages indicate the general familiarity with all ground vehicles and the likelihood of comprehending their Operations. It also indicates the probability of performing complex maneuvers successfully.

Pilot Tank: While anyone familiar with ground vehicles can operate a tank , it is a high security clearance vehicle available
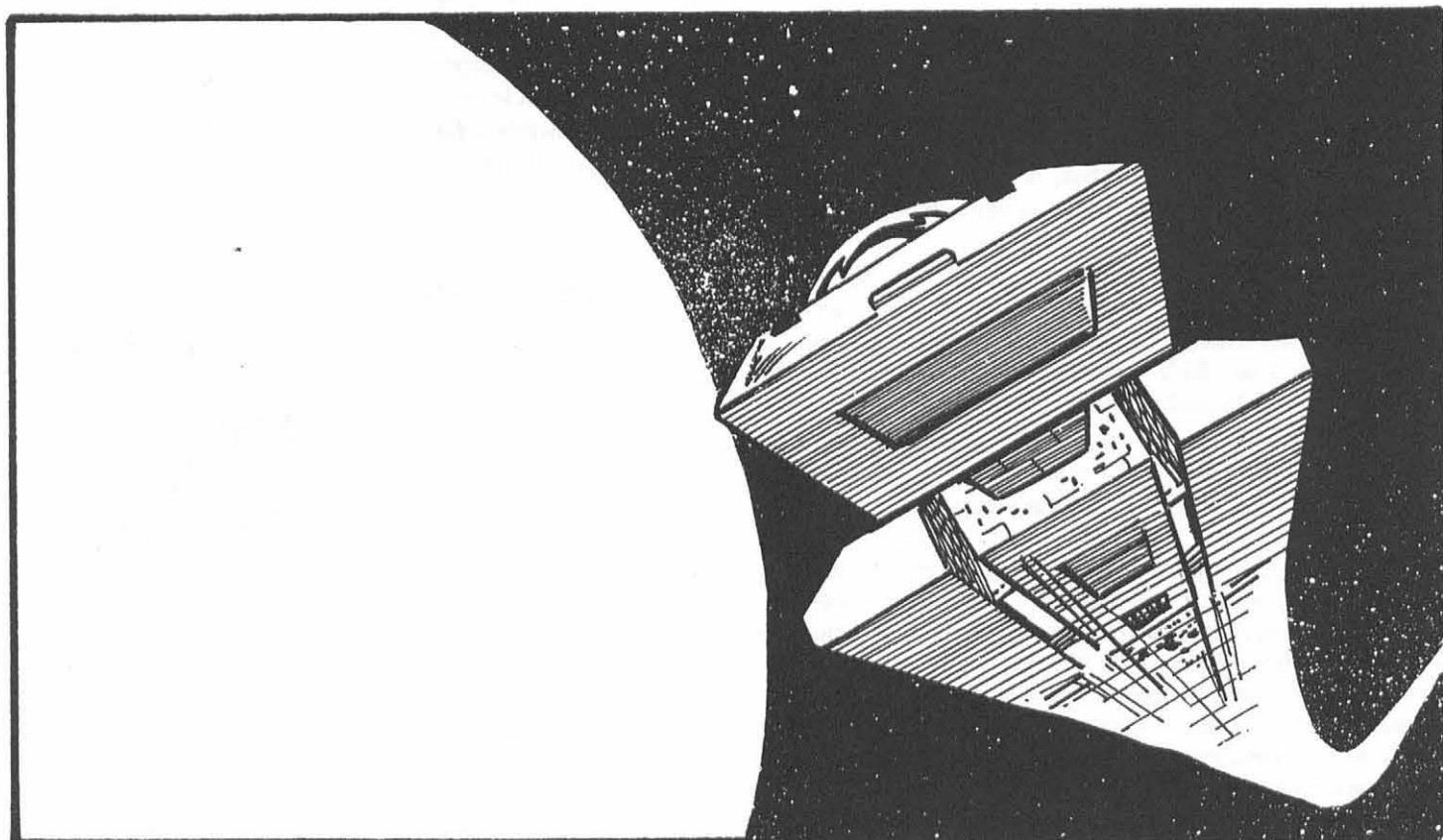
only to trained pilots and the L.B.A. divisions. The percentage indicates the ability to execute evasive or complex maneuvers successfully.

Prowl: The percentage applies to the ability to successfully move stealthily and not be seen (hide in shadows), much like a cat burglar or special strike team. This skill is learned by commandos and the Light Battle Armor Division. The Rovers and thieves can also prowl. Obviously prowling is not effective in bright, empty areas. Rather prowling is done under the cover of darkness, such as at dusk, twilight, or night, when the shadows are long and comforting.

R.A.V./Repair Air Vehicles: The percentage indicates the probability of determining the source of a mechanical problem and successfully repairing it.

Repair Electrical Equipment: This is the percentage: probability of successfully repairing electronic equipment (such as radar, communication equipment., etc.) Game Masters, you may find a roll of the best 2 out of 3 applicable in some situations.

R.G.V./Repair Ground Vehicles: The percentage indicates the probability of determining the source of a mechanical problem and successfully correcting it.

Sensory Equipment: This refers to *all* scanning devices, such as radar, sonar, spectroscope, and similar instruments to monitor the entire spectrum of emissions. The percentage represents the ability to correctly interpret such emissions and operate the corresponding equipment.

W.P./Weapon Proficiency

Example: Handguns. All classes of characters are issued handguns as side arms and know how to use that particular type of handgun fairly well (the player should choose which type of handgun he uses). If a character without a W.P. in handguns chooses an ion blaster as his side arm, he is familiar with only that one type of weapon. Thus, he can not properly operate a laser pistol or an S.B.-10. Nor does he possess any marksmanship skill (no bonuses to hit).

However, a person with W.P. in handguns is both a skilled marksman with his chosen side arm (bonuses to hit) and knowledgeable of other handguns. Thus, he possesses a percentage chance of understanding and operating any handgun. (See specific character W.P. charts).

W.P. Laser Rifle: This simple energy rifle *can be used by anyone*, but no bonuses to hit apply unless the character has a W.P. with Laser Rifles. The percentage to understand and use other types of Laser Rifle weapons will come into play in the second and third Mechanoid books, when other alien cultures are encountered.

W.P. Heavy Weapons: The same rules that apply to handguns apply to heavy weapons. The character with a weapon proficiency should choose his specific type of weapon: P.B.R.-10, P.E.-6, P.E.-M8, or Flying Gun. (Although explosives are considered a heavy weapon it is a separate and distinct ability. See explosives charts.) The use of any heavy weapon other than his chosen weapon is subject to the W.P. percentile roll. The use of one additional heavy weapon is added to the W.P. at Level 4. **Note:** G.M.'s may allow characters of the Esper, P.G.V.M., P.A.V.M., Communication Engineer, classes the use of heavy weapons *if* they have a high I.Q. and/or high P.P.

How to Use the W.P. Percentage

If a character wishes to use a weapon he is not familiar with he must roll under his W.P. percentage. If he rolls successfully he will be able to use the weapon with full benefit of his W.P. bonus to hit. This ability will last for at least twelve hours and can be maintained if the character continues to practice with the weapon regularly.

If the roll is unsuccessful he can not use the weapon. G.M.'s, I would suggest no more than a 2 out of 3 roll in a crisis situation. I feel a character can be allowed to try again after a reasonable amount of time studying or practicing with the weapon, such as one roll for every 8 hours of character time, not real time.

Note: Failure to understand and use an alien, experimental or heavy weapon will usually result in disaster.

Optional: Accident Chart

Roll one 6 sided die:
1. Shoot self (probably in the foot).
2. Discharge blinds holder for two melee rounds.
3. Jams gun (must be taken apart to be repaired).
4. Accidentally shoots nearest person.
5. Accidentally shoots farthest person.
6. Weapon explodes (area of damage will depend on type of weapon and G.M. discretion).

The Esper

Attribute Requirements: Major or minor psionic abilities. No minimums in the other abilities. To be an Esper, all that is needed is the innate psychic ability. Because an Esper devotes all of his/her time to developing the psionic strengths and disciplines, there is little time for other areas of study. Thus the following electives are available.

Electives: (For Espers with an I.Q. Of 8 or less) choose two at level 1, one at level 3, one at level 6, and one at level 9. **The number of electives for Espers with an I.Q. of 9 or greater:** Choose two at level 1, two at level 3, two at level 6 and two at level 9.

Experience Table

Level	ESPER
1	0-3000
2	3001-6000
3	6001-12,000
4	12,001-24,000
5	24,001-48,000
6	48,001-90,000
7	90,001-170,000
8	170,001-290,000
9	290,001-568,000
10	568,001-1,136,000
11	1,136,001-2,272,000
12	2,272,001-3,000,000
13	3,000,001-5,000,000

Esper

Esper Insignia
Infra Red Distancing Binoculars
Esper Reconnaissance Suit and Equipment
Signal Flare
Infra red Scope
Utility Belt
Hand Held Communicator
Food Ration Pack
Laser Lance
LP-10
Holster
Canteen
Hiking Shoes

Standard Issue ESPER Equipment
Weapons:: Sidearm (choice of blasters), survival knife
Optional for Field Use:
1. Mini-tool pack
2. Laser Lance
3. Utility Belt
4. Mini-flashlight
5. Gloves
6. Pocket flare
7. Hand-held directional communicator
8. Medical kit
9. Binoculars
10. Food rations and water
11. Gas mask or air filter
12. Use of Rosenstein Land Buggy

Tools for Authorized Clearance Upon Assignment: Fusion torch, Laser rifle, web vest or L.B.A. use of any ground vehicle.

W.P. Handgun				W.P. Laser Rifle		
	Bonus to Hit				**Bonus to Hit**	
Level	W.P.	Bonus		Level	W.P.	Bonus
1	10%	—		1	9%	—
2	25%	+1		2	18%	—
3	35%	+1		3	25%	+1
4	45%	+2		4	35%	+1
5	55%	+2		5	45%	+2
6	65%	+3		6	55%	+2
7	75%	+3		7	65%	+3
8	85%	+3		8	75%	+3
9	88%	+3		9	80%	+3
10	90%	+4		10	82%	+3
11	91%	+4		11	84%	+3
12	92%	+4		12	86%	+3
13	93%	+4		13	90%	+4

ESPer Skills

Level	Pick Pockets	Hand to Hand Combat	Level	Linguist	O.S.C.E.	Medical	Level	P.G.V.	P.A.V.	Repair G.V.
1	10%	+1 to dodge	1	16%	22%	20%	1	25%	20%	18%
2	20%	+1 to hit	2	20%	28%	24%	2	30%	25%	22%
3	26%	+2 to dodge	3	24%	34%	28%	3	35%	30%	26%
4	32%	+2 to hit	4	28%	40%	32%	4	40%	35%	30%
5	38%	+3 to dodge	5	32%	46%	36%	5	45%	40%	34%
6	44%	stun on 18-20	6	36%	52%	40%	6	50%	45%	38%
7	50%	+1 to damage	7	42%	58%	48%	7	55%	50%	40%
8	56%	+4 to dodge	8	48%	64%	56%	8	60%	55%	44%
9	62%	+3 to hit	9	54%	70%	62%	9	65%	60%	48%
10	68%	+2 to damage	10	60%	76%	70%	10	70%	65%	52%
11	74%	+4 to dodge	11	66%	82%	78%	11	75%	70%	56%
12	80%	stun on 17-20	12	70%	88%	86%	12	78%	75%	60%
13	86%	+4 to hit	13	74%	94%	92%	13	80%	78%	64%

Communications Engineer

Attribute Requirements: I.Q. 10
Major Area of Expertise: C.E. Skills

Level	Audio-Visual Comminications	Sensory Equipment
1	60%	50%
2	65%	55%
3	70%	60%
4	75%	65%
5	80%	70%
6	85%	75%
7	88%	80%
8	91%	84%
9	92%	88%
10	93%	92%
11	94%	93%
12	95%	94%
13	96%	95%

Electives: Choose two at level 1, one at level 3, one at level 6, and one at level 9.

Level	P.G.V.	P.A.V.	Repair G.V.
1	25%	20%	18%
2	30%	25%	22%
3	35%	30%	26%
4	40%	35%	30%
5	45%	40%	34%
6	50%	45%	38%
7	55%	50%	40%
8	60%	55%	44%
9	65%	60%	48%
10	70%	65%	52%
11	75%	70%	56%
12	78%	75%	60%
13	80%	78%	64%

Level	Repair A.V.	Repair Electric	Linguist.	Medical
1	12%	27%	16%	20%
2	18%	38%	20%	24%
3	24%	46%	24%	28%
4	30%	52%	28%	32%
5	36%	58%	32%	36%
6	42%	64%	36%	40%
7	48%	70%	42%	48%
8	54%	76%	48%	56%
9	60%	82%	54%	62%
10	65%	88%	60%	70%
11	70%	90%	66%	78%
12	72%	92%	70%	86%
13	74%	94%	74%	92%

Long Range Wide Band Radio

Insignia

Leather Jacket

Mini-Tool Pouch

Communication Engineer

KS/WFL

W.P. Handgun				W.P. Laser Rifle		
	Bonus to Hit				**Bonus to Hit**	
Level	**W.P.**	**Bonus**		**Level**	**W.P.**	**Bonus**
1	10%	—		1	9%	—
2	25%	+1		2	18%	—
3	35%	+1		3	25%	+1
4	45%	+2		4	35%	+1
5	55%	+2		5	45%	+2
6	65%	+3		6	55%	+2
7	75%	+3		7	65%	+3
8	85%	+3		8	75%	+3
9	88%	+3		9	80%	+3
10	90%	+4		10	82%	+3
11	91%	+4		11	84%	+3
12	92%	+4		12	86%	+3
13	93%	+4		13	90%	+4

Tank Team

Experience Table

Level	P.G.V.M.
1	0-1900
2	1901-3800
3	3801-7600
4	7601-14,000
5	14,001-27,000
6	27,001-49,000
7	49,001-110,000
8	110,001-215,000
9	215,001-420,000
10	420,001-790,000
11	790,001-990,000
12	990,001-1,550,000
13	1,550,001-2,000,000

Experience Table

Level	Com. Engineer
1	0-2250
2	2251-4500
3	4501-9000
4	9001-18,000
5	18,001-34,000
6	34,001-67,000
7	67,001-134,000
8	134,001-257,000
9	257,001-500,000
10	500,001-980,000
11	980,001-1,850,000
12	1,850,001-2,100,000
13	2,100,001-3,000,000

Decontamination Suit
Used by both A.V.P.M. and G.V.P.M.

Independent Oxygen Unit
One Hour Supply

Work Apron

Ground Vehicle Pilot Mechanic

Tinted Visor

Insignia

Fusion Torch

Utility Belt

Utility Pocket

Insulated Boots

Insulated Gloves

Optional Equipment for Field Use

Portable scan dilator: 12.57 kg; full scanning capabilities, including: Ultraviolet, spectrometer, infrared, spectroscope, and radiometer, radar. and sonar.

1. Long range wide band radio with scrambler (4.1 kg)
2. Short range directional communicator (0.9kg)
3. Video camera with both narrow angle lens and wide angle lens. Audio-visual recording on metal tape with digital meter, lens filters and tripod included. Capable of radio telemetry when boosted by long range radio communicator (2.3 kg).

Authorized Clearance Upon Assignment: Binoculars, laser rifle, PBR-l0, web vest or L.B.A., ground or air vehicles if a trained pilot in that area.

P.G.V./Pilot Ground Vehicle

Attribute Requirements: I.Q. 4; P.P, 4

GV

Major Area of Expertise: P.G.V. Skills

Level	Pilot Ground Vehicle	Repair Ground Vehicle
1	48%	27%
2	54%	35%
3	60%	40%
4	66%	45%
5	72%	50%
6	78%	55%
7	88%	60%
8	90%	65%
9	91%	70%
10	92%	75%
11	93%	79%
12	94%	83%
13	95%	86%

Electives: Choose two at level 1, one at level 3, one at level 6, and one at level 9.

Level	Pilot Tank	Repair A.V.	Medical
1	36%	15%	20%
2	40%	20%	24%
3	44%	25%	28%
4	48%	30%	32%
5	52%	35%	36%
6	56%	40%	40%
7	60%	45%	48%
8	64%	50%	56%
9	68%	55%	62%
10	72%	60%	70%
11	76%	65%	78%
12	80%	70%	86%
13	84%	75%	92%

Level	O.R.C.E.	Locksmith
1	18%	15%
2	22%	20%
3	26%	25%
4	30%	30%
5	34%	35%
6	38%	40%
7	40%	45%
8	45%	50%
9	50%	55%
10	55%	60%
11	60%	65%
12	67%	70%
13	70%	75%

W.P. Handgun

Level	W.P.	Bonus to Hit Bonus
1	10%	—
2	25%	+1
3	35%	+1
4	45%	+2
5	55%	+2
6	65%	+3
7	75%	+3
8	85%	+3
9	88%	+3
10	90%	+4
11	91%	+4
12	92%	+4
13	93%	+4

W.P. Laser Rifle

Level	W.P.	Bonus to Hit Bonus
1	9%	—
2	18%	—
3	25%	+1
4	35%	+1
5	45%	+2
6	55%	+2
7	65%	+3
8	75%	+3
9	80%	+3
10	85%	+3
11	90%	+4
12	92%	+4
13	94%	+4

P.A.V.M./Pilot
Air Vehicle Mechanic
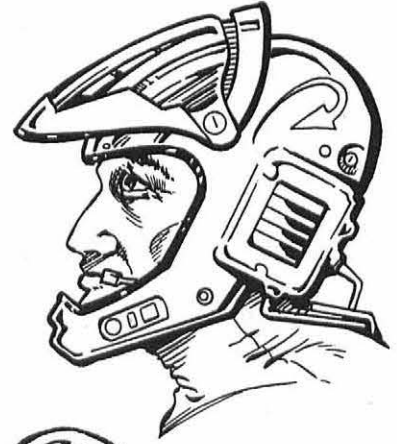
A.V. Pilot Mechanic

Attribute Requirements: I.Q. 8; P.P. 8

Major Area of Expertise: P.A.V.M. Skills

Level	P.A.V.	R.A.V.	O.R.C.E.
1	46%	30%	25%
2	52%	35%	30%
3	58%	40%	35%
4	64%	45%	40%
5	70%	50%	45%
6	76%	55%	50%
7	82%	60%	55%
8	88%	65%	60%
9	90%	70%	65%
10	92%	75%	70%
11	94%	80%	75%
12	96%	85%	80%
13	97%	90%	84%

Electives: Choose two at level 3, one at level 6, and one at level 9.

Level	P.G.V.	R.G.V.	Medical
1	30%	18%	20%
2	35%	22%	24%
3	40%	26%	28%
4	45%	30%	32%
5	50%	34%	36%
6	55%	38%	40%
7	60%	40%	48%
8	65%	44%	56%
9	70%	48%	62%
10	75%	52%	70%
11	80%	56%	78%
12	85%	60%	86%
13	87%	64%	92%

Level	Repair Elec. Equip.	Linguistics
1	25%	10%
2	30%	15%
3	35%	20%
4	40%	25%
5	45%	30%
6	50%	35%
7	55%	40%
8	60%	45%
9	65%	50%
10	70%	55%
11	75%	60%
12	80%	64%
13	85%	68%

W.P. Handgun

		Bonus to Hit
Level	W.P.	Bonus
1	10%	—
2	25%	+1
3	35%	+1
4	45%	+2
5	55%	+2
6	65%	+3
7	75%	+3
8	85%	+3
9	88%	+3
10	90%	+4
11	91%	+4
12	92%	+4
13	93%	+4

W.P. Laser Rifle

		Bonus to Hit
Level	W.P.	Bonus
1	9%	—
2	18%	—
3	25%	+1
4	35%	+1
5	45%	+2
6	55%	+2
7	65%	+3
8	75%	+3
9	80%	+3
10	85%	+3
11	90%	+4
12	92%	+4
13	94%	+4

Experience Table

Level	P.A.V.M.
1	0-2200
2	2201-4400
3	4401-8800
4	8801-16,000
5	16,001-30,000
6	30,001-58,000
7	58,001-90,000
8	90,001-125,000
9	125,001-240,000
10	240,001-900,000
11	900,001-1,200,000
12	1,200,001-1,800,000
13	1,800,001-2,400,000

Fighter Pilot/F.G.

L.B.A. Trooper

L.B.A. Trooper — Light Battle Armor Division
Attribute Requirements: I.Q. 7; P.S. 7; P.P. 7

Major Area Of Expertise: L.B.A. Skills

Level	P.G.V.	Prowl	O.S.C.E.
1	30%	20%	22%
2	35%	25%	28%
3	40%	30%	34%
4	45%	35%	40%
5	50%	45%	46%
6	55%	50%	52%
7	60%	55%	58%
8	65%	60%	64%
9	70%	65%	70%
10	75%	70%	76%
11	80%	75%	82%
12	85%	78%	88%
13	87%	80%	94%

Electives: Choose three* at level 1, two at level 3, one at level 6, and one at level 9.

Light Battle Armor

L.B.A. Uniform

Insignia

L.B.A. Insignia
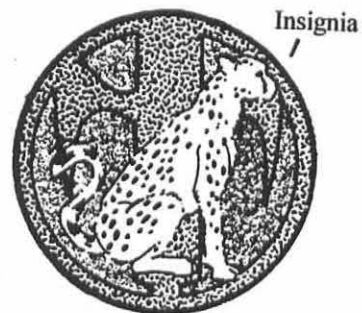
Light Battle Armor

Battle Helmet
With Directional
Communicator

Laser Pistol

Reinforced Body
Plates

Laser
Lance

Utility Belt

Holster

L.B.A. Helmet with
Face Protector and
Gas Mask

GUSTOVICH

KEVIN SIEMBIEDA

Level	R.G.V.	Pilot Tank	Repair Elec. Equip.		Level	Hand to Hand	Explosives		Level	L.B.A.
1	20%	32%	18%		1	+1 to dodge	48%		1	0-2300
2	25%	36%	22%		2	+1 to hit	52%		2	2301-4600
3	30%	40%	26%		3	+2 to dodge	56%		3	4601-9200
4	35%	44%	30%		4	+2 to hit	60%		4	9201-18,400
5	40%	48%	34%		5	+1 to damage	64%		5	18,401-36,800
6	45%	52%	38%		6	double damage**	68%		6	36,801-72,000
7	50%	56%	42%		7	+3 to dodge	72%		7	72,001-140,000
8	55%	60%	46%		8	+2 to damage	76%		8	140,001-266,000
9	60%	64%	50%		9	+3 to hit	80%		9	266,001-520,000
10	65%	68%	54%		10	stun on 18-20	84%		10	520,001-1,202,000
11	70%	72%	58%		11	+4 to dodge	88%		11	1,202,001-1,940,000
12	75%	76%	62%		12	triple damage**	92%		12	1,940,001-2,550,000
13	80%	78%	66%		13	+4 to hit	94%		13	2,550,001-3,970,010

Level	P.A.V.	Linguis.	Medical
1	20%	10%	20%
2	24%	15%	24%
3	28%	20%	28%
4	32%	25%	32%
5	36%	30%	36%
6	40%	35%	40%
7	44%	40%	48%
8	50%	45%	56%
9	55%	50%	62%
10	60%	55%	70%
11	65%	60%	78%
12	70%	64%	86%
13	75%	68%	92%

* At first level personnel must use one elective to choose a weapon proficiency (W.P.).

**This indicates damage from behind ONLY!

L.B.A./Light Battle Armor

A.R. 10, S.D.C. 72. Limited to L.B.A. division troops and field personnel.

1. High temperature resistant weave of nylon and synthetic fibers.
2. Reinforced poly-carbonate body plates and helmet.
3. Insulation
4. Fire resistance up to 245° C.
5. Gas mask and face protector.
6. Emergency oxygen supply (lasts 2 hours).
7. Short range directional communicator (25 km range).
8. Dosimeter
9. Utility belt

E.B.A. Trooper

E.B.A./Environmental Battle Armor Division
Attribute Requirements: I.Q. 6; P.S. 10; P.P. 10

Major Area Of Expertise: E.B.A. Skills

W.P. Handgun

	Bonus to Hit	
Level	W.P.	Bonus
1	25%	+1
2	35%	+1
3	45%	+2
4	55%	+2
5	58%	+3
6	75%	+3
7	85%	+3
8	88%	+3
9	90%	+4
10	92%	+4
11	94%	+4
12	95%	+4
13	96%	+5

W.P. Laser

	Bonus to Hit	
Level	W.P.	Bonus
1	25%	+1
2	35%	+1
3	45%	+2
4	55%	+2
5	65%	+3
6	75%	+3
7	80%	+3
8	85%	+3
9	90%	+4
10	92%	+4
11	94%	+4
12	96%	+5
13	98%	+5

W.P. Heavy Weapons:

	Bonus to Hit	
Level	W.P.	Bonus
1	20%	—
2	30%	+1
3	35%	+1
4	40%	+2
5	45%	+2
6	50%	+2
7	55%	+3
8	60%	+3
9	65%	+3
10	70%	+4
11	75%	+4
12	80%	+4
13	85%	+4

Level	P.G.V.	Hand to Hand
1	27%	+1 to hit
2	33%	+1 to dodge
3	38%	+1 damage
4	43%	+2 to hit
5	48%	stun on 19-20
6	53%	+2 damage
7	58%	+2 to dodge
8	63%	stun on 18-20
9	68%	+3 to hit
10	73%	+3 to damage
11	78%	+3 to dodge
12	83%	+4 to damage
13	88%	double damage from behind

Electives: Choose three at level 1, two at level 3, one at level 6, and one at level 9.

Level	P.A.V.	Medical	Prowl	O.S.C.E.
1	20%	20%	20%	22%
2	24%	24%	25%	28%
3	28%	28%	30%	34%
4	32%	32%	35%	40%
5	36%	36%	45%	46%
6	40%	40%	50%	52%
7	44%	48%	55%	58%
8	50%	56%	60%	64%
9	55%	62%	65%	70%
10	60%	70%	70%	76%
11	65%	78%	75%	82%
12	70%	86%	78%	88%
13	75%	92%	80%	94%

Level	R.G.V.	Repair Elec. Equip.
1	20%	18%
2	25%	22%
3	30%	26%
4	35%	30%
5	40%	34%
6	45%	38%
7	50%	42%
8	55%	46%
9	60%	50%
10	65%	54%
11	70%	58%
12	75%	62%
13	80%	66%

Prowl: Minus 20% in E.B.A. The E.B.A. was not designed for stealth, thus the percentage minus applies.

Experience Level

Level	E.B.A.
1	0-2100
2	2101-4200
3	4201-8400
4	8401-16,800
5	16,801-32,000
6	32,001-62,000
7	62,001-124,000
8	124,001-248,000
9	248,001-495,000
10	495,001-992,000
11	992,001-1,600,000
12	1,600,001-1,999,000
13	1,999,001-2,850,000

W.P. Handgun

Level	W.P.	Hit
		Bonus to Hit
1	25%	+1
2	35%	+1
3	45%	+2
4	55%	+2
5	65%	+3
6	75%	+3
7	85%	+3
8	88%	+3
9	90%	+4
10	92%	+4
11	94%	+4
12	95%	+4
13	96%	+5

W.P. Laser Rifle

W.P.	Bonus
Bonus to Hit	
25%	+1
35%	+1
45%	+2
55%	+2
65%	+3
75%	+3
80%	+3
85%	+3
90%	+4
92%	+4
94%	+4
96%	+5
98%	+5

Insignia

W.P. Heavy Weapons:

Level	W.P.	Bonus
	Bonus to Hit	
1	20%	—
2	30%	+1
3	35%	+1
4	40%	+2
5	45%	+2
6	50%	+2
7	55%	+3
8	60%	+3
9	65%	+3
10	70%	+4
11	75%	+4
12	80%	+4
13	85%	+4

W.P. Laser

Level	W.P.	Bonus
	Bonus to Hit	
1	25%	+1
2	35%	+1
3	45%	+2
4	55%	+2
5	65%	+3
6	75%	+3
7	80%	+3
8	85%	+3
9	90%	+4
10	92%	+4
11	94%	+4
12	96%	+4
13	98%	+5

GUSTOVICH

E.B.A.

Body Plates

S.B.-14

Additional Side Arm

Commando O.C.C.

Attribute Requirements: I.Q. 10; P.S. 13; P.P. 13

Major Area of Expertise:

Commando O.C.C. Skills

Level	Scale Wall	Explo.	Pick Pocket	Locks	R.G.V.	Pilot Tank
1	40%	60%	10%	20%	20%	32%
2	50%	64%	20%	25%	25%	36%
3	60%	68%	30%	30%	30%	40%
4	65%	72%	40%	35%	35%	44%
5	70%	76%	50%	40%	40%	48%
6	75%	80%	60%	45%	45%	52%
7	80%	84%	70%	50%	50%	56%
8	85%	88%	80%	55%	55%	60%
9	88%	90%	85%	60%	60%	64%
10	90%	92%	90%	65%	65%	68%
11	93%	94%	92%	70%	70%	72%
12	96%	96%	93%	75%	75%	76%
13	99%	98%	94%	80%	80%	78%

Level	P.G.V.	O.S.C.E.	Prowl	Hand to Hand
1	40%	25%	20%	+1 to hit
2	45%	30%	30%	+2 to dodge
3	50%	35%	35%	+1 to damage
4	55%	40%	45%	+2 to hit
5	60%	45%	55%	stun on 18-20
6	65%	50%	65%	+2 to damage
7	70%	55%	70%	+3 to dodge
8	75%	60%	75%	+3 to hit
9	80%	65%	80%	double damage from behind
10	85%	70%	85%	+4 to dodge
11	87%	75%	88%	**triple damage
12	90%	80%	90%	+4 to hit
13	92%	85%	92%	stun 16-20

Note: Applies to all classes with Hand to Hand combat skills.
Stun: To determine how long an opponent is stunned, roll one six-sided die.

Elective : Choose three at level 3, two at level 6, and one at level nine.

E.B.A./Environmental Battle Armor

A.R. 15, S.D.C. 150. E.B.A. is limited to use by the division and commandos.

1. Computer controlled life support system.
2. Internal cooling and temperature control.
3. Humidifier
4. Gas filtering and artificial circulation.
5. Independent oxygen supply and purge system (automatically engages in low oxygen environments. Maximum six hours oxygen supply).
6. Dosimeter
7. Tinted light sensitive visor.
8. Computer enhanced optics: ultraviolet, infrared, telescopic (range 2.403 km).
9. Short range directional communicator (25 km range).
10. Insulated high temperature resistant weave of nylon, synthetic fibers and metal mesh.
11. Radiation shielded
12. Protective metal alloy body plates.
13. Fire resistance up to 344 C (normal fires do no damage).

Authorized Clearance Upon Assignment

Heavy weapons, experimental weapons, all ground vehicles and flying gun. Use of air vehicles is limited to E.B.A. trained pilots and troop transport.

	W.P. Handgun Bonus to Hit			W.P. Laser Bonus to Hit	
Level	W.P.	Hit	Level	W.P.	Bonus
1	25%	+1	1	25%	+1
2	35%	+1	2	35%	+1
3	45%	+2	3	45%	+2
4	55%	+2	4	55%	+2
5	65%	+3	5	65%	+3
6	75%	+3	6	75%	+3
7	85%	+3	7	80%	+3
8	88%	+3	8	85%	+3
9	90%	+4	9	90%	+4
10	92%	+4	10	92%	+4
11	94%	+4	11	94%	+4
12	95%	+4	12	96%	+5
13	96%	+5	13	98%	+5

Commando

Commando Panther Uniform
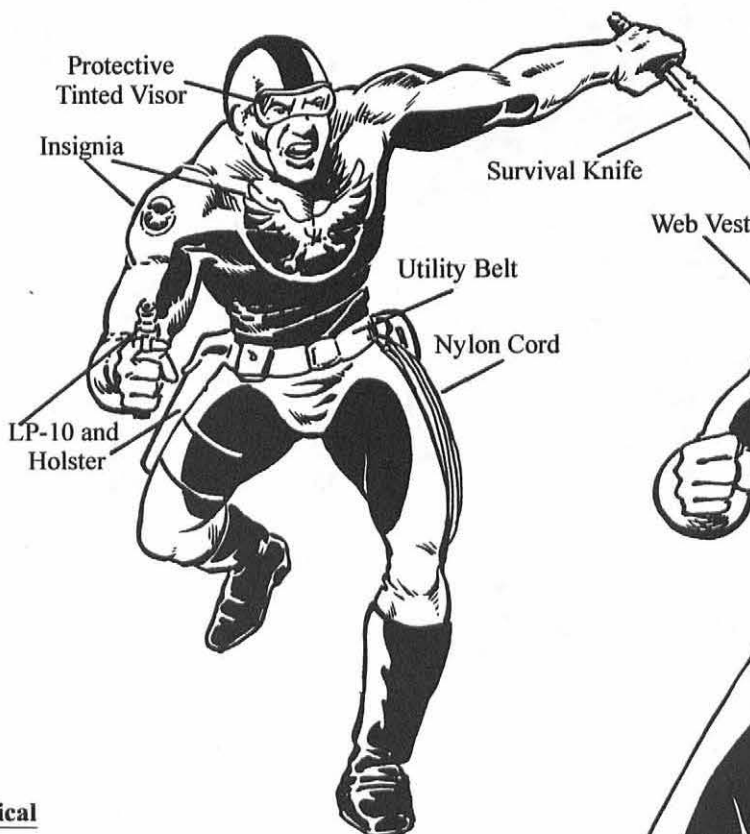
Protective Tinted Visor
Insignia
Survival Knife
Web Vest
Utility Belt
Nylon Cord
LP-10 and Holster

W.P. Heavy Weapons Bonus to Hit

Level	W.P.	Bonus
1	20%	—
2	30%	+1
3	35%	+1
4	40%	+2
5	45%	+2
6	50%	+2
7	55%	+3
8	60%	+3
9	65%	+3
10	70%	+4
11	75%	+4
12	80%	+4
13	85%	+4

Level	P.A.V.	Ling.	Medical
1	20%	10%	20%
2	24%	15%	24%
3	28%	20%	28%
4	32%	25%	32%
5	36%	30%	36%
6	40%	35%	40%
7	44%	40%	48%
8	50%	45%	56%
9	55%	50%	62%
10	60%	55%	70%
11	65%	60%	78%
12	70%	64%	86%
13	75%	68%	92%

Experience Table

Level	Commando
1	0-2500
2	2501-5000
3	5001-10,000
4	10,001-20,000
5	20,001-40,000
6	40,001-80,000
7	80,001-160,000
8	160,001-288,000
9	288,001-560,000
10	560,001-1,100,000
11	1,100,001-2,000,000
12	2,000,001-3,500,000
13	3,500,001-4,100,000

Experimental Weapons: Bonus

Players with character occupations in L.B.A., E.B.A. or Commando, can opt to join the experimental Weapons: division if they have an I.Q. above 13.

It should be pointed out that this is not necessarily a desirable addition to one's character. Field testing experimental Weapons: can be incredibly dangerous. People who join the experimental division are expected to thoroughly test any new weapon given to them, regardless of the personal danger.

Experience Points and their Application

It's difficult to devise a point system by which a Game Master can judge and reward his players fairly. The ultimate purpose of experience points and experience levels is to provide a means by which the player's character can grow and develop . Many fantasy role-playing games have their own unique systems, charts, equations and computations for distributing experience points. You may want to use one of those.

On the other hand, I use a very subjective method of observation and logic, I feel that any twit can chop or blast a creature that has just pounced upon him. Most experience point systems concentrate on the *kill factor*, But what about the thought process? What about the decisions, plans, or motives for a particular action? Doesn't cleverness and a cool head count? Aren't these. the true ingredients of good role-playing? It seems unfair to me that the person who devises a clever plan should get less experience points than the players who carry out the plan because they are better skilled to do so. Shouldn't the brilliant medical student playing a character with an I.Q. of 3 get something for playing in character? Hell yes!! So here is my chaotic, subjective experience point system.

Experience Points Table

25 — Kill a minor menace (killing a couple of
75 — Kill a major menace (like a couple of Brutes or Runners)
100 — Kill a great menace (especially single handed)
75 — Avoid unnecessary violence
50 — Daring (clever or not)
25 — Clever but futile idea
50 — Clever, useful idea or action
75 — Quick thinking or action
200 — A critical plan or action that saves the character or a few comrades.
400 — A critical plan or action that saves the entire group or several people
400— Self sacrifice (or potential self sacrifice)
50 — Playing in character bonus

Each player's character involved in a given situation/confrontation should receive the appropriate experience points. The total points should be given to the players at the end of the game.

Of course, the real problem with this method is the subjectivity. The Game Master must utilize this basic outline and point value with some thought. **Example**: Eight third level characters, armed to the teeth and in heavy battle armor, kill a single Brute. These eight players should receive experience points for killing a minor menace. After all, the poor creature didn't have a chance and presented no real threat. However, if one or two first or second level characters killed the Brute, they would receive experience points for killing a major, or perhaps, great menace. This is because the threat was much greater.

Basically, that's the way I see it and play it. I've found this method stimulates imaginative playing instead of simple slash and kill. Don't be Santa Claus heaping on wonderful amounts of experience points. Be fair and tolerant. If you have a group of players rising rapidly in experience levels, that's because they are imaginative players. And that's what this game is all about.

Character Experience Levels

As a character is developed and becomes involved in adventure and intrigue, he/she will gain experience points. These points are distributed among the many characters for their actions and ideas they perform. A clever plan and/or a quick attack all earn experience points. The more experience points a character receives the higher the level he/she attains in his/her particular occupation. The higher the level the greater the skill (see occupational charts) of the players! Be certain to keep careful record of the experience points given to you at the end of each game. When a character attains a new level tell the Game Master so that the skills and hit points can be increased accordingly

Alignments

Design Note: Hey, here's a fun fact: Even though alignments are an important part in creating the player characters, and are mentioned throughout the original **Mechanoid Invasion**, they did *not* see print in that book! Apparently, space limitation prevented me from including them in the first book and planned to include them in the second book. *The Journev* (there's a note to this affect buried in the psionic section). However, I apparently forgot or ran out of space again, so alignments don't appear in book two either! How's that for a whopper of a mistake? See the alignments in the **Homeworld** section (note that these early alignments are a bit different than what would appear in later books but most of the foundation is there). KS

Psionics

Psionics, or extra-sensory perception abilities, are powers of the mind, such as telepathy, empathy, telekinesis, and other hereditary traits shared by humans and intelligent life forms across the universe.

Although many creatures have greatly developed Psionics, humans are not that fortunate. Humans are either born with developed psychic powers or not. The determination of psionic abilities and their magnitude are rolled for with percentile dice. Psionics are rolled for only one time, either you have them or you don't. Game Masters should be certain to supervise the rolling of Psionics.

01-59 No appreciable Psionics
60-79 Minor Psionics
80-89 Major Psionics
90-00 Master Psionic

Note: All Rovers are psychic with at least minor psionic powers.

Determining Psionics Abilities

Percentile dice are rolled to determine which of the psionic abilities the Esper is aware of and can develop-. There is a 50% chance (1-50) that the character is aware of his abilities and can employ them. Those that he does not know about are latent abilities that will remain dormant until another psionic is able to convince the character he has the ability and is he taught how to use it. Since psionic abilities vary widely among humans, there is no reason for the character to suspect he has any, other than the ones he is familiar with. Consequently, the player will not actively seek to learn any new abilities. As far as that person is concerned, he knows all the abilities he's capable of performing.

Each of the three types of psionic individuals are limited to the maximum number of abilities they possess. Minor is limited to level one abilities; Major up to level two; Master psionic, all levels. (The second Mechanoid book will list additional psionic levels).

Minor Psionic

The minor psionic is limited to level one abilities only: This is the maximum psychic capacity of that individual. Even if that character attains 30th level, he can never go beyond first level abilities. From second level on, the minor psionic grows in his mastery of his abilities, building inner strength points. Minor Psionics are not allowed to become an official Esper and must choose an additional occupation.

Major Psionic

Like the minor psionic, the major psionic is limited to his range and scope of abilities. At first level, roll percentile to determine his first level abilities. This process is repeated with the second level abilities only when the character has attained second level experience. The major psionic is limited to first and second levels, but may use his abilities as a secondary skill in conjunction with his chosen occupation or opt to become an official Esper. (See character occupation).

Master Psionic

Master Psionics are individuals with great psychic abilities. These are natural Espers. Their abilities run the gamut of level one thru three. Just as a minor or major psionic, the master Esper develops his abilities and inner strength points by level of experience.

As an Esper, the player uses the Esper experience level chart and is not allowed to choose a specific occupation. However, he is allowed to choose additional skills as electives including communications, pilot, linguistics, medical and combat proficiencies. (See Esper occupational chart). Of course the Esper's major area of expertise is Psionics.

Inner Strength Points (I.S.P.)

The use of a particular ability requires concentration and will power, drawing upon the astral body or inner strength of the individual. Inner strength points are determined by rolling a single 20 sided die and adding it to the number of the character's mental endurance. These two numbers equal the base inner strength points of every psionic.

Building Inner Strength Points

As a character increases in experience levels there is a chance of building inner strength points. This is determined by the roll of percentile dice at each level. A roll of 1 thru 60 indicates an increase of strength points. In the case of increased inner strength points, simply roll the appropriate die and add the number to the total inner strength.

Minor: Roll 1D6
Major: Roll 1D6+2
Master: No die roll/automatically gets 10 points.

Saving Throw Against Psionic Attacks/Probes

There is always a chance of fighting off a psionic attack through the force of your own will power or mental endurance. The following are the base chances of fending off a mental attack. These do *not* take into consideration any possible mental endurance Bonuses. The saving throw is determined by the roll of a 20 sided die. **Note:** Aura of truth, hypnotic suggestion, empathy, telepathy, and evil eye are all considered psionic attacks.

Non-Psionics must save with a 15 or better.

Minor and Major Psionics must save with a roll of 13 or better.

Master Psionics must save with a roll of 10 or better.

Descriptions of Psionic Abilities

Level One Psionics

Note: I.S.P. is the abbreviation for Inner Strength Points.

Level One Psionic Abilities
1. Aura of Truth (2 I.S.P.)
2. Detect Psionics (2)
3. Hypnotic Suggestion (2)
4. Meditation/Trance (0)
5. Object Reading (3)
6. Presence Sense (4)
7. Resist Cold (2)
8. Resist Thirst (2)
9. Resist Fatigue (2)
10. See Aura (4)
11. Sense Good or Evil (2).
12. Sense Magic (2)

Aura of Truth
Level one
Range: 12.2 meters/line of vision.
Duration: 7 melee rounds.
I.S.P.: 2 per two melees.
Saving Throw: Standard: non-psionic must roll 15 or better to save: minor or major psionic must roll a 13 or higher to save: master psionic must roll a 10 or better to save. A successful save means the person is not affected.

This enables the psionic to differentiate lies from the truth by intensely observing the person's aura. Base chance is 30% (+10 for each additional two I.S.P. applied).

Detect Psionics
Level one
Range: 620 meters
Duration 2 melees
I.S.P.: 2 per two melees.
Saving Throw: None, however a mind block reduces such a detection to a mere 9%.

This mental probe will detect Psionics in others. Unfortunately, there is a 75% chance that the probe will be detected by a fellow psionic, revealing your own psionic nature.

Hypnotic Suggestion
Level one
Range: 3 meters
Duration: Unknown
I.S.P.: Two per suggestion.
Saving Throw: Standard

With this ability, the psionic may induce his will upon another through the power of suggestion. This is a subversive

mental attack that requires eye contact and verbal suggestion. The verbal suggestions should be weaved into a conversation and take the form of a simple request or demand.

Example: "Help us find our friend". "Be a friend," "Show me where," "You feel ill," "You are sleepy," and so on.

Meditation/trance
Level one
Range: Self
Duration: Varies
I.S.P.: None
Saving Throw: None

This is a simple self hypnotic trance which allows the psionic to completely relax.

During such trances the psionic regains 3 I.S.P. per hour. (**Note:** Normally half the I.S.P. used will return after 9 hours of sleep or rest).

Object Reading
Level one
Range: Touch
Duration: One Melee
I.S.P.: 3 per attempt
Saving Throw: None. However another psionic may use a mind block to prevent the discovery of his present location or condition.

This uncanny ability enables the psionic to tap into the psychic emanations of the objects owner (s). This is done by holding the object and concentrating on the owner or history of the object. If successful, he will be flooded with images revealing anything from past history to the last owner/operator's present location and condition. The psionic preforming object read must direct himself to a particular block of information.

1. Operation: and History 30%

2. Present location of previous owner 15%

3. Present condition of previous owner

The more I.S.P. spent the better the percentage of a successful reading. Add 10% for each additional 3 I.S.P. applied to a reading. If the character fails to make a successful reading, he receives absolutely no images. A player may have his character attempt to read the same object as often as his I.S.P. may allow.

Presence Sense
Level one
Range: 20 meter radius
Duration: 4 melee
I.S.P.: 4
Saving Throw: None

Presence sense enables the psionic to detect the presence of any corporal or spirit entity. This allows him to sense the exact location of any invisible foe. **Note:** This does not reveal the nature of the unseen entity, but merely its location. This ability is excellent for determining if anyone is behind closed doors.

Resist Cold
Level one
Range: Self
Duration: 2 hours
I.S.P.: 2 or more.
Saving Throws: None

This mental discipline is one of many bio-manipulative mind over matter abilities. It enables the psionic to suffer no ill effects or discomfort from even prolonged exposure to cold conditions. Two I.S.P. are required for every 10 degrees below freezing. The psionic will suffer half damage from extreme or unnatural cold. Five full minutes of concentration is required to prepare for cold resistance.

Resist Fatigue
Level one
Range: Self
Duration: 4 hours
I.S.P.: 2
Saving Throw: None

This ability also enforces the psionic's will over physical matter. This allows the psionic to operate normally even under taxing conditions. It takes 5 minutes to prepare.

Resist Thirst
Level one
Range: Self
Duration: 8 hours
I.S.P.: 2
Saving Throw: None

This ability allows the psionic to suspend any desire for water. Although this ability may be handy wandering through a desert. It does 'not negate the physical dehydration of the body. It takes 5 minutes of meditation to invoke this state.

See Aura
Level one
Range: 25 meters/within line of vision.
Duration: One melee round.
I.S.P.: 4
Saving Throw: None

All things organic or inorganic possess an aura. The aura indicates many things, such as the health or power of a creature or object. Thus, seeing an aura will indicate the following:

1. The general alignment (good, evil, neutral)
2. Estimated level (but never the exact level)
3. Physical condition (healthy or sick)
4. Presence of magic (magic emanations are very distinctive).
5. Probable nature (human, cyborg, demon, etc.).

There is a 15% chance, per level of experience, that the psionic will recognize an aura or type of aura he has seen before. This means a second level psionic will have a 30% chance of recognizing a particular aura of a specific (or type of) person, creature, object, etc. that he's seen before.

Alignments will also be incorporated into the second book. You may want to use a simple good, evil and neutral presently, or another game systems alignments.

Sense Good or Evil
Level one
Range: 20 meters
Duration: Instant
I.S.P.: 2
Saving Throw: None (except mind block).

The psionic will instantly know the general alignment (good, evil, selfish) of any person or object within 20 meters. Nothing, more, nothing less.

Sense Magic
Level one
Range: 18.3 meters
Duration: Instant
I.S.P.: 2 or more
Saving Throw: None

Magic is an acknowledged, if not archaic, mystery science which seems to tap into unknown energy reserves. Since magic emits very distinct waves of energy, they are easily detectable by a sensitive individual,

Opening ones' self to magic emanations in general will indicate the presence of magic (within a 18.3 meter radius).

Seeking magic by drawing on the emanations is also possible but requires an additional I.S.P. Using this method, there is a 69% probability of tracing the exact location of the source of magic. However, it can not indicate the level of the magic. You'll need it in book two and three.

Level Two Psionics
1. Bio-regeneration (8)
2. Commune with Spirits (4)
3. Death Trance (4)
4. Empathy (4)
5. Levitate (6)
6. Limited Telepathy (6)
7. Limited Telekinesis (6)
8. Mind Block (4)
9. Night Vision (4)
10. Resist Fire (4)
11. Resist Hunger (4)
12. Slow Metabolism (2)
13. Spontaneous Combustion (4)

Bio-Regeneration
Level two
Range: Self
Duration: Permanent
I.S.P.: 8
Saving Throw: None

This is the ability used by Psionics to mentally heal themselves of disease or physical damage (burns, cuts, poison, etc. Unfortunately, this ability is limited to the healing of ones' self, and not others. Because of the amount of concentration required, it takes a full 20 minutes to successfully bio-regenerate. Note This does not allow a character to actually regenerate a missing limb or body part (but does restore 2-12 hit points).

Commune with Spirit
Level two
Range: Self
Duration: 8 melee (minutes)
I.S.P.: 4
Saving Throw: None

This is the ability by which mediums are able to communicate with the dead. The psionic serves as a transmitter, sending a general call into the spirit world. This does not necessarily mean that a spirit will comply. The spirit will usually communicate by temporarily possessing another person. That person may or may not be the psionic caller. The spirit will select the most suceptible person present to use as its speaking medium.

In seances like this the unknown factors are high. The psionic may contact a different spirit than the one he seeks. Many spirits are morose and/or hostile, providing little information (if any) and may lie or tease the questioner. They do not have to obey him.

Probability of type of encounter (roll percentile dice):
01-08 Exactly the spirit sought
09-50 Morose (30% chance of helping)
51-80 Hostile (15% chance of helping)
81-90 Friendly (60% chance of helping)
91-00 Evil (5% chance of helping)

Remember the spirit will react according to his/her alignment and background.

Chance of successfully contacting the spirit world is 7% per level of experience. (Then roll percentile to determine type of encounter).

Death Trance
Level two
Range: Self
Duration: 10 melee rounds (minutes)
I.S.P.: 4
Saving Throw: None

This takes the slowing of the metabolism to the maximum degree. The process places the psionic in a temporary state of suspended animation, slowing his body's metabolic rate to a crawl and simulating death. While in this death-like state the psionic will not respond to any type of stimulation, making the illusion of death complete. However this also leaves the psionic completely helpless.

Empathy
Level two
Range: 60 meters
Duration: 8 melee (8 minutes)
I.S.P.: 4
Saving Throw: Standard. It applies to the person being bombarded by such an emotional onslaught. This includes possible effects by opening yourself to others emotions. This is in addition to the standard saving throw.

The psionic is able to sense emotions within a 60 meter radius. In some ways, empathy is a primative telepathy, allowing the psionic to project his emotions rather than words or images. It is incredibly difficult to mask one's true feelings, making it virtually impossible to emit a false emotion. However a person could transmit his own fear or hate to others. Creating fear or apprehension in opening ones' self to unknown emotions can be dangerous. To expose yourself to intense emotion can be like a physical blow causing the following reactions.

Disorientation: For 1-6 melee rounds (-4 to hit or dodge), or stunned temporarily incapacitate) for 1-6 melee rounds.

The psionic has a base chance of 30% plus 6% per experience level to survive such an experience without any side effects described above.

Levitate
Level two
Range: 20 meters/1ine of vision
Duration: 10 melee
I.S.P.: 6

Saving Throw: None. Although another psionic could use his own powers of Levitation or telekinesis to negate the other.

Levitation can be used by the psionic to lift himself or an object into the air. The greater the experience level, the greater the weight the psionic can levitate. Levitation is different than telekinesis, in that the psionic can only move the object up or down

The base weight a psionic is capable of levitating is 45.36 kg (100 lbs) plus 9.1 (20 lbs) for each level of experience. The psionic is also limited to a base 9.1 meters (30 ft.) height plus 4.6 meters (15 ft) for each level of experience

Limited Telepathy
Level two
Range: 60 meters
Duration: 8 minutes
I.S.P.: 6
Saving Throw: Any non-psionic with a mental/endurance of 10 or higher automatically gets a saving throw against a psionic attack, even if he is not aware of having his thoughts read. The same automatic save applies to all Psionics.

This ability allows the psionic to pick up the surface thoughts of others, as well as send simple messages. Remember because this is limited to surface thoughts, the person/creature whos thoughts are being read will reflect only what's on his mind at that time.

Limited Telekinesis
Level two
Range: 30 meter/1ine of vision
Duration: 8 melee (minutes)
I.S.P.: 8
Saving Throw: None. Although another psionic could use his own telekinesis or Levitation powers as a counter measure.

Telekinesis is the ability to move physical objects through the powers of thought. This means that the psionic is able to cause objects to float, hover, fly, slide, bounce spin, and so on, by mental manipulation. The only requirements are that the object(s) must be clearly visible and within 30 meters of the person.

The psionic can manipulate up to 4.5 kg 10 lbs) per experience level (i.e. second level 20 lbs, third level 30 lbs etc.). This also means that the psionic can manipulate as many objects as he desires, as long as the total weight is within his weight limitations. Note: Objects under 1.4 kg (3 lbs.) can be used as missile Weapons: (daggers, stones, etc.).

Mind Block
Level two
Range: Self
Duration: 8 melee
I.S.P.: 4
Saving Throw: None

The mind block is a mental wall that prevents the penetration of telepathy, empathy, sense good or evil, and detect Psionics (although the use of a mind block usually indicates psionic ability). It can be a valuable protective mask when dealing with other psionics.

Nightvision
Level two
Range: Self
Duration: 10 minutes
I.S.P.: 4
Saving Throw: None

This allows the psionic to see 9.1 meters (30 ft.) in the dark. Although the vision is not keen enough to discern fine detail or color, shapes and contures can be easily seen.

Resist Fire
Level two
Range: self
Duration: 10 melee 10 minutes
I.S.P.: 4
Saving Throw: None

This is the amazing mind over matter ability that allows the psionic to juggle hot coals or walk thru a wall of flame unharmed. This ability is self induced and can not be cast upon others. The psionic will take half damage from intense heat such as that created from thermal nuclear explosions, magic, or heat above 200• C. The psionic can raise his heat tolerance at the cost of 4 I.S.P. per 100 degrees Centigrade.

Resist Hunger
Level two
Range: Self
Duration: 8 hours
I.S.P.: 4
Saving Throw: None

This is yet another example of mind control, in which the psionic can wipe out the desire for food. This can be particularly handy if caught in a ration situation with limited food supplies. The person employing resist hunger will Function normally even while dying of malnutrition. As with resist thirst, this ability does not negate the physical damage of starvation, rather it temporarily blocks the effect.

Spontaneous Combustion
Level two
Range: 20 meters (line of vision)
Duration: Instant
I.S.P.: 4
Saving Throw: None

This pyrotechnic ability enables the psionic to manipulate any combustible material to ignite. Spontaneous combustion creates only the spark to start a fire and not a roaring wall of flame. Remember the combustible material must be present to burn, whether it be dry grass or frayed electrical wires.

Level Three Psionics
1. Extended Telepathy (8)
2. Mental Bolt of Force (12)
3 Precognition (6)
4. See The Invisible (8)
5. Teleport Object (20)
6. Turn Invisible (8)
7. Evil Eye
  a) Despair (10)
  b) Paralysis (10)
  c) Stun (10)
  d) Sleep (10)
  e) Fear (10)
  f) Blind (14)
  g) Pain (18)
  h) Death (20)

Extended Telepathy

Level three
Range: 90 meters
Duration: 10 minutes
I.S.P. 8
Saving Throw: same as limited telepathy.

Extended telepathy Functions much like limited telepathy except that the psionic can delve deep into another persons mind. Likewise, complete conversations can be transmitted through extended telepathy.

Mental Bolt of Force

Level three
Range: 60 meter
Duration: Instant
I.S.P.: 12
Saving Throw: Save as a dodge (see dodge).

The psionic is able to tap into his own electromagnetic force and fire an energy bolt capable of inflicting 2 to 12 points of damage. As with any weapon, the target must be within the line of vision to be hit. No hand gestures are required since the energy bolt is directed mentally. This mental control also adds the bonus of +4 to hit. The effects only apply to the opponents hit points, not his S.D.C.

Precognition

Level three
Range: Self
Duration: 2 melees/minutes
I.S.P.: 6
Saving Throw: None

This is the ability to pick up psychic emanations and glimpse a few moments of the future. This future insight may be a few short minutes or a couple hours of a possible future. Time is a very tenuous element caught up in continual change. This means the 'potential future can be altered or avoided.

Using precognition on an unopened door may reveal what lies beyond it. The psionic may actually see himself engaged in battle or working on anything (Note to the Game Master: Try not to reveal the actual outcome of an incident or event. Describe the inception of a battle, or the elements that may lead to danger or success. The fewer hard facts the better. After all, the future is always open to speculation. **Example:** G.M. to the psionic: "You see Pete examining a machine in a large room, there seems to only one entrance. Judy picks up something on the scanner: movement, something large metallic, it's coming toward the room... That's all you've seen." This type of description indicates a potential danger as well as the direction it will come from and the type of creature: metallic, probably a Mechanoid. It also alludes to the possibility of a silent alarm in the room.

See The Invisible

Level three
Range: 90 meter (line of vision)
Duration: 10 minutes
I.S.P.: 8
Saving Throw: None

This simply allows the psionic to see invisible creatures/objects. As with most psionic abilities, only the psionic is affected.

Teleport Object

Level three
Range: Touch or 2 meters
Duration: immediate
I.S.P.: 20
Saving Throw: None

This is the ability to cause physical matter to disappear and reappear at a different location. Such teleportation is limited by the experience level of the performer. A psionic can teleport 4.5 kg 10 lbs) per level of experience, a distance of 15.2 (50 ft) per level of experience. This means a 5th level master psionic could teleport a maximum of 22.68 kg (50 lbs) 76.0 meters (250 ft) Unfortunately, this is one way teleportation since to teleport an object, it must be held or within the line of vision no more than 2 meters away. (Note: A personal possession that has belonged to the psionic for at least 2 years may be teleported back. 46% chance).

Turn Invisible

Level three
Range: Self
Duration: 10 minutes
I..S.P.: 8
Saving Throw: None

The powers of the mind are awesome and this is but one of the more spectacular abilities. Scientist are not certain exactly how this effect is achieved, but apparently light waves are manipulated in such a way as to create the illusion of invisibility. Be aware that the physical body is still corporeal, although unseen, Consequently. the invisible psionic can still be struck by a weapon or heard moving or speaking. Nor is this ability effective against infrared and other heat scanning enhancements. Opponents without visual enhancement are -5 to hit and -3 to dodge.

Evil Eye

Level three
Range: 40 meter
Duration: Vary by type
I.S.P.: Vary by type

There are eight types of evil eyes affecting a different part of the brain. Each affects only one person/creature per attack.

Despair: Duration: 2-12 melees; I.S.P: 10

Evil eye despair instills its victim with great feelings of depression, defeat and hopelessness, An afflicted person will be prone to surrender (40% chance) or attack and dodge at -2, Duration: can be extended 2-12 melees for each 10 I.S.P. spent.

Saving Throw: Standard. Non-Psionics must roll a 15 or higher to save; Minor and Major Psionics must roll a 13 or higher to save: Master psionic must roll a 10 or higher.

Paralysis: Duration: 2-12 melees; I.S.P. Cost: 10

This Evil eye totally immobilize the motor section of the brain, causing the arms and legs to cease to Function. An affected person will be incapacitated for 2-12 melees. Duration: can be extended 2-12 melees for each I.S.P. spent.

Saving Throw: Standard

Stun: Duration: 2-12 melees; I.S.P. Cost: 10

This disorients and confuses the victims for 2-12 melee rounds. Victims will forfeit one attack and hit and dodge at -4, Duration: can be extended 2-12 melees for each 10 I.S.P. spent.

Saving Throw: Standard

Sleep: Duration: 2-12 melees I.S.P. Cost: 10

This instantly sends the affected individual into a sound, almost catatonic, slumber. The Duration: can be extended 2-12 melees for each I.S.P. spent.

Saving Throw: Standard

Fear: Duration: 2-12 melees; I.S.P. Cost: 10

The victim will become wracked with fear 50% chance (1-50) will run away, 50% chance (51-100) will cringe in corner attacking only when he is attacked (-2 hit or dodge).

Saving Throw: Standard.

Blind: Duration: 2-12 melees; I.S.P. Cost: 14

The Evil eye temporarily knocks out the victim's optics. rendering him quite helpless, -9 to hit and dodge. Of course duration can be extended 2-12 by an additional 14 I.S.P.

Saving Throw: Standard

Pain: Duration: 2-12 melees; I.S.P. Cost: 18

This attack sends its victim reeling in agony, inflicting terrible pain shooting throughout the body. The victim Attacks and dodges at -6 as well as taking one point of physical damage (hit points) each melee affected, duration extended by applying additional 18 I.S.P.

Saving Throw: Standard

Death: Duration: Instant; I.S.P. Cost: 20

The victim of this vicious assault takes one point of physical damage direct to Hit Points for every I.S.P. applied. If the minimum (20 I.S.P.) is used the victim takes 20 Hit Points of damage. If 25 I.S.P. are applied than 25 Hit Points of damage are inflicted.

Saving Throw: A non-psionic suffers 25% damage if he saves vs psionic attack. Minor, Major, or Master psychics take *no* damage if a successful Saving Throw is made.

Colony Weapons

Gideon E was a peaceful colonization operation and not prepared for a full military confrontation. Consequently, many weapons, particularly assault vehicles, are limited in scope and magnitude. Like defense troops are also minimal. Remember, the colonies have only just been attacked and are gearing up for defense and retaliation. This means they have only begun to manufacture weapons and armor (new and old), and refitting existing machines, like their non-combat hovercraft, for battle.

Important Notes on Energy Weapons:

1. These weapons are limited to those listed.

2. Automatic weapons have not been used for centuries, are considered obsolete and will *not* be manufactured.

3. Recharging of weapon energy clips can be done *only* at the home base. For this reason, extra energy clips are carried into combat. (It takes one melee round to replace an energy clip).

4. All energy weapons, except the fusion torch and experimental weapons, have built-in safety mechanisms and can not overload/explode.

5. Recharging of weapons takes 4 hours (at colony/base only).

6. The term "charges" means how many blast can be fired from a vehicle, or how many blasts can be fired per Energy Clip in hand-held weapons. When all "charges" (energy blasts) are used up, the old E-Clip can be removed and new, charged clip inserted.

Weapons by Category

Sidearms/Handguns	Utility tools/Weapons
SB-14	Fusion Torch
IB-10	Laser Lance
LP-l0	SLR-60
	Survival Knife

Heavy Weapons	
P.B.R.-10	**Laser rifle**
P.E.-6	LR-20
P.E.-M8	
Explosives	**Experimental**
Flying Gun	M.A.A.
	Borer
	Fusion Blocks
	Dreadnought

Energy Handguns

SB-14/Simple Blaster

14 charges per E-Cllip, 2-12+2 damage, 300 meter (984 ft) range, 0.9 kilograms (kg).

This handgun is a common side arm. Perhaps the most attractive feature is its rapid firing capability. The SB-14 can discharge up to seven blasts per melee. After all 14 charges are expended, the blaster must be recharged or a new energy clip must be engaged. Roll 6 sided dice to determine damage.

IB-10/Ion Blaster

10 charges, 3-18 damage, 400 meter (1312 ft) range, 1.02 kilograms.

This handgun is often called the heavy-duty blaster. It is capable of discharging four blasts per melee. After all 10 charges are expended, the energy clip must be recharged or a new clip must be engaged. Roll 6 sided dice to determine damage.

LP-10/Laser Lance

30 charges, 1-6 or 2-12 damage, 90 meter range (295 ft), 0.3 kg.

The laser lance was not designed for combat use, but is a utility tool used by mechanics and communication engineers. Con-

sequently, it is capable of firing a continual beam (burning up 2 charges per melee) as well as single pulses. The lance has two settings for damage: 1-6 (using one charge per melee) or 2-12 (using two charges per 2 melees).
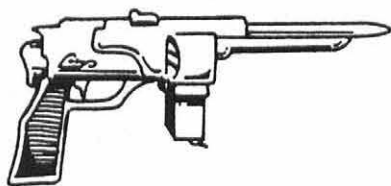
Long-Range Weapons
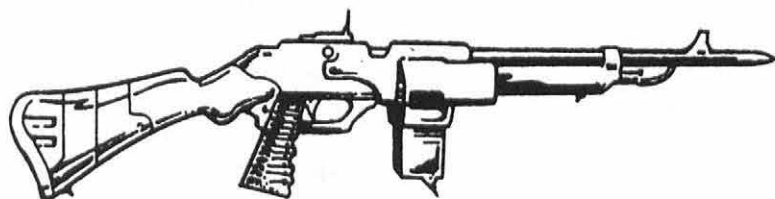
LR-20/Laser Rifle

20 charges, 5-30 damage, 1200 meter (3937 ft) range, 1.56 kilograms.

This lightweight energy weapon is commonly issued to the Light Armor Defense Division as well as pilots, mechanics, and technicians placed in combat situations. The LR-20 is able to fire twice per melee. After all 20 charges are expended it must be recharged or a new energy clip must be engaged. Infrared scope is standard. Roll 6 sided dice to determine damage.
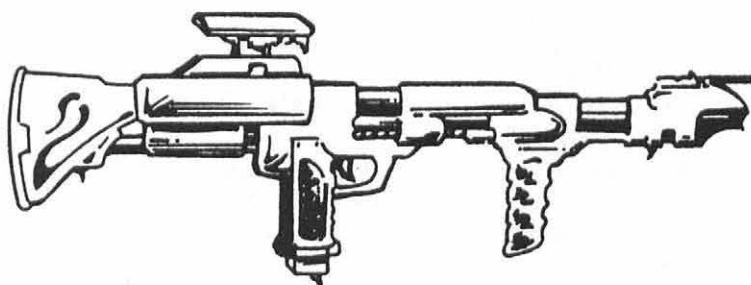
PBR-10/Particle Beam Rifle

10 charges, damage varies, 1400 meter (4593 ft) range, 13 kilograms.

Because of the awesome power of this devastating weapon, it is usually restricted to use by the three defense divisions; heavy, light and commando. The PBR-10 comes equipped with an infrared scope. Capable of firing twice per melee.

The following *restrictions* apply to all Particle Beam Weapons:

A particle beam hits only on an 11 thru 20 (of course the opponent's Armor Rating must also be considered).

Just a Nick: A roll to hit of 11 thru 17 (only if the opponents Armor Rating is penetrated) indicates a minor hit or Nick by the particle beam (which probably means body parts are missing. Such nicks, 11 thru 17, do 1-40 (1D4x10) points of damage.

Direct Hit: A roll of 18 thru 20 is a direct hit and does full damage; 1-60+15 damage (1D6x10+15).

Double Damage/a Natural 20: As with any weapon, the roll of a natural 20 inflicts double damage; 10-100+25 (roll percen-

tile dice). Remember, this is a natural 20 and not achieved by bonus enhancement (See description of terms regarding the natural 20 for more information about it).

Note: Anything destroyed by a Particle beam will be a hunk of half dissolved slag way beyond salvaging parts. We're talking total annihilation. A person would be lucky to even recognize the object after a P-beam assault.

PE-6/Plasma Ejector

6 charges, 4-40+20 damage, 2200 meter (7218 ft) range, 20.64 kilograms.

The PE-6 is a high-powered distance weapon with built-in laser tracking, radar (4 kilometer radius) and infrared distancing scope with digital read-out. The disadvantages are the limited firing capability and the weight. The plasma generator weighs 18.14 kilograms plus gun ejection with opticals 2.5 kg. Total weight: 20.64 kilograms.
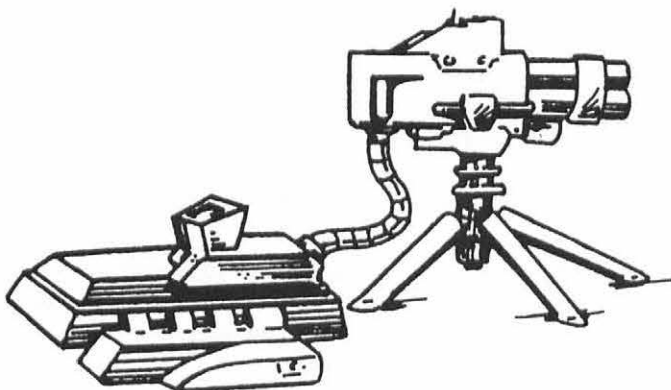
PE-M8/Multiple Plasma Ejector

8 charges, 8-80+100 or 16-160+200 damage, 2200 meter (7218 ft) range, 102 kilograms (kg).

The PE-M8 is a multi-firing assault weapon with built-in laser tracking scan and radar (4 kilometer radius). The PE-M8 is capable of firing a half load of four simultaneous blasts, or its maximum firepower of 8 blasts. These plasma ejections expand as they travel to create one massive wall of plasma (approx. 5 meter radius).

As with all plasma weapons, the firing power is very limited. Once all eight blasts/charges have been expended, the ejector is useless unless another PE-M8 generator is attached. This takes 4 melee rounds). A PE-M8 generator weights 93.48 kilograms, 1.3 meters long, gun ejector with optics weighs 8.6 kilograms.

Fusion Torch

200 charges, 2-12+4 damage, Max. Range 30 meters (98 ft), 7.7 kilograms.

Like the laser lance, the fusion torch is a utility tool primarily used for welding and body work. However, it can make a formidable close-range weapon.

The fusion torch expends 5 charges for every one meter distance. This means If the torch is placed on the first setting (30 settings in all), it has a flame range of one meter, does 2-12 damage, and costs 5 charges. On setting number 10, the flame range would reach 10 meters, inflicting 2-12 points 'of damage and cost 50 charges.

Free Flow: Another option is setting the torch on free flow. Doing this increases the damage to 4-24+12. Unfortunately this overloads the system, welding the valve permanently open. The initial energy expended is 60 charges and will continue to expend 50 charges per melee until all charges are used and it explodes. Range on free flow is a maximum of 50 meters.

Overload: The fusion torch begins to overload if continually in use or it expends great amounts of energy in a relatively short time. If the torch uses more than 120 charges in less than an hour it will visibly begin to smoke and should be allowed to cool down (6 hours). With continued use there is a chance it will lock into free flow and ultimately explode. The player or G.M. should roll percentile dice to determine if an overload has occurred. This is done by adding 12% for every 5 charges expended beyond 120. This means if 20 more charges are used there is a 48% chance of overload. This is accumulative. Thus, if 20 more charges are used, the percentage chance of overload is 96%.

The Explosion: The torch will explode if *all* the charges are used. This is automatic and uncontrollable if locked in free flow. Such a thermonuclear explosion does 120 points of damage within the center 3 meter radius. 70 points of damage within a 10 meter radius and 25 points of damage within a 15 meter radius.

SLR-60/Spike Launch Rod

30 charges, 2-12 damage, 60 meter (197 ft) max. range, 0.7 kilograms.

This device is commonly used by commandos in the L.B.A. and H.E.B.A. divisions for scaling surfaces. The SLR-60 effectively fires a 152.4 millimeter (6 inch) metal spike up to a distance of 60 meters. It comes equipped with 130 meters of heavy-duty cord, spool and feeder with digital counter.

Explosives

Explosives are limited to trained personnel only. Timer setting: 60 seconds to 3 hours.

Concentrated Blasting Caps, Three types
CBC Type one: Effected radius 0.9 meters, 4-24+12 damage
CBC Type Two: Effected radius 1.5 meters, 4-24+24 damage
CBC Type Three: Effected radius 1.8 meters, 6-36+24 damage

Shape Charges:
SC Type one: Effected radius 1.5 meters, 6-36+24 damage
SC Type two: Effected radius 1.8 meters, 5-50+50 damage
SC Type three: Effected radius 3.0 meters, 8-80+50 damage
Add +15% to success use when used by trained personnel (add bonus to L.B.A. and Commando explosive electives) when using concentrated blasting caps and/or shape charges.

Experimental Weapons

This additional area of knowledge is limited to L.B.A., E.B.A. and Commandos with an I.Q. of 11 or higher. (Game Masters you may want to allow other character occupations use of these weapons occasionally. Particularly, highly intelligent Communication Engineers and Espers.
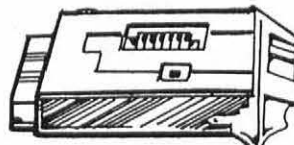
A TYPICAL FUSION BLOCK

Fusion Blocks

This compact explosive device is very unstable and may explode immediately upon setting the timer or not explode at all. However, the awesome damage potential of these explosives is very alluring. Each block measures 0.6 meters (2 ft) long by 0.3 meters wide (1 ft) and 190.5 millimeters (7 and one half inches) tall. Average weight is 7.7 kilograms (17 lbs). Each block comes equipped with a built-in timing device.

Types of Fusion Blocks:
Type one: Total radius effected 21.3 meters.
Type two: Total radius effected 21.4 meters.
Type three: Total radius effected 33.5 meters.

Chart indicates the damage as the explosion expands.

Center of blast	9.1	6.1	6.l	6.1	6.1
Type One	160	70	30	—	—
Type Two	200	110	50	10	—
Type Three	500	250	150	50	20

E.M.B. Ltd./Electromagnetic Borer
20 charges
8-80+40 or scan
800 meter range
3.7 kilograms

This energy rifle fires an interchangeble projectile that can be used as a weapon or for collecting data. Basically, both types will attach themselves to a metallic surface: unleashe a high intensity laser; bore through 'up to 0.6 meters of material and execute its final maneuver.

The Explosive Head: This projectile will fire an explosive charge into the laser bored hole. This will damage the internal workings of a machine, often crippling (52% chance) or destroying (33% chance) the device. Damage 8-80+40. **The Scanning Head:** This projectile will fire a minature sensory device into the laser bored hole. The sensor then continually transmits the data, to be recorded by the E.M.B Ltd. operator. The sensor and transmitter will operate continually for 4 hours and has a transmission range of 6.436 km. Damage 2 to 12.

Malfunction Probability:

1. Projectile (both types, explode on impact Ex-head damage: 8-80+40. Scan head: 2-12 18% possibility (roll for each shot).

2. Rifle jams 10% possibility (roll each time fired).

GUSTOVICH

Built-in Weapons & Features
Continual Plasma Ejector
42 charges
Range 900 meters
4-40+4 damage
Fires once per melee round. Charge regenerates in 10 melees.
Bonus: +2 to hit by those trained in experimental weapons.
Laser Lance:
15 charges
Range 190 meters
3-18 damage (one setting)

Continual Plasma Generator

Chest Plate

Power Hose

Plasma Convertor

Adaptor Plugs for Manual Command Digital Key Pad

Laser Lance Housing Spring Release

Plasma Ejector

Laser Lance

Dosimeter

Signal Beacon

Projectile Launcher

Exoskeleton

Projectile Launcher
Fires 3 Armor Piercing Shells
Simultaneously or Individually

M.A.A./Multi-Arm Antagonizer

The MAA is so named for its many distinctly different functions. The scientists' original concept was to develop an artificial exoskeleton as a tool for handling heavy equipment and space exploration. It has since been combined with another experimental device, the continual plasma generator.

The continual plasma generator is somewhat falsely named, since it is actually limited to 42 charges. However, this very new experimental device is capable of seven times the firepower of the hand-held P.E. 6. The continual plasma ejector's blast are accumulative; i.e., no amount of rest between uses will negate malfunction.

It takes 30 minutes to attach a M.A.A. and 20 minutes to remove it. The M.A.A. is an attachable/detachable device, not a bionic arm. It can be worn with E.B.A.

Other devices, including a laser lance and projectile firing mechanism, have also been incorporated to make the M.A.A. a formidable weapon.

Each of the weapons and functions of the arm are activated and triggered by a verbal three digit code. Each are keyed to the specific voice pattern of the individual M.A.A. operator. This is to prevent any unauthorized use or attempts to override the arm. In case of a system break down or outside interference a manual override command pad is provided. This small, digital key-pad attaches directly to the arm. It activates the various functions by simply punching in the proper codes.

40
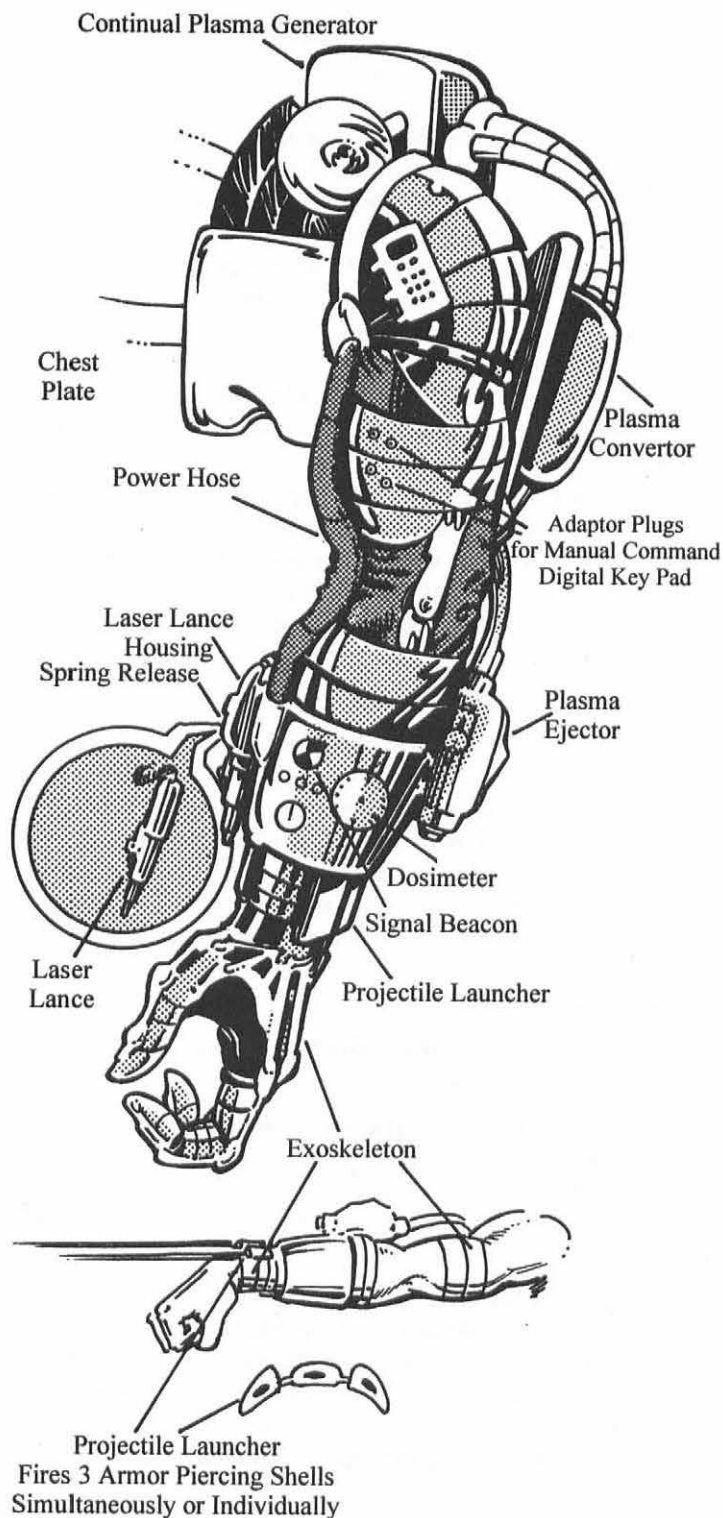
Independent power source. Spring mechanism fires lance into palm of hand. Two attacks per melee.

Armor Piercing Projectiles:

3 total

Range 120 meters

4-24+6 damage

They can be fired individually or simultaneously. Can not be reloaded in the field.

Exoskeleton: Increases that arm's strength factor to 32 when activated (powered by plasma generator). Punches inflict 4-24+6 damage!

Additional Equipment:

1. Dosimeter (measures radiation)
2. Signal Beacon
3. M.A.A. manual adapter

Potential Malfunction of M.A.A.

Plasma Generator Overload (roll percentile dice).

Amount of Blasts	Radiation	Explosion*
After 6 blasts	4%	—
12 blasts	9%	2%
18 blasts	27%	11%
24 blasts	36%	29%
32 blasts	47%	59%

* Explosion does 300 S.D.C. in a 4 meter radius. The Game Master must roll after every volley of 6 to determine the full and probably increasing health hazard.

Degree of Radiation Poisoning

(roll one 6 sided die)

1-2 Fatal within 3 hours. Affects 6 meter area.

3-4 Hazardous radiation if exposed longer than 12 hours. Affects 2 meter area.

5-6 Non-lethal radiation leak. Affects 1 meter.

Incidental Equipment

Hand-Held Signal Flare: This is a simple flare similar to those used by present day truck drivers.

Weight: 170.1 grams

Length: 0.1 meter˙

Damage as weapon: 1 point of damage

Rocket Flare: This flare has a disposable, one time launch mechanism which fires the flare approx. 95 meters into the air and ignites. **Duration:** Flare lasts 5 minutes.

Weight: 0.5 kg

Damage as weapon: 2-12

Colors: Red, Green, Yellow

E-Clip/Energy Clip: These are the compact power sources for energy weapons. The clips are limited to the amount of energy contained but can be recharged at the colonies. There are no universal E-clips. Thus an energy clip for an Ion blaster will not operate the SB-14 simple blaster, or any other weapon. Each type of energy weapon has its own individual type of energy clip.

Survival Knife: This stainless steel blade is used by all military personnel. It's designed to take, as well as give out, punishment. Does 1-6 damage, +1 to hit when thrown.

I.D.B./infra-red Distancing Binoculars: This high-powered optical enhancement device comes complete with infrared adjustment and digital readout of estimated distance and rate of travel. Range 2.403 km.

Heavy duty nylon, all purpose, rope or cord. Tension strength: 226.80kg

Ration Pack: A standard food ration pack contains enough freeze-dried, vacuum-packed, vitamin enriched rations to last two weeks.

Mini-Tool Pack: Contains assorted **instruments** such as socket wrench, pliers, 8 piece variable-head screwdriver, hammer, laser lance, voltage tester, spool of wire (30 m), 10 meters of tape. Weight approx. 6.8 kg.

Medical Kit: Contains basic antibiotics, sedatives, anti-flammatories, pain-killing narcotics, aspirin, 15 meters of bandages, assorted instruments for minor surgery (scalpels, probes, scissors, etc.) tape, sutures. ; air filters and surgical laser lance (max. damage as weapon 1-6, Range 12 meters, 40 charges). Kit weight 4.5 kg.

Air Filters: These filters are used as protection from the impurities of Gideon E's dust laden atmosphere.

Tinted Visor: Designed for use outdoors as well as for welding. Unbreakable plastic lens.

L.B.A. Gas Mask And Face Protector: This is standard equipment for the L.B.A. division. The mask attached to the helmet provides added protection to the face and eyes. Tinted visor, air filter, and independent oxygen tank included.

Vehicles

Conversion Notes: When using these weapons and combat vehicles with other Palladium RPGs and world settings, it is best to reduce the weapon ranges by 50%-60% (in most cases); adjust to suit the RPG setting. Increase the A.R. of most vehicles by two points; 18 maximum. In most cases, I would increase the payload of energy weapons on vehicles that have a measly 20 or so shots by two or three times (40-60). Increase the weapon payload of the Flying Gun to 100.

Attacks per melee round should be equal to the number of hand to hand attacks of the pilot or gunner.

Damage is usually listed as 1-6, 2-12, 4-24, etc. Most damage is determined by the roll of six-sided dice. 1-6 means 1D6, 2-12 means 2D6, 3D6 means 3D6 and so on.

Metric Conversions: One foot = 0.3 meters. One mile = 1.6 kilometers (km). One pound = 0.45 kg.

F.G. 90/Flying Gun

This one-man air vehicle is designed as a limited range assault weapon specifically for the Heavy Environmental Armor Division, although commandos and L.B.H. division with experimental or level two A.V. piloting skills are also authorized to use them. The F.G.-90 is very maneuverable (+3 to dodge). It is equipped with radar (limited to 20 km), and directional short-range radio (25 km). Availability: Moderate. Manufactured by the Kucharski colony.

A Flying Gun is limited to a maximum of six hours of flight. It must be recharged at a colony or a new energy-fuel clip needs to be engaged. (Requires 8 minutes to engage a new clip). The Flying Gun weighs 39.67 kg. Its Laser cannon has 30 charges.

FG-90 Flying Gun

Lights

Laser Gun

Landing Pads

Fuel Tanks

Forward Engine

0.15 m Titanium Shield
(Hover Capability)
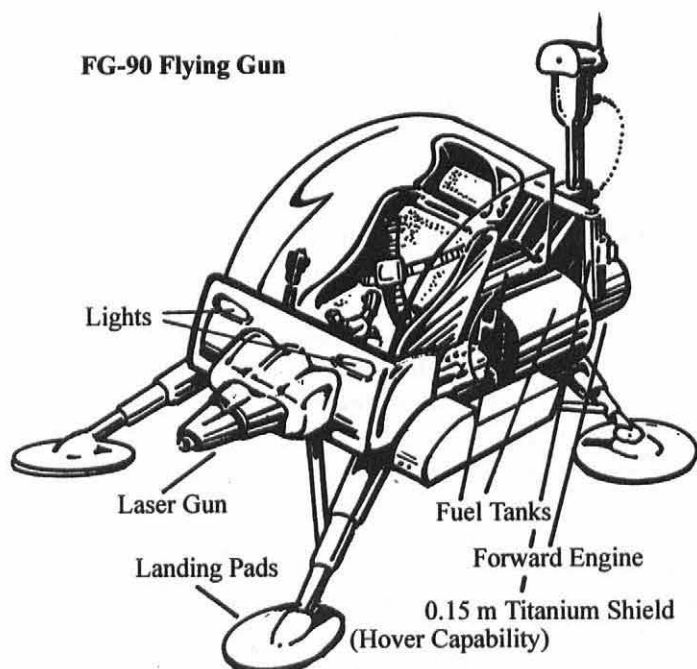
Flying Gun — One man assault vehicle
Attacks Per Melee: 2
Weapons: Laser Cannon
Weapon Damage: 6D6+4 damage
Weapon Payload: 20 charges
Weapon Range: 1400 meters (4593 feet)
Vehicle Bonuses: +3 to dodge
Function: Assault and Defense
Operation: Human Operated (one)
Psionics: None
Size: 1.8 m. Long, 1.3 m. Tall, 1.2 m. Wide
Armor Rating: 9
S.D.C.: 110
Speed Factor: 0-240 kmph (up to 150 mph). **Note:** The original
books had the speed for the Flying Gun at a 90 kmph — a ri-
diculously sluggish 56 mph, so I boosted it up. I could even
see a speed of 200-300 mph (321-482 km) as acceptable for
this weapon.

Orbital Space Shuttle

The orbital shuttle was originally used for rendezvous with
the space station Alpha Q. Also for placing and maintaining
communication satellites, planet mapping and atmospheric re-
search. Now however, the shuttle has been placed in dry dock. It
is too small, slow and limited for planet-wide evacuation into
space. (After all, how far can you get in an orbital shuttle?).

Manufactured for planet research and exploration exclusively
by the Gideon colony. The Orz colony has launching facilities
and eight shuttles, The remaining 24 shuttles are at the Gideon
colony. Weight: 84,778 kg., Cargo bay dimensions: 18.28 me-
ters long, 4.57 meters in diameter:

Orbital Shuttle
Attacks Per Melee: None
Weapons: None
Range: —
Bonuses: None
Function: Transport and research
Operation: Human operated
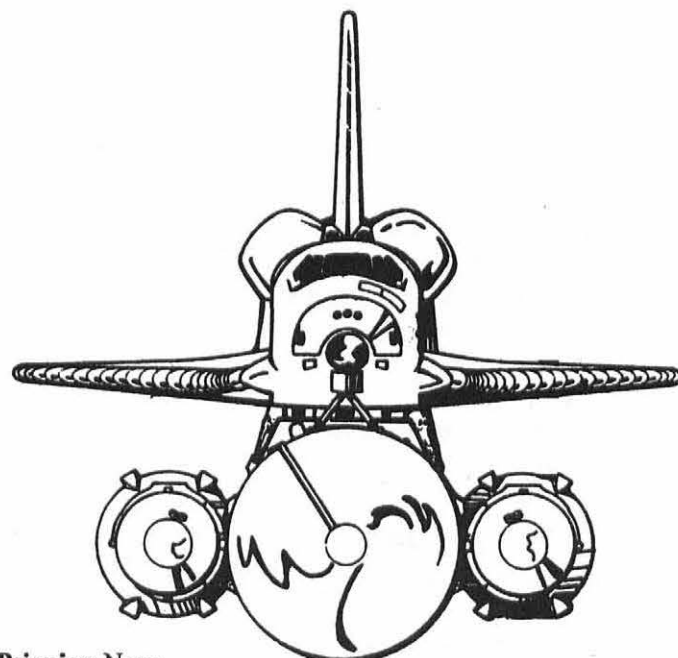
Psionics: None
Size: 37.24 m. Long, 17.27 m. Tall, 23.29 m wing span.
Armor Rating: 11
S.D.C. 460
Speed Factor: Varies

HS-180 Hover Scout

Hover Jet

Landing Gear

6.4 m
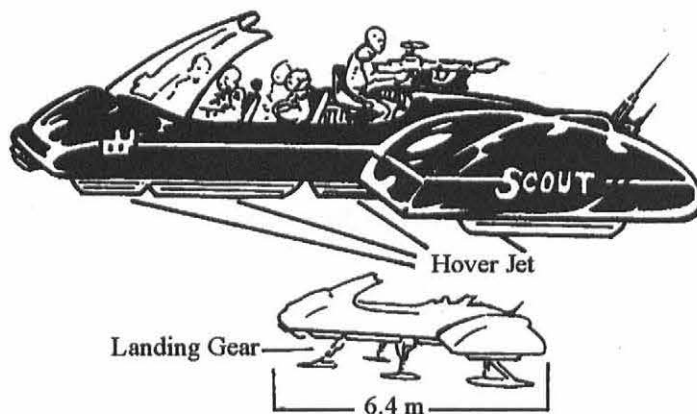
HS-180/Hovercraft Scout

This highly maneuverable vehicle is used for reconnaissance
and light transportation. It features full, wide-band communica-
tion (600 km) and sensory instrumentation (radar 40 km radius).
Seats five comfortably. Maximum weight allowance 1400 kilo-
grams. (Reduce speed by 25 kmph per extra 300 kilograms).
High availability. Manufactured by the Gideon colony, Orz and
Malibar.

Hover Scout
Attacks Per Melee: None
Weapons: None
Range: 960 km (600 miles)
Bonuses: +2 to dodge
Function: Transport/reconnaissance
Operation: Human operated
Psionics: None
Size 6.4 m Long, 1.9 m. Wide, 1.5 m. Tall.
Armor Rating: 10

S.D.C. 97
Speed Factor: 0-180 kmph (up to 112.5 mph).

Laser Cannon

Hover Jets

—5.6 m— —7.6 m—
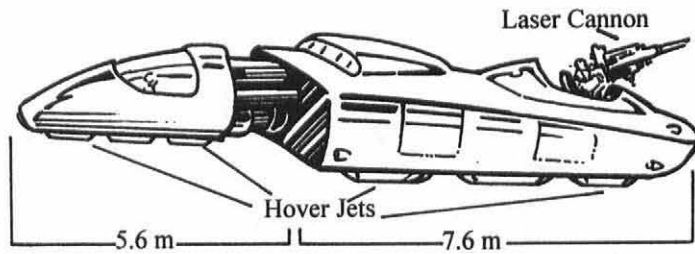
MHT-180/Modified Hover Transport

The MHT-180 is used for the transportation of supplies and personnel. The major modifications come in the way of reinforced hull and rotating laser cannon. The laser cannon is capable of full rotation and rapid fire. Requires pilot and co-pilot to operate. Pilot cabin holds four; cargo area holds 40 people (standing) and a maximum weight allowance of 11,800 kilograms. Moderate availability. Manufactured by the Gideon colony, Orz and Malibar.

Modified Hover Transport Vehicle

Attacks Per Melee: 4 (32 charges total)
Weapons: Rapid-fire laser cannon, 6D6+6 damage.
Range: 1800 Meters (5905 feet)
Bonuses: +1 to hit
Function: Transport
Operation: Human operated
Psionics: None
Size: Overall length 10.7 m, 2.4 m tall, 4.6 m wide
Armor Rating: 10
S.D.C. 220
Speed Factor: 0-180 kmph (up to 112.5 mph).

Spot Lights

Robot Particle Beam Turret
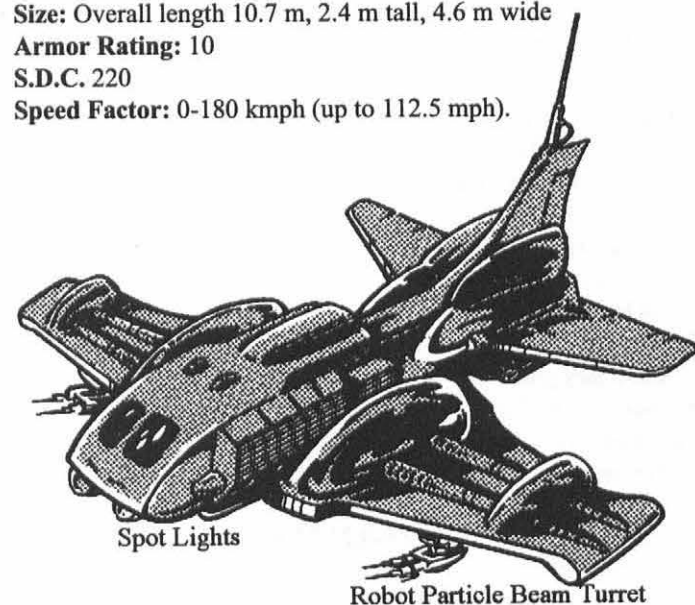
Hover Jet Fighter

The H.J.F.-P.B. 30 is capable of vertical and horizontal lift-off and maneuvers, being equipped with both hover and jet propulsion capabilities. Maximum hover speed is 210 kmph; high altitude flight speed maximum is 2600 kmph. A pilot, co-pilot, and communication engineer are required to operate this vehicle.

The jet fighter is armed with robot controlled particle beam turrets. The turrets have a 360° degree strike reach and can be operated manually from within the cockpit (minus one to hit) as well as being robot controlled.

The H.J.F.-P.B. 30 has a small pressurized cargo bay which can be utilized to carry passengers, supplies, or the I.L.R.M.. The cargo bay has a swing open floor hatch which can be used to drop the I.L.R.M. (See Dreadnought for I.L.R.M. details). The Jet is usually limited to a payload of four I.L.R.M.s. Cargo bay dimensions: 4.6 meters long, 1.5 meters in diameter. Basic mission weight: aircraft, 33,000 kg. Overall length: 18.9 meters. Overall height: 5.5 meters. Wingspan 11.5 meters. Cargo weight capacity: 9800 kg. Limited to 5 hours of fuel (jet). Hover flight powered by fusion batteries, independent of jet flight.

Hover Jet Fighter

Attacks Per Melee: 4
Weapons: Robot particle beam turrets (360 degree sweep): 1D6x10+15 damage.
Weapon Range: 2200 Meters (7217 feet)
Bonuses: +2 to dodge
Functions: Assault and defense
Operation: Human and robot
Psionics: None
Size: Overall length 18.9 m, 5.5 m tall, wingspan: 11.5 m.
Armor Rating: 10
Speed Factor: 2600 kmph (1625 mph; rouhgly Mach 2.2); 5 hours fuel.
Payload: Each energy weapon of the jet has 20 charges (I'd double or triple that).

I.L.R.M. (Intelligent Limited Range Missile)

Attacks Per Melee: 1
Weapons: Missile: damage 110
Missile Range: 1609 km (1000 miles)
Bonuses: +4 to hit, +4 to dodge
Function: Assault and defense
Operation: Robot operated
Psionics: None
Size: 1.5 m. long, 0.6 m. wide
Armor Rating: 10
S.D.C.: 25
Speed Factor: 1800 kmph (1125 mph)
Payload: Maximum I.L.R.M. payload is 12.

The Dreadnought (Experimental)

The Dreadnought is a reconstructed orbital shuttle with ground hover capabilities. This hover ability has been the least successful of all the modifications. The shuttle is not designed for ground or normal atmospheric flight and is limited in speed and maneuver ability. Maximum air speed is 210 kmph.

The cargo bay has been refitted with very mobile particle beam turrets similar to those found on the plasma tank. The cargo bay has also been reinforced for combat conditions.

The shuttle's nose has two long-range lasers built into it. They are able to fire twice per melee. 20 charges each. Range: 2200 meters. Damage: 5-30.

The main particle beam cargo turret has two rotary guns capable of firing twice per melee: 20 charges each. Damage: 7-70 (near miss or nick), 7-70+25 (direct hit) double damage on roll of natural 20 (Roll separately for each gun). Range 3200 meters. Turret S.D.C. 300.

Dreadnought

Main Particle
Beam Turret

Secondary
Turret

Cargo Bay (modified)

Swinging Cargo
Bay Hatch

Laser Cannon

I.L.R.M. (8)

Hover Jet
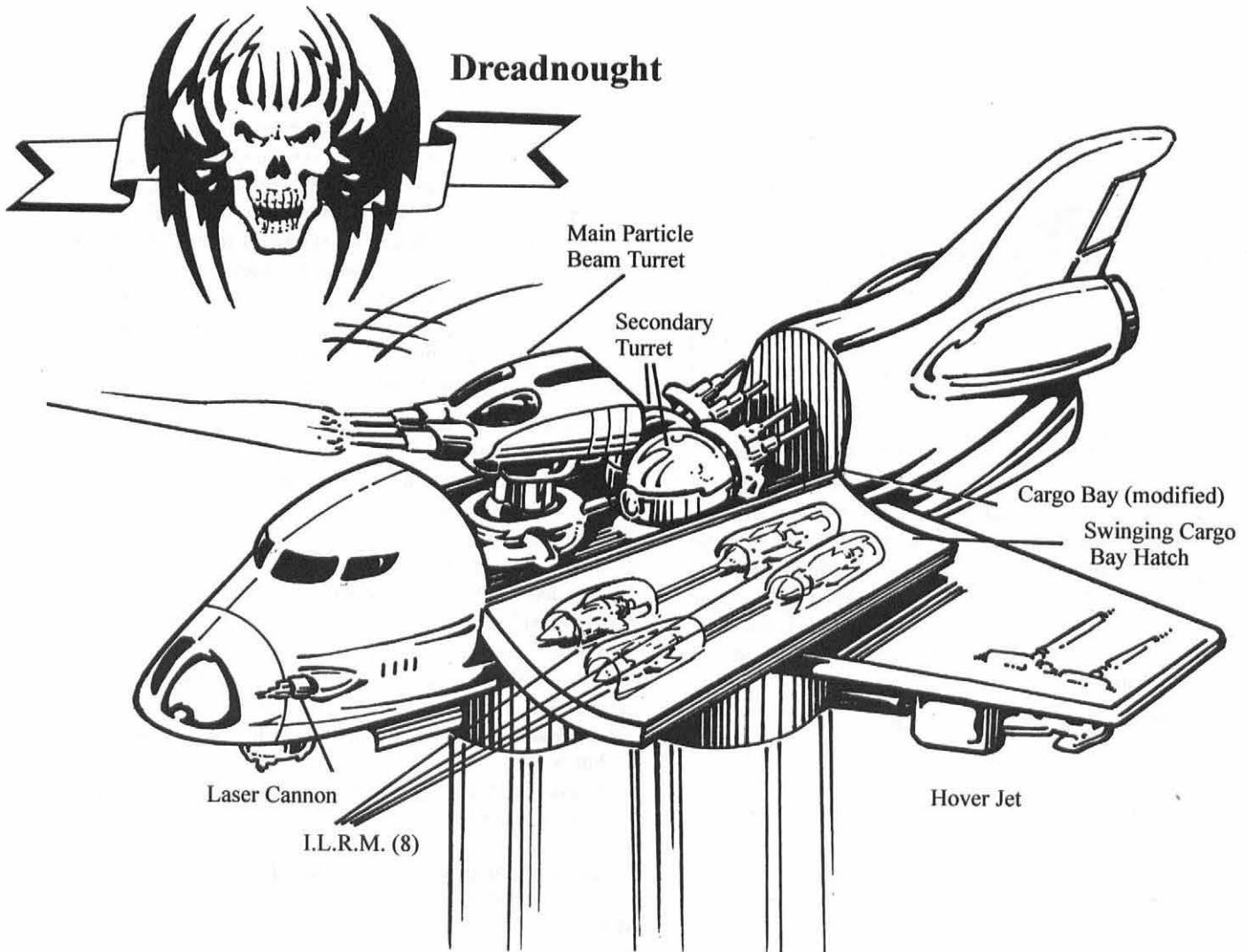
Secondary particle beam turrets. These two units are equipped with standard (distance enhanced) particle beams (see particle beam rifle). 20 charges each. Range: 2200 meters; damage: 5-50+25. Turret S.D.C. 150 each.

The dreadnought is equipped with full scanning capabilities (radar 40 km). The structural damage capacity is 419. This is the S.D.C. of the actual vehicle and not the weapon turrets. If the dreadnought's body takes 419, its interior instrumentation controls are destroyed beyond repair. However, the turrets may still operate if they haven't taken their maximum damage (50% chance).

The truly unique aspect of the dreadnought is the I.L.R.M./intelligent limited range missiles. These intelligent robots are capable of high mobility (+4 to dodge) and have a high strike record of 89% (+4 to hit). They are capable of high and low altitude flight and can achieve a maximum speed of 1800 kilometers per hour (kmph).

If their target is beyond their strike range, the I.L.R.M.s will land and wait until a programmed target comes into range. They are limited to infrared, ultraviolet, radio wave, and microwave scanning radar, 40 km radius. I.L.R.M. impact does 110 points of damage. Maximum flight Range 1609 km. (1000 miles). S.D.C. of 25 per missile. Radar encompasses a maximum field of 40 km. Computer enhanced telescopic optics extend to a maximum of 9.654 kilometers.

Availability of the dreadnought is extremely low. Manufactured exclusively by the Gideon Colony. Only eight dreadnoughts are fully functional (6 at Gideon and 2 at Kucharski).

I.L.R.M. availability is limited to manufacturing of the areas Gideon and Kucharski colonies.

Dreadnought

Attacks Per Melee: Total 8 plus I.L.R.M. (8); Laser 2, main turret 2, secondary turrets 2 each.

Weapons: All weapons have 30 charges each.

Weapon Damage: Nose lasers: 6-36+6; main particle turret: 1-60+15; secondary turrets: 1-40+20. I.L.R.M. maximum payload: 8.

Range: laser 2200 m (7218 ft), main guns 3200 m (10,499 ft), secondary guns 2200 m (7218 ft).

Bonuses: +1 to dodge, main turret +2 to hit, others: +1 to hit

Function: Assault and defense

Operation: Human operation

Psionics: None

Size: 37.24 m long, 17.27 m tall, 23.29m wide.

Armor Rating: 11

S.D.C.: Body: 419 main turret: 300, secondary turrets: 150

Speed Factor: 210 kmph (131 mph)

The Rosenstein Land Buggy

The RLB-150 is the standard personal land vehicle. Everyone can pilot a Rosenstein Land Buggy. This maneuverable vehicle is constructed of lightweight metal alloys and tinted poly-structural windshield. The RLB-150 seats four people and comes equipped with an infrared laser distancing system, short-range, wide-band radio (37 km) and radar (20 km). Unfor-

Rosenstein Land Buggy

Radio

Polystructural
Windshield

Head Lights
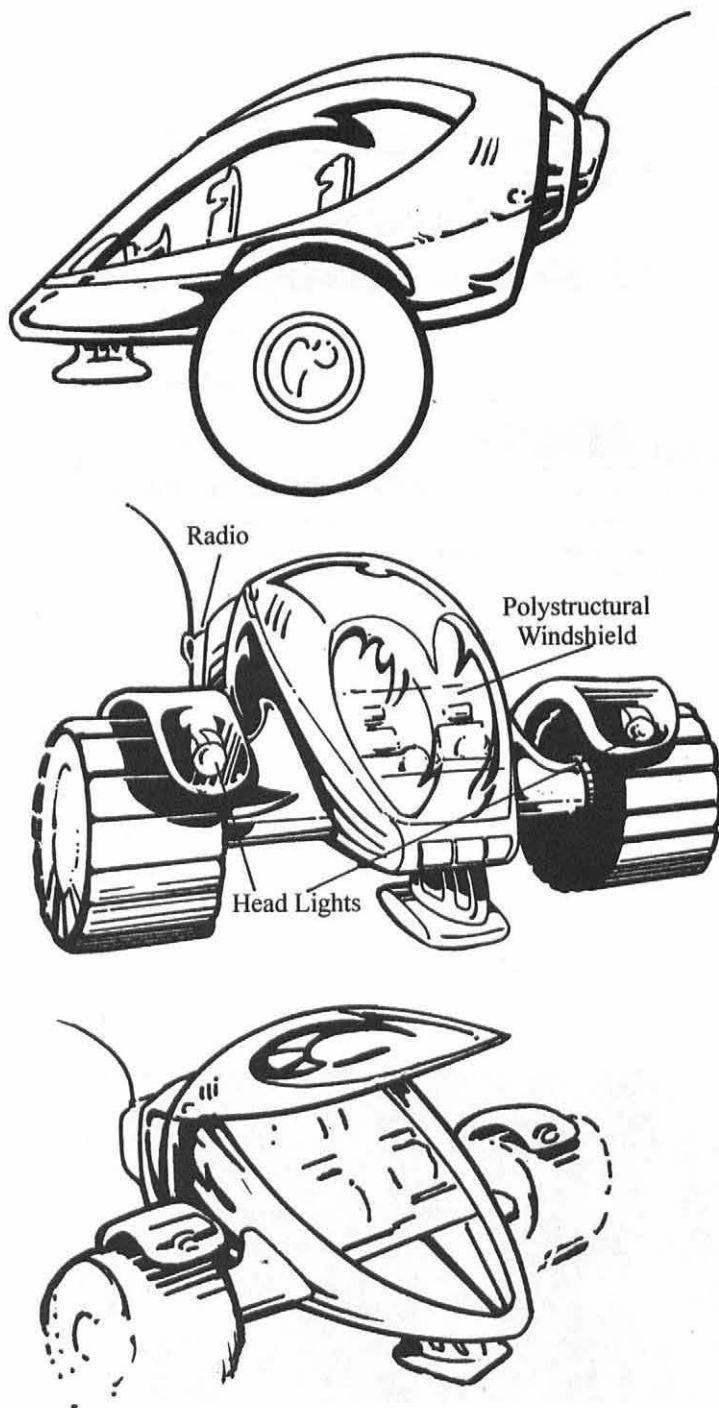
tunately, this vehicle has no defense weapons or gun ports. High availability at all colonies. Manufactured by Kucharski, Malibar and Stevenson.

Rosenstein Land Buggy

Attacks per melee: None
Weapons: None
Range: 800 km (500 miles) before requiring refueling.
Bonuses: +2 to dodge
Function: Transport and reconnaissance
Operation: Human operated
Psionics: None
Size: 1.9 m. long, overall width 3.1 m
Cab Width: 1.2 m, 1.5 m Tall

Armor Rating: 10
S.D.C. 120
Speed Factor: 1-150 kmph (up to 94 mph)

MLR-120/Modified Land Rover

The MLR-120 is used for the transportation of ground troops, personnel and heavy equipment. The cargo trailer has been mounted with front and rear particle beam weapons, both limited to a 45 degree rotation. The cargo trailer can hold 30 men or equipment weighing up to 18,000 kilograms. The truck cab can hold three people comfortably. The MLR-120 is fusion powered. Moderate availability. Manufactured by Kucharski and Stelvenson.

MLR-120 Modified Land Rover   Particle Beam Mounts

5.4 m — 10.8 m
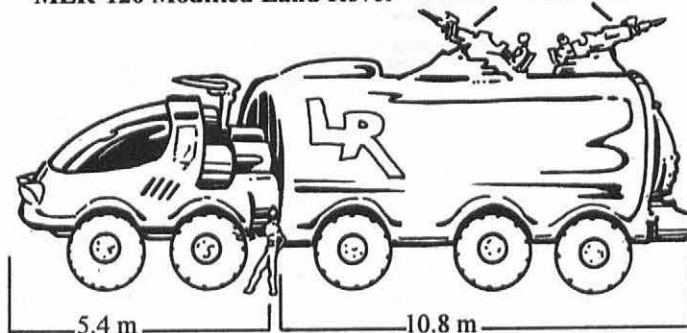
Modified Land Rover

Attacks Per Melee: 4
Weapons: Particle beam cannons: standard damage
Weapon Range: 1600 Meters (5249 feet)
Vehicle Range: 720 km (450 miles)
Bonuses: +1 to hit
Function: Transport
Operation: Human operated
Psionics: None
Size: Overall Length 16.2 m., 3.9 m tall, 3.7 m wide.
Armor Rating: 10
S.D.C. 193
Speed Factor: 1-120 kmph (up to 75 mph)

HPT-12/Hover Plasma Tank

This heavy-duty, offense/defense weapon is the only unmodified assault vehicle. The HPT-12 is normally used in colonial defense. The tank comes equipped with a laser-controlled, range finder, digital solid-state ballistic computer and full-scan instrumentation (radar 30 km radius).

The plasma cannon is operated by the pilot and has a range of 3000 meters. The 4 barrel, particle beam rotary gun is housed in an independent turret. The turret seats one and has full 360 degree rotation, allowing the operator to attack from any direction. Max. Range: 1400 meters; damage: standard; S.D.C. 180; 40 charges (all 4 guns fire simultaneously but the player must roll to hit for each of the 4 shots).

Availability: fairly abundant at Gideon Colony and Orz; distribution to other colonies is poor. Manufacture: only the Orz colony has the facilities for continued production of the HPT-12. Gideon Colony has retooled its tank factory for production of the Dreadnought and other experimental weapons.

Hover Plasma Tank

Rotary Gun 360° Sweep

Plasma Cannon

Access Hatch

Spot Lights

Hover Jets
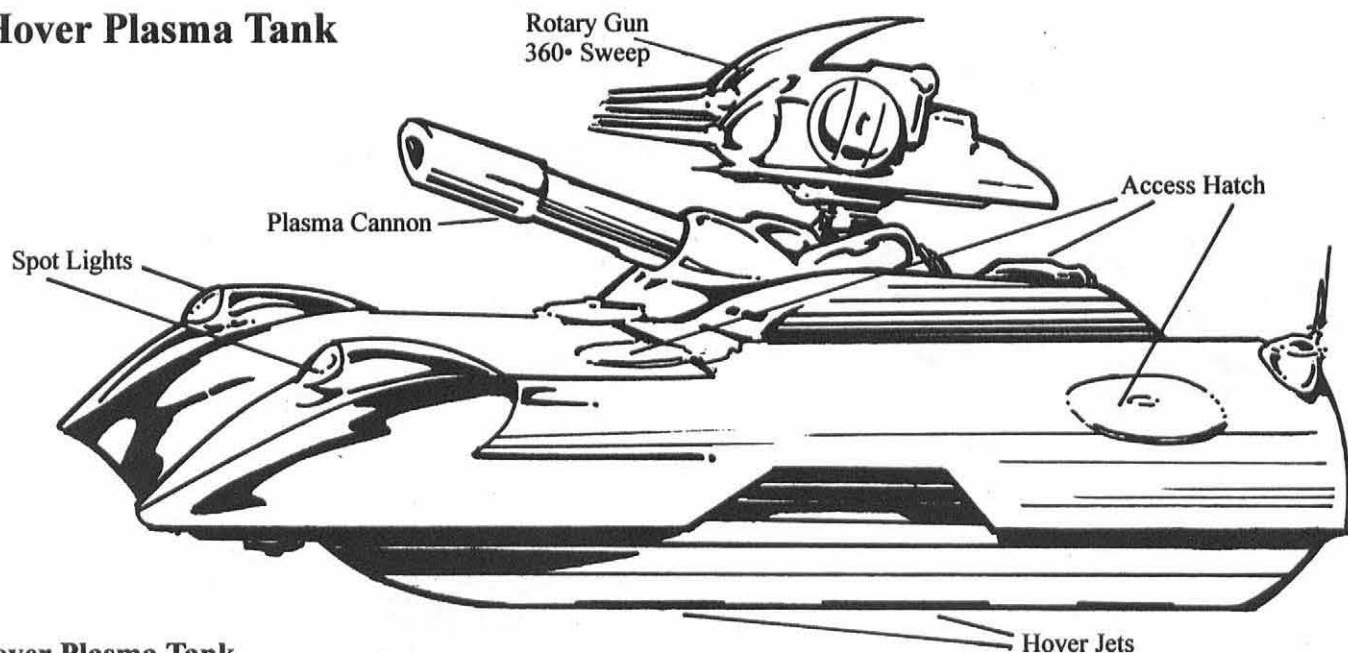
Hover Plasma Tank

Attacks Per Melee: 5; Plasma Cannon one; P-Beam turret 4

Weapons: Plasma Cannon Damage 8-80+10; Particle beam rotary guns standard damage. Roll to hit for each shot.

Weapon Range: Plasma Cannon: 3000 m (9842 ft); Rotary gun 1400 m (4593 ft).

Bonuses: Plasma cannon is +2 to hit.

Function: Assault and defense

Operation: Human operated

Psionics: None

Size: Overall Length 9.1 m, 4.4 m wide, 3.2, 3 .2 m tall.

Armor Rating: 12

S.D.C. 610

Speed Factor: 90 kmph (56 mph).
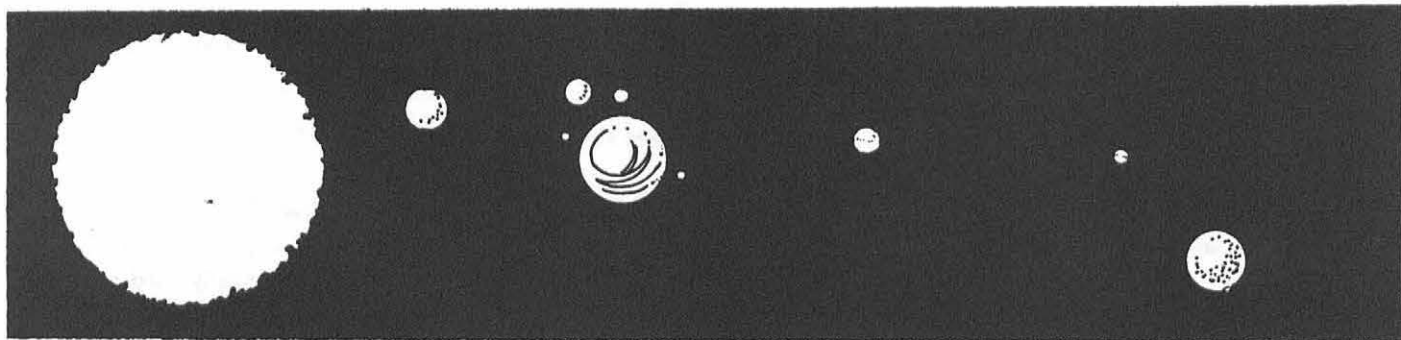
Planet Gideon E

Gideon E is a fascinating planet because it is almost a twin of Earth. It is actually one of four satellites (moons) orbiting the giant liquid planet, Alva.

The diameter of Gideon E is 11,987 km and its average density is 5.12 times that of water. The core is composed of nickel and iron like the Earth. Geological probes have revealed large deposits of fossil fuels: most notably coal, oil and natural gas. Additional probes were expected to uncover even more such deposits on this mineral rich planet.

The surface temperature of Gideon E is presently 25% higher than Earth's and is increasing annually. The temperature has risen 23 degrees in the last 120 years. This is attributed to the dense atmosphere which traps incoming solar radiation and prevents heat from dissipating into space. It was feared that this greenhouse effect would lead to the eventual evacuation of the planet as it became increasingly inhospitable for human life.

Some geologists believe that Gideon E was an ice laden world as recently as 2.5 million years ago, until somethinq radically altered its atmosphere.

However, a growing number of scientists feel that the present greenhouse effect may not be the result of natural phenomena. The atmosphere's condition is reminiscent of Earth's past prob-

lems with industrial pollution and the deterioration of the ozone layer.

The atmosphere is primarily composed of carbon dioxide, oxygen, and nitrogen, with trace elements of argon, chlorine, and hydrocarbons. While breathing this dense atmosphere unaided by filters or oxygen supplements is not initially deadly, it is extremely hazardous. Nasal and eye irritation results in two or three hours, increasing in severity. Labored breathing occurs within five to eight hours accompanied by intense irritation of the eyes, throat, and lungs. Prolonged exposure (two or four Gideon E days) may result in permanent respiratory problems, brain damage, or death.

Gideon E was first explored by the infamous Gideon expedition which was later used by the estranged Colonel A.E. Gideon when he turned renegade.

Despite the increasing temperature, the satellite planet proved stable and fairly suitable for colonization. Fourteen colonies/cities were established over the last 120 years.

The surface varies from arid mountains to deserts, to vast grasslands, to tropical and sub-tropical jungles. That was before the coming of the Mechanoids. With the defoliation of the planet, the terrain has become dry and barren. Vast, dusty deserts and shriveled grasslands have replaced the prairies and lowlands. Black, twisted husks claw at the sky, a grim mockery of the lush jungles that once flourished there.

The Ecological Imbalance of Gideon E

Since the Mechanoids have defoliated the entire planet, it is unnecessary to delve into the thousands of plant, animal, bird, or insect species cataloged by the Gideon colony. The more delicate life forms died as a result of the toxic defoliants. Others perished because of the dramatic ecological imbalance of the environment and food chain.

Surviving life forms include most aquatic species and a handful of carnivores. Yet perhaps the greatest threat to humanoid life, other than the Mechanoids, are the Sand Beetles. These dog-sized insects were seldom found beyond the Muzkie desert. Unfortunately, the Mechanoids' defoliation has created the type of arid, dusty environment the Sand Beetles thrive in.

The Sand Beetle

The adult Sand Beetle is actually quite harmless to animal or humanoid life. Its small mouth is designed for the consumption of Sand mites only. While the adult male's life cycle may last as long as 10 months, the female's cycle is limited to a few short days.

The female has no mouth. Her only purpose is to lay 300 to 900 eggs before she dies. These eggs are layed in pockets of 15 to 35, about 2 to 4 meters under the sand or dry earth. There the eggs will lay dormant for up to six weeks, until a burrowing male happens upon them and fertilizes them.

The gestation cycle of the fertilized egg is very rapid: larva emerging within five days. It is the larva which presents the danger to mammals The larva, like the adult mosquito of Earth, lives on the blood of other animals, consuming *four times* its weight a day. Because its once natural predators no longer exist,

the Sand Beetle flourishes. However, the mammoth mammals they once fed upon were also eliminated. Thus the larva must feed upon the last remaining mammals on the planet, humans and Rovers.

The larva and adult Sand Beetle are very adaptable and quite resistant to poisons or radiation.

Sand Beetle
Adult
Size 1.2 m long (4 ft)
A.R. 6
S.D.C./Hit points 1/6 young; 2/12 medium, 4/24 near maturity
Speed 57 kmph (35.6 mph)
Attacks per melee: None
Weapon: None
Bonus: None
Function: Survival/predator
Operation: Insect

Sand Beetle Larva

Larva
Size 0.3-1.2 m long
A.R. 4
Speed 18 kmph
Attacks per melee: one bite 1-6 (sucks 3 hit points each additional melee)
Weapon: Bite
Bonus: +2 to dodge
Function: Survival/predator
Operation: Insect
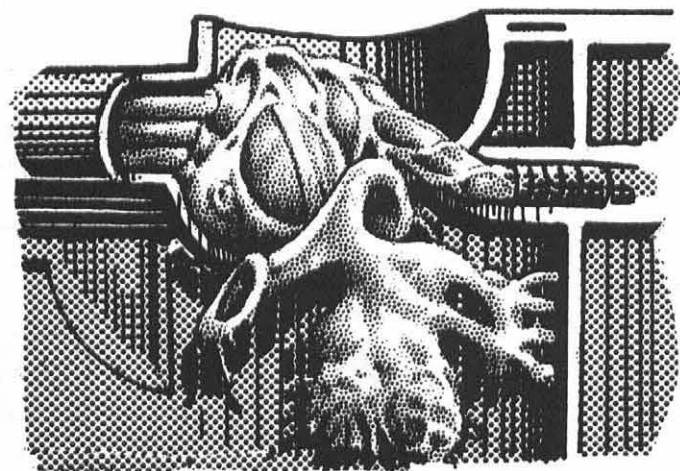
Cut-away detail of the internal organism within a Mechanoid Brute. The organic life form is so completely integrated with the mechanical components that it is difficult to discern where the organism ends and machine begins.

Wakala Ocean

Ramtou Mountains

Falzon

Black Band Tribe

Long Teeth Tribe

Arrow Head Tribe

Red Band Tribe

The Original Gideon Colony

Kucharski

Maykanok Sea

Muzkie Desert

Balent Bay

New Gideon

Zimboa Mountains

Lake Williams

Black Fist Tribe

Nesalit Sea

0   1000 km   2000 km   3000 km

N

● Major Mechanoid Bases   ◗ Existing Colonies
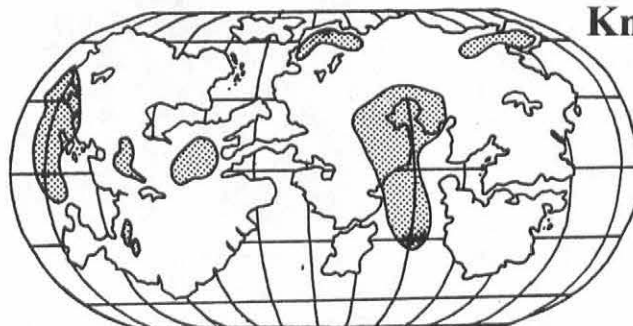
Known Natural Gas Reserves

Additional Fossil

48

Stelvenson

Lk. Phe

Orion
Sea

Manbiji Sea

Orz

Timbok
Mountains

Speilberg Mountains

Malibar

Lucas Bay

Osten Isles

Paalokean
Sea

The Vega Channel

Christof Channel

Aldonease Ocean

Dry Grasslands

Destroyed Colonies   Dead Forests   Desert

Ingles
Ocean

Fuels

Destroyed Colonies

Major Mechanoid Bases

Existing Colonies
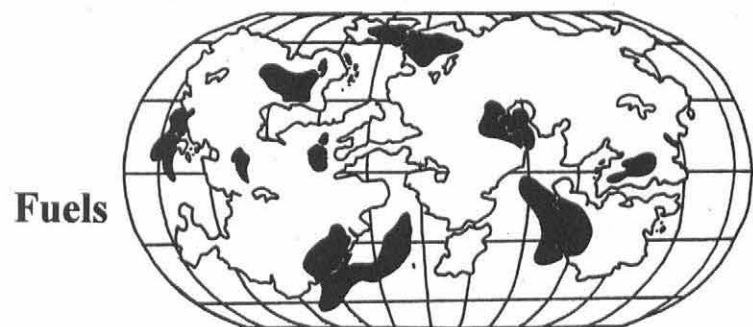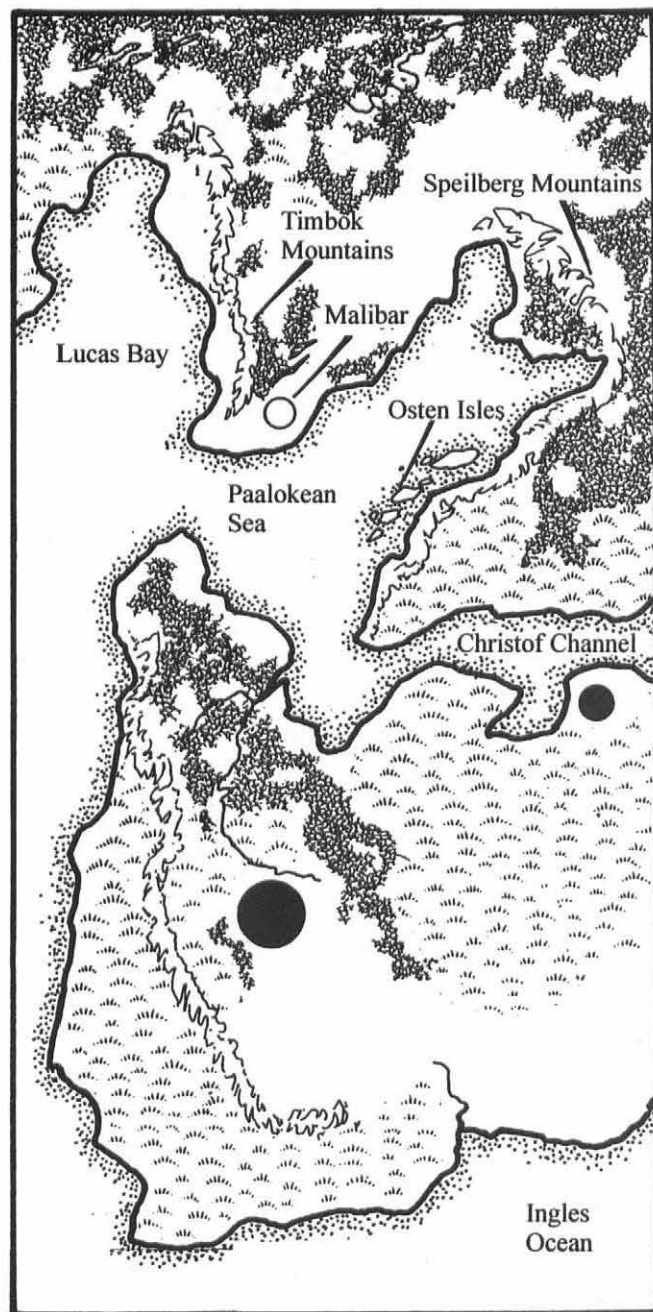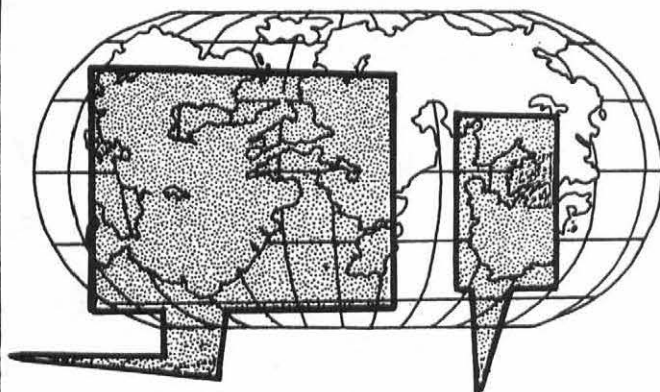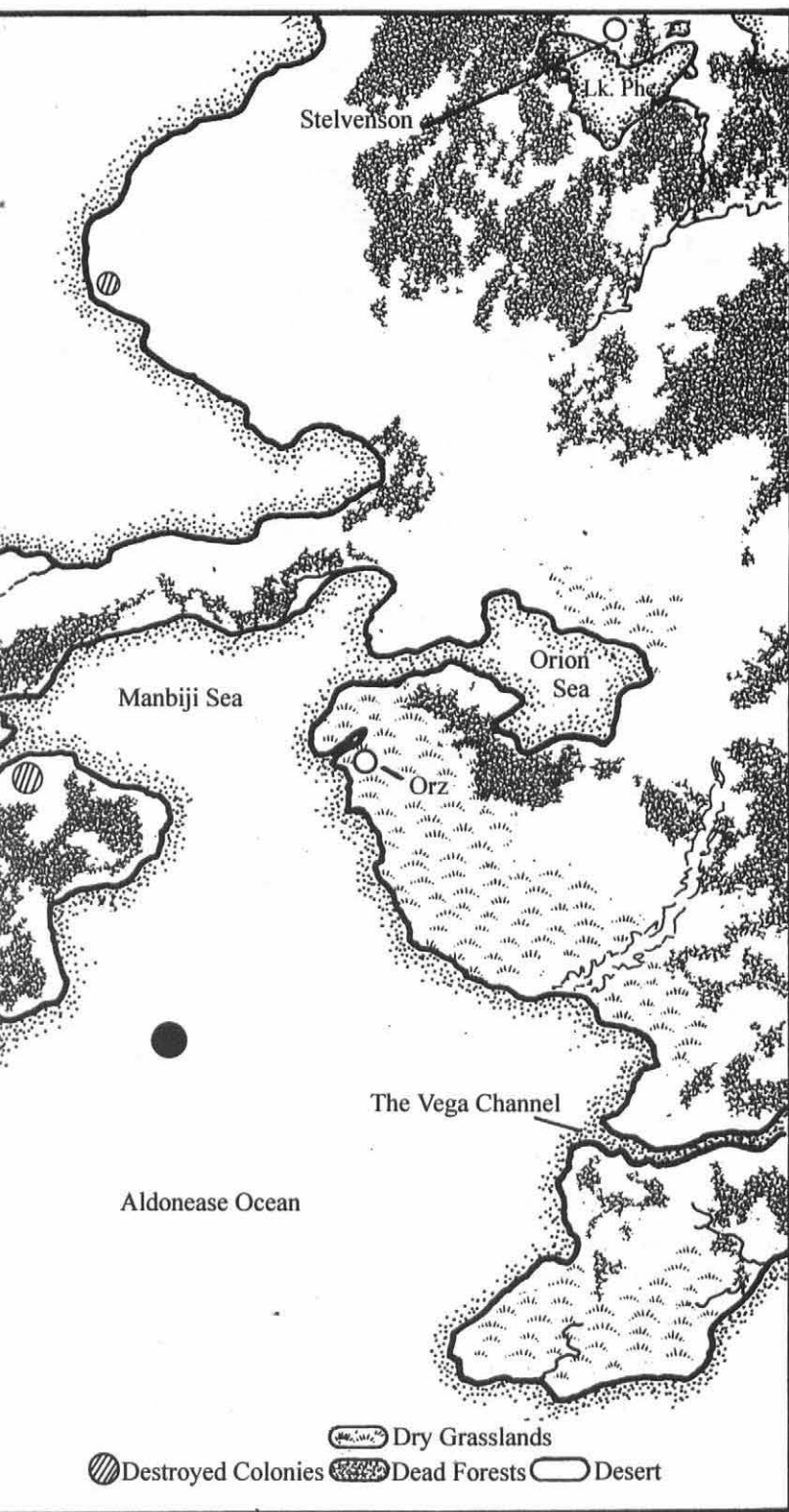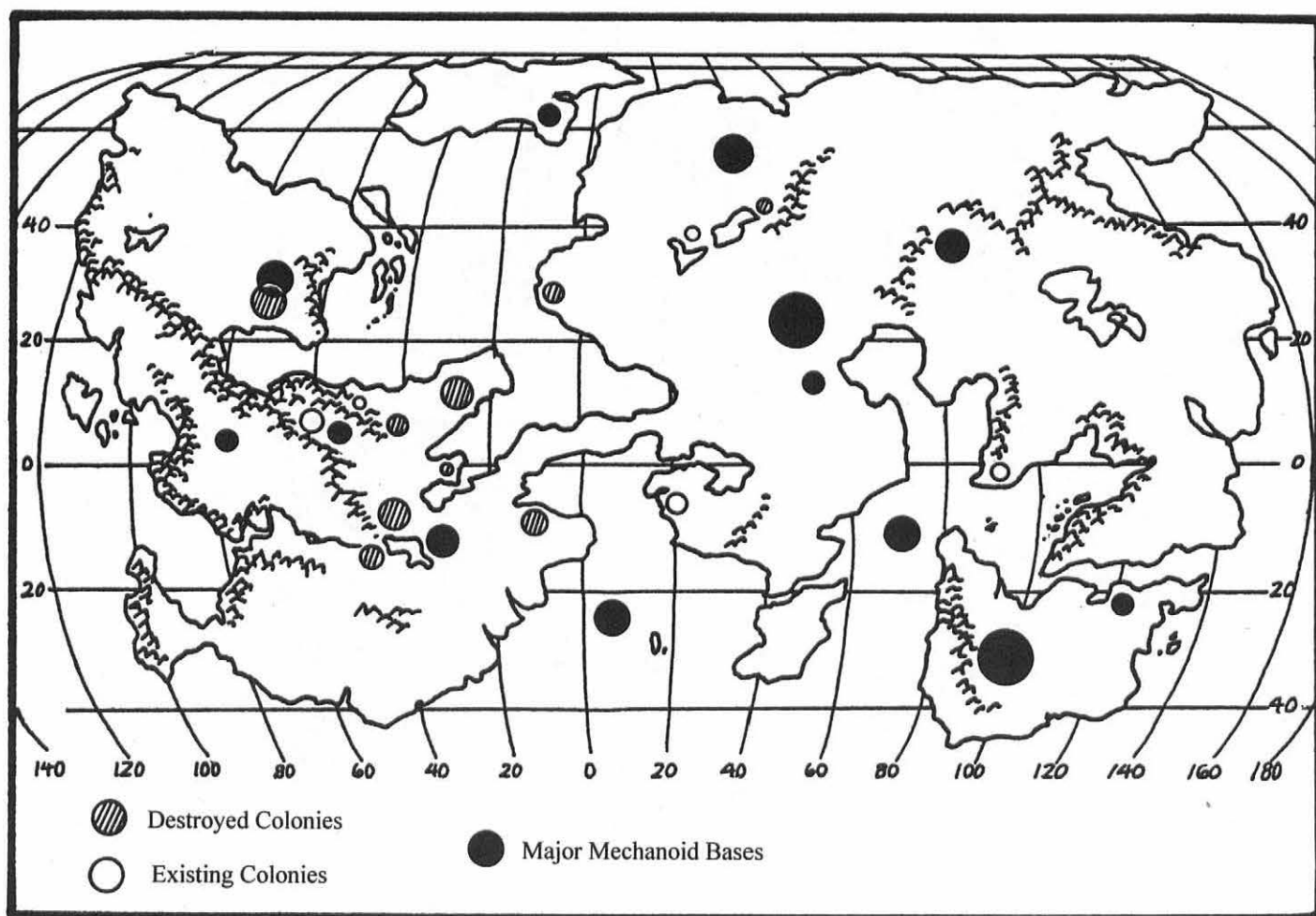
A Chronological Sequence of The Mechanoid Invasion

1. Appearance of unidentified extraterrestrials on the outer edge of the Galevetti Galaxy.

2. Contact with space station Alpha Q lost. (Now presumed destroyed by Mechanoids).

3. Attempt at radio communications with advancing extraterrestrials futile.

4. Observations intensified. Gideon E placed on yellow alert.

5. Aliens orbit Thalos, the largest of Gideon E's sister satellites.

6. All radio communication with aliens negative.

7. S.O.S. continually sent to Intergalactic Federation.

8. Immense spacecraft, about the size of Earth's North America, appears.

9. Thalos is broken down into fragments, gathered, and removed. Supposition: Mining Operation. Length of Operation: 3 Earth months.

10. Process repeated on Mio-5.

11. Radio interference may have prevented S.O.S. from reaching the I.F. All communication satellites destroyed by aliens.

12. Invasion divided into two sections. One prepares the destruction of Lea Pox. The second prepares the destruction of Gideon E.

13. Gideon E placed on battle alert. Evacuation to mountain retreats initiated.

14. First wave alien attack staved off.

15. Second wave alien attack is devastating, defenses crumble:

Human Casualties: 39%
Property Loss/damage: 72%

16. Evacuation to mountains and tunnels 82% successful.

17. Faint radio communique received by the original Gideon colony. The Intergalactic Federation (I.F.) is aware of situation (at least in part). 6 months till I.F. intervention. Interference and disruption of communications by aliens.

18. Aliens now classed as Mechanoids. Cybernetic in nature.

19. Mechanoids begin defoliation of planet Gideon E.

Human Casualties: 3%
Rover Casualties: 7%
Vegetation Casualties: 98.5%
Animal Life Casualties: 74.9%

Current Situation:

1. Earth colonies temporarily located in mountains and tunnels.
2. The original Gideon colony has begun the manufacturing of defense weapons.
3. Total ecological imbalance.

4. Increased hostility of environment.

5. Increased hostility of Rovers.

6. Decreased number and activity of the Mechanoids. Estimated number of Mechanoid bases: 15. Estimated number of Mechanoids: over 100,000.

7. Five months till I.F. intervention.

Objective One: To delay Mechanoid Operations until help can arrive.

Two: Gather as much data on the Mechanoids as possible for further defense/offense of other l.F. properties.

Three: Enlist. Rover tribes in subversive activities to undermine invaders.

Possible Alternative: To pirate away a Mechanoid vehicle and effect escape. (The colonies have no vehicles capable of space travel).

The Rover Alien Race

The humanoids known as "Rovers" were discovered by the original Gideon Expedition. Historically, the Rovers have always been hostile toward the colonies allowing only the most superficial relations to be estabilshed. These relations usually involved trade of goods for information or treaties of nonaggression.

Rovers are an arrogant people steeped in superstition, tribal ritual, and mysticism. The mysticism is rooted in psionic abilities which are much more pronounced and developed than most Earth Espers. It seems that all Rovers possess some degree of psionic powers.

The Rover society is tribal and tends to be nomadic in nature. The females are responsible for child rearing, preparation of food and clothes, and gathering of fruits and vegetables. They are also the holders of booty. The males are responsible for making weapons, hunting, protecting of the tribe and gathering (stealing) other provisions such as tools and weapons.

In many ways, the Rovers are a tribe of thieves, stealing anything they need or desire from other tribes and the Earth colonies. However, to steal from a member of the same tribe is punishable by death or exile from the tribe. Although males are particularly adept in the arts of thievery, children and females are also skilled in this area. Rovers have the added advantages of being both psionic and ambidextrous.

As a part of their thieving philosophy, Rovers seldom kill their victims. The concept here is that if you kill an easy mark, that victim can never be victimized again, but if allowed to live, that person can be continually plundered. Or in the words of a Rover, You can only steal from a dead man once.

This practice holds true even in tribal battles during which hundreds will be wounded and many captured, but only a few dozen are severely injured or slain. Rovers love to capture and ransom people, especially colonists. A typical ransom for a colonist includes, handguns, laser rifles, clothes and candy.

Unfortunately, because of the defoliation of Gideon E, most animal life and virtually all plant life has been destroyed. This presents a critical situation for the Rover tribes. With the excep-

tion of the Long Teeth and Sand Pirates, Rover-tribes reject most colonial aid (although they will gladly pillage and steal from an unsuspecting supply vehicle). To compound the situation tribal hostility has intensified and it is rumored that some tribes have taken to cannibalism

Another Aspect of the Rovers

Perhaps the most startling fact about this primitive people is that they are not native to Gideon E. How they came to this planet is as much a mystery as how long they've lived here.

Physiologically, the Rovers are among the few known extra-terrestrial life forms similar to humans. Of course, there are several physical distinctions between the two races. Rovers tend to be very pale, almost stark white in complexion, and have 87% less body hair than humans.

These lanky aliens seem accustomed to a lighter atmospheric pressure than that of Gideon E, which is slightly greater than Earth's. Consequently, they are often seen slightly hunched and are prone to a slower pace of activity interrupted by frequent rests throughout the day. Unlike humans, the Rovers are accustomed to a much lower oxygen atmosphere, acclimating themselves to the high carbon dioxide content quite easily.

Rovers tend to be very self-centered and shiftless. There are no strong ties or loyalties beyond the tribe. A Rover of one tribe is unlikely to aid a Rover from a different tribe, even if that tribe is considered friendly. That's just part of the Rover tribal philosophy of life.

They will not take any unnecessary chances and may disappear (prowl/hide) when a dangerous situation presents itself.

They seldom do anything for other tribe members (colonists) without a profit incentive. Rovers covet energy weapons.

Rovers have a great comprehension of mechanics. On countless occasions, even sophisticated machinery, vehicles, and Weapons: have disappeared overnight or were found completely dismantled. Undoubtedly their psionic nature has much to do with their incredible learning capacity.

Rovers & Extra Sensory Perception (Psionics)

While the Rover's brain is larger than the human brain by 34%, this, in itself, does not explain the apparent paranormal abilities that all Rovers seem to share. With what little data that has been gathered from these uncooperative people, it is believed that every Rover has some psionic ability. Observed abilities include: Telepathy, telekinesis, biological manipulation, hypnosis, big-regeneration and laying of hands.

The Shaman

Those with the greatest abilities attain high positions within the tribe, such as the Shaman or a member of the High Circle.

With the exception of the High Circle, the Shaman is the single most powerful member of the tribe. His powers are sacred and revered by all. To defy the Shaman is to flirt with death. He is usually surrounded by fanatical acolytes and priests. However this fanatical devotion to the Shaman is not limited to his devotees. Members of the tribe will gladly lay down their own lives at the command of the Shaman.

The Shaman's psionic abilities are easily as extensive as any of Earth's known Espers. The Black Fist tribe's Shaman is unique in that she is the only female to hold this male dominated position. She is reputed to be a great prophet, allegedly foresee-

Random Encounters with Rovers

Roll a six-sided die to determine age and thieving level, tribe, sex, and psionic level. Number encountered is optional.

Die Roll	Rover Age	Thieving level
1	child	second
2	young male	sixth
3	young female	third
4	middle-aged male	tenth
5	middle-age female	sixth
6	elder male	twentieth

Die Roll	Tribe	Die Roll	Psionic/Inner Str
1	Red Band	1	Minor/2nd level/30
2	Black Band	2	Minor/4th level/49
3	Long Teeth	3	Major/3rd level/52
4	Arrow Head	4	Major/6th level/66
5	Sand Pirate	5	Master/3rd level/45
6	Black Fist	6	Master/7th level/83

Die	Sex
1-3	Female
4-6	Male

Number of Rovers Encountered

Die Roll	Number
1	one
2	two
3	four
4	five
5	six
6	eight

Weapon	Damage
Dagger/knife	1-6
Short sword	1-6
Long sword	2-12
Throwing axe	1-6
Battle axe	2-12
War hammer	1-6
Studded wooden club	1-6
Spear	1-6
*Sling and bullets	1-6
*Rover cross bow	(2-12) 3-18
*Rover long bow	(2-12) 3-18

*These distance weapons are longer than human weapons, and thus do more damage. **Example**: A human long bow would inflict 2-12 points of damage, but an arrow shaft for a Rover is 3 times as thick and twice as long, thus doing more damage.

Weapon	Maximum Distance
Sling	Human 30 m/Rover 50 m
Cross bow	Human 60 m/Rover 75 m
Longbow	Human 70 m/Rover 100 m

ing the Mechanoid invasion and defoliation of the planet. This would explain the sudden theft of air filters and other breathing equipment 2 months before the actual Mechanold assault.

The High Circle

The High Circle is the decision making body of the tribe and is composed of the tribe's wisest and strongest members. The head of the High Circle is the leader/chieftian of the tribe (often the Shaman), enforcing tribal laws, directing raids, etc. Subordinate tribe members are expected to accept and obey any decision the Circle may invoke. Failure to do so may result in public chastisement, torture, expulsion from the tribe or even death.

RoveTribe	Population	Cannibalistic	Relationship to Humans	Tribal Enemies
Red Band	2200	No	Very Unfriendly	Long Teeth+Arrow Head
Black Band	3400	No	Very Unfriendly	Long Teeth+Arrow Head
Arrow Head	6900	Yes	Very Friendly	Red Band+Black Band
Long Teeth	8600	No	Conditional	Black Fist+Red & Black
Sand Pirates	1200	No	Neutral	Red Band+Black Band
Black Fist	13520	Yes	VeryUnfriendly	Long Teeth+Mechanoids
TheTalon	600	No	Neutral	Long Teeth

Rover Tribes
& Notable Leaders

Summary Table of Rover Information

Hostility of this kind is out of character for Rovers (just as cannibalism) and reflects the growing deterioration and turmoil of the Rover society. The Sand Pirates are also tribal enemies. The Earth colonists, Mechanoids Black Fists and Talons are disliked but usually treated with total indifference. The Red and Black Band tribes will refuse colonial aid and seldom even accept weapons or food as incentives toward establishing a better relationship. It is very unlikely that a member of these two tribes would deal with a colonist under any conditions.

The Talon

The Talon is an enigmatic Rover tribe often spoken about, but seldom encountered. They are taller (average height 2.6 m) and considerably more hairy than the other Rovers (equal to humans). Because of their physical distinction and hermit-like lifestyle, the other tribes tend to fear or even hate the Talon.

They live in the mountains and the ancient tunnels.

Favorite weapons include long bow, sling, stone axes and tools, but often carry no more than a stone spike or club.

Armor is simple padded cloth and animal skins.

They possess greater psionic abilities than the other Rovers. 80% are master psionics and have the full range of abilities, levels one thru three. Evil eye is their favorite weapon.

Polong the Wise Old One
Talon Shaman
Chaotic Neutral
A.R.: 4
32nd level thief
Hit Points: 129
S.D.C.: 18, plus 10 from animal skin armor (A.R. 8)
I.Q. 16, P.P. 16, M.E. 23, P.E. 9, M.A. l9, P.B. 10, P.S. 20, Spd. 10
Slender build, Height 2.7 m, Long white hair
Psionic I.S.P.: 597. Master Psionic. All level 1-3 abilities (considered a 32nd level psionic).
Bonuses: M.E.+1   vs psionic attacks. M.A. 55%, P.S. +4 to damage
Weapons: The rod of life. 2.7 meters long titanium rod (does 3-12 damage as a striking weapon). Origin unknown. Given to him in his youth about 350 Gideon E years ago by the Golden Guardian. Absorbs energy and radiation. Acts much like a lightning rod, drawing in energy. Affects a 3 meter radius. No apparent limit to the amount of energy absorbed. No apparent release of energy.

The Red & Black Tribes

These two tribes are quite small and the least nomadic of all the Rover tribes.

With the recent defoliation of Gideon E, tribal difference between these two tribes and the Arrow Head tribe have escalated to mammoth proportions. The arrow head, now turned cannibalistic, prey upon the Red and Black band people as their main staple of food.

The Arrow Head Tribe

Although this tribe has resorted to cannibalism, they are still among the least hostile of the Rover tribes. However, unless their food situation is soon remedied, they may become an enemy to reckon with. Presently, they are friendly with the Long Teeth tribe and Sand Pirates. They are quite curious about the Earth colonies. Even though no real relations have been established between the colonies and Arrow Head, they have been known to occasionally aid Earth people. The Arrow Head are the most nomadic of all the Rover tribes. Small and large groups can be found almost everywhere within a thousand kilometer radius of the Gideon colony. Generally, they tend to keep to themselves and are indifferent towards the colonists, Black Fist and Mechanoids. Tribal hatred runs deep against the Talon, Black Band and Red Band tribes. Thus, it's not surprising that the people of the Black Band and Red Band tribes have become the main food source of the Arrow Head.

The Black Fist Tribe

Petri-yag the Elder, having grown weak and feeble with age serves as the perfect puppet for the cunning Li-amba, Shaman of the Black Fist tribe. Li-amba is renowned for her ability to foresee the future. She is an exceptional clairvoyant and actually foresaw the Mechanoid Invasion, consequently, she and her people raided the colonies for protective air filters, and suffered few casualties from the defoliation of Gideon E. Under her strong leadership, the Black Fist, the largest of the Rover tribes, has grown to be the most feared and war-1ike tribe.

Petri-Yag the Elder, Black Fist Chieftain
9th level thief
A.R. 4
Hit Points: 66
S.D.C.: 12 plus 30 from a Web vest.

Very old, tends to confuse easily, talks constantly of his youth. Present thieving abilities have deteriorated to 9th level.

Present attribute abilities

I.Q. 12, P.P.12, M.E. 7, P.E. 8, M.A. 9, P.B. 8, P.S. 19, Spd 7

Psionic I.S.P.: 210, major psionic. All level one and two abilities.

Bonuses: P.S. +3 to damage (Hand to Hand)

Weapons: Laser pistol (4 charges), dagger, spear, sling.

Li-amba, Black Fist Shaman

A.R. 4

8th level thief

Hit Points: 49

S.D.C.: 30 plus 30 from a Web vest.

I.Q. 21, P.P. 16, M E. 23, P.E. 13, M. A. 20, P.B. 14, P.S.12, Spd 15

Height 2.1 m

Slender build

Bonuses: I.Q. +5%, M.E. +4 vs psionic attack, M.A. 60%

Psionics I.S.P.: 437, master psionics. All Psionics of level one-through three plus clairvoyance.

Weapons: The colonial SB-14 and sling are her favorite weapons. Has two sB-14s slung on each hip, fully charged (six additional E-clips). 2 daggers, sling and twenty bullets.

Long Teeth Tribe

Tlepitama is the powerful megalomanic Shaman of the Long Teeth. He is held in check by Maylrick, chieftain and head of the high circle. There is little love between Tlepitama and the young Maylrick. Only Maylrick's popularity with the people (surpassing even Tlepitama's) has prevented the Shaman from murdering him. These two men are constantly clashing. Also, Maylrick is complacent and Tlepitama longs to drive out the Black Fist tribe and the remaining colonists.

Maylrick Long Teeth Chieftain

12th level thief

A.R. 4

Hit Points: 50

S.D.C.: 25 plus 72 S.D.C. From a suit of full L.B.A. (A.R. 10)

I.Q. 12, P.P. 22, M.E. 16, P.E. 14, M.A. 24, P.B. 11, P.S. 18, Spd 12

Slender build, height 2.1 m

Psionic I.S.P.: 190

Bonuses: M.A. 80%, P.P. +3 to hit/+5 to dodge, P.S. +2 to damage

Weapons: Laser pistol (with 3 extra E-clips), laser rifle (6 charges left), short sword, 4 daggers, binoculars.

Tlepitama The Shaman

Megalomaniac

A.R. 5

Hit Points: 73

S.D.C.: 30

M E 18, P.E. 13, M.A. 16, P.B. 14, P.S. 13, Spd 11

10th level thief, height 2.2 m, slender build

Psionic I.S.P.: 330. All level 1-3 abilities. Master psionic.

Bonuses: +l vs psionic attack

Weapons: PBR-10 (8 charges left in clip), Ion Blaster (2 extra E-clips), binoculars, short sword, 2 knives.

The Sand Pirates

The Sand Pirates are a comparatively small tribe of Rovers, limiting their wanderings to the arid vastness of the Muzkie Desert.

Will gladly trade services for energy weapons and vehicles. They love the hover scout and Rosenstein Land Buggy (owning a half dozen of each). They also love the laser lance which is extremely useful in skinning Sand Beetles.

Sand Pirates trade, steal and bargain for anything of value. They are the merchants of the Rovers.

Favorite weapons include the sling, dagger, laser lance, laser rifle, fusion torch, and SIR-60.

Utilize cloth padding, treated and studded leather, as well as colonial web vest and portions of L.B.A. and E.B.A..

GUSTOVICH

Rovers Character Class

As Playing Characters — Optional

Whether or not the psychic Rovers are available as player characters is left up to the Game Master. Such characters can be fun and interesting for both you and the players (if played in character). Durring play test, we had loads of fun with them as both player characters and Non-Player Characters (villains, thieves and troublemakers, as well as scouts and friends to the human colonists).

A Rover is rolled up just as any other character, starting with eight attributes, but they are slightly different than humans (**Note**: Rover creation has been modified from the original edition for clarity).

Rover Player Character or NPC

Alignment: Any, although neutral alignments are the most appropriate.

The Eight Attributes: The number of dice to roll is indicated, plus any special bonuses.

I.Q. 3D6, M.E. 3D6+2, M.A. 2D6, P.S. 3D6, P.P. 4D6, P.E. 3D6+1, P.B. 2D6, Spd. 4D6+2

Hit Points: P.E. attribute number plus 1D6 per level of experience.

Physical S.D.C.: 5D6 plus and S.D.C. bonuses from (later RPG) skills.

Psionics (Roll Percentile/two 10 Sided dice)
01-70 Minor psionic
71-89 Major psionic
90-100 Master psionic

Rover Height and Weight:
Add 0.6 meters (two feet) to height.
Add 27.22 kilograms to the weight.

Extra Attacks Per Melee Round: All Rovers have quick reflexes and are ambidextrous providing them with extra attacks (Hand to Hand combat) per melee round.

Bonuses (in addition to possible Attribute Bonuses): +1 to save vs poison.

Tribal Origins

Roll a six-sided die to determine tribal orgin. The player's character should respond with the appropiate hospitality or hostility toward other tribes as outlined in the Rover tribal summaries. Even a tribal outcast will maintain his prejudices toward other tribes. The Red, Black Band and Black Fist tribes will tend to be disloyal. The Black Fist may even be treacherous and lead the other players into danger.

Die Roll	Tribe
1	Red Band
2	Black Band
3	Sand Pirate
4	Long Teeth
5	Arrow Head
6	Black Fist

Ability to Comprehend and
Speak Colonial Languages.

Roll 1D6 Level of Comprehension
1-2 Rudimentary understanding (like a 3 year old child).
3 Basic understanding/speech (like a 7 year old child).
4 Strong understanding/speech (as good as a colonist but illiterate).
5 Perfect understanding/speech, basic literacy (4th grade).
6 Perfect understanding and literate (equals high school).

Rover Thief Abilities

A player Rover is assumed to be a young teenager (although it is difficult to determine Rover age from appearance). Start the player with second level abilities and choose electives as you would any other character occupational class. The player must also start with the base experience points of a second level thief.

Optional Thief/Rover Ability Chart:

Attributes Required for Human Thief: P.P. 11
Attributes Required for Rover: Special (See Rover as Player Character).

Basic Area of Expertise:
Skills common to most Rovers:

Level	Pick Pockets	Lock-smith	P.G.V.
1	20%	15%	20%
2	28%	20%	25%
3	36%	25%	30%
4	44%	30%	35%
5	52%	35%	40%
6	60%	40%	45%
7	68%	45%	50%
8	76%	50%	55%
9	82%	53%	60%
10	86%	60%	65%
11	90%	66%	70%
12	94%	70%	75%
13	96%	75%	80%

Electives: Choose 2 at level 1, one at level 3, one at level 6, and one at level 9.

Level	P.A.V.	Prowl	Scale Wall	Hand to Hand
1	15%	20%	30%	+1 to hit
2	20%	28%	40%	+2 to dodge
3	25%	36%	50%	double damage
4	30%	44%	55%	+2 to hit
5	35%	52%	60%	+1 to damage
6	40%	60%	65%	stun on 19 or 20
7	45%	68%	70%	+3 to dodge
8	50%	76%	75%	+2 to damage
9	55%	82%	80%	+3 to hit
10	60%	86%	85%	stun on 18 to 20
11	65%	90%	88%	triple damage
12	70%	94%	91%	+2 to damage
13	75%	96%	94%	+4 to dodge

Level	Repair Elec. Equip.	Level	Explosives	Linguistics
1	18%	1	24%	6%
2	22%	2	30%	12%
3	26%	3	36%	18%
4	30%	4	42%	24%
5	34%	5	48%	30%
6	38%	6	54%	36%
7	42%	7	60%	42%
8	46%	8	66%	48%
9	50%	9	72%	54%
10	55%	10	78%	60%
11	60%	11	84%	66%
12	65%	12	90%	72%
13	70%	13	94%	78%

Experience Table

Level	Rover Thief or Scout	Level	
1	0-1800		
2	1801-3600	8	120,001-220,000
3	3601-7200	9	220,001-420,000
4	7201-14,400	10	420,001-640,000
5	14,401-28,800	11	640,001-880,000
6	28,801-52,000	12	880,001-1,350,000
7	52,001-120,000	13	1,350,001-2,250,000

The Mechanoids®

It appears that the exterior machine shell serves them in much the same way as the human Environmental Battle Armor. Unlike the human E.B.A., these metal constructions serve as a "permanent," environment providing constant stimulation, nourishment, protection, and sensory input. In effect, the metallic housing, are much like a second skin to these hideous monsters, creating a race of living robots.

While some types of Mechanoids have exhibited psionic abilities, the human colonists of Gideon E have not been able to determine to what full extent these abilities range. Nor has it been ascertained whether this is a trait common to all Mechanoids or limited to particular types.

The Mechanoids' genius and efficiency are matched only by their contempt for other life forms. They have methodically and callously raped an entire planet, and delighted in the deaths of countless thousands. Even now they toy with the surviving colonies. Perhaps, humans are beneath their notice. Perhaps, that is their fatal error.
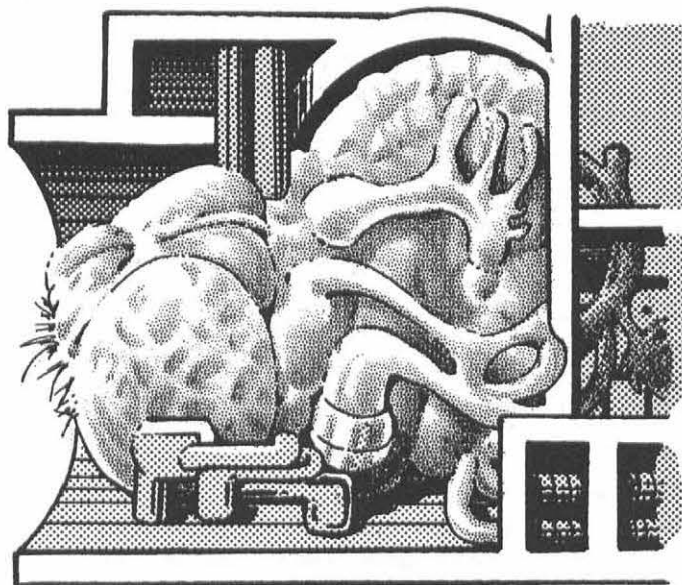
The organisms, themselves, are carbon-based creatures composed of soft, fleshy tissue and an intricate nervous system. This organism may or may not possess tendrils or any obvious sensory organs.

The Ultimate Cyborg — The Mechanoid Organism

The Mechanoids are the masters of genetic engineering and cybernetics. Each Mechanoid consists of machine and living creature completely integrated to function as one.

While the origins of these aliens can never be truly determined, it is clear that these carbon-based organisms are the product of genetic reconstruction. This theory is substantiated by evidence of cloning. Each type of Mechanoid contains a very specific lifeform unique to its particular shell. Upon examining a dozen organisms of the same type, it was discovered that each was *identical* This has proven true of Tunnel Crawlers, the Runners, and the Brutes. Each are designed to serve a particular function, with appropriate appendages and sensory organs to operate their shell with maximum efficiency.

Mechanoid Descriptions

The colonists know little about these alien invaders, other than they are sadistic monsters who seem to enjoy torturing, killing and toying with humanoids, humans and humanoids alike. It is clear they have no regard for the intelligent or animal life on Gideon E and seem to be literally stripping — devouring

— the entire planet. Consequently, the stats that follow contain only the most basic information about these invaders. In fact, most colonist mistakenly believe the majority of Mechanoids to be advanced robots. For more insight and information about the Mechanoids, G.M.s need to take a peek at the **Game Master Section**. This information should be made available to player characters only through encounters and discovery. The more they learn about their enemy the better chance they have in surviving. **Note:** The Mechanoid names are those the human colonists of Gideon E have given them. In all cases, the energy weapon payload of the Mechanoids and their robots is effectively unlimited.

RETRACTABLE ARM

PARTICLE BEAM GUNS

190 DEGREE ANGLE SWEEP
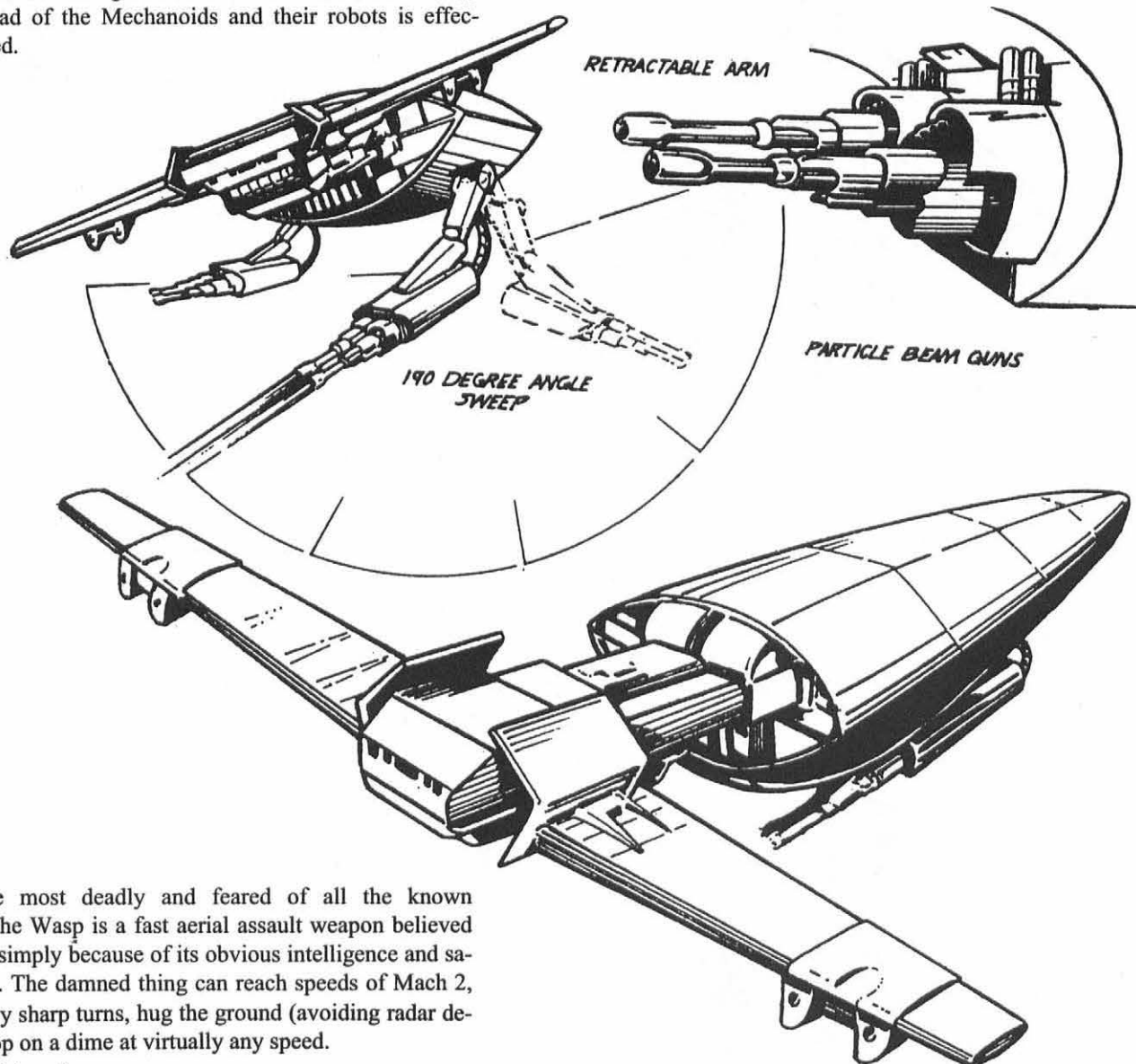
Wasp

Perhaps the most deadly and feared of all the known Mechanoids. The Wasp is a fast aerial assault weapon believed to have a pilot simply because of its obvious intelligence and sadistic behavior. The damned thing can reach speeds of Mach 2, make amazingly sharp turns, hug the ground (avoiding radar detection) and stop on a dime at virtually any speed.

Attacks Per Melee: 4

Weapons: Particle beam; damage: standard 1D6x10+15 damage!

Weapon Range: 1600 meters (5250 feet); payload effectively unlimited.

Bonuses: +2 to hit, +3 to dodge, +2 vs psionic

Function: Assault & Defense

Operation: Mechanoid

Psionics: Insufficient data

Size: 2.1 m long, 1.5 m tall, 4.6 m wing span

Armor Rating: 12

S.D.C. 225

Speed Factor: 50-2400 kmph (31-1500 mph)

57
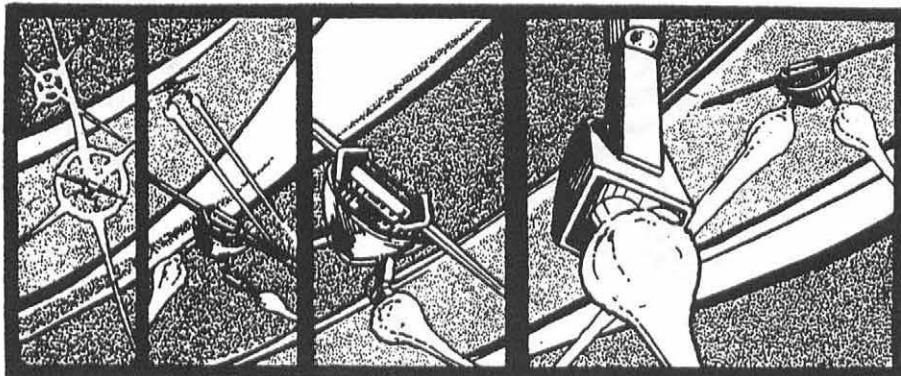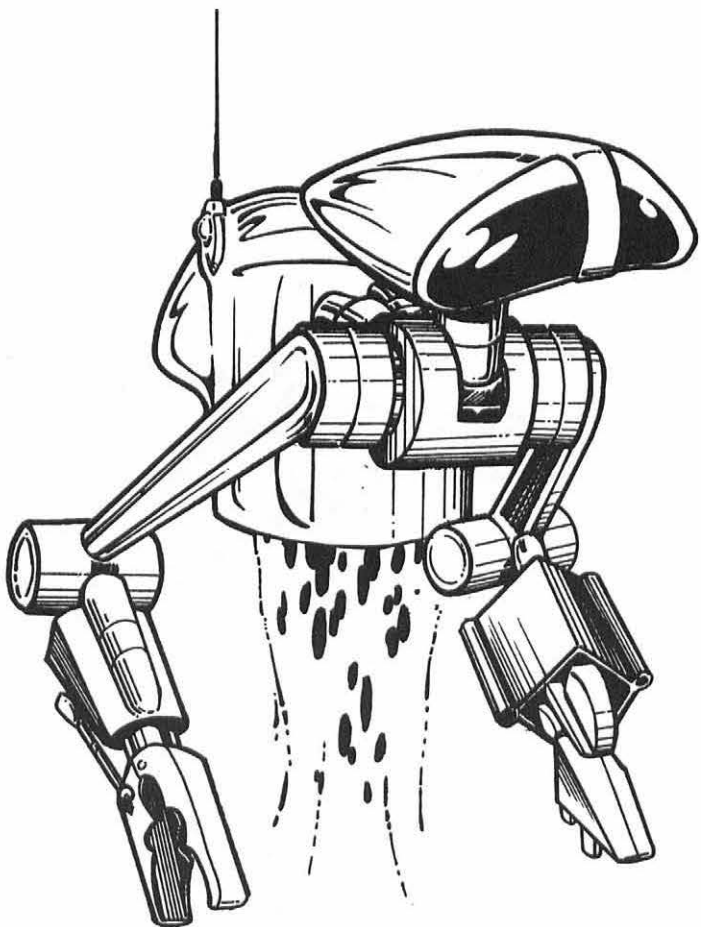
Mantis

This Mechanoid appears to be some kind of mechanical engineer.
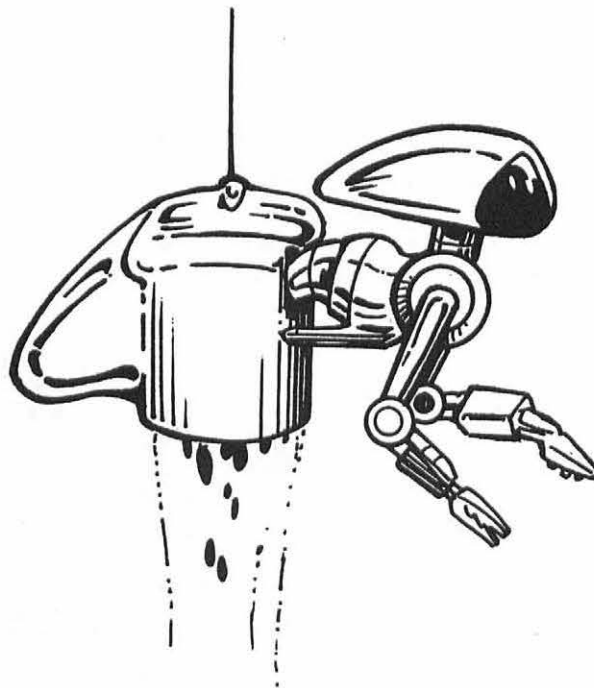
Attacks Per Melee: 2 claw or electric charge
Weapons: Claw damage: 4-24; Electro-Primer: 6-36
Range: Electro-primer 12.2 m (40 feet)
Bonuses: +1 to hit, +2 vs psionic attack
Function: Construction and mining.
Operation: Mechanoid
Psionics: Insufficient data
Size: 9 m tall, 8.3 m long, 8.2 m wide.
Armor Rating: 14
S D.C. Estimated 300-400
Speed Factor: 0-150 kmph (94 mph; hover and fly).

Brain

This Mechanoid appears to be commander or leader of some sort and has been observed leading troops and heading science operations (including the viviscetion of still living humans, sometimes for study of the human and pain tolerance, sometimes for pleasure).

Attacks Per Melee: 2 or Hand to Hand
Weapons: Laser: 2 settings 1-6/3-18, hand damage 2-12
Range: Laser: 900 meters (2953 feet)
Bonuses: +1 to hit, +2 to damage, +3 vs psionics.
Function: Insufficient data
Operation: Mechanoid
Psionics: Insufficient data
Size: 3.0 m tall, 1.6 m long, 1.5 m wide
Armor Rating: 10
S D.C.: 90
Speed Factor: 0-50 kmph (up to 31 mph).
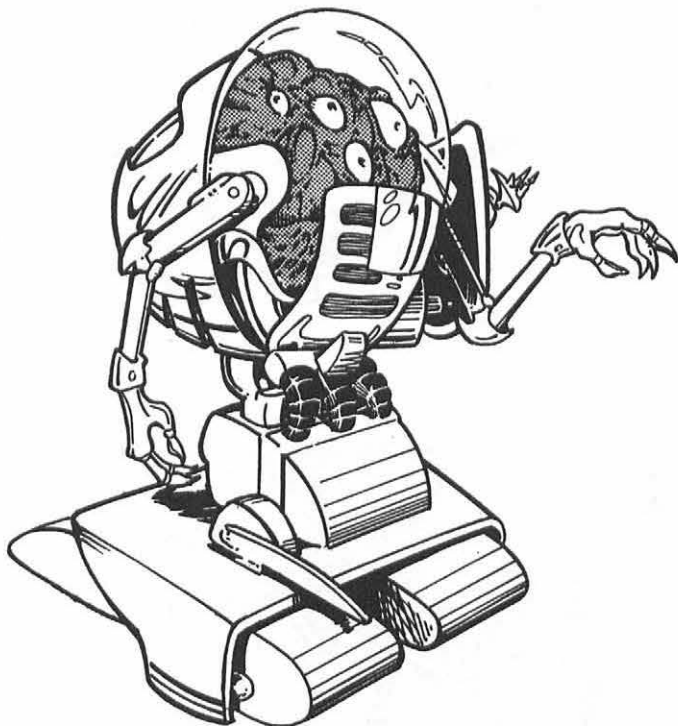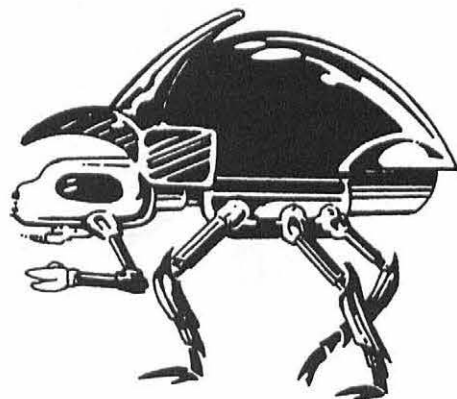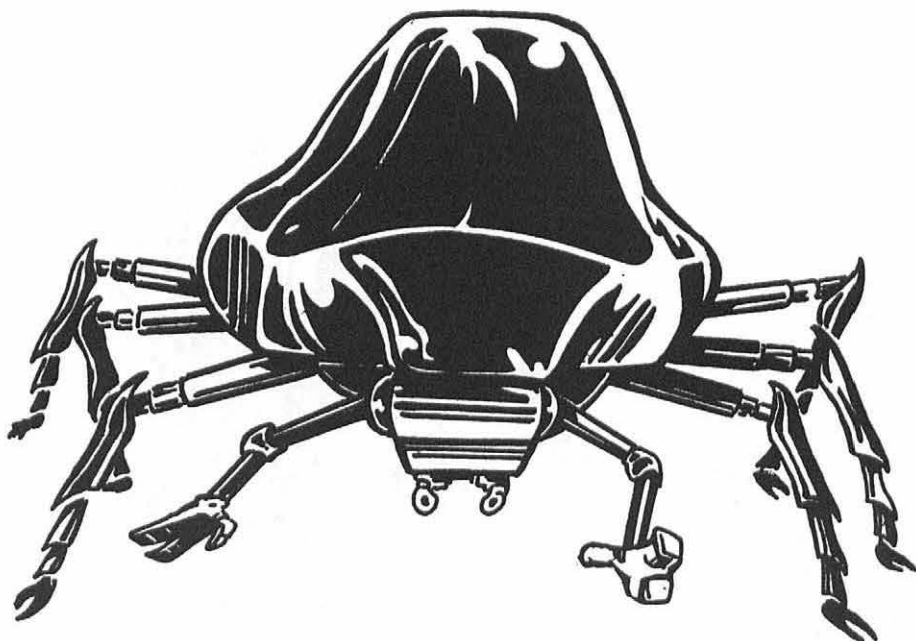
Tunnel Crawler

This Mechanoid appears to be some sort of (humanoid) exterminator and scout. Most humans believe it to be a robot.

Special Attack: The Tunnel Crawler is able to spray a toxic gas once per melee round. The spray affects a 4.6 meter area and lingers for 2 hours. The gas does the following damage:

4-24 per each melee round to anyone who breathes the fumes.
1-6 per melee round to exposed flesh.

No damage to anyone in E.B.A., Spacesuit, or any type of physical protection (L.B.A.) aided by an independent supply of oxygen. Those using air filters take one half damage.

Weapons: Two blaster 2-12 each (4-24 per simultaneous dual blast), nerve gas does 5-30 damage.

Range of Blasters: 400 m (1312 feet)
Hand to Hand Damage: 2-12 damage from punch, kick or butt; 4-24 damage from power punch, but counts as two melee actions.
Attacks Per Melee: 5 with blasters or hand to hand.
Bonuses: +1 vs psionic attack; can scale walls and hang from ceilings like an insect.
Function: Assault and defense
Operation: Mechanoid
Psionics: Insufficient data
Size: 1.5 m tall, 2.1 m long, 1.2 m wide
Armor Rating: 14
S.D.C.: 137
Speed Factor: 16 kmph (10 mph) crawling on the ground, or up to 60 kmph (37.5 mph) hover using its jets.

Skimmer

The colonist are fairly certain the Skimmer is some sort of scout and hunter-killer robot, but haven't determined whether it contains a living organism or is some kind of robot.

Mechanoid Robot with advanced artificial intelligence.
Attacks Per Melee: 2 (both fire simultaneously)
Weapons: Blasters damage: 3-18 each; 40 charges
Range: 900 meters
Bonuses: +2 to dodge
Function: Reconnaissance
Operation: Robot
Psionics: None
Size: 2 m long, 1.2 m wide, 1.3 m tall
Armor Rating: 11
S.D.C.: 40
Speed Factor: 50 kmph
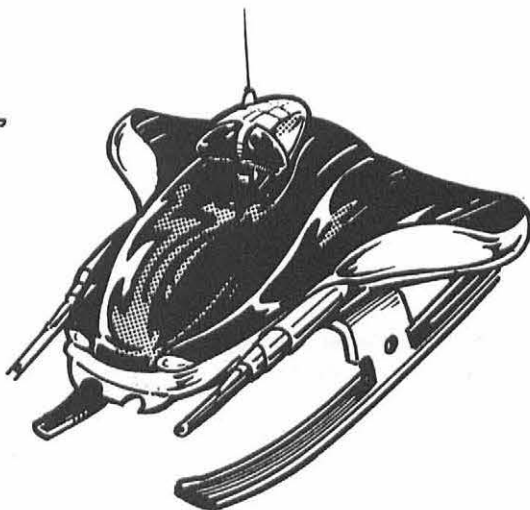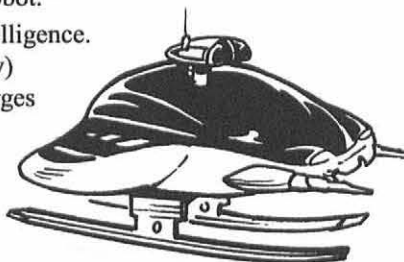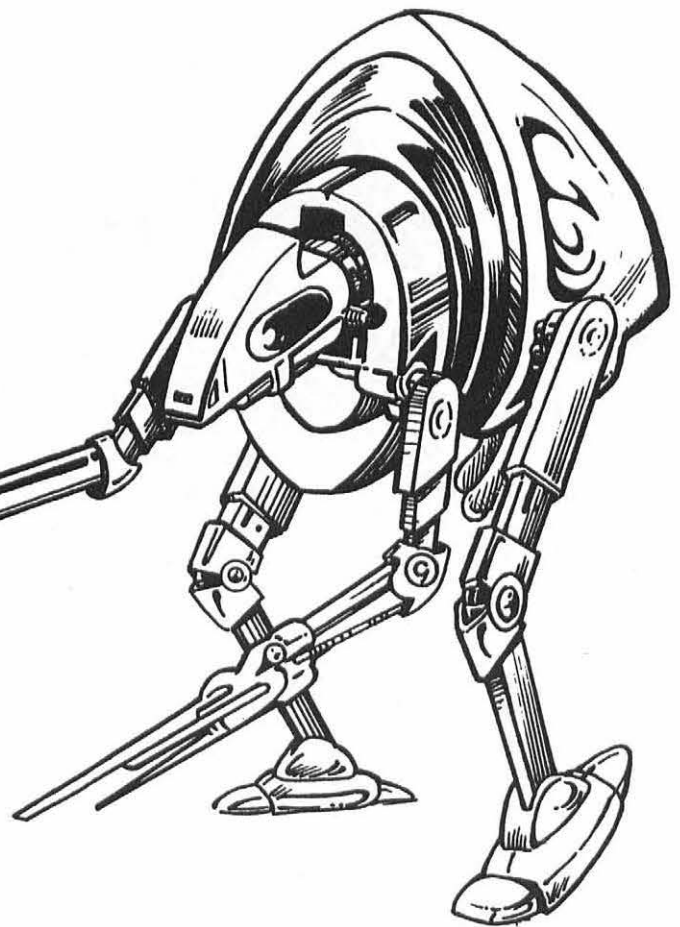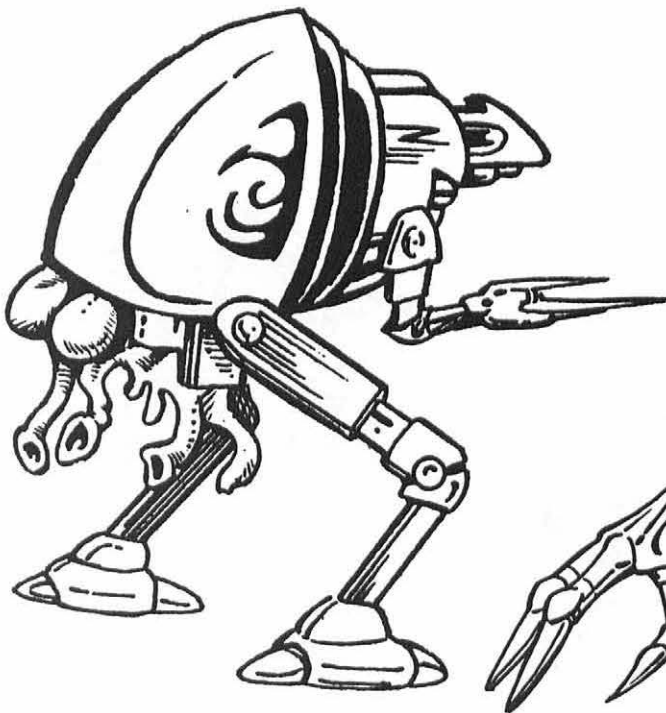
Runner

This is another Mechanoid that appears to be some sort of leader or officer. Like the Mechanoid Brain, it engages in leading troops (most notably the Thinmen and Runts) and heading science and engineering operations (including the vivisection of still living humans, sometimes for study of the human and pain tolerance, sometimes for pleasure). At first they thought the Runner was a robot, but have since learned that a living organism is located in the tail end of the "thing."

Attacks Per Melee: 2 or hand to hand
Weapons: Laser: 3 settings 1-6/3-18/5-30, hand strikes at 2-12+ 4
Range: Laser 1600 meters
Bonuses: +2 to hit, +2 vs psionic attack
Function: Maintenance/repair
Operation: Mechanoid
Psionics: Insufficient data
Size: 4.6 m tall, 3.0 m long
Armor Rating: 12
S.D.C.: 120
Speed Factor: up to 25 kmph (15.6 mph)

Weavel

The colonist recognize that the Weavel is some sort of scout or spy/reconniassance mechanism, but haven't determined whether it contains a living organism or is some kind of robot.

Mechanoid Robot with advanced artificial intelligence.
Attacks Per Melee: None
Weapons: None
Range: Estimated 40 km (25 mile) scanning range
Bonuses: None
Function: Reconnaissance/probe
Operation: Robot

Detail of Scanner

- Optics
- Retractable Head
- Full Range of Sensory Equipment

Audio-Visual Scanner

Additional Sensors

1 1/2 m

Retractable Nose

2 meters
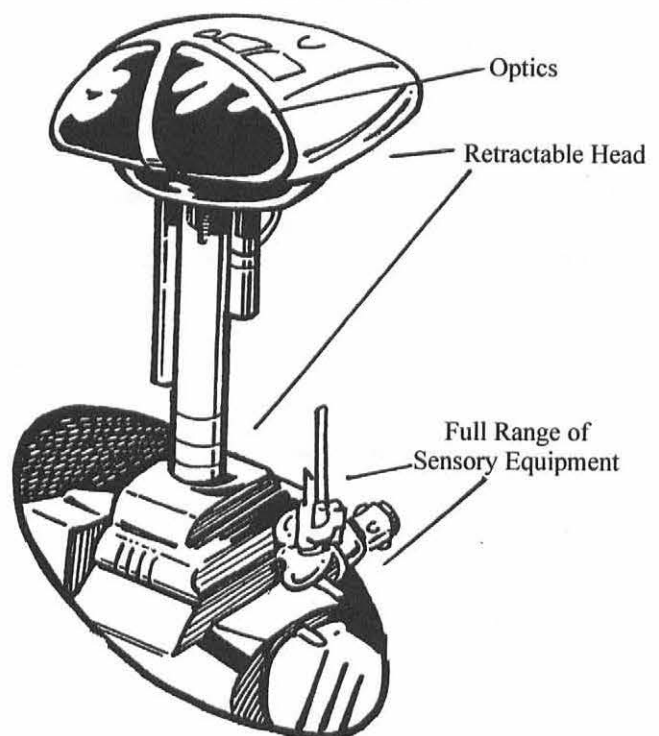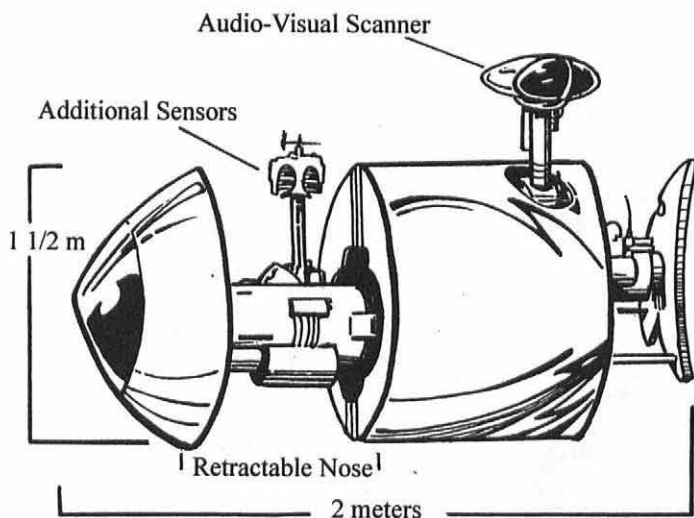
Psionics: None
Size: 2 m long, 1.3 m tall, 1.3 m wide
Armor Rating: 10
S.D.C.: 60
Speed Factor: 35 kmph (22 mph)

Brute

The colonists (mistakenly) believe the Brute is another hunter-killer robot and considered one of the so-called "Mock Men." A Brute is assigned to lead and observe most squads of Mock Men/Robots. It (and the Wasp) is among the most powerful, deadly and feared of the Mechanoid legions.

Mechanoid
Attacks Per Melee: 2 or hand to hand
Weapons: Particle beam: standard damage
Range: 1400 meters
Bonuses: +4 to damage, +2 vs psionic attack
Function: Assault and reconnaissance
Operation: Mechanoid
Psionics: Telepathy, telekinesis
Size: 3.8 m tall, 1.8 m long, 1.6 m wide
Armor Rating: 10
S.D.C.: 180
Speed Factor: 35 kmph ground, 50 kmph hover
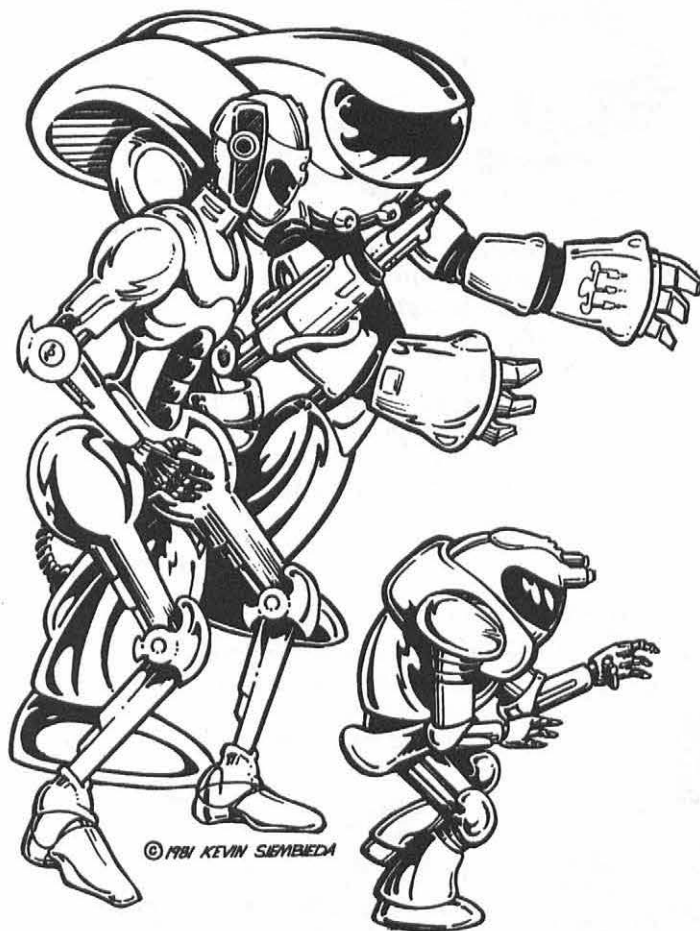
Thinman

The colonists are fairly certain the Thinman is a hunter-killer robot. Because of its human shape, the colonists have come to call the Thinman, Runt and Brute, "Mock Men."

Mechanoid Robot with advanced artificial intelligence.
Attacks Per Melee: 2
Weapons: Blaster 3-18
Range: Blaster 800 meters
Bonuses: +1 to hit, +2 to dodge
Function: Defense/assault
Operation: Robot
Psionics: None
Size: 2.7m tall
Armor Rating: 10
S.D.C.: 90
Speed Factor: 25 kmph (15.6 mph)

Runt

The colonists are certain the Runt is a hunter-killer robot and mechanized scout. Because of its human shape, the colonists have come to call the Runt, Thinman, and Brute, "Mock Men."

Mechanoid Robot with advanced artificial intelligence.
Attacks per Melee: 2 hand to hand
Weapons: Hand damage, 1-8
Range: Striking distance: 0.6 meters
Bonuses: +2 to damage, +2 to dodge
Function: Reconnaissance and maintenance
Operation: Robot
Psionics: None
Size: 1.4 m tall, 0.6 m long, 0.6 m wide
Armor Rating: 11
S.D.C.: 60
Speed Factor: 25 kmph (15.6 mph)

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Mechanoid Spider Fortress One is present at all major Mechanoid bases.

Two Main Plasma Cannons
4 attacks per cannon
10-100+100 damage
Range: 4.827 km
+2 to hit
Cannon S.D.C.: 750 each
A.R.: 13

4 Bowl Laser Cannons
2 attacks per melee
6-36+40 damage
Range: 2200 m
+2 to hit
Laser S.D.C.: 300
A.R.: 10

Particle Beam Turrets
2 attacks per melee
5-50+25 (standard damage)
Range: 2200 m
+1 to hit
Turrets S.D.C.: 375 each
A.R.: 12
Turrets are capable
of 360° rotation.

Bowl Housing and Platform
S.D.C.: 4000 (6 m thick)

Legs: 2000 S.D.C. each
Speed Factor: 20 kmph

Spider Fortress Lid
18.3 meters thick
S.D.C.: 5000
Lid opens to a maximum of
45° angle. Opens to release
or admit Wasps; or to
position plasma
cannons for an
aerial assault.

The Spider
Fortress is
operated by a
minimum of
14 Brains to
32 max. it
is maintained
by 40 to
120 Runts,
40 to 100
Thinmen, and
24 to 72 Runners.

For Assault
and Defense it
always holds 24
Wasp, 6 Tunnel Crawlers,
and 8 to 12 Brutes

Energy Shield is the
ultimate defensive
measure. Unfortunately
the fortress can not
attack while the shield
is up.
S.D.C. of Shield: 8400

Needs 72 hours to
bring shield to max.
after an attack.

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Bowl Diameter: 260 m
Height of Bowl and Lid: 210 m
Over All Height: 487 m
Estimated Weight: 18,000 metric tons

Bowl Housing
Capable of 360°
rotation

Plasma Cannons

Access Hatch

Laser Cannon

Bowl Laser Rim
52 close range lasers line the lip
of the bowl housing
2 attacks per laser, per melee
6-36 damage per blast
Range: 1400 meters
Laser S.D.C.: 40 each
A.R.: 10

Close Range Laser Rim

Cut Away of
Wasp tunnel system common
to most Mechanoid bases. In this
way both the energy shield is
engaged and Wasps can be
released.

Energy
Shield
Tunnel

4 Particle Beam Turret
Capable of
360° rotation.

Wasp Release
Hatch

Mechanoid Digger

Top View

1772 m

Side View

1080 m long

Bottom View
Revealing the continual
Hydrogen Fusion Chamber

The Digger directs hydrogen blasts (approx. 10 per
second). Vaporizing and melting the earth and stone.
The claws dig, trim and shape the 1km wide
2 km deep canal.

The Digger functions day and night at full capacity,
pausing only 30 minutes every 24 hours.

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Structural Damage Capacity:
Head: 2800
Body — Top: 4000
Body — Bottom: 180,000 C.H.F.C.
Arms: 2000 each
Claw: 2200 each
Plasma Generator: 980
A.R.: 18

**Continual Hydrogen
Fusion Chamber**
Blast center does
1-6×10,000 damage

Plasma Generator*
Does 1-6×1000
damage.

Mantis 18.3 m long

Digger's Claw
with Mechanoid Mantis
to indicate scale.
Claw is 360 m long
Arm from shoulder to claw: 680m
Body length: 1080 m, Width: 732 m
Total Claw to claw span: 1772 m

Other Notes ...
• Always accompanied by 6 Mantis and 2-6 Wasps.
• Digging/canal area within 2 km. Radius of the Digger
  extremely radioactive; lethal to all Humanoid life. Only
  E.B.A. are certain to survive, L.B.A. is safe for 1 hour exposure.
• Digger hovers by undetermined means. Perhaps anti-grav. or psionically.
If the continual hydrogen fusion chamber (C.H.F.C.) is destroyed (3000 S.D.C.)
the entire Digger will explode (1-6×30,000 damage for a 1 km radius).
However, the C.H.F.C. is vulnerable to direct attack only when shut
down for its 30 minute rest period.

*Plasma Generator can fire
once every 10 seconds. That's
6 attacks per melee.
Max. Range: 2000 m

Large Mechanoid Transport Vehicle

One of the Mechanoid's transport and hauler vehicles.

Attacks Per Melee: 2
Weapons: Particle beam: 8-80 +25
Range: 3200 meters (10,499 feet)
Bonuses: None
Function: Transportation
Operation: Insufficient data
Psionics: None (?)
Size: 50 m tall, 180 m long, 54 m wide
Armor Rating: 12
S.D.C.: 998
Speed Factor: 0-3800 kmph (2375 mph/roughly Mach 3.5); hover capable.

Small Mechanoid Transport Vehicle

Attacks Per Melee: 2
Weapons: Particle beam: standard damage
Range: 2200 meters (7218 m)
Bonuses: None
Function: Same as large transport.
Operation: Same as large transport.
Psionics: Same as large transport.
Size: 9.1 m tall, 24.4 m long, 9.6 m wide
Armor Rating: 12
S.D.C.: 450
Speed Factor: 0-3800 kmph (2375 mph/roughly Mach 4); hover capable.

GUSTOVICH
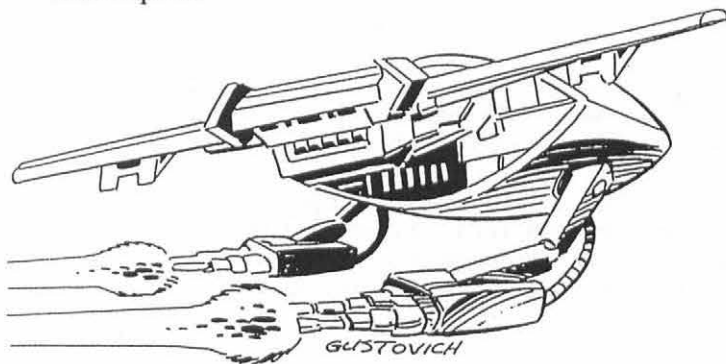
Game Master's Section

G.M. Inside Information

Game Masters, some of you may be concerned that for $3.75 any of your players can buy his own copy of *The Mechanoid Invasion* and read all the Game Master's secrets. Well in a way, that's true, but none of this information will change the game or the playing. Since I'm just setting up the basic premises and noting tribal relatives, Mechanoid activities, etc., it is you who takes and develops these things. Consequently, a month after the purchase of this book, all this material becomes background references in your own very distinct campaign. If anything, a player reading this section may ruin some of the surprises you have in store for him. (So if a player is reading this, don't flip the page or else. Or else what? Ahh.....)

More on Mechanoids

Gideon E was considered to exist in dead space that is an otherwise uninhabited, non-hostile sector of space. The Alpha Q space station was Gideon E's source of support and protection, the pride of the Intergalactic Federation. Consequently, the Earth colonies were not prepared for the savage Mechanoid onslaught.

The Earth colonies were able to stave off the Mechanoids first wave assault only because it was a small scouting operation. The second assault was composed of a tactical strike squad followed by the processing team.

The Mechanoids are, indeed, genetically reconstructed and cloned. Unknown to humans, they possess great psionic although usually limited to level one and two abilities. *(See the specific Mechanoid data on the following pages).* This means, with the exception of the Brain, most Mechanoids have no psionic attacks other than telekinesis and hypnotic suggestion. Because of their genetic design, each type of Mechanoid organism has very defined, unchanging abilities. There is no variation of psionic abilities within the same type of Mechanoid. (**Example:** all Brutes have identical abilities and inner strength points).

Mechanoids despise humanoid life forms because they remind them of their evolutionary point of origin. Eons ago, a race of humanoids unlocked the secrets of genetic engineering. A large group of people were selected for genetic reconstruction, creating intelligent life far better suited to survive the rigors of space exploration. Robotics and cybernetics were also incorporated into this "new breed" of space traveler.

However, when this new breed returned to their home world, they found themselves trapped in a world that repulsed and feared them. That fear soon grew into disgust and hate. These brave explorers became hideous aliens among their own people. Eventually, the two forces clashed. The new breed won and the old world perished.

This confrontation, with the agony and the hatred, lives on through racial memory, burning and eating into the very soul of the Mechanoid people. These anxieties neuroses lay hidden beneath the cold, austere, robotic body shells which house them.

Thus, the illusion of methodical, emotionless creatures of science and knowledge is maintained. Yet beneath this icy facade, burns a deep, rich pool of emotions. Even after countless eons their memory is alive with the pain and anguish suffered by their predecessors at the hands of merciless humanoids. This memory has twisted the Mechanoid psyche to the extent that they even hate themselves for sharing a common origin in their evolution with humanoids. Consequently, to lash out, humiliate and destroy humanoids, they strike out at their own inadequacies.

Perhaps part of the Mechanoid psychotic schizophrenia is the result of a genetic weakness. Perhaps not. What is obvious is that humanoids trigger a tidal wave of emotion within these creatures.

Mechanoids are easily provoked by human strengths and arrogance. This may stimulate any number of reactions, including mindless aggression, berserker rage or methodical Jack-the-Ripper type slaughter. Personality disorders, fetishism, phobias and schizophrenia add to the cacophony of screaming emotions. Their cruelty toward humanoids is unparalleled. Hideous experiments, biopsies performed on living victims, degradation and mental, as well as physical torture are all too common treatments. Of course, each individual Mechanoid has his own unique style and approach.

It is important to realize that the Earth colonies have been *allowed* to exist for the Mechanoids own sadistic amusement This establishes a situation of cat and mouse, except the mouse is greatly underestimated and the cat is treacherously insane!

Mechanoid Technology

The Mechanoids' technology is considerably more advanced than humans', although this-is not readily apparent. Creations such as the Spider Fortress, with its metal alloys, energy shield and armaments, begin to hint at the magnitude of the Mechanoid. technology. Fusion batteries are commonly used by both humans and Mechanoids.

With the exception of a few robots like the Runt and Thinman, all machines, weapons and vehicles are integrated with living creatures. Their entire technology is based upon cybernetics, robotics and psionics. This makes it quite impossible for a human (unless psionic) to use any Mechanoid. device. For example there are no`external buttons, knobs, switches, or instrumentation, everything is internalized.

In one adventure, my players jumped into an elevator only to find no external controls. They tried radio frequencies to trip a hidden device to no avail. Finally, a minor psionic with object read was able to successfully read the elevator's history and operation. Behind the wall was a simple switch normally activated thru telekinesis. They had to hold Off attacking Runners while cutting away the wall panel with a fusion torch.

Mechanoids can communicate in two ways
1. Telepathy/empathy
2. Radio Transmissions

Mechanoids use both radio/laser communication techniques and psionics for communication between themselves. Unfortunately, psionics is limited in range, making additional distance communications necessary.

Although Mechanoids could communicate with humanoids telepathically I prefer to have them utilize radio communica-

tions. This is easy for the Mechanoids to accomplish, using conventional colonial wavelengths and an artificially synthesized voice. This way their true psionic nature remains undefined to humans. Players are usually startled by receiving a fairly human communiques.

All Mechanoids Have the Following:
1. Environmental body armor
2. Life support systems
3. Radiation shielding
4. Communication devices
5. Independent energy source
6. Full scanning capabilities (however, if the scanning instrumentation is incapacitated they will convert to psionics. Presence sense, see aura, sense good or evil, detect psionics and telepathy are key in psionic sensing).
7. High I.Q.
8. Psionics
9. Wicked tempers
10. Psychotic hatred of humans

The Inside Scoop on the Mechanoids®

The Tunnel Crawler

The Tunnel Crawler is designed exclusively for pest control. This sadistic exterminator is a free agent, to do or go where it pleases. Its sole purpose is to eliminate pests human pests. Although its attacks are limited to close range confrontations, the Tunnel Crawler's heavy environmental body armor provides more than adequate protection. Tunnel Crawlers are the loners of the Mechanoid race, often accompanied by no more than a few robots (Runts or Thinmen).

Its psionic abilities include presence sense, see aura, detect psionics, levitate, nightvision, limited telekinesis and extended telepathy.

Psionic Inner Strength Points: 120 (considered a sixth level major psionic).

The Wasp

Wasps usually fly in pairs and seldom separate from their companion(s). Wasp patrols range from two to four, while squadrons range from six to a dozen.

The Wasp organism is bred to be a predator and loves to battle. The environmental body shell is designed to withstand space travel and heavy assaults, while maintaining a high maneuverability, speed and strike potential of its own. These incredible predators are implanted with super sophistocated sensory equipment and probes with full scanning faculties.

Remember, while the Wasps are the most daring and powerful of the Mechanoids, they are organic beings who will not sacrifice themselves foolishly.

Their psionic abilities encompass the full range of level one and two abilities.

Psionic Inner Strength Points: 313 (considered a tenth level major psionic).

The Mantis

The Mantis is the largest of the Mechanoids, measuring 20 meters (65.6 feet) long. This giant functions as a portable fusion

generator, heavy construction engineer and mining operator. It is suited for space travel, extreme heat, and structural damage. Its one claw is an electric probe/weapon able to emit bolts or waves of electricity.

Its rear quarter contains the reactor, and is the most vulnerable to attack. If the rear cylinder section receives enough structural damage (240 S.D.C.) to rupture it, a thermo-nuclear explosion will occur. The damage is as noted.

660 points of damage at the center of explosion (20 m/65 ft radius).

320 for an additional 30 meters (98 feet)

125 for an additional 30 meters (98 feet)

50 for an additional 20 meters (65 feet)

Total blast radius: 100 meters (328 feet)

Psionic abilities are limited to presence sense, see aura, resist fatigue, extended telepathy and extended telekinesis (same as Brain).

Psionic Inner Strength Points: 570 (considered a tenth level major psionic

The Mechanoid Brain

This is the most vulnerable, yet most important of all the Mechanoids. This strange creature is the master overseer, capable of tapping into all Mechanoid systems. It can collect or share data, pilot any Mechanoid vehicle (including the Spider Fortress), and direct all other Mechanoids and robots.

To tap or feed into the Mechanoid systems data bank, it must detach itself from its hover platform and attach itself to the service pool. Service pools are large, circular indentations, 1.2 meters in diameter and 1.2 meters deep, found in floors ceilings and walls. These service pools allow the Brain to link directly with a machine, utilizing its information scanners, controls and functions.

The Brain has five large, organic, optic sensors (eyes) in addition to mechanically enhanced optics. It also has two artificially reinforced arms and hands.

Unlike most of the other Mechanoids, the Brain's body is too fragile to withstand the stress of space or heavy structural damage.

The Brain's psionic abilities are unsurpassed by any other Mechanoid. These include the full range of level one and two abilities, plus extended telepathy, see the invisible and evil eye (despair, fear, blind and pain). It also possesses extended telekinesis (50lb./22.68 kg per level).

Psionic Inner Strength Points: 2000 (considered a thirtieth level master psionic).

Bonus: +4 vs psionic attack

The Runner

The Runner is the Mechanoid ground technician: repairing, adjusting and maintaining operations. The Runner also serves as a biophysicist and genetic engineer; malataln1ng and caring for other Mechanoids. It is also this Jack-of.all-trades that handles communications and humanoid relations,

This is one of the few Mechanoids which is designed with retractable organic appendages. These appendages serve several functions, the most important of which is to physically tap into service pools to gather data and/or operate other Mechanoid devices or vehicles.

In many ways, the Runner could be considered an operations supervisor. A typical Mechanoid base, depending on the size and activity, will have 24 to 72 Runners. A dozen Runners are standard for the Spider Fortress.

Its psionic abilities encompass the entire Range of first and second level abilities plus extended telepathy.

Psionic Inner Strength Points: 690 (considered a twentieth level mayor psionic).

Bonus: +2 vs psionic attack

The Brute

Of the three Mockmen, only the Brute is a Mechanoid. This heavy-duty, all-purpose creature is often employed in assisting in construction, repairs and supervision of the Mockmen. Although the robot Mockmen must obey all Mechanoids they are the responsibility of the Brute. Together, they are the main assault, and defense force of the second perimeter and tunnel patrols.

The Brute's metal shell is a complete environmental battle armor capable of both ground and air movement. Like most Mechanoids, the Brute is designed for deep space exploration then without the need of additional life support systems.

Its psionic abilities include; presence sense, object read, sense good or evil, see aura, resist fatigue, bio-regeneration, mind block, levitation, limited telekinesis and extended telepathy.

Psionic Inner Strength Points: 150 (considered an eighth level major psionic).

Weavel and Skimmer

The Weavel is always accompanied by 2-4 Skimmers for its protection. Both the Weavel and Skimmer are used as reconnaisance and perimitor defense mechanisms, as well as scouting and observing the enemy. Weavels have but one function: to continually transmit audio/visual data to its home base. Primary subject: Humanoid activity.

The Skimmer's function is simply to defend its assigned Weavel and/or destroy any humanoid interlopers. Both are robots.

The Runt

This small but dangerous machine is primarily used for manual labor, construction, tunnel reconnaisance and troop support.

The Thinman

The Thinman is another robot servant used for tunnel reconnaissance, assault, and defense, as well as manual labor and minor construction operations.

The Runt, Thinman and the Brute are also known as the Mockmen by both humans and Rovers alike.

Mechanoid Transport Vehicle

Like most Mechanoid machines, the transport vehicle is inoperable until a Mechanoid organism integrates itself with the vehicle (thus the transports becomes another one of the Mechanoids' mechanical bodies). These vehicles are capable of extensive space flight, but are commonly used as orbital shuttles. Except for size, the two types of transport vehicles are identical. The small one can be piloted by one Brain or three Runners. The large one requires two Brains or six Runners.

Ancient Transit System

Transit Line

● Tunnel Complex
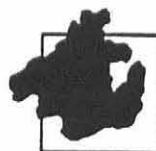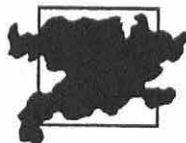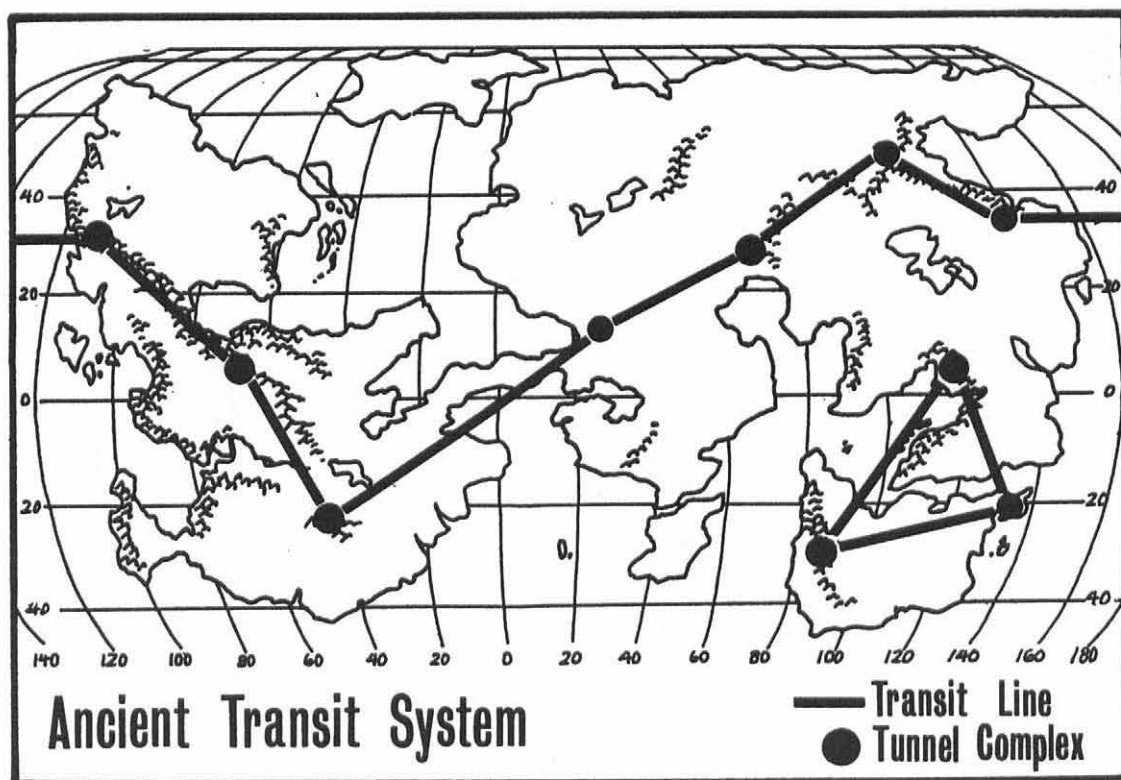
The Tunnels of the Ancients

By Erick Wujcik with Kevin Siembieda

The Ancients, or "Golden Ones" as they are known by the Rovers, were the original inhabitants of Gideon E. While no trace of them has been found, the planet-wide tunnels constructed by them at least 4.2 million years ago are still in fair condition. These underground complexes and the transit tunnels that connect them are populated only by Talon Rovers and the Sand Crawlers and their larvae. Other than the entrances to the main tunnel complexes, the only access to the transit tunnels is through breaks caused by geological change or Mechanoid excavation. The Ancient constructions are often linked up to natural caverns that can be added at the discretion of the Game Master.

Entry to the Ancient Tunnel Complex. In the first section surrounding the entrance to the Ancient tunnel complex, there is a small grid of tunnels. Within these tunnels are large alien glyphs on the walls that glow with a faint ultraviolet light and are otherwise invisible. Encounters with the Talon Rovers (157) or with the Sand Crawlers larvae will occur in this area.

Circular Ramps Leading to the Transit Tunnels. The passage leading off the grid tunnels towards the upper circular enlargement on the Ancient tunnel map represents the way down

to the transit system. There the hall forks into long, curving channels going down at a 20 degree angle. The ramps end at boarding ledges on the directional transit tunnels.

Ancient Transit Tunnels & Transit Modules

The cutaway view shows in profile the Ancient Transit Tunnels that encircle the world. Each of the mirror image sections was designed to accommodate one Ancient Transit Module. The sections are meant to be only one way. The right one being west bound and the left east bound. The crawl tunnel runs above and between the two main channels and is accessible by tubes that are located every 5.2 kilometers along the way. The carbon sheathed titanium shaft between the transit tubes is completely embedded in the rock. This shaft has no known function but is somehow related to the workings of the transit modules. The Ancient Transit Modules are controlled by use of a Phase Ball in the hands of a psionic. An order of "Come Here" (or a similar command) will bring a module to the point of the holder of the Phase Ball. The command must be broadcast while located on the platform of the transit tube. The spherical vehicle that responds will come in at 1200 kilometers per hour. It will stop

Ancient Transit Tunnel — Crawl Tunnel — **Cutaway View** — 1 m / 5 meters — Access Tubes — East — Carbon — Titanium — West
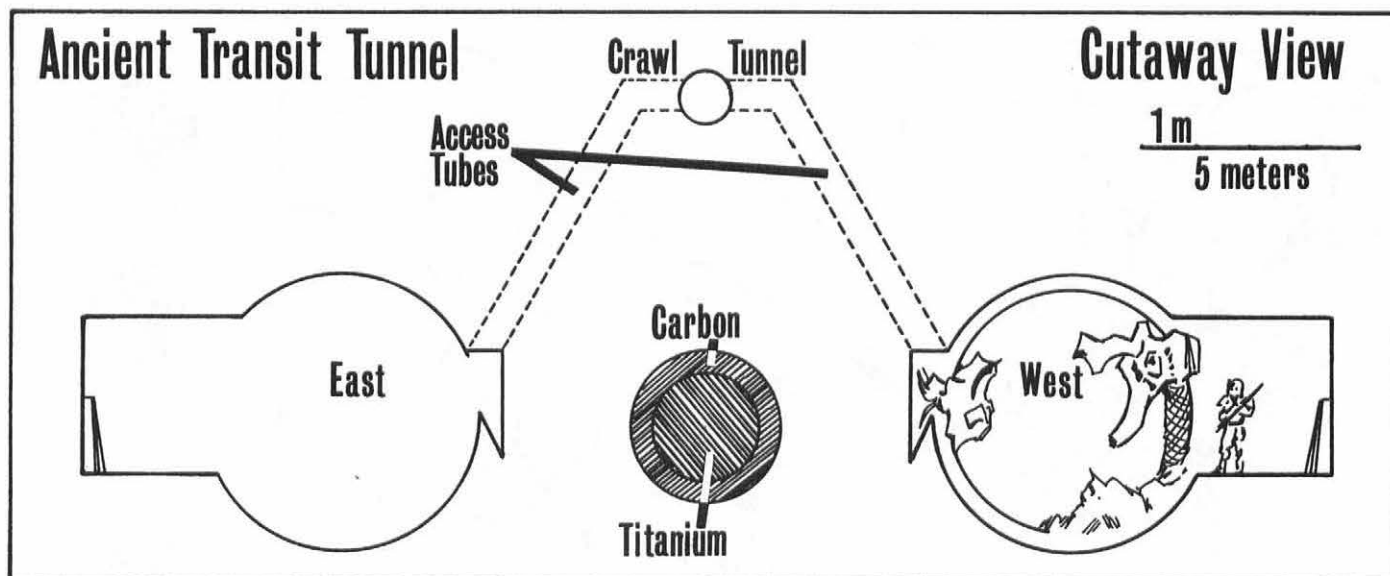
without any period of slowing down. The Ancient vehicles have only two move states fast and stopped. The vehicle will stop and admit passengers by opening a sliding portal into the interior. The vehicle will then wait for an order to continue. It goes until the next Ancient complex is reached or stops when a valid order is given with the Phase Ball. Vehicles arrive from one to six hours after they have been summoned. Anything in the way of an Ancient Transit Module will be completely destroyed.

Magma Core Junction

The Ancient Phase Ball and Rod storage areas are separated from the rest of the tunnels by this circular chamber. The outer circle of this chamber is a sharp drop-off down to the white-hot molten rock that makes up the planet's magma core. The center circle is a level platform with two circular towers of unknown function that extend up to the roof area. Connecting the inner circle with the outer passages is a stone bridge. The bridge extends to only one of the three tunnels. The bridge connection is random. If the Phase Ball is used in the command form, then the bridge can be turned around to the other passages.

Ancient Storage Area

The area marked as "Storage" on the map contains nine large pillars extending from floor to ceiling. As is shown on the diagram, each of these pillars has an inner and outer shell. Each shell part has a Structural Damage Capacity of 450. There is no space between the shells and each shell has a 2.4 meter gap. Using a Phase Ball in command mode will cause the outer shell to rotate relative to the inner. This rotating will align the two gaps and create an entrance. Exterior shells will be marked by ancient glyphs unless empty. The glyph will represent the contents and will vanish if characters empty the areas. Filled storage shells will have 1 - 100 Element Rods.

Element Rods of The Ancients

The contents of the storage shells are rods of pure elements. They are made of either carbon, silver, titanium, or zirconium. Element Rods are 4.32 centimeters in diameter and 61.41 centimeters long. Each can be inserted in any of the shafts of a Phase Ball. The areas are marked on the map to represent the contents. The "a: containers are empty, "b" are carbon, "c" are silver, "d" are titanium, and "e" are zirconium. They have no function other than to trigger a Phase Ball.

Phase Ball Storage Chamber

After leaving the Magma Junction, the characters will enter a three meter square passageway. Beyond the first 100 meters the passage is blocked by thick bars extending from floor to ceiling. The bars are deeply embedded into the walls and are parallel to the floor. Each bar has a Structural Damage Capacity of 80. Only one bar must be removed in order for a person to crawl through. There are four separate sets of bars spaced 7.3 meters apart along the corridor. Just beyond the final set of bars is a sharp drop-off. At the bottom of this 30 meter deep pit is a pool of mercury. Upon the mercury there are 1-100 Phase Balls floating high.

Encounters in Ancient Tunnels (Roll Percentile)
01-65 None
66-75 Talon Rovers
76-79 Other Rover Tribes
80-82 Sand Crawlers
83-90 Sand Crawler Larvae
91-97 Mechanoid Tunnel Crawlers
98-99 Other Mechanoid Units
100　 Major Mechanoid Complex

Phase Balls

The Phase Ball is a one half meter sphere of pure, hard, white porcelain material. It is covered with six even, round openings on the surface. These holes correspond to three shafts that intersect at the exact center of the sphere. The shafts are on exact right angles from each other. They are 4.32 centimeters in diameter and accommodate the Element Rods smoothly. The characters will be surprised to find that the insertion of greater than one rod is easily done. They seem to pass directly through each other at the center of the PB sphere. Different effects can be achieved in the use of the PB depending on the combination of Element Rods used. No other combination of elements has any useful effect. A colonist may attempt to fabricate replacements for the Element Rods but they have only a 5% chance of working and will be very expensive. Each effect of the Phase Ball will last for 47 minutes. The Element Rods will not come out of the sphere after the effect is started and all three must be inserted simultaneously. After the effect wears off, the rods are completely consumed.

west bound

east bound

Transit Tunnels

100 m

To Surface

PHASE BALLS

3 DIMENSIONAL CUT-AWAY-DIAGRAM

SERIES OF METAL BARS

MAGNA

STORAGE

a	b	c
a	b	d
b	a	e
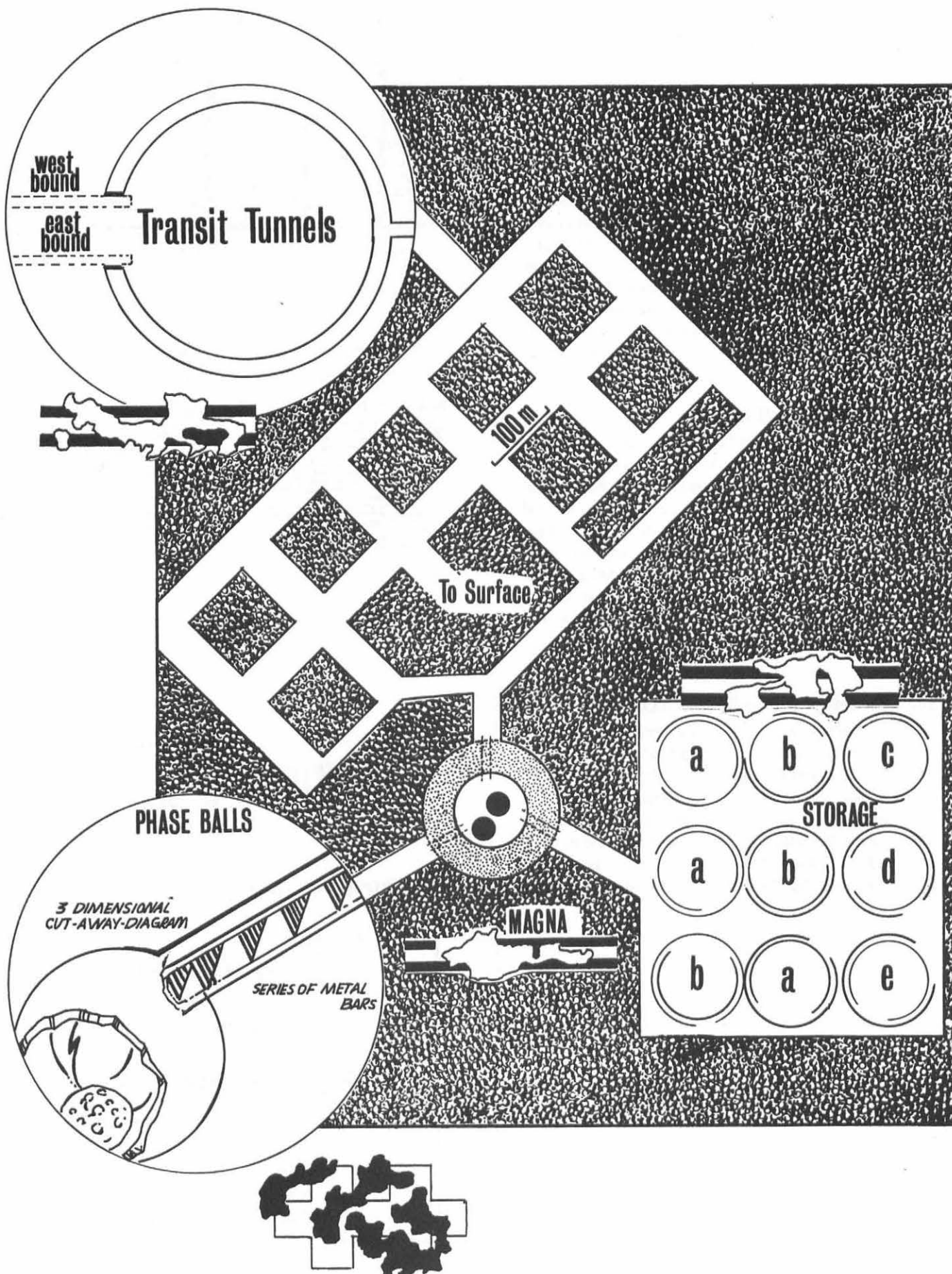
'Out of Phase' Phase Ball Effect

Silver-titanium-carbon. When this combination of rods has been inserted (all rods in), then the Phase Ball and whoever is holding it will go "out of phase". In this condition a state is reached where a person becomes invisible to all observers. The holder of the Phase Ball will be able to see dimly all objects located in the vicinity. The "out of phase" person moves by swimming through the atmosphere and can actually move through any king of solid object. If the ball is set down while the person is "out of phase", then the person will remain in that condition. This means that if the ball turns solid while the person is away from it, then the character will not come back from the "out of phase" condition. A person will remain until rescued by another person or until dead of hunger or thirst or suicide. When the effect wears off, the Phase Ball and anyone holding it are squeezed out of any solid area into open space. Psionic communication is the only type of contact possible when "out of phase."

"Half Phase", Phase Ball Effect

Silver-zirconium-carbon. The "half phase" condition makes the character invisible but still solid. While in this state the character can touch and be touched by physical objects but is invulnerable to any kind of energy attack. The character in "half phase" has the same visual perceptions as the "out of phase" person. The effect will remain if the ball is taken away and a person can be trapped in the same manner as in "out of phase." Aiming a weapon or exactly locating an object while in "half phase" is very difficult. There is no effect on a person touching a "half phase" Phase Ball unless it is while the transition is taking place.

"Command Mode", Phase Ball Effect

Titanium-zirconium-carbon. A person holding a ball in this condition is capable of commanding certain of the Ancient artifacts. The person must have psionics and must have some kind of psionic communication ability. The ball can be passed from person to person and if so the effect will be transferred with the Phase Ball. In using this effect the commands must be no more than a one word command. The "command mode" is effective on the transit modules, the Magma Junction bridge, and on the storage shells.

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How to Play a Role-Playing Game

Since all of this information was contained in **The Mechanoid Invasion®** we felt it would be pointless to reprint it again here. You can find all of these details in the front of this book.

Armor Rating & the Hit

The Armor Rating indicates the likelihood of hitting and *penetrating* a target to inflict damage. This is determined by the roll of a 20 sided die. The higher the Armor Rating the greater the protective armor or force field and the more difficult to penetrate and do damage. Example: The Mechanoid Skimmer, has an Armor Rating of 11. This means the player must roll an 11 (matching the A.R. of the skimmer) or better (12 thru 20 on a 20 sided die) to hit and do damage. In this case, 1 thru 10 does no damage, while 11 thru 20 hits and does damage.

If the player rolls a successful hit, he/she then rolls damage as indicated by the weapon used. Note: The player *must roll* to determine a successful hit and penetration of the target's A.R. *every time* the player Attacks, including multiple firing energy Weapons:.

A.R. 2, S.D.C. 2, Cloth: Synthetic fibers, plastic and rubber under 10 centimeters thick.

A.R. 3, S.D.C. 6, Padding: Pads or mounds of cloth bound with leather strips often worn by the Rovers.

A.R. 4, S.D.C. 12, Leather Armor: Or padding composed of dead animal skins also worn by the Rovers.

A.R. 5, S.D.C. 25, Treated Leather: Armor (usually hardened with a boiled wax-like substance), used by Rovers.

Environmental Space Suit: Composed of synthetic fibers used in space exploration.

A.R. 6, S.D.C. 30, Web Vest: The web vest is composed of poly-carbonate padding over laid with a fine metal mesh. What you might call a modern day shirt of mail or bulletproof vest.

A.R. 6, S.D.C. 29, Studded Leather: Is treated leather with metal rings, studs or chain mail attached for greater protection. Commonly used by Rovers.

A.R. 10, S.D.C. 72, Light Battle Armor: The L.B.A. is a padded jump-suit with reinforced poly-carbonate body plate and helmet specifically designed for battle.

A.R. 15, S.D.C. 150, Environmental Battle Armor: The E.B.A. is a special reinforced battle armor designed for heavy combat and deep space exploration.

Meanings & Abbreviations

Hand to Hand Combat: The chart lists the bonuses achieved per level in the art of hand-to-hand combat. These bonuses apply *only* to hand-to-hand combat and are limited to hand-held blade or striking weapons (knives, swords, axes, clubs, etc.). Hand-to-hand combat is limited to certain character classes.

Locksmith: The percentage indicates the probability of successfully picking/unlocking locks in general. This includes latch, tumbler and electronic locking devices. Game Master, you may want to allow a roll of 2 out of 3 in some instances.

To Unlock:
Simple locks require: 1 melee per attempt.
Complex locks require: 2 melees per attempt.
Very complex locks require: 4 melees per attempt.

I would think that in most (not all) cases, a character could try to open a lock as often as he/she desires. Time is usually the critical factor, not the lock itself. Of course the more often a lock is tried, the more noises involved. Also, an unsuccessful attempt with an electronic lock mechanism may trigger an alarm.

Melee: Melee or melee round specifically refers to hand-to-hand combat, but is also used to measure character time and sequence of events. One melee round is the time it takes for all players to get in their attack/response to a situation. One melee breaks down to about one minute, character time. **Conversion Note:** In current Palladium RPGs, a melee round is 15 seconds.

O.R.C.E./Operate and Repair Communication Equipment: The percentage, in this case, represents the skill and knowledge of successfully operating and repairing communica-

tion equipment (transmit/receive). This *does not* include sensory equipment such as radar.

O.S.C.E./Operate Sensory and Communication Equipment: This percentage reflects the probability of successfully operating (transmit/receive/interpret) both sensory and communication equipment. However, there is no understanding of the internal components, making repairs impossible.

P.A.V./Pilot Air Vehicles: The percentage indicates the general familiarity with all air vehicles and the likelihood of comprehending their operations. It also indicates the probability of executing complex maneuvers successfully.

P.G.V./Pilot Ground Vehicles: The percentage indicates the general familiarity with all ground vehicles and the likelihood of comprehending their operations. It also indicates the probability of performing complex maneuvers successfully.

Prowl: The percentage applies to the ability to successfully move stealthily and not be seen (hide in shadows), much like a cat burglar or special strike team. This skill is learned by Commandos and the Light Battle Armor division. The Rovers and thieves can also prowl. Obviously, prowling is not effective in bright, empty areas. Rather, prowling is done under the cover of darkness, such as at dusk, twilight, or night, when the shadows are long and comforting.

R.A.V./Repair Air Vehicles: The percentage indicates the probability of determining the source of the mechanical problem and successfully repairing it.

R.G.V./Repair Ground Vehicles: The percentage indicates the probability of determining the source of the mechanical problem and successfully correcting it.

Sensory Equipment: This refers to all scanning devices, such as radar, sonar, spectroscope, and instruments to monitor the entire spectrum of emissions. The percentage represents the ability to correctly interpret such emissions and operate the corresponding equipment.

Invasion Event Up-Date

A Chronological Sequence of
the Dissection of Gideon E

Second Month

1. Defoliation of planet Gideon E completed.

2. Falzon colony falls. Human casualties 96.3%, property 100%. Major Mechanoid Base established.

3. New Gideon falls. Human casualties 87%, property 98%.

4. Maykanok outpost falls. Human casualties 100%, property 100%.

5. Williams outpost falls. Human casualties 100%, property 100%.

6. Manbiji seacoast Colony partially evacuated before it falls. Human casualties 47%, property 98%.

7. Balent Bay Outpost successfully evacuated to Gideon colony before it falls. Human casualties 0%, property 63%.

8. Major Mechanoid base established in Northern Hemisphere.

9. Undersea Mechanoid activities noted in Aldonease Ocean. Speculation: Undersea base.

10. Remaining human colonies: Gideon colony, Kucharski - Muzkie desert Outpost - Stelvenson Orz, Malibar.

11. Muzkie desert outpost limited to minimal maintenance personnel falls to Rover Raid (Red and Black tribe). Human casualties 22%, property 48%.

12. Muzkie outpost destroyed by Mechanoids. Human casualties 0%, Rover casualty 59%, property 100%.

13. Undersea base in Aldonease Ocean confirmed.

14. 10 additional Mechanoid bases established.

15. Partial evacuation of Orz and Stelvenson to Gideon colony and tunnel mountain retreats (near Gideon) successful. Both reduce population by 36% while still maintaining full manufacturing capacity.

16. Malibar colony totally isolated. Evacuation impossible.

17. Frequent encounters with Mechanoids indicate they do not consider humans a threat, but rather playthings to vent their psychotic hatred of all humanoid life-forms upon.

18. Mechanoids continue to display psionic nature.

19. Mechanoid bases located over ore deposits, fossil fuels and gas reserves. Begin mining operations.

20. Rover situation: Black Fist increasingly hostile to colonists. Arrowhead tribe and Long Teeth have allied themselves to colonists. Red Band, Black Band and Sand Pirates slowly perishing, refuse colonial aid.

21. Major confrontation off the Pallakean Sea, 2000 km from Malibar. Human casualties 59%, Mechanoid 88%.

Ancient, surface-dwelling sentient computer and global tunnel system discovered after battle, but was lost after infiltration by Mechanoid assault team of Wasps and Brutes. System self-destructed. Thermonuclear (tapping into planet core) Area affected 200 km radius.

22. Timbok Mountains (entire 2800 km length) leveled by Mechanoid mothership as a show of power. Malibar Colony 400 km away is untouched.

23. Colonies increase production of experimental and high-powered weapons.

Third Month

24. Massive Mechanoid devices (cyborgs?) begin to carve the planet Gideon E into sections. Said devices cut an unbroken line/canyon 2 km deep and 1 km wide across entire planet. Bridge and bridge fort areas are built approximately every 1800 km.

25. Dissection of planet is final step in the Mechanoid mining operation, prior to the final blasting into small manageable sections and storage by mothership.

26. Increasing geological disturbances indicate Mechanoids have tapped into Gideon E's molten core as a power source.

27. Long Teeth Rover tribe wipes out Red and Black Band tribes.

28. Black Fist tribe may have allied itself with Mechanoids.

29. Colonial assaults have only minimal effects against Mechanoid mining and construction.

30. Gideon colony discovers 21 Balrog destroyers.

31. Humans successfully destroy Mechanoid base at the old Falzon site and damage a Mechanoid outpost near the ruins of New Gideon. Four Balrog destroyers are lost.

32. Mechanoid assault atomizes the Kucharski Colony and damages the Gideon Colony.

Kucharski: Human casualties 89% (93,857 die), property 99% .
Gideon colony: Human casualties 13% (10,346 die), property 20%.
Rover tribes: Black Fist 42%
Sand Pirates 95%
Balrog Destroyers: Six lost in battle.

33. 11 Balrog destroyers remain in good working condition.

34. Mechanoid dissection of planet Gideon E nears completion.

35. Intergalactic Federation aid will not arrive in time (2 months too late).

Present Situation of Colonies

1. Plan to evacuate Gideon E via orbital shuttle dock, and penetrate the massive Mechanoid mothership (This ship is approximately the size of North America).

2. Shuttle operations will be directed from Orz and Gideon Colonies.

3. Escort and diversionary forces include Hover jet fighters and both types of I.L.R.M.

4. Objective: penetrate enemy and destroy from within, even if it means escape is not available. Estimated penetration success ratio 74%. Success of subverting the alien ship, .05%.

5. Not all colonists can be evacuated, while others desire to remain and fight till the end. These people comprise the suicide assault forces. Stelvenson is base headquarters, Gideon and Orz are backup. The 11 Balrog destroyers are dispersed as follows: 6 at Stelvenson, 2 at Gideon and 3 at Orz.

Gideon has 3 times as many jet fighters (360) and dreadnoughts (73) as Stelvenson and Orz, thus Gideon will act as air command.

6. Malibar remains completely isolated. Aid is impossible.

7. In the last 36 hours, the ancient alien tunnel system has been fully activated (although much of it has been destroyed or dam-

⦸ Destroyed Colonies	⬤ Major Mechanoid Bases
◯ Existing Colonies	

A Chronological Sequence of the Mechanoid Invasion

74
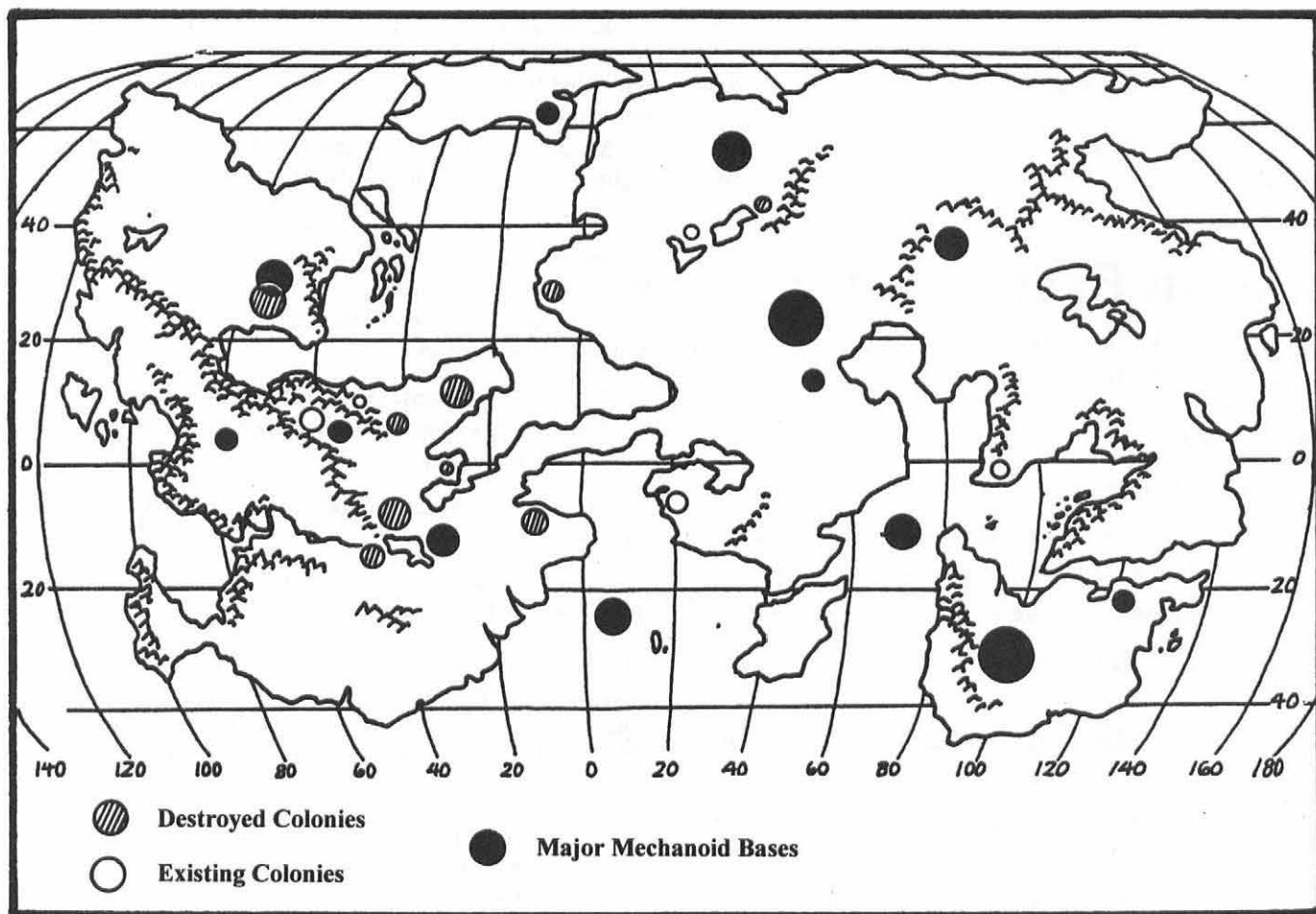
aged by the Diggers). Unidentified radio signals have been intercepted and are under study. The mysterious explosion of the Mechanoid Aldonease undersea base encourages rumors that the ancients have returned to Gideon E. These are, however, just rumors.

Planetary Excavation

In excavating a planet the Mechanoids allow little to go to waste. Usually, only planets with a molten core are chosen as this flaming core is needed to create a power crystal. Often, uninhabited worlds are selected or (especially) worlds inhabited by humanoid (intelligent bi-pedal) creatures. It should be noted that because of the Mechanoids' insane hatred toward humanoid life, they will go out of their way to destroy inhabited worlds. Such planets are priority targets.

After a planet has been selected, ground bases are established and defoliation (if needed) begins. All fossil fuels and major mineral deposits are strip mined and taken to the Mothership for purification and storage. Entire oceans are drained and also sent aboard the Mothership.

The Diggers then slice the planet from pole to pole as one might slice an orange to decorate a dessert. After most of the fossil fuels, precious water supplies, and mineral deposits have been mined a series of explosions created by the bridge forts (forts are destroyed too) fragment, then shatter the planet's surface, hurling the pieces into space. What is needed is gathered and stored by the Haulers.

The flaming core is, and has always been, the main objective. Once revealed it is subjected to a series of energy blasts and dimension (time?) warping conditions which alters its atomic structure. Under such treatment, the structure will be transformed into what the Mechanoids call a power crystal.

Unfortunately, the process is very unreliable, thus only one out of every twenty attempts is successful. A power crystal created from an earth-like planet's core can power the Mechanoid Mothership for 100 years. A crystal obtained from an earth-sized planet is about the size of a two-story house.

The entire excavation of an earth-sized planet is completed within three months, the power crystal conversion process requires an additional two to three weeks time.

New Colony Weapons
Balrog Destroyer

During one of the shake-ups to accommodate the many refugees from surrounding colonies, the Gideon Colony made a startling discovery. In 21 interstellar packing crates labeled Agricultural Irrigation Pumps, they found the most highly-advanced fighting machine designed by Earth: the Balrog Destroyer. How these lethal machines were mislabeled and shipped to the Gideon colony is unknown, but is believed to be the result of a bungled interplanetary smuggling operation.

The giant (approximately the length of a city block) Balrog Destroyer is the absolute latest in sentient automation on Earth. Designed specifically for war zone environments too hostile to support human life or more delicate devices, the Balrog is a completely independent force capable of individual thought, analysis, and action. Balrog Destroyers even have personalities, opinions, and character unique to each specific unit.

These sentient machines are frighteningly reminiscent of Mechanoids, but though endowed (programmed) with individual human-like characteristics, thoughts, and decision-making capabilities, they are just machines. Balrog Destroyers are tools created by mankind to aid and protect it. Their prime directive is to protect and preserve human life at all cost.

The Hover Robots

Each Balrog Destroyer has two Hover Robots (often referred to as "Scitz and Fritz"), which are simply sensory extensions of the Balrog. Although the robots possess the same memories and attitudes of their Balrog, they are also capable of independent thoughts and actions. The Hover Robots are primarily used for maintenance, simple repair work, and scouting (directly sending and receiving information to their Balrog and/or human allies). These units are very seldom used in battle. See Balrog: Rear Section for more details and abilities of these robots.

Sensor Cluster

S.D.C.: 20
A.R. 10
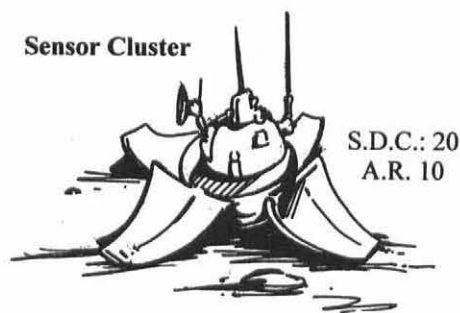
Sensor Clusters

Among the various missiles in the Balrog's armory is the Sensor Cluster. This is an information gathering device that will probe, record, and continually relay data to the Balrog until it is destroyed turned off or runs down (it can transmit for a maximum period of 320 hours). The maximum transmission range is 50 km Among the Cluster's scanning abilities are radar and sonar (50 km range).

Critical Points

The Balrog Destroyer has three critical or weak points which can destroy or immobilize it: missile storage/rear section, main fusion reactor/mid-section, and sentient computer/forward section.

The missiles stored in the rear section become vulnerable after all the missile launch tubes are destroyed (total S.D.C. 1120) or the body casing destroyed (S.D.C. 480). If the missile storage is set off, the Balrog takes the following damage: 30 points for each anti-aircraft missile, 10 for each antipersonnel, 60 for each anti-tank, 10 for each Sensor Cluster, 300 for each fusion, 110 for each I.L.R.M. Half of the total damage should be applied to the mid-section and the remaining half, specifically to the weapons turret on the mid-section. Speed factor is reduced by 3/4, assume the rear section is totally atomized.

The fusion reactor is located in the mid-section and powers both the hover jets and weapons. If the reactor is destroyed (150 S.D.C.) the Balrog is destroyed in a massive nuclear explosion: center of explosion affects a 200-meter radius, doing 10,000 points of damage.

The sentient computer is housed in the forward section of the Balrog Destroyer. If it is damaged, all weapon systems, communications, speed factor, and analysis are reduced by half. If de-

stroyed, the entire Balrog is completely immobilized (S.D.C. 75).

S.D.C. by Location Note. The reader will notice that most of the other parts, such as hover jets and weapons, are given their own S.D.C. because individual components are likely to be targets of attack. These individual components' S.D.C. are in addition to the section's Body Housing S.D.C. (Example: mid-section 550 S.D.C. plus individual components like the actual turret, plasma cannon, lasers, etc.). *All* structures have an armor rating of 14 unless otherwise stated.

Energy Points (120 per melee round)

Weapons and attacks: The Balrog Destroyers can expend only so much energy per melee round, thus, it can only provide 120 points of energy to its weapons each melee. For this reason, each weapon type is given an energy point rating, indicating how much energy is needed to activate the particular device for one melee round. The 120 energy points can be distributed in any combination, but can never exceed the 120 maximum.

Note: Only eleven Balrog Destroyers remain. See the preceding *Chronology of Dissection of Gideon E.*

The Balrog Destroyer:

I.Q. equivalent of artificial intelligence is 13. A.R. 14; speed factor 0-85 kmph (up to 53 mph). Can lift three meters (10 ft) above the ground, maximum.

Forward Section: A.R. 14, S.D.C. 620.

Weapons:

Main Particle Beam: 4 attacks per melee, range 2200 m (7218 ft), 1D6x10 +35 damage, +1 to hit, S.D.C. 150, A.R. 14. Energy Points: 60.

Secondary Particle Beam: 2 attacks per melee, range 1800 m (5905 ft), 1D6x10 +15 damage, +2 to hit, S.D.C. 80, A.R. 14. Energy Points: 30.

Ram Prow: Affects a 60×60 meter area per melee, 10-50 +50 damage (the Balrog takes 1 S.D.C. damage for every 5 points of damage inflicted). S.D.C. 440, A.R. 14. Energy Points: None.

Hover Jets: Forward module total 6; S.D.C. 25 each, A.R. 14.
Sentient Computer: S.D.C. 75, A.R. 9., I.Q. = 13.
Mid-section: A.R. 14, S.D.C. 550
Weapons:

Main Weapon Turret: Body housing S.D.C. 220, capable of 360 degree rotation, A.R. 14.

Plasma Cannon: 2 attacks per melee, range 3600 m, 4D6x10+100 damage, no hit bonus, S.D.C. 210; A.R. 14. Energy Points: 50.

Main Laser Cannon: 2 attacks per melee; range 2200 m; 6-36 +20, +3 to hit, S.D.C. 80, A.R. 10. Energy Points: 20.

Secondary Laser Banks (total number of lasers: 5): One attack per melee (each), range 1800 m, 6-36 +6, +2 to hit, S.D.C. 50 each, A.R. 10. Energy Points: 10 each.

Bi-Laser Turrets (Right or left): 4 attacks each per melee, 4-24 +6 damage each blast (total 4), range 1400 m; S.D.C. 40; A.R. 10, 360 degree rotation. Energy Points: 20 (each for right or left).

Tri-laser Turrets (Right or left): 6 attacks each per melee, 4-24 +6 damage each blast (total 6); range 1400 m, S.D.C. 50, A.R. 10, 360 degree rotation. Energy Points: 30 each.

Mid-Section
4. High Power Searchlight
5. Main Weapon Turret/360° rotation
6. Plasma Cannon
7. Secondary Laser Banks
8. Main Laser Cannon
9. Tri-Laser Turret/ 360° rotation
10. Bi-Laser Turret/360° rotation

Rear Section
1. Hover Robot
2. Missile Launch Tubes
3. Missile Storage Section

Hover Jets:
Mid-section Module: Total 10, A.R. 14.
Right: 2; S.D.C. 50 each
Mid: 6; S.D.C. 25 each
Left: 2; S.D.C. 50 each
Fusion Reactor: S.D.C. 150, A.R. 10.
Rear Section
1. Hover Robot
2. Missile Launch Tubes
3. Missile Storage Section
Mid-Section
4. High-Power Searchlight
5. Main Weapon Turret/360° Rotation
6. Plasma Cannon
7. Secondary Laser Banks
8. Main Laser Cannon
9. Tri-Laser Turret/360° Rotation
10. Bi-Laser Turret/360° Rotation
Forward Section
11. Main Particle Beam/360° Rotation
12. Secondary Particle Beam/360° Rotation
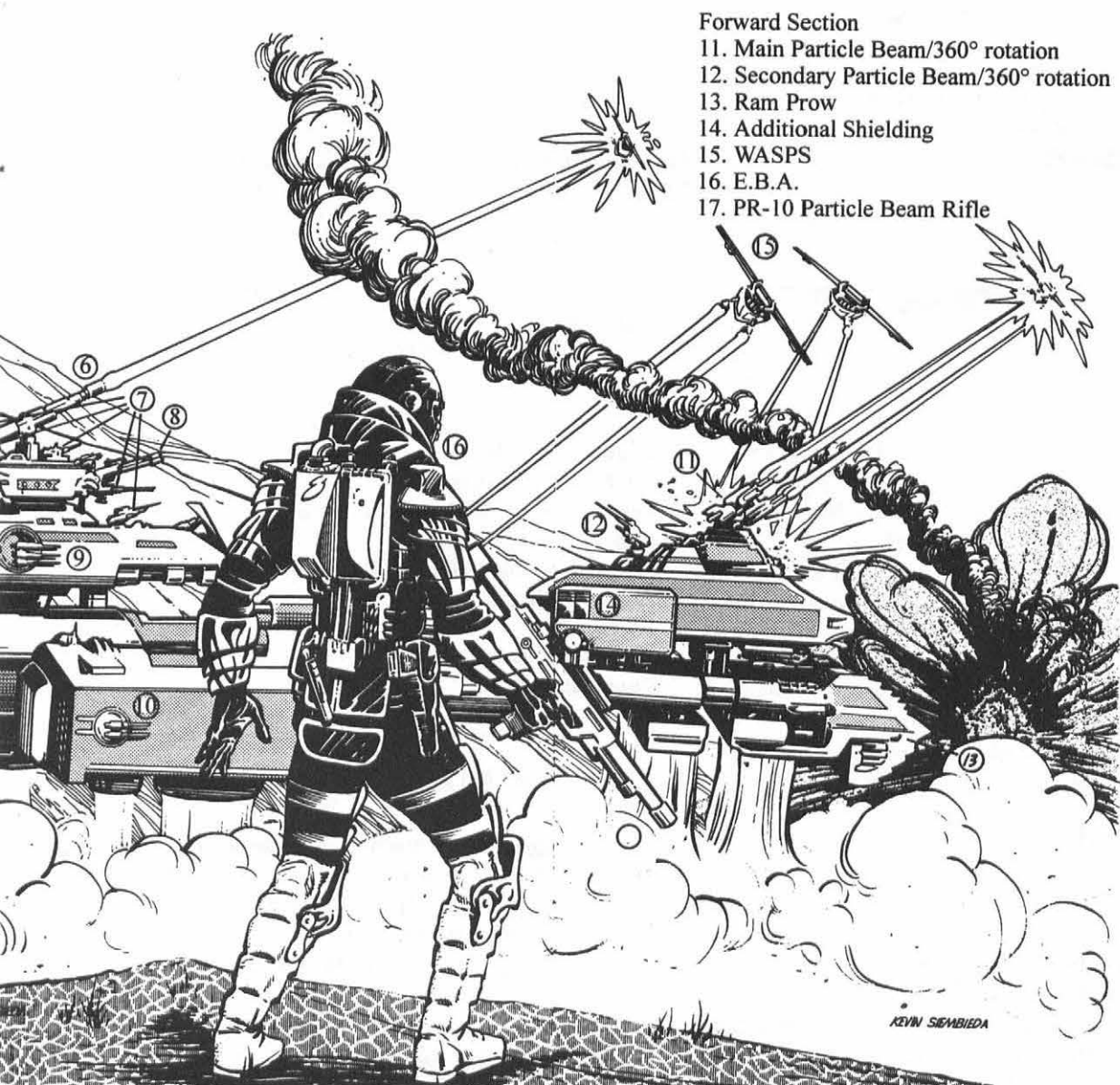
Forward Section
11. Main Particle Beam/360° rotation
12. Secondary Particle Beam/360° rotation
13. Ram Prow
14. Additional Shielding
15. WASPS
16. E.B.A.
17. PR-10 Particle Beam Rifle

13. Ram Prow
14. Additional Shielding
15. Wasps
16. E.B.A.
17. PR-10 Particle Beam Rifle
Rear Section: A.R. 14, S.D.C. 480.
Weapons:

Missile Bank: *All* missiles A.R. 10, S.D.C. 20, range vary. Maximum number of (attacks per melee) missiles fired per melee is 12. Energy Points: 10 for each missile fired.

Anti-aircraft (heat seeking): range 50 km, speed factor 1500 kmph, +2 to hit, does 6-30 damage. Total number stored: 16.

Anti-personnel (fragmentary) area affected 10 meter radius, speed factor 150 kmph ((94 mph), range 2 km (1.2 miles), 5-30 damage. Total number stored: 16.

Anti-Tank (armor piercing): Range 2 km (1.2 miles); speed factor 250 kmph (156 miles); 8-80 damage. Total number stored: 16.

Fusion Bomb: Range 16 km (10 miles); speed factor 360 kmph (225 mph); 300 damage (blast center/radius 30 m), 100

damage from secondary blast radius 30 m (98 ft). beyond blast center. Total number stored: 4.

Sensor Cluster: Range 50 km (31 miles); speed factor 150 kmph (94 mph); does no damage. Total number stored: 4.

I.L.R.M.: 1609 km (1000 miles); 1800 kmph (1125 mph); +4 to hit, +4 to dodge, 110 damage. Total stored: 2.

Missile Launch Tubes: Total 16. S.D.C. 70 each, A.R. 14.

Hover Jets: Rear module total 4, S.D.C. 25 each.

Two Hover Robots: Each has A.R. 9; S.D.C. 50; +3 to dodge. Full sensory and communications capabilities/radar 20 km radius.

Robot Weapons: laser lance. 2 attacks per melee. Adjustable damage capability, 2-12 or 4-24, +2 to hit, (total charges of laser lance: 40 at full power). Speed factor: 180 km.

Note about Hover Jets: At least one jet in each main section (forward, mid and rear) is needed to maintain movement. (Although reduce to a speed factor of 10 kmph).

I.L.R.M.
Speed Factor: 1800 kmph
Range: 1609 km
Size: 1.5 m long, 0.6 m wide

A.R.: 10
S.D.C.: 25
Damage: 110

Bonuses: +4 to hit
+4 to dodge
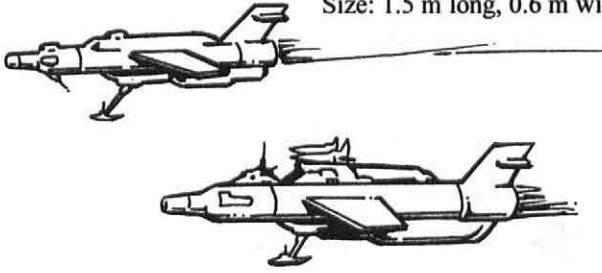
The Tiger I.L.R.M.
Speed Factor: 1650 kmph
Range: 1200 km
Size: 2.1 m long, 0.9 m wide
A.R.: 10
S.D.C.: 30
Damage: 150
Bonuses: +4 to hit, +4 to dodge

Mini-Seeker Missiles
Speed Factor: 1800 kmph
Range: 10 km
Size: 0.6 m long, 127 m m wide
A.R.: 8
S.D.C.: 10
Damage: 25 each
Bonuses: +4 to hit

Intelligent Limited Range Missiles/I.L.R.M.

These intelligent robots are capable of high mobility (+4 to dodge) and have a high strike record of 89% (+4 to hit). They are capable high and low altitude flight and can achieve a maximum speed of 1800 kilometers per hour (kmph).

If their target is beyond their strike range the I.L.R.M. will land and wait until a programmed target comes into range. They are limited to infrared, ultraviolet, radio wave, and microwave scanning. Radar has a 40 km radius Maximum flight range is 1609 km (about 1000 miles). I.L.R.M. impact does 110 points of damage S.D.C. of these missiles is 25 (each).

Special computer enhanced telescopic optics extend target sighting to 9,654 kilometers.

The Tiger I.L.R.M.

The Tiger I.L.R.M. is a slightly larger, more powerful intelligent robot missile. It has all the same tracking/scanning abilities but is a little slower (1650 kmph) and its range is limited to 1200 kilometers. This is because of the greater size and weight of this powerful robot missile.

On the plus side the Tiger has a much greater strike/damage potential. Impact does 150 points of damage. It is still +4 to hit and +4 to dodge. In addition to the amount of damage it Inflicts upon impact, it also has two, small mini-seeker robot missiles that are used on multiple enemies or to inflict greater damage on a single enemy. Like the I.L.R.M. the mini-seeker missiles are programmed to attack specific targets. Maximum range of M.S. is 10 km; speed is 1800 kmph.

I.L.R.M.
Speed Factor: 1800 kmph (1125 mph)
Range: 1609 km (1000 miles)
Size: 1.5 m long, 0.6 m wide
Armor Rating: 10
S.D.C. 25
Damage: 110
Bonuses: +4 to hit, +4 to dodge

The Tiger I.L.R.M.
Speed Factor: 1650 kmph (5413 mph)
Range: 1200 km (750 miles)
Size: 2.1 m long, 0.9 m wide
Armor Rating: 10
S.D.C. 30
Damage: 150
Bonuses: +4 to hit, +4 to dodge
Mini-Seeker Missile
Speed Factor: 1800 kmph (1125 mph)
Range: 10 km (6.2 miles)
Size: 0.6 m long, 127 mm wide
Armor Rating: 8
S.D.C. 10
Damage: 25 each
Bonuses: +4 to hit

Other New Weapons

Conversion Notes: When using these weapons and combat vehicles with other Palladium RPGs and world settings, it is best to reduce the weapon ranges by 50%-60% (in most cases); adjust to suit the RPG setting.

Increase the A.R. of most vehicles by two points; 18 maximum.

In most cases, I would increase the payload of energy weapons on vehicles that have a measly 20 or so shots by two or three times (40-60). Increase the weapon payload of the Flying Gun to 100.

Attacks per melee round should be equal to the number of hand to hand attacks of the pilot or gunner.

Damage is usually listed as 1-6, 2-12, 4-24, etc. Most damage is determined by the roll of six-sided dice. 1-6 means 1D6, 2-12 means 2D6, 3-18 means 3D6 and so on.

Metric Conversions: One foot = 0.3 meters. One mile = 1.6 kilometers (km). One pound = 0.45 kg.
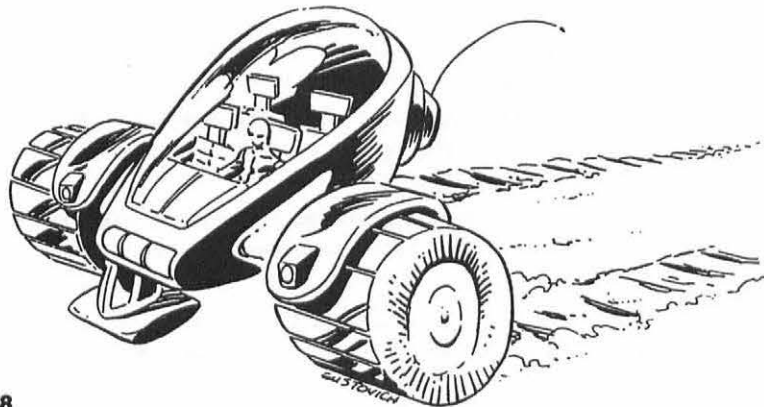
Juggernaut E.B.A.

Cut-Away View of Juggernaut Suit

Attacks Per Melee: 4, Laser — 3, Plasma — 1
Weapons: Tri-Laser: 6-36+4 damage each
        Plasma 5-50+10 damage
Range: Laser 1600m
      Plasma 1200 m
A.R.: 14
S.D.C.: Body — 600, Legs — 200, Arms — 300
Speed Factor: 5
Bonuses: +2 to hit, +8 to damage
      in hand to hand (4-24)

Battery Pack

Telescopic Lens

Additional Optics
Infra-Red and
Ultraviolet

Plasma Ejection Unit
20 Blast Capability Maximum

Reinforced Body Casting

Generator

Tri-Laser Unit
60 Blast Capacity Maximum

Reinforced
Mechanical Joints

Power Pack

The Juggernaut E.B.A.
Experimental Statis

This armor suit was originally designed as a super environmental space suit which would protect the astronaut from extreme pressure and conditions.

However, it has been adapted and refitted with a Plasma Ejector and Tri-Laser to help combat the Mechanoid. threat.

Defects in the Juggernaut E.B.A.
Extremely heavy and awkward
Weight: 85 kg
Movement Impairment: -4 to dodge, -45% to climb, Speed Factor Maximum: 5.

The leg movements are controlled and powered by reinforced mechanical joints. However, the joints freeze from time to time.

Roll percentile dice once every 20 melee rounds (20 minutes) to check joint movement:
01-49 Okay ... no problem
50-69 Immobilized 1-6 melees
70-82 Immobilized 2 -12 melees
83-92 Immobilized 3-18 melees
93-00 Permanently locked/no movement

Cooling System Failure (normal temperature 56°F)
Check system after every third plasma blast:
01-30 okay
31-50 temperature rises 5° Fahrenheit
51-70 temperature rises 10° F
71-100 temperature rises 3° F every melee (minute). *All* are accumulative affects.

Note: requires 15 minutes assisted by 2 aides to unsuit, 45 minutes to suit up.

• Computer Controlled Life Support
• Purge system and independent
  oxygen supply. 8 hour max.
• Radiation Shielded
• Dosimeter
• Computer Optics
• Short Range (4 km) Directional Communicator
• Cooling System
• Radar (10 km radius)
• External Heat Resistance
  up to 1300°F or 600° C

Assault Hover Scout — Modified Reinforced Hover Scout HS-180

Has full range of Sensory Equipment

Rear Laser Turret
Capable of 180° rotation, 90° arc
Cost 30 Energy Points to Fire

Particle Beam Cannon
Cost 40 Energy Points

Impulse Jet

Size: 7 m long, 2.4 m wide
1.9 m tall

(Heat Seeking) Mini-Seeker
Missiles with Fusion Block Warheads — 6 each side

Hover Jets

Crew:
1 Pilot, 1 Co-Pilot, Turret Operator
1 Passenger

Attacks Per Melee: Varies
Weapons: Particle Beam: standard
Laser Turret: 6-36+4 (2 blasts per melee)
Mini-Seeker "nuke" Missiles: 130 damage each
Range: Particle Beam: 1600 m, +1 to hit
Laser: 1800 m, +2 to hit
Missiles: 10 km, +4 to hit
A.R.: 10
S.D.C.: Scout's Body — 280
Laser Turret — 150
P-Beam Cannon — 150
Missiles: 30 each
Speed Factor: Scout — 330 kmph (209 mph)
Missiles — 1800 kmph (1125 miles)
Bonus: +2 to dodge

Energy Points: 80 Per Melee Total
To use its weapons a certain amount of energy is used each melee. This limits the use of a particular weapon. See Balrog Destroyer for details.

Missiles: Cost 10 energy points each to launch
Total Missile Payload: 12

Armor Flying Gun

This is a more heavily armored variation of the original Flying Gun.

Mini-Seeker
Missiles (4)

Impulse Jet

Hover Jets

Seats only one; the
Size: 2.2 m long
2.6 m wide
1.5 m tall

Angle of Fire 45°

Laser Cannon

Missile Tracks

Front View

3/4 Side View

Attacks Per Melee: 2 by Laser or 1-4 Missiles
Weapons: Laser cannon 6-36+4 damage; Missiles 25 damage.
Range: Laser Cannon 1400 m (4593 feet); Missiles 10 km (6.2 miles).
Armor Rating: 12
S.D.C.: Body 210, Laser Cannon 110, Missiles 10
Speed Factor: 660 kmph (412 mph) at *jet impulse* speed; can be maintained for a maximum of 2 hours of continual use. Standard speed, 0 to 180 kmph (up to 112.5 mph); this speed can be maintained a maximum of 6 hours.
Bonuses: +3 to dodge, +2 to hit.

Ground Armor Missile Launcher

Attacks Per Melee: 2 particle beam; 6 missiles
Weapons: 5-50+25 P-Beam
Range: P-Beam 1600 m
A.R.: 10
S.D.C.: Vehicle Body 193
      Missile Tubes 200
      Tracking Systems 50
      P-Beam Turret 150
      Tires 40 each
Speed Factor: 0-120 kmph

The Missile Bank fires up to 6 missiles per melee
Payload: 12 anti-aircraft (heat seeking)
      does 6-36 damage, +2 to hit
      Range: 50 km, Speed: 1500 kmph
      6 anti-personal (fragmentary)
      does 5-30 damage. Area effected
      is a 10 m radius. Range: 2 km
      Speed: 150 kmph
Missile S.D.C.: 20 A.R.: 10
6 I.L.R.M.   4 Tiger I.L.R.M.
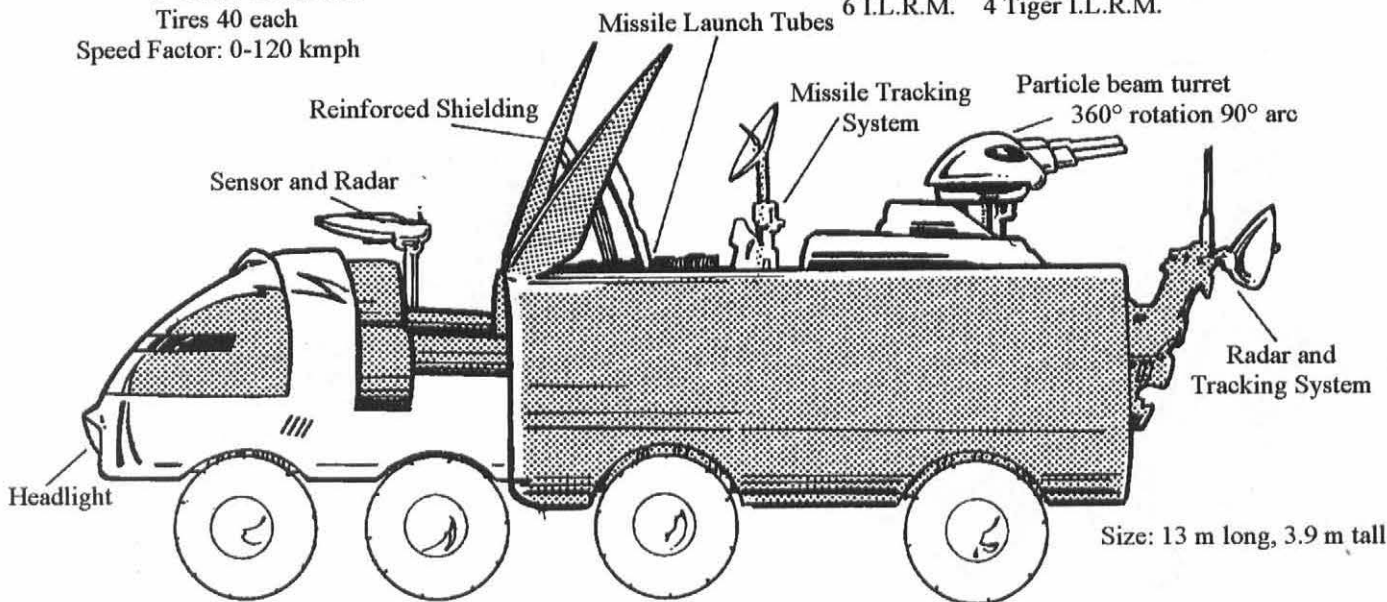
Missile Launch Tubes
Missile Tracking System
Particle beam turret 360° rotation 90° arc
Reinforced Shielding
Sensor and Radar
Radar and Tracking System
Headlight
Size: 13 m long, 3.9 m tall

P.E.W.S.

Personal Energy Weapon Shield/P.E.W.S.

This experimental device developed by Professor Wilson deploys an electro-reflective refraction shield which covers the body of the operator, including any clothing and implements. The thickness of the shield is four centimeters.

The shield (P.E.W.S.) has been incorporated in the Multi-Arm Antagonizer (see the M.A.A. in *The Mechanoid Invasion*) and is powered by the continual plasma generator unit at a cost of one charge per every 5 melee rounds. The P.E.W.S. provide excellent protection against all types of attacks except plasma-type weapons (and psionics). Plasma-type weapons do 1/2 damage to the energy shield and 1/2 damage to the person (or his/her additional body armor).

S.D.C. of P.E.W.S.: 300 (Note: costs 10 charges/or blast equivalents to bring P.E.W.S. back up to full power/S.D.C., see potential malfunction chart in Book One for the dangers involved).

Armor Rating 19. (Note: an attack roll of 20 (or higher with bonuses) practically penetrates the shield and does 1/2 damage to the shield and 1/2 damage to the person).

Limitations. While the P.E.W.S. is activated, the M.A.A. laser lance cannot be fired nor can the armor-piercing projectile (the exoskeleton and plasma generator are fully operational). This is because the protective shield impairs their use. This also prevents the use of any non-plasma hand-held weapons, including the particle beam rifle. Note: To activate P.E.W.S. costs 1 charge per every 5 melees. The P.E.W.S. can be turned off and on at the same energy cost, and regenerated to full S.D.C. (as mentioned elsewhere) at a cost of 10 charges.

The Limited P.E.W.S.

The Colonists have also developed a Personal Energy Weapons Shield with an independent power pack, so it can be used without the M.A.A. The power pack has a limited energy capacity giving this P.E.W.S. troop variant only 150 S.D.C. and an A.R. of 17. It cannot regenerate and must be recharged at base. It is worn like a backpack by field personnel (weighing 5 kg/11 lbs). Has the same basic limitation as the M.A.A. P.E.W.S.

The Alien Salen-Dar

About two or three weeks before the final conflict on Gideon-E, the last of the ancient aliens (The Golden Ones) joined the colonist's battle against the Mechanoids. It was he who destroyed the Mechanoid's undersea base. Unfortunately, that effort required the use of most of his weapons.

However, Salen-Dar offers his aid, knowledge, and remaining weapons in any way that can help. He will probably stay on Gideon E to fit to the end and to help colonists get on the Mothership.

Alignment: Principled
Attributes: I.Q. 30, M.E. 24, M.A. 20, P.S. 15, P.P. 19, P.B. 12, P.E. 23, speed factor 20.
Body Suit: A.R. 8, S.D.C. 60; designed to create a full body force field with an A.R. 10, and S.D.C. 550. Recharges to full S.D.C. strength within 12 hours.

Bonuses: +2 to dodge, +1 to hit, +4 vs psionic attacks.
Hit Points: 57
S.D.C. (physical): 22
Psionics: Has all level 1-4 psi-abilities; I.S.P. 600, tenth level proficiency. Communicates via telepathy and/or empathy.

Telepathic communication (special) is triple normal range and does not use up I.S.P. when it is used; natural ability.
Size: 3 m tall (9 feet, 8 inches).

The appearance of the last Ancient*
and his weapons.
The Alien, Salen-Dar

Cybernetic helm contains force-field generator activated psionically or manually

Manual studs to activate the force-field

Body Suit: A.R. 8, S.D.C. 60
Force Field: A.R. 10 S.D.C. 550
Recharges t full S.D.C. strength within 12 hours.

*See Book One: The Ancient Transit Tunnels and Phase Balls

Sensor Psi-Link

The Sensor Psi-Link has total scanning capabilities.

Sensory Devices

Plasma Ejectors

Attacks Per Melee: 2
Weapon: Plasma does 5-30+5
Range: 1200 m
Size: 0.6 m long, 0.7 m tall
A.R. 11
S.D.C. 84
Bonuses: +3 to dodge, +1 to hit
+4 vs psionic attack
Psionics: All level one
I.S.P.: 100
It is mentally linked to Salen-Dar and can continually relay information to him within a range of 150 km.

Salen-Dar's Weapons

Salen-Dar's Psi-Link Hover Robot
Attacks Per Melee: 2
Weapon: Plasma does 5-30+5
Range: 1200 m (3937 ft).
Size: 0.6 m long (2 ft), 0.7 m tall (2 ft, 3 inches).
Armor Rating: 11
S.D.C. 84
Bonuses: +3 to dodge, +1 to hit, +4 vs psionic attack.
Psionics: All level one, **I.S.P.:** 100.

The Hover Robot is mentally linked to Salen-Dar and can continually relay information to him within a range radius of 150 km The sensor Psi-link has total scanning capabilities.

The power rod
Attacks per Melee 2
Weapon: Plasma Bolts. Does 5-30+5 damage
Range: 1600 m (5249 ft)
Size: 0.9 m (3 ft)
Weight: 1.4 kg
S.D.C. 20
Bonus: +1 to hit

Note: The rod is activated psionically via telepathic command to a sentient computer controller. He has 100 rods that he is willing to share with psychic colonists (and allied Rovers).

The Power Rod (100 rods are available)
Attacks Per Melee: 2
Weapon: Plasma Bolts: does 5-30+5 damage
Range: 1600 m
Size: 0.9 m, Weight: 1.4 kg
S.D.C. 20
Bonus +1 to hit

Activated psionically via telepathic command to sentinent computer control or manual trigger.

Unlimited charges

Control computer is housed the the handle
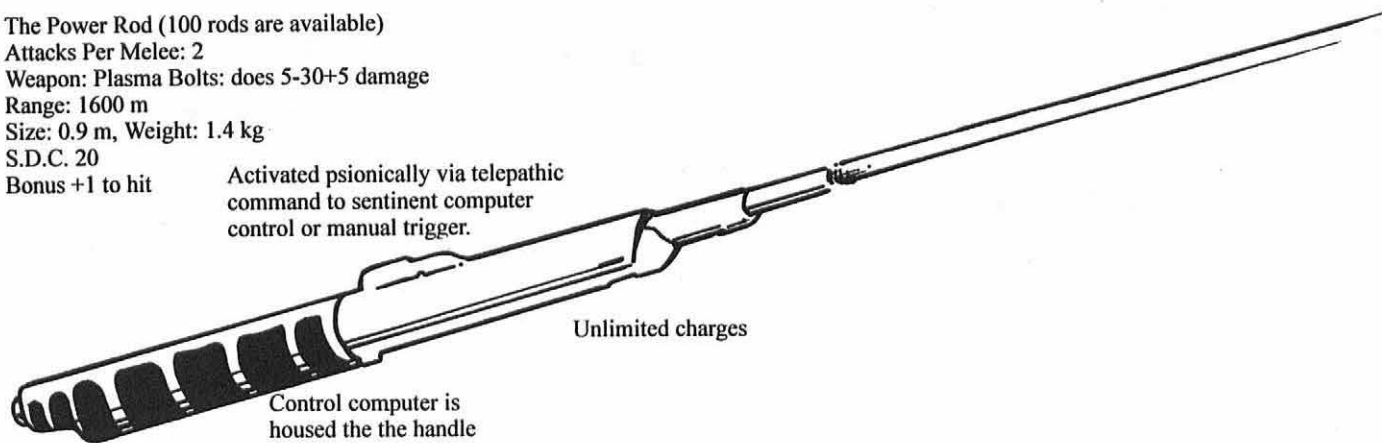
Photon beam energy turret
360° rotation — 180° arc

Pilot control area

Access Hatch

Lasers
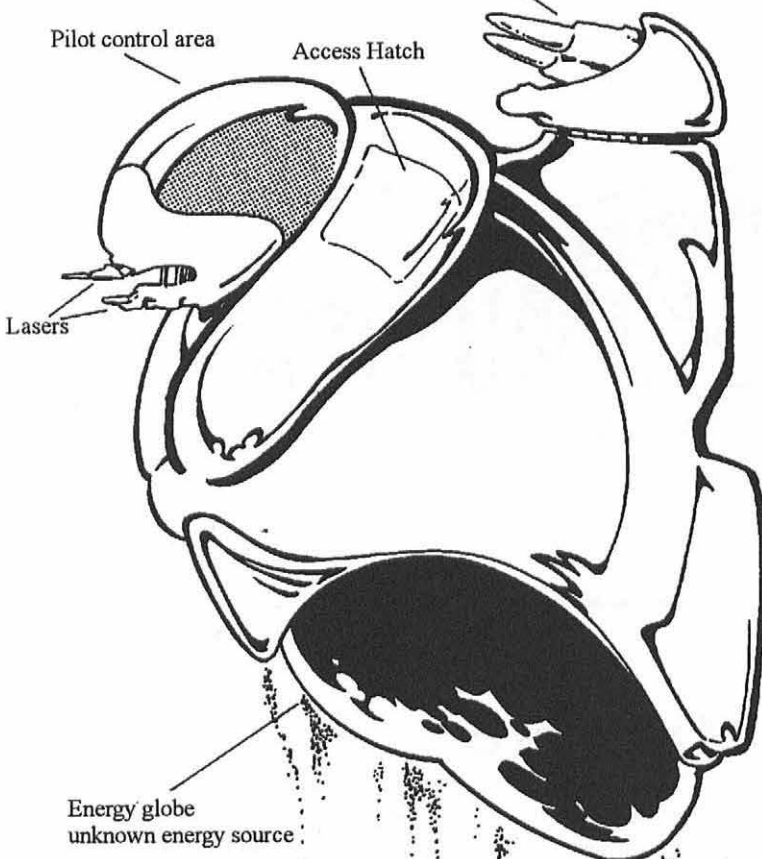
Energy globe
unknown energy source

Pilot area requires psionic pilot
and normal co-pilot. Hold an additional
12 passengers.
Cargo Bay: 6mx6mx6m

Behemoth

An incredible alien vehicle with a battery of weapons. Yet another creation of the beings who built the ancient tunnels of Gideon E.

Attacks per Melee: Total 6: 4 by Laser, 2 by Photon.

Weapons: Lasers do 6-36+10 each, Photon blast does 1D6x10+40.

Range: Laser 1800 m (5905 ft), Photon 2200 m (7218 ft).

Size: 20 m tall (65.6 ft), 16 m (52 f) wide.

Armor Rating: 12

S.D.C. by Location: Head 900, Body 2000, Turret 600, Lasers 200 each, Energy Globe 2000.

Bonuses: +3 to hit, +1 to dodge.

Speed Factor: 1100 kmph (687 mph; roughly Mach One) maximum; can hover up to 61 m (200 ft) high; functions underwater too (maximum depth 5 miles/8 km; maximum speed in water 200 mph/320 km).

Note: Salen-Dar has eight of these amazing vehicles to share with the colonists.

More Mechanoid Data

The Mechanoids Revisited

Although the colonists know more about the Mechanoid invaders, there is still much they do not know. Additional vehicles and new types of Mechanoids, most notably the Exterminator, Overlord, Oracle, Octopus, Black Widow, and Cargo Freighters have entered the picture. Consequently, the stats that follow contain only the most basic information about these invaders. For more insight and information about the Mechanoids, G.M.s need to take a peek at the Game Master Section. This information should be made available to player characters only through encounters and discovery. The more they learn about their enemy the better chance they have in surviving. **Note:** The Mechanoid names are those the human colonists of Gideon E have given them. In all cases, the energy weapon payload of the Mechanoids and their robots is effectively unlimited. With the exception of the Oracle, the Mechanoids should be considered of evil alignments, typically aberrant and diabolic.
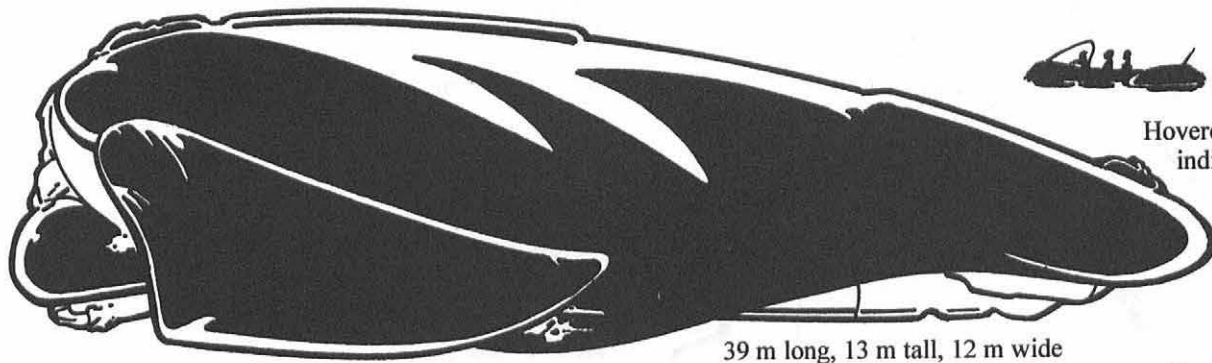
Hovercraft Scout to indicate scale

39 m long, 13 m tall, 12 m wide

Hovers 0.3 m-2.4 m off the surface

Oracle

The Colonists have no idea what purpose this thing serves, and suspect it may be a communications unit or equivalent of a Master ESPER.

Attacks per Melee: 1 psionic
Psionics: All known psionic abilities.
Armor Rating: 10
S.D.C.: 600
Bonuses: +3 vs psionic attack.
Psionics: All known abilities!
I.S.P.: Unknown; at least 500 points, possibly much more.
Speed Factor: 0-1200 kmph (up to 750 mph).

Overlord

The Colonists believe this creature is the leader of the Mechanoid forces; unless there is some other Mechanoid they have yet to seen. It is massive and rarely seen on planet.

Attacks per Melee: 3 or psionic or hand to hand (2)
Weapons: Particle beams 6-60+40, hand to hand 6-36 crush, 4-40 strike.
Range: P-Beam 2200 m (7218 ft).
Armor Rating: 12
S.D.C.: 410 body armor
Bonuses: +2 to hit, +10 to damage, +3 vs psionic attack.
Psionics: All powers levels 1-3.

Side View

Power hose for
Particle Beam
Hose A.R.: 12
S.D.C.: 97

3 Barrel Particle Beam
S.D.C. of Barrel: 210

Opticals

12.2 meters (40 ft) tall

Arms Reach 7.6 meters (25 ft)

3/4 Front View

Hover Jets as an attack
does 3-18×10

Attacks per Melee: 3 or psionic or
                     hand to hand (2)
Weapons: Particle Beams — 6-60+40
              Hand to Hand — 6-36 crush, 4-40 strike
Range: P-Beam: 2200 m
A.R.: 12
S.D.C.: 410 Body Armor
Speed Factor: 150 kmph
Psionics: Levels 1-3
Bonuses: +2 to hit
         +10 to damage
         +3 vs Psionic attack

Main Body Optic Sensor

Laser Finger

Multi-Attachments Arm
(with drill attached)

9 m Arm's Reach

Rear Scanner

Body Turret

Fusion Torch
5.6 m Arm Reach

Under Carriage capable of
360° rotation

Additional Brain Sacs

Detachable
Laser Tool

Size: 18.3 m tall
Body Turret: 13.7 m wide

Special Attack: Psionic — 3 per melee
Has all level 1-2 abilities
Bonuses: +2 vs psionic attack
+1 to hit with other weapons/arms

Octopus

Attacks per Melee: 3
Weapons: Datachable Laser
Tool: 3 settings, 2-12,
3-18 or 4-24.
Laser Finger: 2 settings
3-18 or 5-30.
Fusion Torch: 3 settings, 4-24+6,
6-36+15, 5-50+50
Or Hand to Hand: 2 attacks per
melee, 6-36+10 damage.
Range: Laser Tool — 400 m
Laser Finger — 1200 m
Fusion Torch — 900 m
S.D.C.: Main Body — 1200
Body Turret — 800
Under Carriage — 800
Multi-Attachment Arm — 390
Fusion Torch — 520
Laser Finger — 160
Other Arms — 320
A.R.: 12, Speed Factor: 0-1200 kmph

Octopus

An engineering and construction Mechanoid of some kind with a foul disposition when disturbed.

Attacks per Melee: 3

Weapons: Detachable laser tool: 3 settings, 2-12, 3-18 or 4-24, Laser finger: 2 settings, 3-18 or 5-30, Fusion torch: 3 settings, 4-24+6, 6-36+15 or 5-50+50. Or hand to hand 2 attacks per melee, 6-36+10 damage.

Range: Laser tool 400 m (1312 ft), Laser finger 1200 m (3937 ft), Fusion torch 900 m (2952 ft).

Armor Rating: 12

S.D.C.: Main body 1200, body turret 800, undercarriage 800, multi-attachment arm 390, fusion torch 520, laser finger 160, other arms 320.

Bonuses: +2 vs psionic attack, +1 to hit with other weapons/arms.

Special Attack: 3 psionic per melee. Has all level 1 & 2 abilities.

Speed Factor: 0-1200 kmph (up to 750 mph).

Multi-Brain

3/4 Side View

Rear View

Front View

Holds 6 Brains

Close-Up of Utility Arm

Laser Lance

Laser Finger

Laser Lance

3 Finger Hand

Mechanical Arm

Utility Arm with
Laser Lance

2 Attacks Each
per Melee

15 meters long
6 meters tall
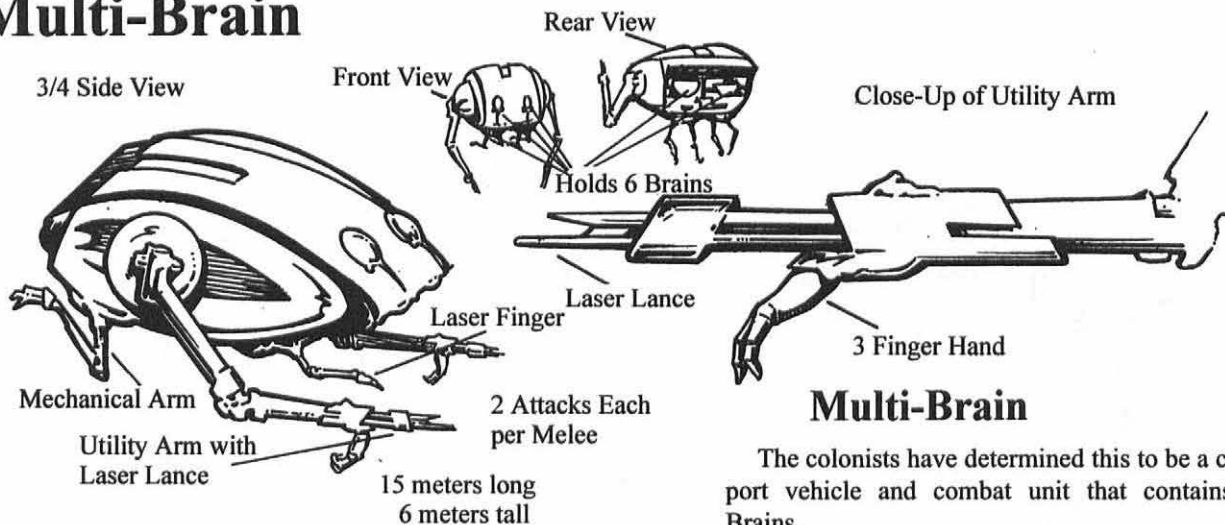
Multi-Brain

The colonists have determined this to be a combination transport vehicle and combat unit that contains six Mechanoid Brains.

Attacks per Melee: Laser 5 or 6 hand to hand or psionic.
Weapons: Laser lance: 3 settings, 2-12, 4-24 or 6-36, Laser finger: 1-6 hand to hand, 6-36.
Range: Laser lance: 1600 m (5249 ft), Laser finger: 100 m (328 ft).
Armor Rating: 10
S.D.C.: 210
Bonuses: +2 to hit, +3 vs psionic attack.
Speed Factor: 0-250 kmph (up to 156 mph).
Psionics: Levels 1-3

Brain Hover Pod

Attacks per Melee: 4 or
Psionic (4 Hand to Hand)
Weapons: 4 Mechanical
Appendages: Large do
4-24 damage, small do
2-12 damage.
Range: Large has a 3m
reach/small 1.4 m

Arm Junction
capable of 360'
rotation.

Arms Slide
back

3 m tall

5 m long
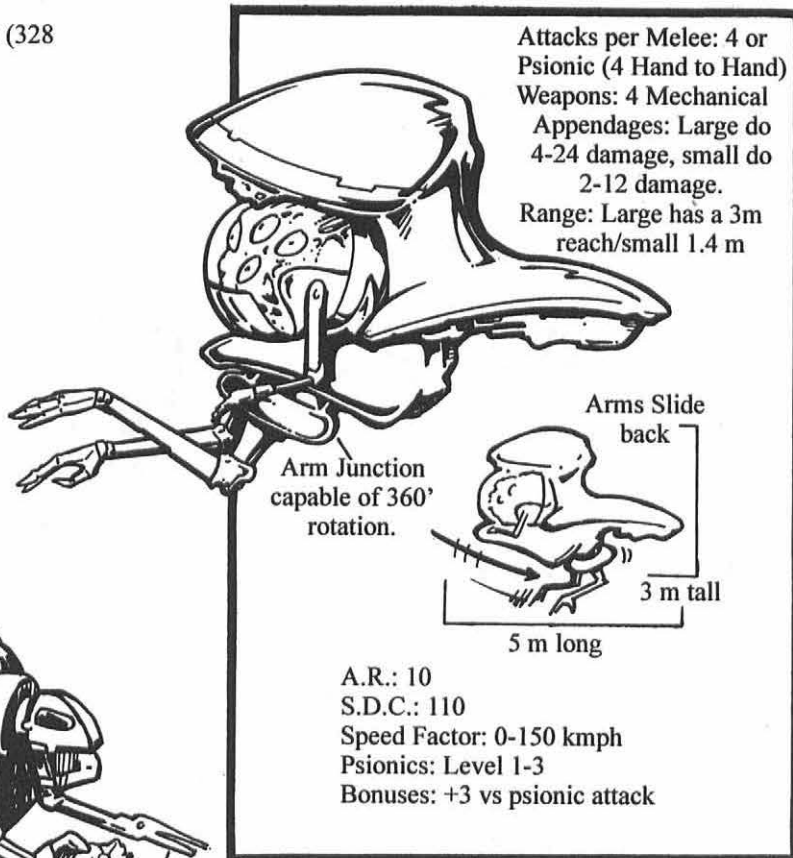
A.R.: 10
S.D.C.: 110
Speed Factor: 0-150 kmph
Psionics: Level 1-3
Bonuses: +3 vs psionic attack

Runner Hover Pod

Hover Platform

Drawn to scale with
average size humans

Runner

Laser

Psionics: Levels 1-2

3.3 m tall

9 m long
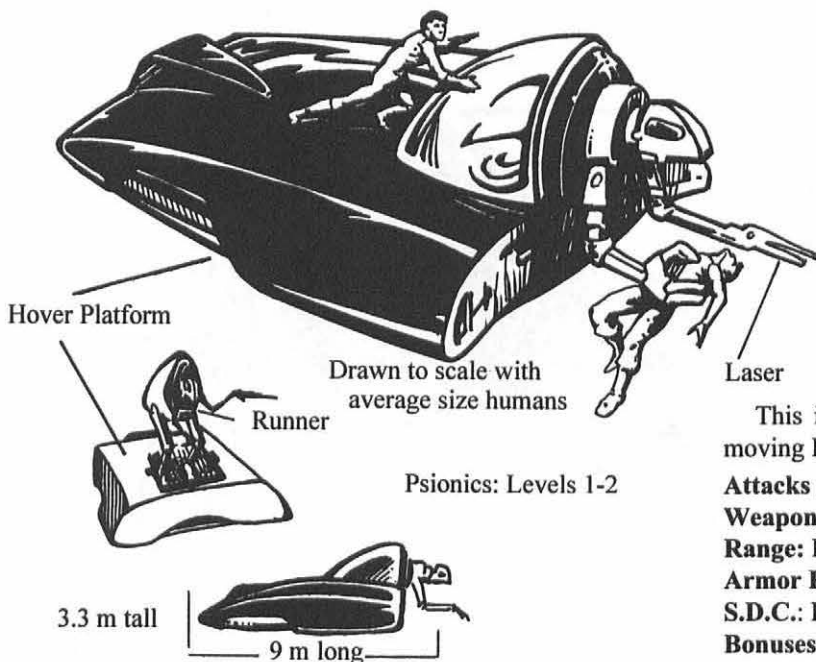
Runner Hover Pod

This is a hover platform used by the (comparatively) slow moving Runners for transportation and combat raids.

Attacks per Melee: 2 or hand to hand.
Weapons: Laser appendage: 3 settings, 1-6, 3-18 or 5-30.
Range: Laser 1600 m (5249 ft)
Armor Rating: Runner: 12, Hover Platform: 10
S.D.C.: Runner: 120, Platform: 100
Bonuses: +2 to hit, +2 vs psionic attack.
Speed Factor: 0-160 kmph (up 100 mph).

Exterminator
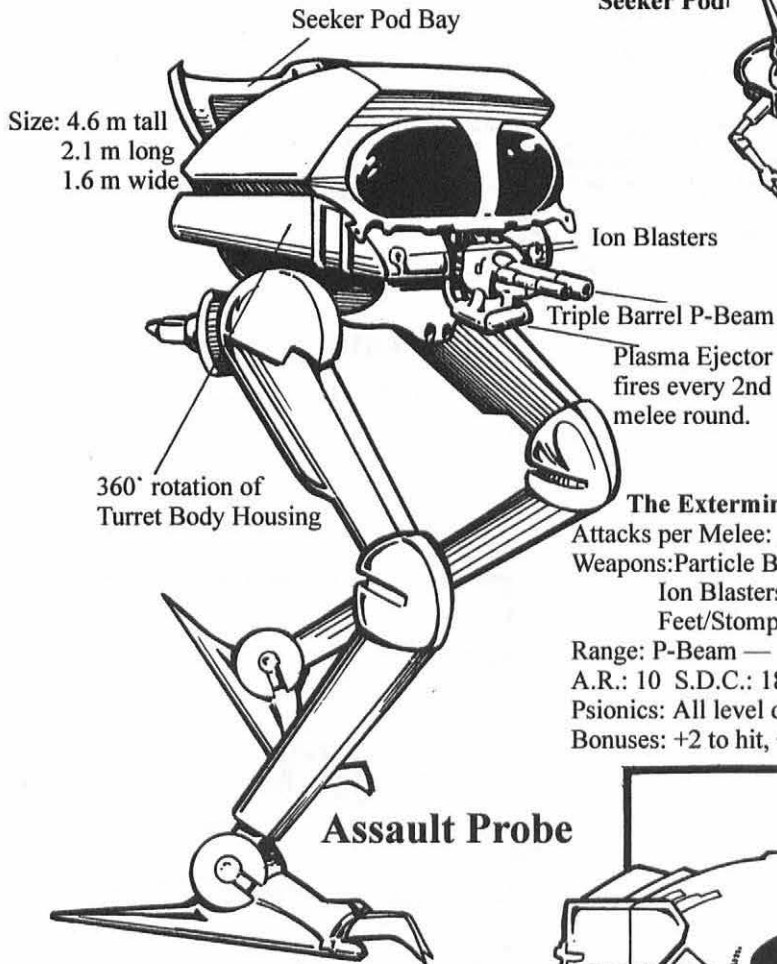
Seeker Pod Bay

Size: 4.6 m tall
2.1 m long
1.6 m wide

Ion Blasters

Triple Barrel P-Beam

Plasma Ejector
fires every 2nd
melee round.

360° rotation of
Turret Body Housing

Seeker Pod

←1.3 m long→

1 meter tall

Laser, capable of 180°
movement
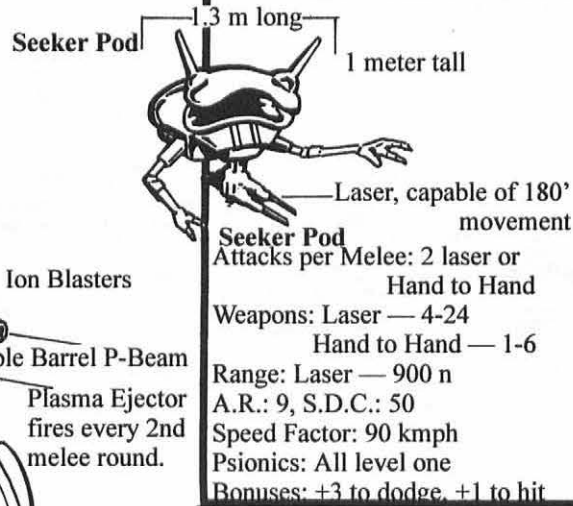
Seeker Pod
Attacks per Melee: 2 laser or
Hand to Hand
Weapons: Laser — 4-24
Hand to Hand — 1-6
Range: Laser — 900 n
A.R.: 9, S.D.C.: 50
Speed Factor: 90 kmph
Psionics: All level one
Bonuses: +3 to dodge, +1 to hit

The Exterminator
Attacks per Melee: 5 +1 every 2nd melee (plasma)
Weapons:Particle Beams — standard: 5-50+25
Ion Blasters — 2-12, Plasma 4-40+1-
Feet/Stomp — 3-30+8
Range: P-Beam — 1400 m, Ion Blasters — 900 m, Plasma — 160ı
A.R.: 10 S.D.C.: 180, Speed Factor: 60 kmph
Psionics: All level one
Bonuses: +2 to hit, +2 to dodge

Assault Probe

Assault Probe
Front View

Side View

Ion Blasters

Without a doubt, a hunter-killer.

Hover Jets
1.6 m long
1 m wide
1 m tall

Note: The assault Probe
is a robot.
Attacks per Melee: 2
Weapons: Ion Blaster
Range: 400 m
A.R.: 10, S.D.C.: 40
Speed Factor: 30 kmph
Bonuses: +3 to dodge
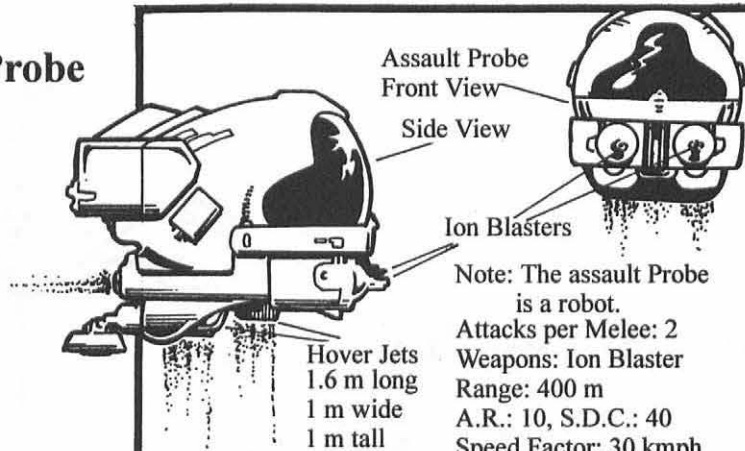
Tunnel Crawler

Attacks per Melee: 5 or Hand to Hand
Weapons: Ion Blasters — 2-12 damage
Nerve Gas, Hand to Hand — 2-12
Range: Ion Blasters — 400 m, Nerve Gas — 4.6 m radius
A.R.: 14 S.D.C.: 137   gas lingers for up to 2 hours
Speed Factor: 15 kmph ground, 60 kmph hover
Psionics: All level one
Bonuses: +1 vs psionic attack

Ion Blasters
4 blasts per melee
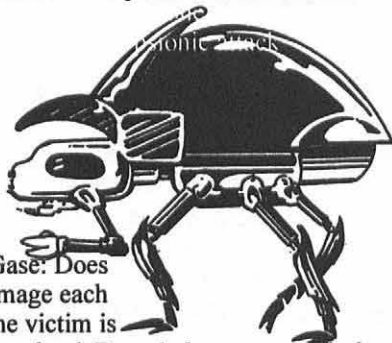
Nerve Gase: Does
4-24 damage each
melee the victim is
in the gas cloud. Does 1-6 to exposed flesh,
no damage to anyone in protective suit; space, E.B.A.
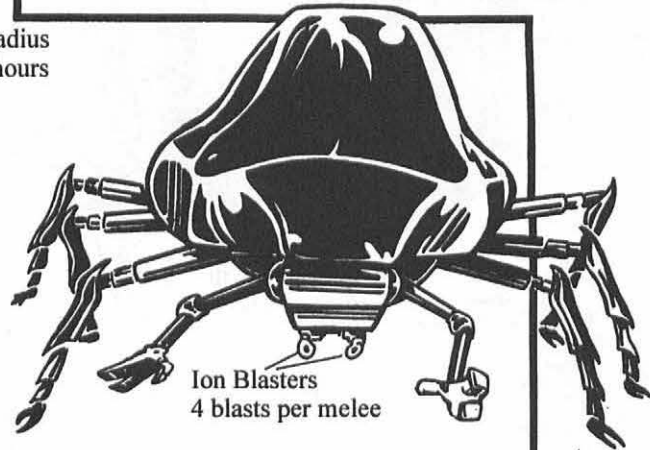
This Mechanoid appears to be some sort of (humanoid) ex-
terminator and scout. Most humans believe it to be a robot.

Black Widow

Tractor Beam maximum weight
40 metric tons
Range: 9 km
May be used continually for
up to 7 hours before recharging.

Bowl Housing: 1 km radius
Stands 3 km tall

Bowl Housing is capable
of 360° rotation.

Crane

Tractor Beam

Spider Fortress
drawn to scale

Scanner
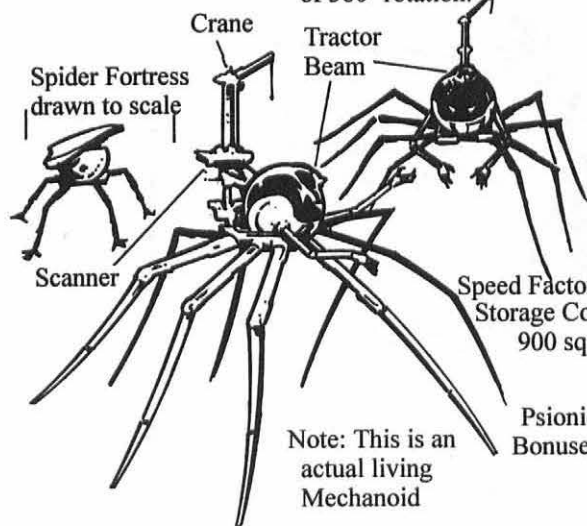
Speed Factor: 800 kmph
Storage Compartment
900 sq meters

Psionics: All level 1-2
Bonuses: +2 vs psionics

Note: This is an
actual living
Mechanoid

Additional Crew "may" include:
1-6 Runners
1-6 Brutes
2-12 Wasps
1 Octopus
1-6 Type II Haulers
Always Includes:
20 Thinmen
60 Runts
2 Type II Haulers

Attacks Per Melee: 2 Hand to Hand or Psionic.
Weapons: Hand to Hand: 2-12×10 to crush
3-18×10 striking.
Range: 1.5 km reach
A.R.: 12
S.D.C.:
Legs — 2000 each
Crane — 1200
Tractor Beam — 1000
Bowl Housing — 9000
Arms — 1000 each

Cargo Freighter

Black Widow

Crane
Navigation
Command Tower

Tractor Beam
Max. Weight
100,000 metric tons
12 km long
7 km wide
5.5 km deep

Storage Capacity: 18 sq km

Cargo Hatch
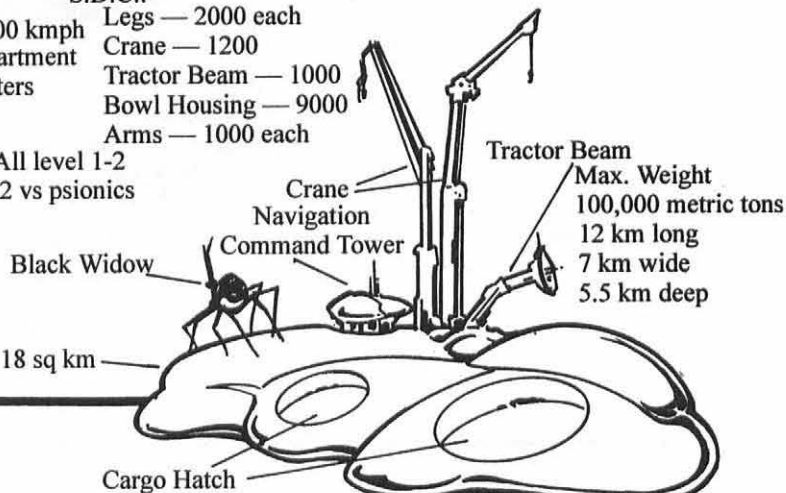
Attacks per Melee: None
Weapons: None
A.R.: 10
S.D.C.: Tractor Beam — 470
Each Crane — 1330
Freighter Body — 15,000
Navigation Command Tower — 4000
Speed Factor: 0 to light speed

Staffed and Operated By: (pilot) 1-6 Brains
2-12 Brutes, 4-24 Type III Haulers, 84 Thinmen,
200 Runts, 1 Mantis & 1 Black Widow

Hauler Type I

This massive cargo hauler
is used only in space.

Attacks per Melee: None
Weapons: None
A.R.: 14
S.D.C.: Cargo Bridge — 80,000
Command Post — 15,000
Energy Storage — 30,000
Docking Platform — 40,000
Engineering — 37,000
Link Arm — 67,000
Other — 27,000

Transparent Shielded
Cargo Bridge

Navigation Command Post

Energy Storage

Vast network
of cranes and
pulleys to
store or
direct cargo

Docking Platform
14 km×10 km

Freighter Terminal

Power Link Arm

45 km long

19 km

20 km

28 km
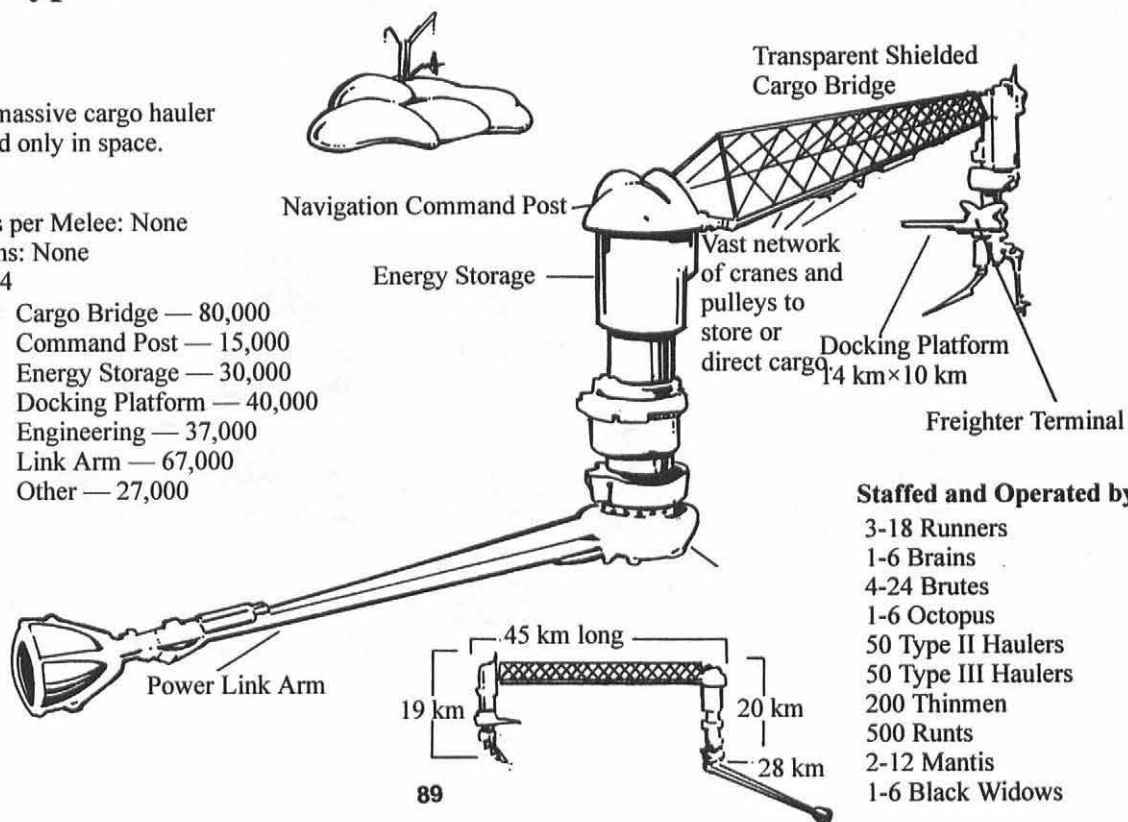
Staffed and Operated by:
3-18 Runners
1-6 Brains
4-24 Brutes
1-6 Octopus
50 Type II Haulers
50 Type III Haulers
200 Thinmen
500 Runts
2-12 Mantis
1-6 Black Widows

Hauler Type II

Sensor Unit

Laser Pod
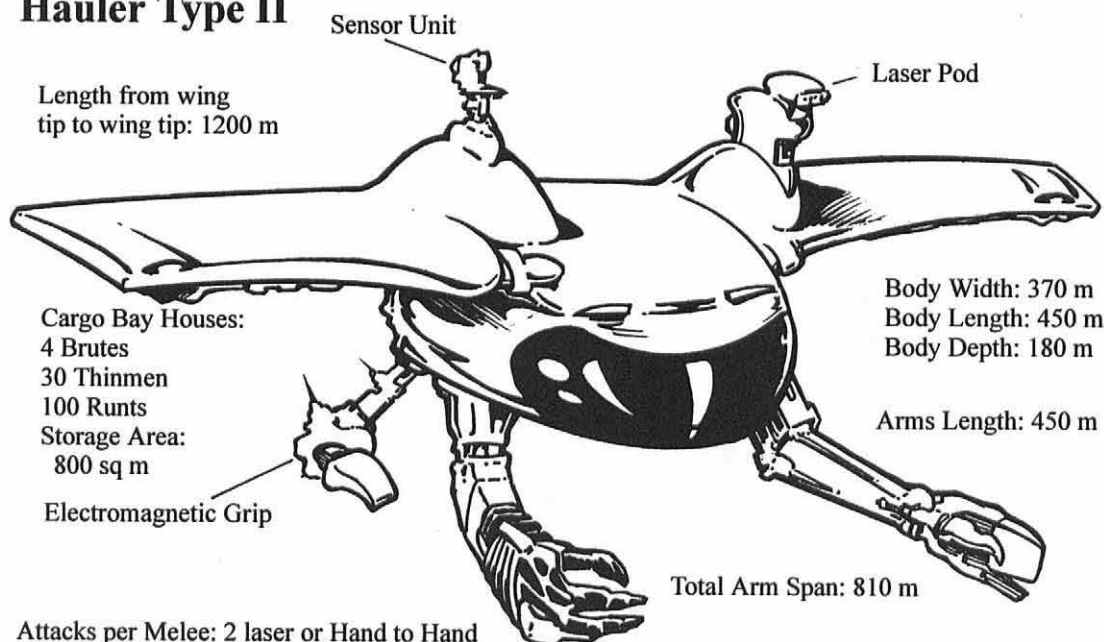
Length from wing
tip to wing tip: 1200 m

Body Width: 370 m
Body Length: 450 m
Body Depth: 180 m

Cargo Bay Houses:
4 Brutes
30 Thinmen
100 Runts
Storage Area:
800 sq m

Arms Length: 450 m

Electromagnetic Grip

Total Arm Span: 810 m

Attacks per Melee: 2 laser or Hand to Hand
Weapons: Laser Pod — 5-30+20, Hand to Hand — 5-50+60Range: Laser — 900 n
Range: Laser Pod — 12
A.R.: 12
S.D.C.: Wings — 600 each, body — 920, arms — 880 each, laser pod — 250
Speed Factor: 0-1200 kmph
Psionics: All level one abilities
Bonuses: +1 vs psionics, +3 to hit

Hauler Type III

Attacks per Melee: 6 Hand to Hand
Weapons:4-40+40 damage each
A.R.: 12
S.D.C.: Top mid-section body — 600
    Forward section — 400
    Rear section — 400
    Tractor Beam — 310
Speed Factor: 0-1200 kmph
Psionics: All level one abilities
Bonuses: +1 vs psionics, +2 to hit

Mid-Section contains Mechanoid organism
Detachable with hover-flight
capability. Speed Factor: 0-450 kmph
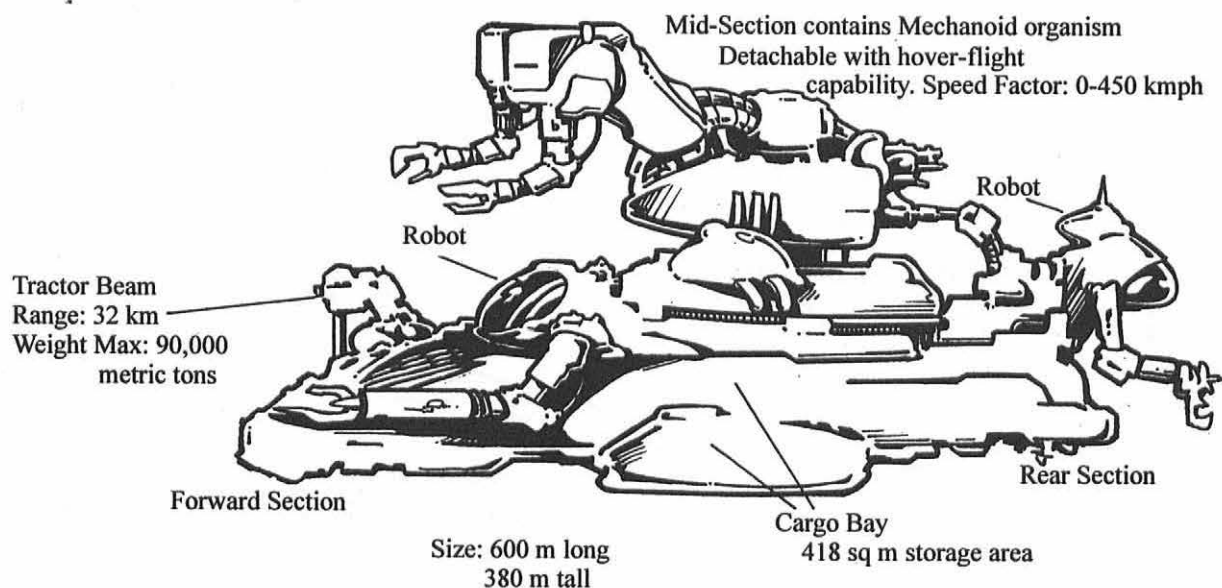
Robot

Robot

Tractor Beam
Range: 32 km
Weight Max: 90,000
    metric tons

Forward Section

Rear Section

Cargo Bay
418 sq m storage area

Size: 600 m long
380 m tall

Battle Cruiser

Central Navigation and Command Tower

Main Particle Beam Turret

Secondary Particle Beam Turret

Both Turrets have a 360' rotation, 180' arc

Double Laser Turret

360' rotation 180' arc

Plasma Cannon

Particle Beam Cannon

120' arc

Independent Plasma Sensory System

Tri-Laser Bank 160' sweep 90' arc

Kill Master Plasma Ejector 90' sweep 90' arc

Wasp Access Hatches

Psionics: All level 1-2 abilities +2 vs psionic attack

19 km long
4 km tall
4.5 km wide

An air and space combat vehicle bristling with a battery of devastating weapons. The colonists have yet to determine whether it is a vehicle piloted Mechanoids a yet another Mechanoid itself.

Critical Points

The Battle Cruiser has two critical or weak points which can destroy or immobilize it, the controlling organism/forward section and the power core/mid-section.

The controlling Mechanoid organism is housed in the Navigation/Command Tower located at the forward section. If the Tower is penetrated, the protective computer banks destroyed (2000 S.D.C.), and the organism slain, the entire vessel will be rendered completely immobile. ALL weapons, hatches, communication, life support, and power distribution ceases. (The remaining crew may take independent action however.)

The power core is located in the mid-section. If this is destroyed (2000 S.D.C.) then the entire ship explodes doing 90,000 points of damage to everything within a 100 km radius.

The Mechanoid Battle Cruiser:

A.R. 14, Speed factor 0 to light speed. Battle speed 0-1200 kmph (up to 750 mph/Mach One), I.Q.: 12,

Overall Size: 19 km (11.8 miles) long.
4 km (2.5 miles) tall.
4.5 km (2.8 miles) wide.

Psionics: All abilities from levels 1-2.

Forward Section:
A.R. 14 S.D.C. 20,000.

Forward Weapons:

Particle Beam Cannon: 2 attacks per melee, Range 160 km (100 miles); 1D4x100 damage, +1 to hit, Cannons have S.D.C. 1600.

Tri-Laser Bank: 6 attacks per melee (each laser bank total attacks 12 per melee), Range 321 km (200 miles), 1D6x10+100 per each blast, +2 to hit, S.D.C. of the weapon is 3000, A.R. 14.

Double Laser Turret: 4 attacks per melee, Range 321 km (200 miles); 6D6+50 damage; +1 to hit, turret S.D.C. 1200, A.R. 14.

Navigation/Command Tower:
S.D.C. 40,000, A.R. 16

Mechanoid Organism & Computer Banks:
S.D.C. 20,000, A.R. 10, Hit points 390

Mid-section:
A.R. 14, S.D.C. 40,000

Mid-Section Weapons:

Main Particle Beam Turret: 2 attacks per melee; Range 321 km (200 miles); 1D4×10 damage, +2 to hit, S.D.C. 3500. A.R. 14

Secondary P-beam Turret: 2 attacks per melee; Range 321 km, 5-50×5 damage, +2 to hit, S.D.C. 2100, A.R. 14

Kill Master Plasma Ejector: (Right and Left side) two attacks per melee each, Range 482 km (300 miles); 6D6x20 damage, +1 to hit, S.D.C. 5000, A.R. 14.

Plasma Ejector Sensory System: S.D.C. 8000, A.R. 14.

Power Core: S.D.C. 2000, A.R. 12.

Rear Section: A.R. 14, S.D.C. 20,000.

Rear Weapons:

Plasma Cannon: 2 attacks per melee, Range 321 km (200 miles); 6D6×10 damage, +2 to hit, Cannon has S.D.C. 3200, A.R. 14

Double-Barrel Laser: (Right and Left side) 4 attacks per melee each, Range 321 km (200 miles); 6D6+30 damage, +2 to hit, S.D.C. 1200, A.R. 14

Note: All wasp access hatches are A.R. 12, S.D.C. 2,000

Crew and Strike Force

Wasps 100,000
Brutes 500
Thinmen 50,000
Runts 10,000
Skimmers 10,000
Runners 10-60
Brains 2-12
Mantis 2-12
Octopus 2-12
Hauler Type II   2
Spider Fortress   2

Weapon Turret capable of 360° rotation

Laser Cannons 180° rotation

Plasma Cannon

Laser Banks
(stationary lasers)
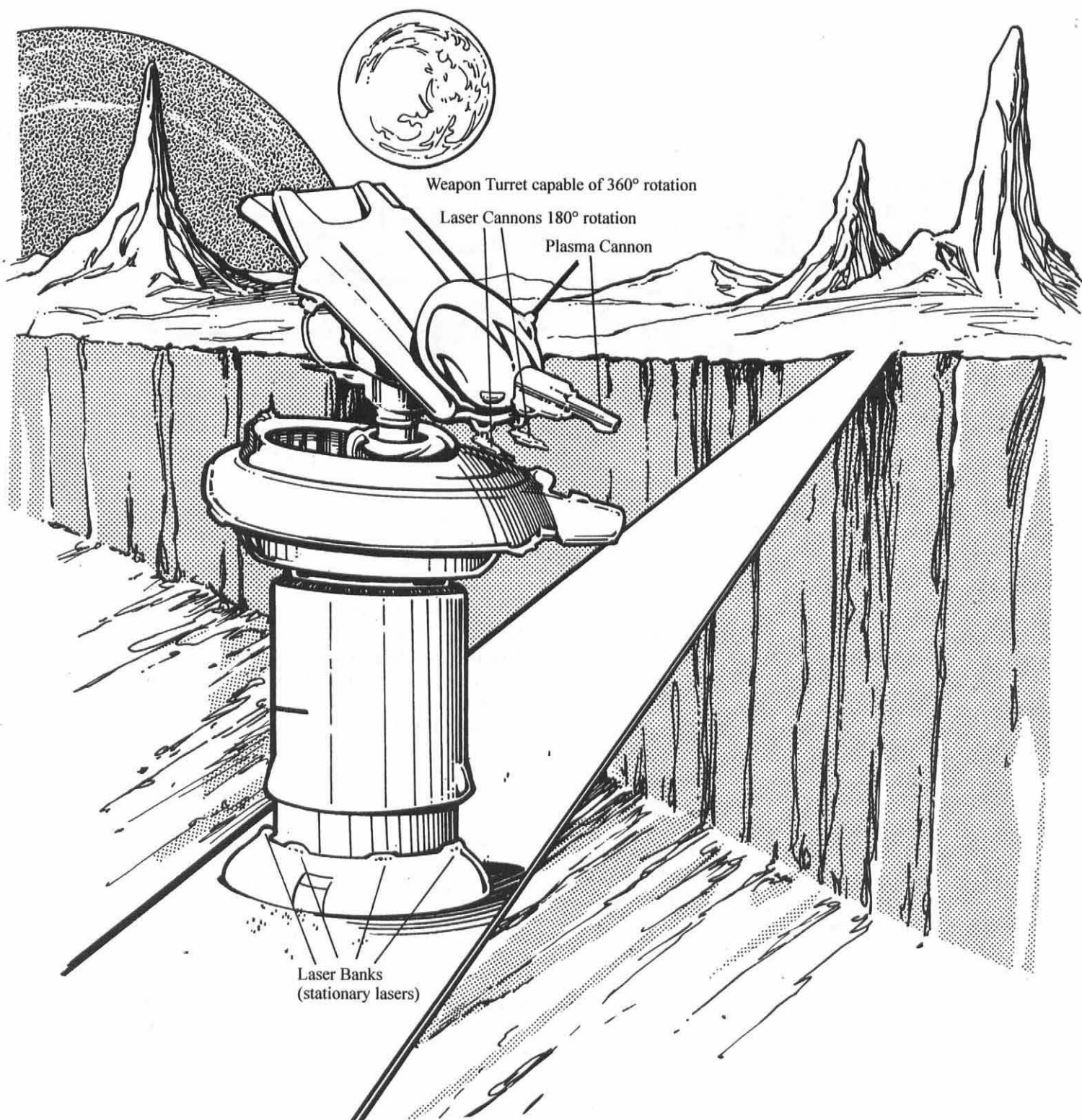
Mechanoid Bridge Forts

The Mechanoids, in their dissection of the planet, establish what humans call a bridge fort approximately every 1800 km The bridge itself spans the 1 km wide trench and is about 800 meters wide. In the center of the bridge is the bridge fort. ALL bridge forts are identical in size and capabilities, and apparently serve as outpost, and power centers for the Mechanoids. A typical bridge fort will be staffed by 3-18 Brutes, 10-60 Thinmen, 10-60 Runts, 10-60 Skimmers, 10-60 Weavels, 1-6 Runners and 1-6 Wasps.

Attacks per Melee: Weapon Turret: 8, Laser Banks: 4 each

Weapons: Weapon turret: Plasma Cannon: 2 blasts per melee, 2D4x10+50 damage each, Laser Cannons: 3 blasts each per melee, 6D6+20 damage per each blast, Lower Rim Laser Bank: 4 blasts per melee, 3D6 damage per each blast.

Range: Plasma Cannon 3000 m (9842 ft), Laser Cannons 2200 m (7218 ft), Lower Rim Laser Banks 1600 m (5249 ft).

Armor Rating: 11 (all parts)

S.D.C. by Location: Weapon Turret 800, Plasma Cannon 350, Laser Cannons 250 each, Laser Banks 150 each, Fort Body 1100.

New Psionics

Psionics, or extra-sensory perception/abilities are powers of the mind, such as telepathy, empathy, telekinesis, and other hereditary traits shared by humans and intelligent life forms across the universe.

Although many creatures have greatly developed psionics, humans are not that fortunate. Humans are either born with developed psychic powers or not. The determination of psionic abilities and their magnitude are rolled for with percentile dice. Psionics are rolled for only one time, either you have them or you don't. Game masters should be certain to supervise the rolling of psionics.

1-59 No appreciable psionics
60-79 Minor psionics
80-89 Major psionics
90-100 Master psionics

Level Four Psionic Abilities

Note: The remaining abilities will appear in Book 3.

Astral Projection
Range: Self
Duration: 5 melees per level of psionic
I.S.P.: 10

Identical to Dimensions: Level 3 spell.

Commune with Animals
Range: 60 meters
Duration: 8 melees per level of psionic
I.S.P.: 10
Saving throw: Standard. Animals save vs psionics as a non-psionic, needing a 15 or better to save.

This ability is a combination of empathy and telepathy, which is able to communicate to animals on their own level. The commune with animals (animals being: mammals, birds, reptiles, and amphibians, not insects or fish) ability makes the creatures totally accept the psionic as one of their own. The ability enables the psionic to send, receive and understand emotions and thought images. Affected animals will not harm the psionic and will usually (1-87%) obey him/her. He/she can affect 2 animals per level of experience.

Float (air/water)
Range: Self
Duration: 2 hours
I.S.P.: 8
Saving throw: none

This ability controls the distribution of body weight and creates a mild sort of telekinetic field, which enables the psionic to effortlessly float on water or float in the air 0.3 meters (1 foot) per level of psionic off the ground. Floating in air can be especially useful in breaking a fall and the slowing the rate of descent until he/she is gently hovering slightly above the ground.

Fuel Flame
Range: 100 meters per level of psionic
Duration: 2 melee rounds
I.S.P.: 8
Saving throw: None

This pyrotechnic ability quadruples the size of a flame by feeding it with psychic energy. Area affected is 50 meter radius per level of psionic.

Mind Wipe (forget)
Range: Others by touch
Duration: Special
I.S.P.: 10
Saving throw: Standard. Those who successfully save vs. psionic attack are totally unaffected. Duration of mind wipes are usually not permanent. Victims will begin to slowly remember unless the psionic continues to reinforce the effect by repeating it every 10 days. If he/she doesn't, the victims with a M.E. (Mental Endurance) of 11 or less have a 20% chance of regaining memories, M.E. of 12-15 has a 35% chance, M.E. 16-20, 48% chance. Roll once every day after the initial 10. Those with an M.E. of 21-24 have a 56% chance of regaining memory and roll twice a day.

This is just one of the psionic's abilities to control the thoughts and wills of others. The psionic must make physical contact, touching his/her victim's temples and telepathically probing his/her thoughts, erasing (actually burying them deep in the subconscious) whatever he/she desires. This is done via verbal suggestion and can bury any past event, knowledge, skill, etc. The process takes about 6 melee rounds to complete. Like hypnotic suggestion, a verbal suggestion must be used to wipe the mind of memory, such as You will not remember anything that has happened within the last 4 hours, or You will not remember who you are or where you are from. Special! Exerting 40 I.S.P. can totally wipe blank a human mind.

Sense Traps
Range: Self/60 meters
Duration: 2 melee rounds
I.S.P.: 8
Saving throw: None, but a mind block would block the probe, indicating no danger.

This sense is similar to precognition, enabling the psionic to sense danger within a 60 meter radius. The psionic has only a 12% chance of knowing the exact nature and location of the danger/trap. Otherwise, he/she just gets a bad feeling about what lies beyond the next door.

This ability picks up on hostile emanations only, like a stalking predator, beast, ambush, and booby traps (like bombs, gas, snares) and will not indicate anything that is not specifically a trap.
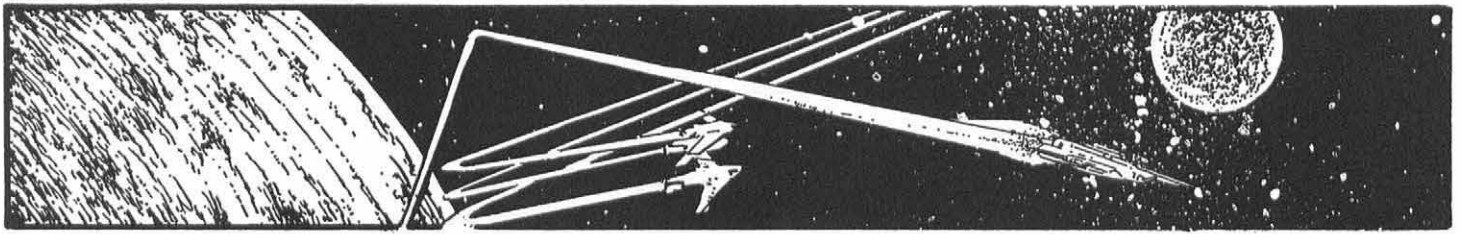
The Journey
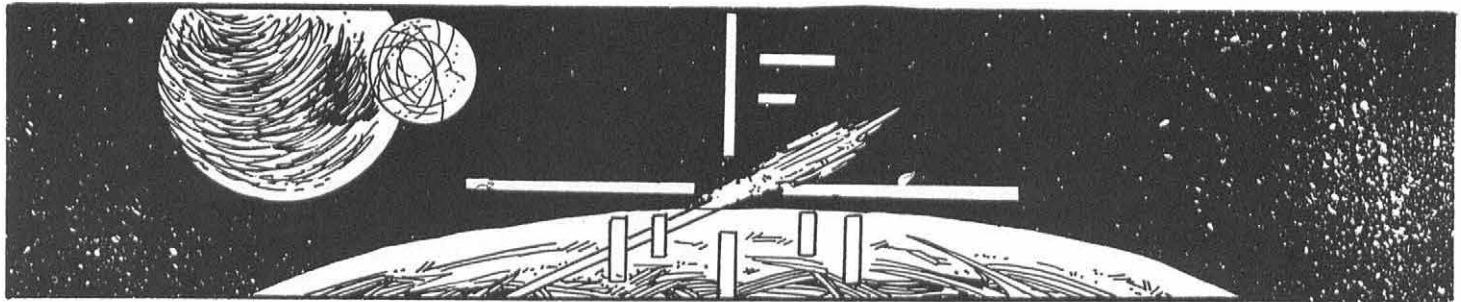
As the battle for the planet Gideon E stretched into the final months, the Earth colonists realized that despite their valiant efforts, their world was lost. The Mechanoid invaders' technology and resources far surpassed those of the Earth colonies. It seemed for every one Mechanoid slain, three would take its place. Limited to orbital shuttles fleeing the doomed planet was impossible. Or was it?

A wild plan was hatched: to seek refuge in the Mechanoid mothership. This planet-sized spacecraft (approximately the length of North America) was the only avenue of escape. Initial probes revealed a massive pipeline system which ran throughout the vessel, and would provide excellent accommodations for the fleeing humans. Once inside the enemy vessel, the colonists planned to sabotage the mothership and steal a small space-worthy vessel.

However, the Gideon E refugees soon discovered that there were many new obstacles to confront them: One was the size and mass of the ship itself. Other huge Mechanoids, the very alien technology and exterminator squads added to the dilemma. The labyrinth of pipelines quickly became their only refuge. Thus, like mice trapped between the walls of a house, the humans and Rovers carved their place within the ship.

One of how many worlds within the Mechanoid world? How many other Gideon E refugees, lost elsewhere in this endless maze of pipes and tunnels, built similar societies? How many other life forms also sought to escape oblivion by seeking sanctuary within the pipes of the mothership? Rumors abound of strange creatures and alien races. Few have been substantiated. (Note: G.M.'s, this is your chance to include other creatures, races, and entire F.R.P. systems in the game as survivors from other worlds. They may be friendly or hostile. Most intelligent life should be humanoid. Let your imagination loose).

Yet, even in this hostile environment, the humans and Rovers have adapted and prospered. Over the last 200 years they have learned much about the Mechanoids' society, attack modes, and ship layout. Both humans and Rovers have joined forces to secure pipeline junctions as outposts and communities. Together fighting the exterminator squads and predators designed to rid the tunnels/pipes of humanoid pests. Recently, the humanoids have grown more daring, venturing beyond the pipelines, into the actual ship quarters with increasing frequency. With vengeance burning in their souls, they seek to learn more, expand their territory and perhaps even wrest control of the ship (or at least use its facilities for themselves).

This is their story, a journey through time, space, and revenge.
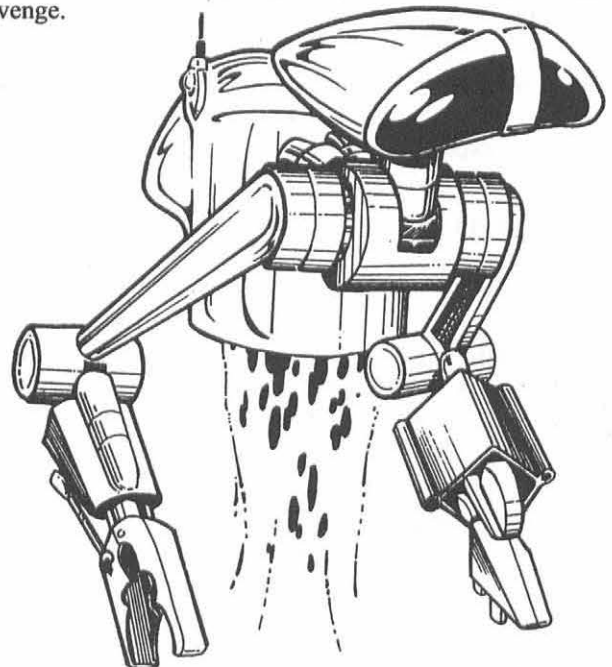
The Mechanoid Mother Ship
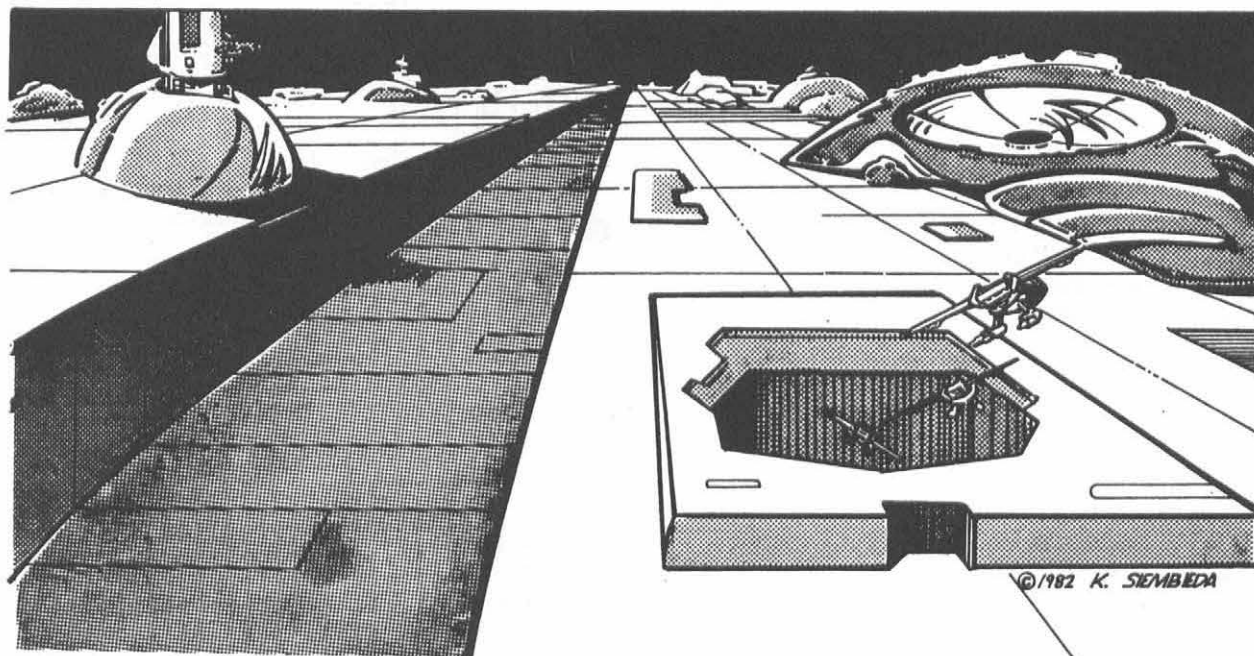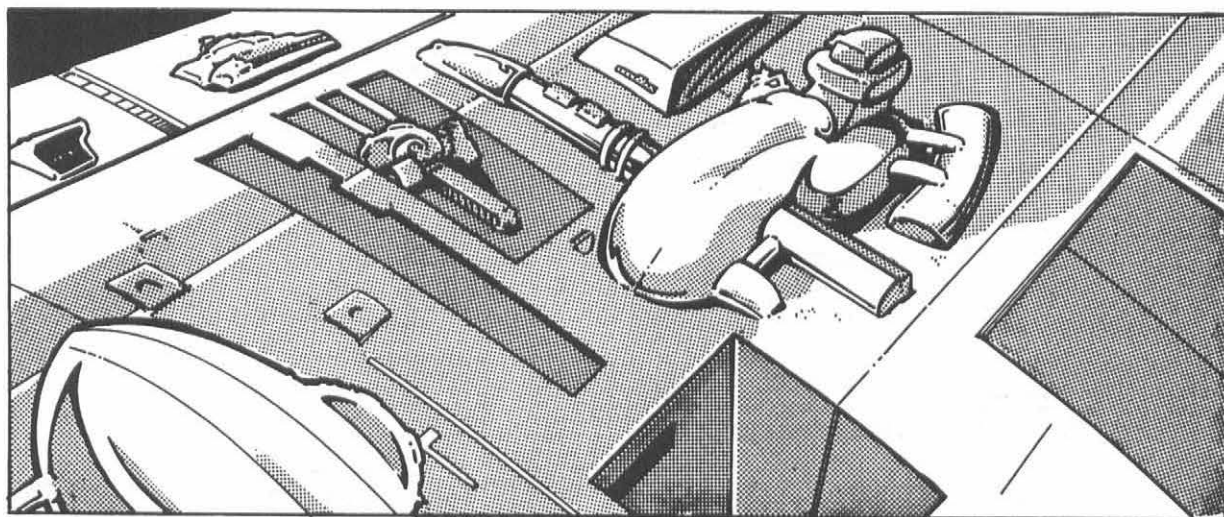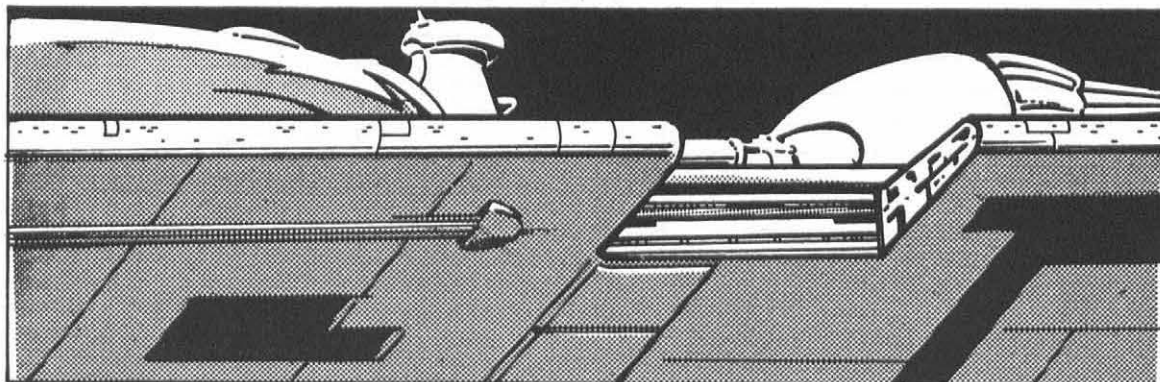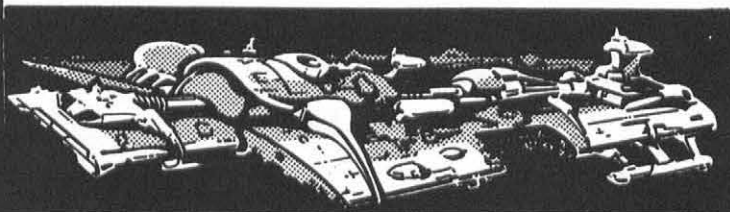
© 1982 K. SIEMBIEDA

The Mechanoid Mothership — Length of Assault Unit: 22,220km • Total ship surface area, includes all levels: 368,000,000 sq km • Speed Factor: 0-40 kmph or Warp Drive which actually bends space and time requiring no actual movement. Warp drive is located in the Navigation sections on the main deck levels. A.R.: 15

Detachable Assault Unit and Planet Excavation Head Quarters
Attacks Per Melee: 2 Plasma nd
Strike Force: Wasps • Brutes • etc.
Weapon: Plasma: 6-36x30
Range: Plasma: 52,000 km
Tractor Beam: 10,000 km • Weight: Max. 1 million tons
A.R.: Assault Unit 15   S.D.C. A.U. Body 71 million
Speed Factor: 0-830 kmph • No Warp Plasma E. 700,000
                              Trac. Beams 200,000

Observatories, Star Charting, and Research S.D.C.: 100,000,000

Type I Hauler Bay

Observation Deck

Transport Terminal

Dock

Level Four
Level Three
Level Two
Level One
Tractor Beam

Docking Bay

Plasma Ejector

Robotics • Processing

Wing-like protrusions of ship is S.D.C. 40 billion • A.R.: 15

Main Ship Decks Levels 1-6   220 km Deep
Top Surface of Ship Exterior Approx. 190 km Deep

10 km thick between levels (honeycombed with pipelines, ducts, and junctions).

Assault Force and Crew

Wasps	20,000,000	Robots:	
Brutes	2,000,000	Thinmen	280,000,000
Runners	1,400,000	Runts	600,000,000
Brains	600,000	Skimmer	100,000,000
Mantis	40,000	Spider Fort	10,000
Diggers	10,000		

0   4440 km   8880 km   13,320 km   17,760 km

Level One
Height: 35 km

17,760 km / 4440

Gravity Level: Zero

Level One
1. Tractor Beam Units
2. Plasma Ejector Control Posts
3. Conversion Central
4. Computer Deck for Crystal Conversion
5. Plasma Storage Generator
6. Power Crystal Storage Plant
7. Energy Links
8. Matrix Monitor Units
9. Transport Terminal
10. Auxiliary Plasma Generator
11. Iron Ore Storage Bin
12. Iron Ore Storage Bin
13. Power Crystal Conversion Matrix
14. Matrix Energy Core
15. Freighter Terminal
16. Fusion Plant Complex
17. Tungsten Steel Storage Bin

18. Induction Molding Complex
19. Purified Water
20. Water Purification Network
21. Plasma/Fusion Furnace
22. Iron Purification and Processing Network
23. Hauler and Robot Maintenance
24. Hauler Bay
25. Saline Solution
26. Transport Terminal
27. Processed Steel

Level Two
Height: 35 km

Gravity Level: 1/2 Earth

Level Two
1. Energy Storage Plant
2. Navigation
3. Computer Center
4. Life Support
5. Food Storage
6. Food Processing Plant
7. Purified water
8. Processing Plant

• Main Body: 89,000 km • Total Length: 66,780 km • 42,000 km at the widest point • Surface Area: 16,400,000 sq km
• Total Storage Area: 79,840,000 sq km

Communication Tower

Communication Tower

Diplomatic Embassies

Transport Terminal

Navigation   S.D.C.: 90,000,000

Engineering

Alien Diplomat Medical - Recreational • Research Areas

Alien Housing

Energy Network
S.D.C.: 80,000,000

Energy Monitor Unit

Alien Environments

Energy Storage Dome

Rear Section S.D.C.: 60,000,000

Transport Terminal

Hauler and Freighter Terminal

Alien biological research experimentation laboratories. Including micrrobes, mutations, botany, radiation, genetics and all biological sciences. These labs are confined to this side-tube so that is can be jettisoned in case of contamination.

9. Bauxite Storage Bin
10. Iron Alloy Storage Bin
11. Steel Storage Bin
12. Processing Plant
13. Processed Metal Alloys
14. Processing Plant
15. Platinum Storage Bin
16. Soil Storage Bin
17. Hauler Bay
18. Sand Storage Bin
19. Salt Storage Bin
20. Sulfur Storage Bin
21. Copper Storage Bin
22. Silver Storage Bin
23. Gold Storage Bin

24. Processing Plant
25. Robot Maintenance
26. Research Complex
27. Tungsten Steel Storage Bin
28. Chemical Processing Complex
29. Power Center
30. Freighter Terminal
31. Transport Terminal
32. Tin Storage Bin
33. Radioactive Elements
34. Nickel Storage Bin
35. Lead Storage Bin
36. Zinc Storage Bin
37. Crystal Storage Bin

5. Spider Fortress Storage Bay
6. Strategic Command Center
7. Robot Maintenance
8. Robot Construction
9. Digger Bay
10. Transport Terminal
11. Crude Petroleum
12. Petroleum Processing
13. Power Center
14. Refinery
15. Gasoline
16. Refined Oil
17. Plastic Plant
18. Refined Oil
19. Transport Terminal
20. Robot Maintenance
21. Purified water
22. Food Storage
23. Natural Gas
24. Transport Terminal
25. Metal Alloy Storage Bin
26. Mutant Supply Center
27. Weapons/Battle Fleet Factory
28. Transport Factory
29. Bridge Fort/Spider Fortress Storage
30. Transport Terminal
31. Bridge Fort/Spider Fortress Construction
32. Life Support/Computer Center
33. Fusion Reactor Complex
34. Medical/Genetics Laboratories
35. Robot Factory
36. Purified water
37. Engineering
38. Bauxite Storage Bin
39. Coal Storage Bin
40. Processing Plant
41. Shale Storage Bin
42. Storage (Empty)
43. Runner/Brain Area
44. Wasp Hangars

Level Three
Height: 20 km
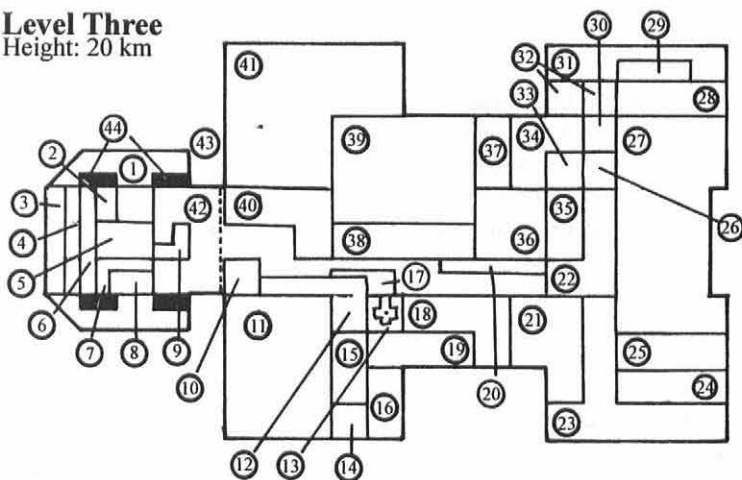
Gravity Level: 1/2 Earth

Level Three
1. Food Storage
2. Brute/Tunnel-Crawler Area
3. Bridge Fort Storage and Hauler Bay
4. Computer Network

Level Four
Height: 30 km

Gravity Level: 2x Earth
Extremely Heavy
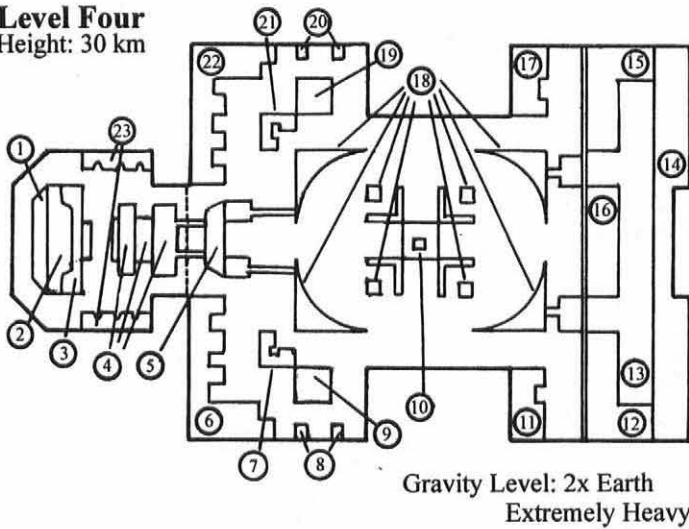
Level Four
1. Navigation Central
2. Engineering Central
3. Cryogenic Complex
4. Power Link
5. Power Junction Units
6. Power Storage Units
7. Power Storage Units
8. Storage Monitors
9. Matrix Monitor
10. Crystal Power Core
11. Power Storage Units
12. Master Gravity Control
13. Engineering
14. Life Support
15. Teleport Central
16. Navigation
17. Power Storage Units
18. Master Energy Matrix
19. Matrix Monitor
20. Storage Monitors
21. Power Storage Units
22. Power Storage Units
23. Power Storage Units

Level Six
Height: 12 km

Note: 10 km between levels   Gravity Level: 1/2 Earth

Level Six
1. Purification/Processing
2. Food Storage
3. Food Storage
4. Purified Water
5. Transport Terminal
6. Botanical Garden #1
7. Botanical Garden #2
8. Botanical Garden #3
9. Allen Life Research Center
10. Chemical Processing Plant
11. Nerve Gas Production/Storage
12. Alien Zoo
13. Pest Control
14. Cloning Center
15. Genetics Labs
16. Mechanoid Maintenance
17. Laser Labs
18. Robotics
19. Transport Terminal
20. Digger Environment
21. Brute Environment
22. Runner Environment
23. Octopus Environment
24. Brain Environment
25. Mantis Environment
26. Fusion Reactor
27. Cryogenics
28. Power Center
29. Medical Labs
30. Zoo
31. Mini-Power Crystal Auxiliary
32. Transport Terminal
33. Secondary Engineering Deck
34. Communication
35. Secondary Navigation System
36. Secondary Life Support
37. Wasp Tubes
38. Computer Deck

Level Five
Height: 8 km

Gravity Level: Zero/Vacuum

Level Five
1. Food Storage
2. Medical
3. Cryogenics
4. False Master Computer
5. Housing of False M.C.
6. Teleportation Computer Override
7. Engineering Computer Override
8. Navigation Computer Override
9. Life Support Computer Override
10. Liquid Nutrients
11. Computer Communication Network
12. True Master Computer
13. Master Energy Matrix Override
14. Monitor Units
15. Power Center
16. Power Storage Monitor
17. Auxiliary Power Storage

Random Encounter Tables

Random encounter tables are not the last word in Mechanoid encounters, but provide the G.M. with a quick, easy guide and reference tool. The tables also offer an idea as to what type of Mechanoids and robots can be found in a particular area of the ship. Game Masters should feel free to use, adjust, and discard whatever they please.

Of course, percentile dice are rolled in conjunction with a particular table to determine the type of encounter.
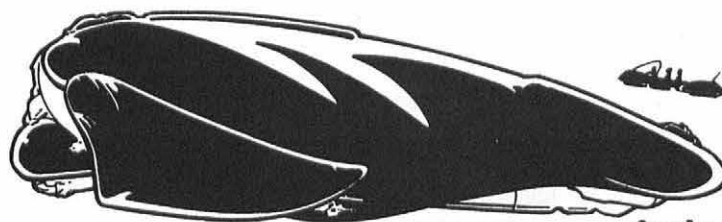
Oracle

Ship Exterior - Top
Roll every 8 minutes

1-15	1 Black Widow
16-20	1 Octopus
21-27	1 Oracle
28-34	1 Brute/8 Runts
35-40	2 Runners/1 Brain
41-46	1 Mantis/2 Brutes
47-56	1 Runner/6 Thinmen
57-60	1 Transport/4 Wasps
61-70	1 Brain/4 Thinmen
71-80	4 Runners/1 Mantis
81-89	1 Black Widow/4 Hauler II
90-92	6 Wasps
93-97	1 Multi-Brain
98-100	8 Wasps

Ship Exterior - Bottom
Roll every 10 minutes

1-10	1 Cargo Freighter
11-15	1 Battle Cruiser
16-24	2 Hauler II
25-30	2 Wasps
31-38	1 Black Widow
39-46	4 Brutes/6 Runts
47-52	1 Mantis/2 Hauler II
53-60	1 Black Widow/2 Hauler II
61-69	2 Brutes/4 Hauler III
70-77	1 Brute/20 Runts
78-87	1 Mantis/4 Thinmen
88-94	4 Wasps
95-100	2 Black Widows/1 Oracle

Storage Bins
Roll every 8 minutes

1-10	1 Tunnel Crawler
11-18	2 Assault Probes
19-24	1 Exterminator
25-30	2 Wasps
31-40	1 Brute/2 Hauler III
41-49	1 Mantis/1 Hauler II
50-60	6 Mutants
61-70	1 Tunnel Crawler/4 Assault Probes
71-77	1 Runner/2 Brutes
78-85	1 Exterminator/8 Assault Probes
86-91	1 Black Widow/2 Hauler II
92-96	4 Wasps
97-100	1 Black Widow/4 Hauler II

Refineries/Processing Plants
Roll every 6 minutes

1-8	1 Tunnel Crawler
9-16	2 Wasps
17-26	1 Runner/1 Octopus
27-43	1 Brute/1 Hauler III
44-54	2 Brutes/8 Runts
55-60	1 Brute/6 Thinmen
61-70	2 Runners/12 Runts
71-80	1 Mantis/6 Thinmen
81-86	1 Octopus/6 Thinmen
87-92	1 Brain/12 Thinmen
93-97	1 Brute/20 Thinmen
98-100	1 Runner/3 Octopus

Robot Construction/Maintenance
Roll every 4 minutes

1-5	1 Tunnel Crawler
6-10	1 Exterminator
11-18	4 Assault Probes
19-24	4 Thinmen
25-30	1 Runner/6 Runts
31-40	1 Brute/6 Thinmen
41-52	1 Octopus/6 Runts
53-67	2 Brutes/8 Thinmen
68-75	4 Brutes/12 Runts
76-79	3 Brutes/1 Octopus
80-88	2 Runners/20 Thinmen
89-93	2 Octopus/12 Thinmen
94-96	4 Brutes/30 Thinmen
97-98	1 Mantis/40 Runts
99-100	2 Brains/60 Thinmen

Teleporters
Roll every 8 minutes

1-3	4 Wasps
4-15	1 Runner
16-22	1 Brute
23-29	1 Brain
30-39	1 Octopus
40-49	1 Brute/4 Runts
50-57	2 Brains
58-68	Exterminator Squad
69-78	1 Runner/6 Thinmen
79-83	1 Tunnel Crawler
84-89	1 Multi-Brain
90-95	1 Mantis
96-98	1 Oracle
99-100	1 Overlord

Brain Pools
Roll every 12 minutes

1-13	Oracle
14-26	1 Runner
27-36	1 Brain
37-42	1 Tunnel Crawler
43-54	1 Brute/2 Thinmen
55-66	2 Runners
67-80	1 Multi-Brain
81-93	1 Brute/1 Runner
94-96	7 Mutants
97-100	1 Overlord

Main Power Network
Roll every 10 minutes

1-10	Oracle
11-16	1 Mantis
17-22	1 Octopus
23-30	2 Runners
31-40	1 Exterminator
41-48	2 Brutes/3 Thinmen
49-56	1 Multi-Brain
57-66	1 Runner/4 Thinmen
67-77	1 Exterminator Squad
78-85	2 Runners/10 Runts
86-94	1 Overlord/4 Brutes
95-100	1 Multi-Brain/2 Octopus

Transport Terminals
Roll every 8 minutes

1-12	2 Hauler II
13-17	2 Wasps
18-25	1 Brute/6 Runts
26-34	1 Runner/4 Thinmen
35-40	1 Octopus
41-50	1 Runner/4 Hauler III
51-60	2 Brutes/12 Runts
61-70	1 Black Widow/2 Hauler II
71-78	2 Brains/1 Runner
79-87	1 Tunnel Crawler/4 Assault Probes
88-92	4 Brains/6 Runts
93-95	4 Wasps/1 Freighter
96-100	1 Battle Cruiser

Medical/Genetic Research Labs
Roll every 5 minutes

Roll	Encounter
1-12	2 Runners/1 Oracle
13-24	1 Brain/4 Thinmen
25-37	1 Octopus/2 Runners
38-46	2 Runners/12 Runts
47-58	6 Runners/6 Thinmen
59-69	12 Runners/1 Octopus
70-82	1 Multi-Brain/2 Octopus
83-94	3 Runners/4 Brutes
95-97	4 Runners/1 Overlord
98-100	1 Oracle (Friendly)

Navigation/Life Support/Computer Decks
Roll every 6 minutes

Roll	Encounter
1-10	1 Oracle/1 Runner
11-19	1 Brain/8 Runts
20-27	2 Runners/3 Thinmen
28-34	1 Mantis/2 Thinmen
35-46	1 Multi-Brain/2 Runners
47-57	2 Brutes/4 Thinmen
58-64	1 Runner/2 Brutes
65-70	1 Runner/1 Octopus
71-80	2 Octopus/3 Runts
81-87	1 Oracle/1 Octopus
88-93	1 Runner/15 Thinmen
94-100	1 Multi-Brain/25 Thinmen

Engineering Sections
Roll every 6 minutes

Roll	Encounter
1-8	1 Mantis
9-12	1 Runner
13-20	1 Runner/4 Runts
21-28	1 Multi-Brain/4 Thinmen
29-38	1 Mantis/1 Runner
39-46	1 Mantis/1 Octopus
47-50	1 Oracle/2 Runners
51-62	2 Mantis/4 Brutes
63-71	2 Brutes/8 Thinmen
72-82	1 Brain/12 Runts
83-89	3 Octopus/1 Runner
90-94	1 Mantis/6 Runners
95-100	1 Overlord/6 Brutes

Power Centers
Roll every 8 minutes

Roll	Encounter
1-15	1 Mantis
16-20	2 Runners
21-28	1 Brute/4 Runners
29-32	1 Octopus
33-40	1 Runner/6 Runts
41-50	1 Mantis/2 Runners
51-60	1 Multi-Brain/2 Thinmen
61-70	4 Runners/4 Runts
71-77	1 Brute/6 Thinmen
78-84	2 Runners/12 Runts
85-90	1 Runner/1 Octopus
91-98	1 Multi-Brain/3 Runners
99-100	1 Oracle

Pipeline Encounters
Roll every 12 minutes

Roll	Encounter
1-5	1 Tunnel Crawler
6-10	2 Wasps
11-18	1 Brute/2 Thinmen
19-26	2 Assault Probes
27-31	1 Seeker Pod
32-38	1 Exterminator
39-47	1 Runner/2 Thinmen
48-56	1 Tunnel Crawler/2 Assault Probes
57-63	4 Assault Pods
64-75	6 Mutants
76-82	2 Nadar Whips
83-93	1 Exterminator Squad
94-97	4 Mutants
98-100	1 Tunnel Crawler/6 Assault Probes

Junction Type I
Roll every 12 minutes

Roll	Encounter
1-10	1 Brute
11-19	2 Assault Probes
20-25	4 Mutants
26-32	1 Tunnel Crawler/2 Assault Probes
33-49	1 Exterminator
50-60	1 Exterminator Squad
61-72	8 Mutants
73-80	3 Nadar Whips
81-90	2 Tunnel Crawlers/6 Assault Probes
91-95	4 Exterminators
96-100	2 Runners/1 Exterminator

Master Computer: Level 5
Roll every 8 minutes

Roll	Encounter
1-8	1 Multi-Brain
9-18	3 Runners
19-30	2 Brutes
31-41	6 Brutes
42-56	10 Brutes
57-63	1 Oracle
64-77	12 Runners
78-89	1 Overlord/6 Runners
90-97	20 Brutes
98-100	1 Overlord

Main Deck Halls
(All levels except 4 and 5)

Roll	Encounter
1-8	1 Oracle
9-16	1 Multi-Brain
17-26	4 Runners
27-33	2 Brutes
34-41	1 Brute/4 Runts
42-50	3 Runners/2 Thinmen
51-58	1 Octopus
59-65	1 Tunnel Crawler
66-74	1 Mantis/1 Runner
75-80	2 Wasps
81-84	1 Exterminator
85-90	1 Hauler Type II or III
91-98	4 Mutants
99-100	1 Overlord

1-12	2 Exterminators
13-21	1 Seeker Pod
22-30	1 Exterminator
31-40	1 Tunnel Crawler
41-49	1 Exterminator Squad
50-57	2 Nadar Whips
58-65	Mutants (1-6)
66-72	2 Exterminators/4 Assault Probes
73-84	1 Tunnel Crawler/6 Assault Probes
85-90	1 Runner/2 Thinmen
91-96	3 Exterminators
97-100	2 Wasps

Pipe Lines

Typical Heating and
Cooling Duct

Cut Away of a
Heating Duct Connection
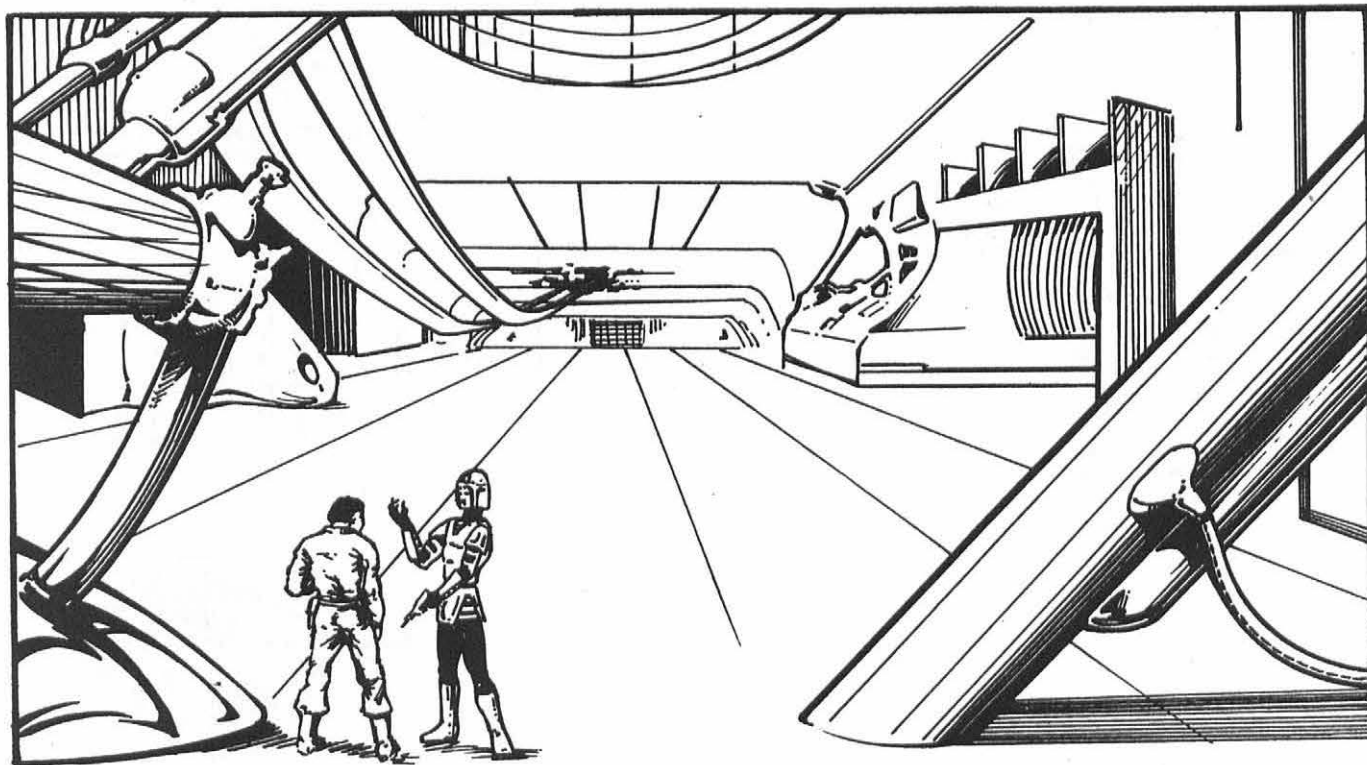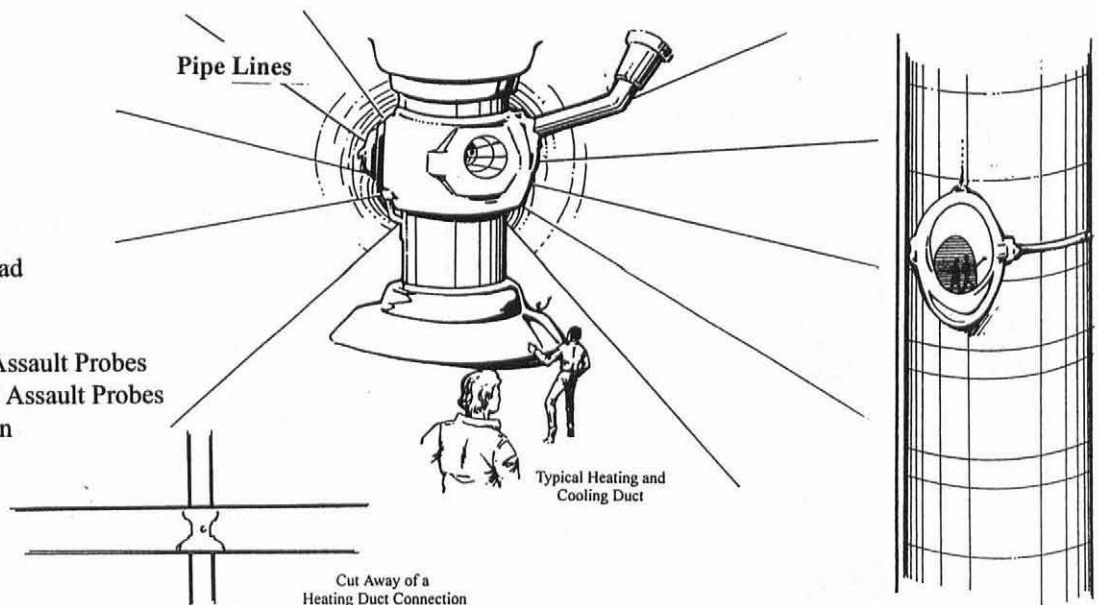
Type I (main) Junction

1. Water Pump
2. Monitor/Purification Unit
3. Shutoff Valve and Access Hatch
4. Generator
5. Monitor Unit
6. Chemical Induction Unit
7. Empty Laboratory
8. Water Purification/Circulation
9. Storage Bin
10. Brain Pool
11. Power Storage Batteries
12. Heating and Cooling Ducts
13. Shutoff Valve and Access Hatch
14. Air Circulatory System
15. Electrical Junction
16. Access Hatch
17. Storage Bins
18. Air Shafts
19. Power Storage Center
20. Brain Pool
21. Access hatches to the Main Power Link of the Power Shafts
22. 3 Way Heating and Cooling Duct Junction
23. Heating and Cooling Ducts
24. Power Shafts

Type I Junction: Main Junction

Water Pipes

Scale in Meters

0 10 20 30 40 50 60 70 80

24

25
26
27
29
28
30

This network of tunnels lead and allow access to the power shafts.
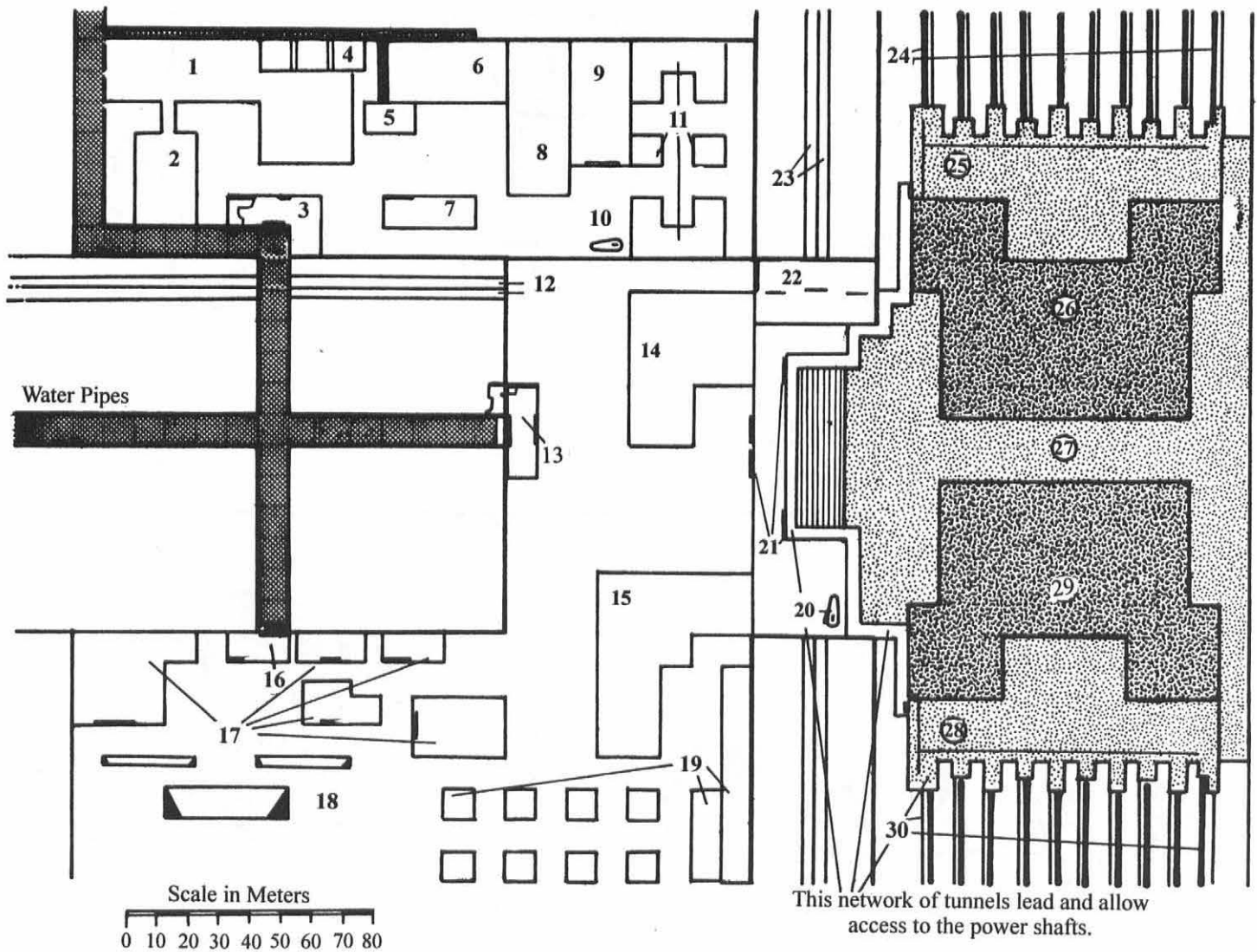
25. Primary Beam Coupler
26. Main Power Convertor
27. Main Power Link
28. Main Power Convertor
29. Primary Beam Coupler
30. Power Shafts

All systems and machines are fully automated, following a pre-programmed operation.

Ceiling Height: 6.9 m

S.D.C. of the coupler is 180,000, the convertor is 250,000, power link is 490,000 and the power shafts are 100,000 each.

Type II Junction

Shut off valve

Emergency oxygen shut off vakve (manual)

Pure oxygen piped to special environments

Fully Automated generator

Service tunnel

Electrical system relays

Access hatches

Energy power cells

Brain Pool

Air Shafts

Level two of junction

Heating and cooling ducts do eventually connect directly to ship deck levels.

Heating Duct temp. 80°F

Cooling Duct temp 40°F

Water pipe over laps heating and cooling ducts

Power Generator

Water Pump

Access Hatches

Heating Regulator System

Water Pipe

Brain Pool
Shut off Valves

Access hatches to water pipe

Brain Pool

Air Shafts

Circulation System

Air Shafts: Run up and down the ship. Connects to other Type II Junctions, never actual ship decks. 5 km to each junction that's 5 km down. These shafts run 200 km up and down.

Type II Junction

Ceiling Height: 4.2 m

Average Pipe Height: 3.5 m

S.D.C.: All access hatches 250, wall (5 m radius) 900, wall of duct 800, wall of water pipe 2000, power storage units 1800, shutoff valve 4600, generators 18,000, water pump 24,000, circulation unit 20,000, brain pools 50.
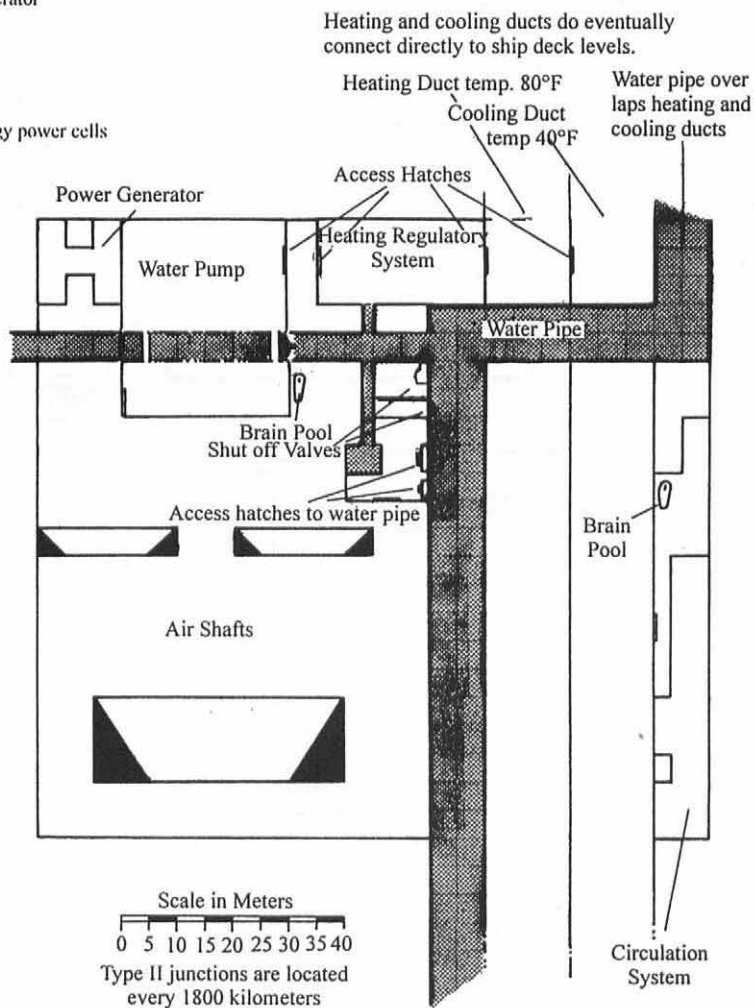
Scale in Meters

0 5 10 15 20 25 30 35 40

Type II junctions are located every 1800 kilometers

The Nadar-Whip

Attacks Per Melee: Total 3 (2 whip, 1 bite) or Crush

Body Whip — 2-12 damage

Bite — 1-6 damage

Crush — 4-24 damage

Bonuses: +6 to damage, +4 to dodge

Psionics: None

Size: 8 m long

A.R.: 5

Hit Points: 42 average

Speed Factor: 20

A single Nadar-Whip will not hesitate to attack one or two humanoids for a quick snack. These evil tempered carnivorous animals feed upon all humanoids and other living creatures. They abound in hot humid areas but never in temperatures below freezing.

Suction Tail

Suction Appendages
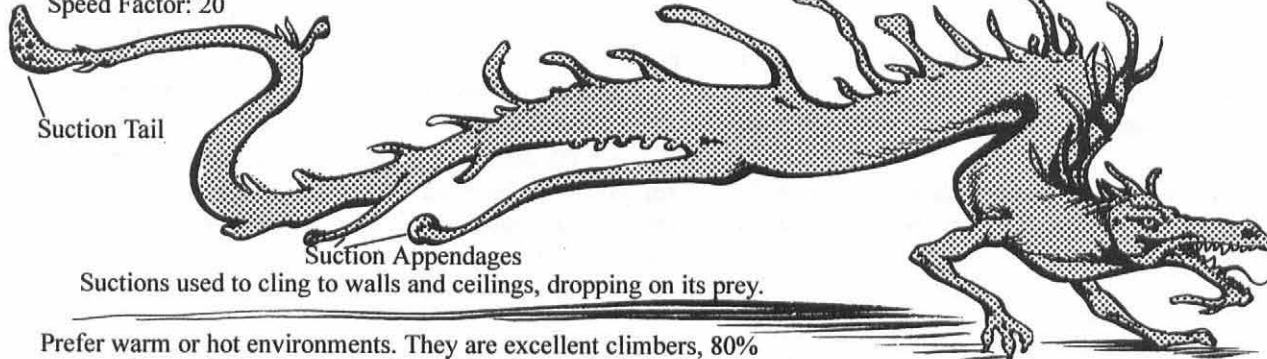
Suctions used to cling to walls and ceilings, dropping on its prey.

Prefer warm or hot environments. They are excellent climbers, 80% on smooth and 97% on rough surfaces. The Nadar-Whip is also a superb swimmer (94%) and is able to remain submerged for about 25 minutes.

Prowl Abilities: 71% Tracking By Scent: 49%

Type III Junction

Type III Junction: The Power Shaft

Scale in Meters

0 5 10 15 20 25 30 35 40

Substation (automated) Directs and filters the energy.

Down Shaft

Safety Nitches

Power Ball

Storage Area

Brain Pool

Support Beams/Struts

64 km to each Power Junction

Spare Power Ball

All hatches to the replacement power ball are sealed by a sophisticated lock system which varies from each junction.
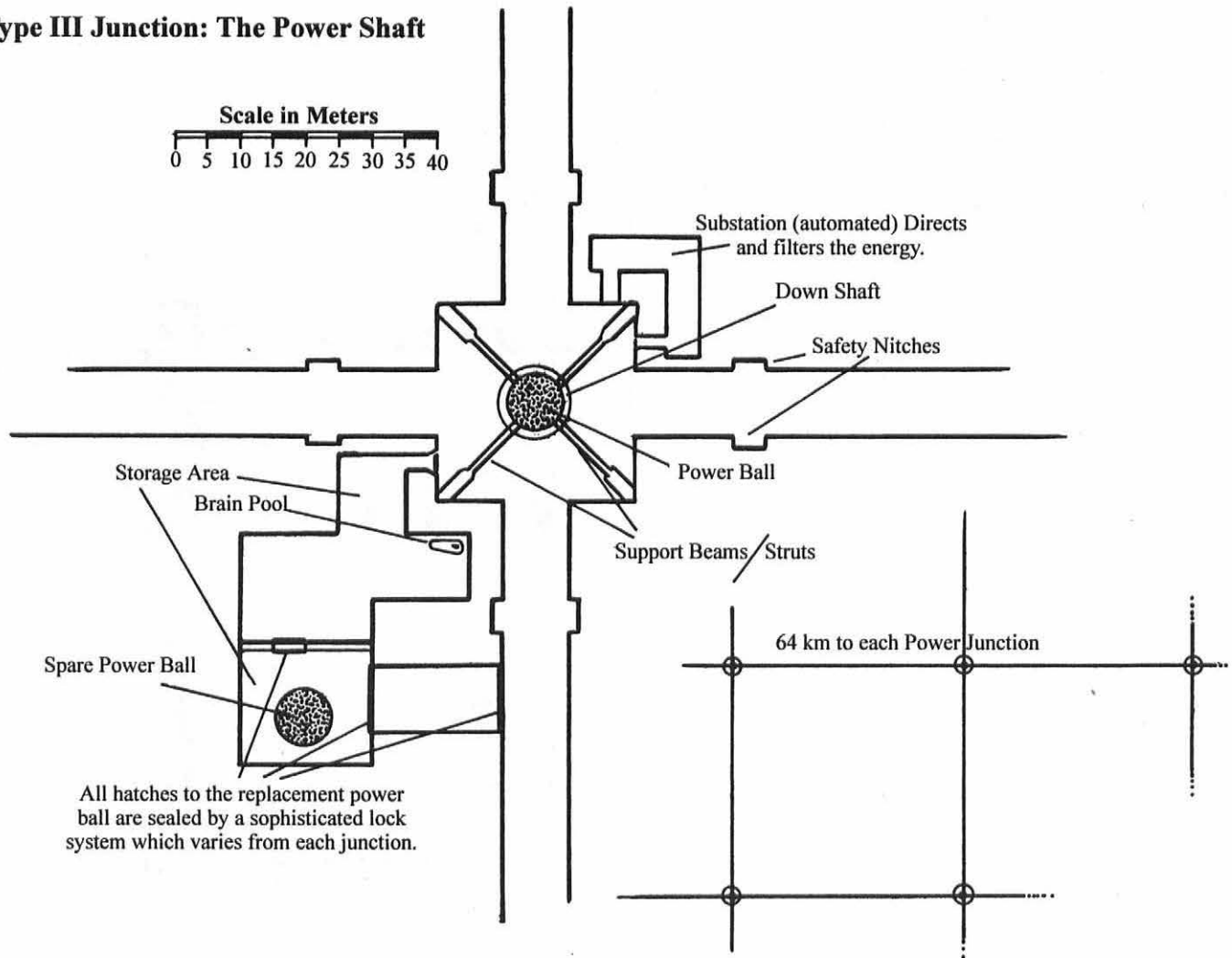
Type III Junction (the Power Shaft)

The power balls are primary power relays, bouncing pulses of microwaves from junction to junction. In this way, energy can be quickly directed to where it is needed.

The sub-station draws energy from the ball and relays it to specific sections.

These energy pulses are fired down the center of the shaft and are about 6 m wide. The pulses will incinerate anything caught in their path, doing 1000 points of damage each melee round.

Temperature in a cool/unused shaft is about 90° F while a shaft in use averages around 120° F, but can reach as high as 700° F under continual usage. Temperature rises 60° F for each hour used.

Just before the power ball fires energy pulses down the shaft, the static electricity jumps ten-fold. There is about a 30 second period before the pulses begin.

There is roughly 2 meters of space on all sides, up-down, right-left, of the energy pulses which is safe space. Although heat and radiation is another problem.

A near vacuum (little air) environment is maintained in both the junctions and power shafts.

Gravity is about 1/2 to 3/4 of the Earth's.

Structural Damage Capacity: Power Ball 40,000, A.R. 18; Support Structure 10,000 each A.R. 12; Sub-station 50,000 A.R. 10; Storage Hatches 6000 A.R. 12.

All junctions are identical: Each has 6 interconnecting power shafts meeting at the junction. They run west-north-south Power shafts connect to a power link unit (type one junction) about every 3500 km

Type III Junction are found along power shafts every 40 km. Power shafts never connect with type II junctions, but do connect with junctions of Type I and power network centers on the main deck levels.

The Human Sleeper Team

The evacuation from Gideon E to the Mechanoid mothership had a double objective of sabotage and survival. Once the Gideon E refugees had secured a foothold aboard the Mechanoid ship, they were to launch a campaign of sabotage and guerilla warfare. However, for most of those fleeing the planet, survival alone would be their prime concern.

In the very final days of Gideon E, a special task force rocketed into the Mechanoid mothership. These shuttle crafts were specially outfitted with experimental cryogenic compartments and their slumbering occupants were specially chosen. Once the shuttles had docked with what seemed to be a particularly forgotten pipeline junction in the Mechanoids' storage area, they and their occupants would lay dormant for 5 years. After this time the task force would awaken and begin a new campaign of destruction and revenge (assumely upon an unsuspecting foe).

The experimental cryogenic chambers, which were feared to be unstable, functioned far beyond everyone's expectations. Ironically, it was defective timing relays which malfunctioned, plunging the shuttles' occupants into a slumber that would last nearly 200 years. Even then, it would be an emergency fail-safe device overloading that would trip the awakening mode in one of the shuttle crafts, rousing its occupants from their sleep.

Of the 6 personnel carriers, the cryogenic chambers failed in two of them, leaving all occupants dead. Of the 16 supplemental shuttles, apparently only three successfully survived the journey.

The task force personnel realize they've been in a state of suspended animation far beyond the expected five years. Popular speculation of the actual duration is 50 to 70 years (only off by about 120 years). Even so, they plan to carry out their mission to destroy the Mechanoid mothership, regardless of personal peril.

*Surviving Crew (male and female) Total: 155
E.B.A.: 40
L.B.A.: 30
Commando Squad: 12
Communication Engineer: 20
P.A.V.M.: 24
P.G.V.M.: 16
Esper: 13
* (Skills/abilities outlined in Book One)

Sleeper Equipment:

Amount	Weapon Type	Extra Energy Clips
80	S.B.-14	100
60	L.P.-10	120
200	L.R.-20/ Laser rifle	90
70	P.B.R.-10/ P-beam rifle	140
12	P.E.M.-8	None
12	Flying gun	4
20	S.L.R.-60	None
8	I.L.R.M.	None
6	Tiger I.L.R.M.	None

Equipment/Tools: 20 portable scan dilators (book one), 6 fusion torches, 26 laser lances (no extra E-clips), 12 survival knives, 12 flashlights, 6 sets of mechanics' tools, 3200 meters of nylon cord, 40 jump-suits, 30 pairs of pants and shirts, 6 decontamination suits and 3 environmental spacesuits.

Suits of armor (each complete with headgear and oxygen supply). 10 Juggernaut E.B.A. 40 E.B.A., 60 L.B.A., 40 web vests, and 24 limited P.E.W.S. Vehicles: 20 H.S.-180/Hovercraft scouts and 10 Rosenstein land buggies.

Explosives: 24 Type 3 blasting caps, 24 Type 1 shape charges, 72 Type 2 shape charges, 72 Type 3 shape charges. Fusion Blocks (experimental): 24 Type 1, 48 Type 2, 48 Type 3.

Concentrated/freeze-dried food supply for one month. Water supply, none.

Note: See Book One for details on weapons, tools and vehicles.

Mutants

Mutants are of human and/or Rover origin. Their appearance and size varies radically as they are the product of Mechanoid genetic reconstruction and cloning experimentation. While all sorts of genetic atrocities roam the ship's pipelines, there are two major types of mutants: the Energy Sponge and the Mech-pet. That which was once human, now preys upon humans, an ironic twist delightfully amusing to the Mechanoids.

Psionics: Low, I.S.P. average 38, abilities include detect psionics, sense magic, empathy big-regeneration, and presence sense. Level 2 proficiency.

Size: 2.4 m to 4 meters tall.

Armor Rating: 7

S.D.C./Hit Points: Average 46.

Speed Factor: 5 (5 kmph)

Type One Mutant: The Energy Sponge

This vaguely humanoid mound of undulating flesh has very low, almost animal-like intelligence It basically roams the pipelines in search of food, human food. These monstrosities feed upon other living creatures (particularly humanoids). The Energy Sponge will snare its victim with one or both of its tentacles and begin to drain its life force (victims may escape by squirming free a 17 or higher on a roll of one 20-sided die (1-20, or by slaying the creature first). The Energy Sponge drains hit points at a rate of 2-12 per melee round. When its victim drops below 5 hit points, it will either discard it (if other food sources are very near) or rip apart its limbs and drink the blood.

These hideous monsters are totally impervious to harm from any kind of energy.) They are able to absorb (but not feed on) lasers, plasma, electrical fire/heat, nuclear, accelerated particles, etc. Such weapons have *no effect*!

Energy Sponges, upon absorbing sufficient amounts of energy (150 S.D.C.), can fire a lethal energy bolt that does 5-30 +10 points of damage, range 200 meters. The energy bolt can be fired once every melee. (Note: The Energy Sponge can combine all different types of energy to create these bolts of energy).

Hand-to-hand confrontations (swords, knives, clubs) do normal damage, since the creature cannot absorb kinetic energy.

Type One Mutant: Energy Sponge

Attacks Per Melee: 2 or energy bolt.

Weapons: Tentacles strike 1-6 damage, energy bolt 5-30 +10, drain victim 2-12 (per melee)

Range: Energy bolt: 200 meters, tentacle reach 4 meters.

Bonuses: +2 to hit/entangle, +6 damage hand-to-hand strike.

Function: Predator.

Operation: Mutant.

Type Two Mutant
The Mech-Pet

The humans and Rovers refer to these mutants as the Mech-pets because they are supplied and outfitted with food, weapons, and vehicles by the Mechanoids. Unlike the Energy Sponge, the Mech-pets have a very strong tribal society with the strongest as the leader, and are usually found in groups of 4 to 8 (patrols) or entire tribes containing hundreds.

Weapons, armor and vehicles provided by the Mechanoids include the following:

Energy Weapons:
S.B.-14
L.R.-20
I.B.-10

Heavy Weapons:
P.B.R.-10/P.E.-6/P.E.
L P.-10 M8 and flying gun (see Book One for details).

Tools And Hand Weapons: survival knife, short sword, laser lance, fusion torch and S.L.R.-60.

Vehicles: Hover scout 180 (or on foot).

Armor: Web vest, L B.A. and E.B.A.

Note: Although these weapons and tools are somewhat different in construction and style, they are listed as human equivalents for ease of play. Human and mutant weapon parts and energy clips (E-clips) are interchangeable and do identical damage.

Mech-Pets

Attacks Per Melee: 2 hand-to-hand/or per weapon.

Weapons. As listed previously.

Range: Varies according to weapon.

Bonuses: +1 to hit, +4 to damage in hand-to-hand.

Function: Predator.

Operation: Mutant.

Psionics: None .

Size: 2 to 3.5 meters tall.

Armor Rating: Personal 4/armor varies.

S.D.C./Hit Points: Average 36 (same as humans).

Speed Factor: Average 12 (same as humans).

Type II Mutant

Mutant E.B.A.

Side Arm
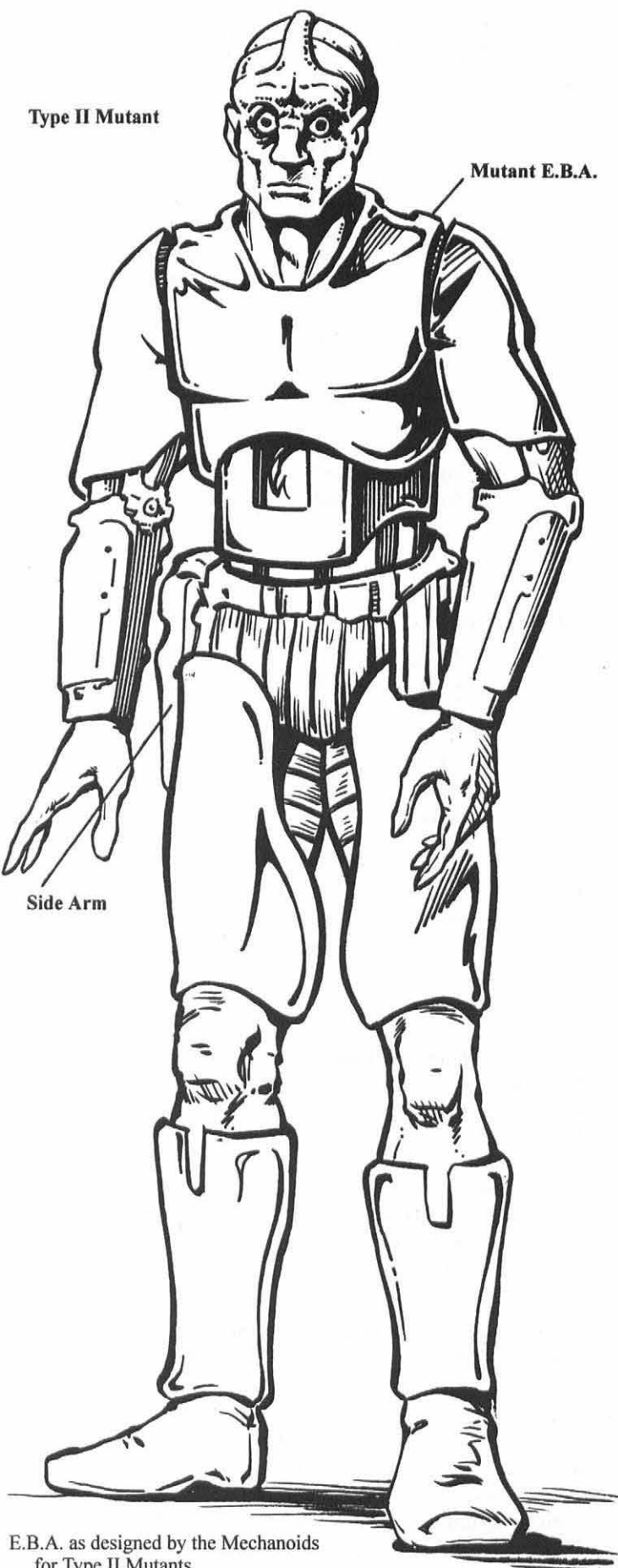
E.B.A. as designed by the Mechanoids
for Type II Mutants

Size of the armor varies but does tend to be larger
Mutant E.B.A. functions identical to
Human E.B.A. however the S.D.C. is 210 and the Armor Rating is 14.

Rovers & Thieving

Rovers have adapted very well to the environment of the Mechanoid mothership. They are more suited to the usually low gravity, allowing them to function much more freely than the denser alien gravity of Gideon E.

All known Rovers on the mothership are the descendants of only two tribes: the Long Teeth and the Black Fist. Tribal prejudice still exists, but is not as extreme as it once was. Still, neither trusts the other and they will often abuse, use, trick, and steal from one another.

The Long Teeth tribes are very friendly to humans, while the Black Fist, though civil, still distrust and dislike humans, believing them to be responsible for the Mechanoid invasion of Gideon E. Both tribes hate the Mechanoids, but only the Black Fist match the Mechanoids' own insane hatred of each other's race.

If you recall, Rovers have very strong tribal ties and ceremonies, and function as a society of thieves (See Book One for details on Rovers and their society). Breaking a Rover of his thieving is like trying to make a fish forget how to swim. Early on, the humans realized that they and the Rovers must work together to survive on the ship. Since they couldn't break them of stealing, the humans applied a little creative redirection. As a result, the Rover tribesmen became the spies, scouts, and scavengers of this new world.

They prowl the tunnels and pipelines, mapping, exploring and stealing (usually from groups of mutants). As the mutants became more common to the pipelines, the Rovers decided that they were an enemy tribe. As with traditions, mutants (particularly those supplied with weapons and tools by Mechanoids) became the Rovers' favorite targets for theft, raids and slaughter. This, of course, results in the continual supply of weapons, tools, E-clips and information.

The Rovers love the challenge and image of the super-spy and thief. Consequently, they have become increasingly daring, infiltrating actual ship levels and exploring Mechanoids on their own turf.

The main disadvantage of the Rover tribes is that they have established a strong black market network throughout most communities. The Rovers also tend to have little regard for human laws.

The Rover tribes are divided occupationally as follows: 20% thief (often these are humans operating in the thieves' guild), 30% psionic/thief, 26% psionic/thief/ mage, 18% lesser psionic and mage, 4% are mind mages.

Important Note: Disregard thief abilities and requirements for both humans and Rovers as they appear in the Mechanoid Invasion: Book One. The new environment and situation has altered the thief's abilities and requirements somewhat. Use only the information and tables in The Journey.

Human Thief
Attributes Required for Human Thief: P.P. 11, I.Q. 6

Rover as a Playing Character
As a G.M. you will want to limit the number of Rover characters in your game. The easiest and fairest way to do this is to require that the player must have rolled some degree of psionic ability (minor, major or master) because ALL Rovers have some level of psionic ability. Use the psionic tables/info as found in

Book One. (Do not use the suggested Rover character adjustment in Book One).

Alignment: Any, although neutral alignments are the most appropriate.

The Eight Attributes: The number of dice to roll is indicated, plus any special bonuses.

I.Q. 3D6, M.E. 3D6+2, M.A. 2D6, P.S. 3D6, P.P. 4D6, P.E. 3D6+1, P.B. 2D6, Spd. 4D6+2

Hit Points: P.E. attribute number plus 1D6 per level of experience.

Physical S.D.C.: 5D6 plus and S.D.C. bonuses from (later RPG) skills.

Psionics (Roll Percentile/two 10 Sided dice)
01-70 Minor psionic
71-89 Major psionic
90-100 Master psionic

Rover Height and Weight:
Add 0.6 meters (two feet) to height.
Add 27.22 kilograms to the weight.

Extra Attacks Per Melee Round: All Rovers have quick reflexes and are ambidextrous providing them with extra attacks (Hand to Hand combat) per melee round.

Bonuses (in addition to possible Attribute Bonuses): +1 to save vs poison.

Requirements for Rover Skills/Thief

Only Thief Skills: P.P. 11
Mage (Magic-user) and Thief: I.Q. 10, P.P. 12
Mage Only (No Thief Abilities): I.Q. 10
(Remember, all Rovers have psionics).

Rover Thief Bonus: Because most Rovers are trained as thieves at a very early age, they are the very best. Consequently, add 10% to each thief ability chosen by a Rover character, This is a *one-time* bonus applied at first level.

The same table of thief abilities is used for both humans and Rovers (the latter with the 10% adjustment).

Basic Area of Expertise:

Level	Prowl	Scale Walls	Hand-to-Hand Combat
1	20%	30%	+1 to hit
2	28%	40%	+2 to dodge
3	36%	50%	+2 to hit
4	44%	55%	+1 to damage
5	52%	60%	*Stuns opponent (1-6 melees) on 19 or 20
6	60%	65%	Double damage from behind
7	68%	70%	+3 to dodge
8	76%	75%	+2 to damage
9	82%	80%	+3 to hit
10	86%	85%	Triple damage from behind
11	90%	88%	+3 to damage
12	94%	91%	+4 to hit
13	96%	94%	+4 to dodge

Electives: Choose two at level 1, one at level 3, one at level 6, and one at level 9.

I.Q. Bonus: I.Q. of 17 or higher: choose 3 electives at level 1, two at level 3, and one at levels 6 and 9.

Elective Skills

Level	Pick Pockets	Lock-smith	Fix Elec. Equip and O.S.C.E.
1	20%	15%	18%
2	28%	20%	22%
3	36%	25%	26%
4	44%	30%	30%
5	52%	35%	34%
6	60%	40%	38%
7	68%	45%	42%
8	76%	50%	46%
9	82%	55%	50%
10	86%	60%	55%
11	90%	65%	60%
12	94%	70%	65%
13	96%	75%	70%

Elective Skills

Level	P.G.V.	P.A.V.	Explosives
1	20%	15%	24%
2	25%	20%	30%
3	30%	25%	36%
4	35%	30%	42%
5	40%	35%	48%
6	45%	40%	54%
7	50%	45%	60%
8	55%	50%	66%
9	60%	55%	72%
10	65%	60%	78%
11	70%	65%	84%
12	75%	70%	90%
13	80%	75%	94%

Experience Table for Thief (Human and Rover)

Level		Level	
1	0-1800	8	120,001-220,000
2	1801-3600	9	220,001-420,000
3	3601-7200	10	420,001-640,000
4	7201- 14,000	11	640,001-880,000
5	14,001-28,000	12	880,001-1,350,000
6	28,001-52,000	13	1,350,001-1,850,000
7	52,001-120,000		

Other Weapons Used and Built by the Humans and Rovers:

Weapon Type	Size	Damage*
Throwing axe	0.3 m-0.5 m	1-6
Club/stick	0.7 m-0.9 m	1-6
Knife	0.3 m-0.5 m	1-6
Short sword	0.6 m-0.8 m	1-6 +1
Bastard sword	0.9 m-1 m	1-8 +2
2-handed sword	0.9 m-1.6 m	2-12
Sling and bullets		1-6

* All these weapons do 1/2 the listed damage to L.B.A. and no damage to E.B.A. **Note:** Rovers are excellent weaponsmiths.

Character Experience Levels

As a character is developed and becomes involved in adventure and intrigue, he/she will gain experience points. These points are distributed among the many characters for their actions and ideas they perform. A clever plan, a quick attack, all earn experience points. The more experience points a character receives, the higher the level he/she attains in his/her particular occupation. The higher the level, the greater the skill (see occupational charts). Players! Be certain to keep a careful record of the experience points given to you at the end of each game. When a character attains a new level, tell the Game Master so that the skills and hit points can be increased accordingly.

Experience Points (and their application)

It's difficult to devise a point system by which a Game Master can judge and reward his/her players fairly. The ultimate purpose of experience points and experience levels is to provide a means in which the player's character can grow and develop. Many fantasy role-playing games have their own unique systems, charts, equations and computations for distributing experience points. You may want to use one of those.

On the other hand, I use a very subjective method of observation and logic. I feel that any twit can chop or blast a creature that has just pounced upon him. Most experience point systems concentrate on the kill factor. But what about the thought process? What about the decisions, plans or motives for a particular action? Doesn't cleverness and a cool head count? Aren't these the true ingredients of good role-playing? It seems unfair to me that the person who devises a clever plan should get fewer experience points than the players who carry out the plan, because they are better skilled to do so. Shouldn't the brilliant medical student playing a character with an I.Q. of 3 get something for playing in character? Hell yes!! So here is my chaotic, subjective experience point system.

Experience Points

Use chart from *The Mechanoid Invasion*.

Each player's character involved in a given situation/confrontation should receive the appropriate experience points. The total points should be· given to the players at the end of the game.

Of course, the real problem with this method is the subjectivity. The Game Master must utilize this basic outline and point value with some thought. Example: Eight third level characters, armed to the teeth and in heavy battle armor, kill a single Brute. These eight players should receive experience points for killing a minor menace. After all, the poor creature didn't have a chance and presented no real threat. However, if one or two first or second level characters killed the Brute, they would receive experience points for killing a major, or perhaps, great menace. This is because the threat was much greater.

Basically, that's the way I see it and play it. I've found this method stimulates imaginative playing instead of slash and kill. Don't be Santa Claus, heaping on wonderful amounts of experience points. Be fair and tolerant. If you have a group of players rising rapidly in experience levels, that's because they are imaginative players. And that's what this game (fantasy role-playing) is all about.

Alien Magic

The Disciples of Magic

The largest known group of Gideon E ancestry is comprised of 30% Rover and 70% human They survive, even prosper, because of an alliance with another alien race, which also seeks survival in the pipelines of the Mechanoid mothership.

The aliens call themselves the Zi-o-lex, a benevolent race of parasitic energy wraiths dedicated to meditation and examination of inner self. The Zi-o-lex were too lost in philosophical banter among themselves to even notice the invasion of their world. The Mechanoids took particular pleasure in torturing the humanoids which also inhabited the planet.

Too late did the Zi-o-lex emerge from their meditations, finding their planet plundered and the gentle people who once dominated it obliterated. It was hunger which had stirred the Zi-o-lex, and it was the humanoids which provided them with the life-sustaining energies from which they feed. With the humanoids destroyed a new energy/food source had to be sought. In an error that would doom the Zi-o-lex race, they sought that source from the destroyers of their planet.

The Mechanoids had no desire to consort with creatures fond of humanoids. Nor did they have need of the magic and wonders the Zi-o-lex could offer.

Violence would not be a part of any Zi-o-lex retaliation (which could have destroyed the Mechanoid mothership). Despite their powers and limited by their philosophies, the Zi-o-lex simply resigned themselves to their fate, and slowly perished from starvation. When Gideon E fugitives were discovered, only 17 Zi-o-lex remained.

Just as humans exchange carbon dioxide for oxygen with Earth plant life, so too do the Zi-o-lex exchange energy for energy. Because the Zi-o-lex are energy beings which straddle (co-existing in) several dimensions simultaneously, they are able to tap into, yet unknown, undefinable, forms of energy.

One such energy reserve can be best described only as magic. Like the demons in Earth mythology the Zi-o-lex serve as a bridge between humans and the magic energy reserves. When

properly linked, humans are able to create all types of wonderment which often defy the laws of Earth science. While some abilities have psionic equivalents, they are the product of a source which has nothing in common with psionics.

These are powers which the humans and Rovers believe to be given freely from the Zi-o-lex. This is not completely true. Every time a human or Rover taps into the magic energies by casting a spell, no matter how small, there is a flow and conversion of energy, similar to a chemical reaction and the union of magic and human (or Rover) energies creates yet another form of energy. This is a castoff energy, expended every time a spell is cast. It is this waste energy that the Zi-o-lex feed upon. It is a perfect give-take relationship.

To insure a constant food supply, the Zi-o-lex have, over the centuries, conditioned the humans and Rovers to be completely dependent upon magic and less upon technology. A growing faction (about 39%) see technology as a useful but unnecessary tool. Many high-level mages (seventh level and up) look upon technology with disdain (12% will not use technological devices under any circumstances).

The Zi-o-lex

It must be made clear that the Zi-o-lex although benevolent, have no understanding of good and evil, love and hate, and so on. These are just abstract concepts for philosophical debates. As a result, they do not judged how a person utilizes his/her abilities, or whether their abilities help or harm.

The Zi-o-lex are almost completely neutral, and will never interfere with humanoid or Mechanoid activities. Likewise, the Zi-o-lex will not be used in spying, information gathering, mapping, or any activities other than the teaching of magic and discussing philosophy.

They seldom take on a physical form (communicating telepathically), but occasionally appear as a semi-transparent human or Rover. People, objects, and energy cannot harm them in this ghost-like form, and pass right through (however, psionics can affect the Zi-o-lex even in this state). It is believed that this ghost image is merely an illusion (G.M. Note: The Zi-o-lex may take the physical form of a glowing, red energy ball with a blue/white aura emanating from it. They are vulnerable to all forms of attack in this form).

A.R. 8, Hit Points 96, I.S.P. 310, M.E. 80, P.E. 80.
Bonuses: +3 vs. magic, +2 vs. psionics, +2 to dodge.
Size: About the size of a basketball.
Psionics: None other than magic equivalents.
Magic Abilities: Include all 4 paths at a 26th-level proficiency.

The Zi-o-lex will never attack without provocation, and only under great personal danger. Even then, they are likely to cast defensive spells. However, the Zi-o-lex have been known to interfere to a limited degree in protecting the humans and Rovers (usually a warning of impending danger). Of course, this is done to protect their energy/food supply.

The Arch-Mage

If a character has a minimum I.Q. of 16 and both an M.E. and P.E. of 12 or greater... or ... if the character has a minimum I.Q. of 10 and both M.E. and P.E. are 16 or greater he/she can become an Arch-mage. An Arch-mage can choose and cast any two paths of magic (any combination acceptable). This magic user will dedicate his/her life exclusively to the two paths and the development of his/her magic abilities. An Arch-mage will never seriously study another skill/occupation.

Experience Chart For The Arch-mage

Level	
1	0-4000
2	4001-16,000
3	16,001-32,000
4	32,001-64,000
5	64,001-120,000
6	120,001-190,000
7	190,001-260,000
8	260,001-420,000
9	420,001-630,000
10	630,001-860,000
11	860,001-1,000,000
12	1,000,001-1,400,000
13	1,400,001-1,900,000

Requirement to Become a Mage of (one of) the Four Paths of Magic is: I.Q. 8

The Four Paths of Magic: Mind, Elemental, Energy, and Dimensions

There are 4 paths of magic. Each is a separate and distinct avenue of study and philosophy. Consequently, each Mage (a spell caster is simply known as a Mage and is limited to his/her area of magic: mind, elemental, energy, and dimensions. This means that each of the 4 mage-types cannot use another's spells. The only exception is the Arch-mage.

Learning Magic

The ways of magic are taught by both high level mages (sixth level and up) and the Zi-o-lex, No spell can be learned or used until the person has reached his/her appropriate experience level. This means it is impossible for a second level Mage to cast third level (or higher) spells. The spell caster's abilities are directly related to his/her level of experience, inner strength and path of study.

I.S.P. for Magic

Similar to psionics, a character draws upon his/her inner strength to cast a spell. Inner strength points are determined by adding together the numbers under the character's attributes of Mental Endurance (M.E.) and Physical Endurance (P.E.). This establishes your base inner strength points. Example: a character with an M.E. of 9 and a P.E. of 12 will have an initial I.S.P. base of 21 (this is determined at level one) .

Building Inner Strength Points for Magic: As the character grows in experience, he/she also builds his/her I.S.P. The number of I.S.P. gained per level is determined by the roll of two 6-sided dice (2-12) for each level of experience starting with level one.

I.S.P. Bonuses:

Add 2 I.S.P. each level if the character's M.E. or P.E. is 15 to 20.

Add 4 I.S.P. each level if the character's M.E. or P.E. is 21 or greater.

Conversion Note on Magic

Except for those on the Mechanoid Mothership who unwittingly draw their power from the Zi-O-Lex aliens, magic is unknown to the technologically advanced people of the original Mechanoid setting. Furthermore, the Zi-O-Lex linked spell casters are powerless without their alien benefactors. However, they're past involvement with this strange, symbiotic magic will enable them to learn conventional magic (on worlds where such knowledge exists) quickly and with relative ease (converting I.S.P. energy points into P.P.E. on a one to one basis).

Note: The magic presented here were borrowed and modified from the (at the time) unpublished **Palladium Fantasy RPG®**. I would get rid of the I.S.P. based magic system in the 1998 edition of the Fantasy game, but would return to something similar with P.P.E., Potential Psychic Energy. The P.P.E. system first appeared in the 1987 edition of **Beyond the Supernatural™** and kept in **Rifts®** and all Palladium RPGs to follow.

Footnotes about Magic Spells

1. The term per level of caster means the strength or dimension of the spell is increased for every level of experience the spell caster/Mage has obtained. Example: A spell with a duration of 4 melees per level of caster means a second level spell caster's spell will last for a maximum of 8 melee rounds, a third level Mage lasts 12 melees, etc.

2. The term melee refers to melee round, and is about one minute of time.

3. Spell casting and the use of I.S.P./Inner Strength Points: Each time a spell is cast, it temporarily burns up Inner Strength Points. I.S.P. are expended *every time* a spell is cast, whether or not the spell is successful.

4. Unless otherwise stated, only the spell caster is granted any special abilities from a spell (the same is true about psionics).

5. Bonus for save vs. magic: P.E. (Physical Endurance):

16	17	18	19	20	21	22	23	24
+1	+1	+2	+2	+3	+3	+4	+4	+5

The Four Paths of Magic
Mind, Elemental, Energy & Dimensions
Mind Spells
Mind: Level One
Mastery of self
1. Meditation/trance (0)
2. Mind block (2)
3. Night vision (4)
4. Resist cold (4)
5. Resist fatigue (4)
6. Resist thirst (4)
7. Resist pain (5)

Mind: Level Two
Manipulation of self

1. Bio-regeneration (6)   3. Telekinesis (6)
2. Levitate (4)   4. Suspended animation (4)

Mind: Level Three
Commune with others
1. Empathy (4)
2. Limited telepathy (4)
3. Object read (4)
4. Presence sense (4)

Mind: Level Four
Mastery of others
1. Blind others (10)
2. Invoke fear (8)
3. Invoke pain (10)
4. Impose will (10)

Mind: Level Five
Manipulate others
1. Charm (10)
2. Hypnosis (16)
3. Possess others (16)(-1 M.E.)

Mind: Level One
Mastery of Self

Meditation/Trance
Range: self
Duration: as desired
I.S.P.: none
Saving Throw: none

This is a simple, self-hypnotic trance allowing total relaxation. During such trances the mage regains 3 I.S.P. per hour (Note: Normally half the I.S.P. used will return after 8 hours of sleep or rest).

Mind Block
Range: self
Duration: 6 melees per level
I.S.P.: 2
Saving Throw: none

This is a mental barrier that prevents the penetration of telepathy, empathy, sense good or evil, and detect psionics. It can be a valuable protective mask when dealing with psionics.

Nightvision
Range: self
Duration: 6 melees per level of caster
I.S.P.: 4
Saving Throw: none

This enables the spell caster to see 9.1 meters (30 ft) in the dark. Although the vision is not keen enough to discern fine detail or color, shapes and contours are easily seen.

Resist Cold
Range: self or others by touch
Duration: 1 hour per level of caster
I.S.P.: 4
Saving Throw: none

This spell allows the affected person (that is, the one the spell is cast upon) to receive no ill effects from the cold. The base effectiveness of this protective spell is at freezing. Add 20 degrees per level of the spell caster. Affected persons take 1/2 damage if exposed to cold beyond their endurance.

Resist Fatigue

Range: self or others by touch
Duration: 1 hour per level of caster
I.S.P.: 4
Saving throw: none

This spell allows the affected person to operate normally and at full strength under taxing conditions.

Resist Thirst

Range: self or others by touch
Duration: 2 hours per level of caster
I.S.P.: 4
Saving Throw: none

This spell suspends any desire for water but does not negate the physical dehydration of the body.

Resist Pain

Range: self or others by touch
Duration: 10 melees per level of caster
I.S.P.: 5
Saving Throw: none

This spell suspends any sensation of pain allowing that person to function normally. However, it does not negate or heal wounds, burns, or disease, but merely acts as a pain-killer.

Mind: Level Two, Manipulation of Self

Bio-Regeneration

Range: self
Duration: permanent
I.S.P.: 6
Saving Throw: none

This spell focuses the spell caster's inner strength to actually heal him/herself of physical damage (burns, cuts, poison, etc.), replacing 2-12 hit points each time it is used.

Levitate

Range: self or within line of vision (20 m max.)
Duration: 4 melees per level
I.S.P.: 4
Saving Throw: none, although a more powerful levitation or telekinesis spell/ability could negate its effects.

This spell enables the caster to lift up to 18 kg of weight (40 lbs per level of caster, person or object, straight up and down. Maximum height is 5 meters per level of caster.

Telekinesis

Range: self
Duration: 2 melees per level of caster
I.S.P.: 6
Saving Throw: none, although another telekinesis or levitation spell/ability could counter it.

This spell enables the caster to move physical objects with the powers of thought. This means the caster can cause objects to float, hover, fly, slide, bounce, spin, etc., by mental manipulation. The objects must be visible and within a 30 meter radius. He/she can manipulate 9 kg (20 lbs per level i.e., second level caster 18 kg max., third level 27 kg, etc.).

Suspended Animation

Range: self or willing person by touch
Duration: 10 melees per level of caster
I.S.P.: 4
Saving Throw: none

This spell lowers the metabolism to such a degree that the person is placed in a temporary state of suspended animation.

Mind: Level Three, Commune with Others

Empathy

Range: 60 meters (197 ft)
Duration: 4 melees (4 minutes)
I.S.P.: 4
Saving Throw: standard

The spell caster is able to broadcast/send and receive emotions within a 60 meter radius (see psionic level 2, Book One for detailed description).

Limited Telepathy

Range: 60 meters (197 ft)
Duration: 6 melees
I.S.P.: 4
Saving Throw: standard

This spell allows the caster to pick up the surface thoughts of others, as well as send simple messages. Remember, because this is limited to surface thoughts, the creature whose thoughts are being read will reflect only what's on its mind at that moment.

Object Read

Range: touch
Duration: one melee
I.S.P.: 4
Saving Throw: None, although a mind block could prevent revealing the location or condition of the previous owner.

The spell caster must be holding or touching the object while he/she casts the spell. At the spell's completion, he/she will be flooded with images revealing the object's past history, to the last owner/operator's present location and condition.

Success ratio (roll percentile dice)
1-60 Operation and history
61-85 Present condition of previous owner
86-96 Present location of previous owner
97-100 All of the above

Presence Sense

Range: 25 meter radius
Duration: 2 melees
I.S.P.: 4
Saving Throw: none

This spell enables the caster to sense or detect the presence of any corporeal or spiritual entity. This allows him/her to sense the exact location of any invisible foe, yet, while it reveals location, it does not reveal who or what the unseen entity might be. Presence sense is effective against all types of invisibility, shadow meld, astral projection and phase.

Mind: Level Four
Mastery of Others

Blind Others
Range: 40 meters (130 ft)
Duration: 4 melees per level of caster
I.S.P.: 10
Saving Throw: standard

The spell temporarily knocks out the victim's optics, rendering him/her quite helpless: -9 to dodge, -9 to hit. The spell caster can cancel the spell at any time.

Invoke Fear
Range: 60 meters (197 ft)
Duration: 4 melees per level of caster
I.S.P.: 8
Saving Throw: standard

The victim will become racked with fear. 1-25% chance will surrender to the spell caster 26-65% chance will flee in terror, 66-100% will cringe in corner, attacking only when attacked. This spell affects only one creature each time it is cast.

Invoke Pain
Range: 60 meters (197 ft)
Duration: 2 melees per level of caster
I.S.P.: 10
Saving Throw: standard

This attack sends its victim reeling, inflicting terrible pain throughout the body. The victim attacks and dodges at -4 and takes 2 points of physical damage (hit points) each melee affected.

Impose Will
Range: 60 meters (197 ft)
Duration: 2 melees per level of caster
I.S.P.: 10
Saving Throw: standard

This allows the spell caster to impose his/her will over another. Example: A mutant does not save vs. magic, meaning that the spell caster can impose his/her will over the mutant's. Even though the mutant does not want to drop his gun, the spell caster's will overrides the mutant's own, forcing him to obey. This spell affects only one creature at a time.

Mind: Level Five
Manipulate Others

Charm
Range: 40 meters (130 ft)
Duration: 4 melees per level of caster
I.S.P.: 10
Saving Throw: standard (each intended victim gets a saving throw).

This spell is similar to impose will, but is much more complete. It will affect 1-6 (roll one 6-sided die to determine number) creatures within 40 meters, and within the spell caster's line of vision. victims will become totally charmed, obeying the spell caster's every request/command.

Hypnosis
Range: 3 meters (10 ft)
Duration: 1 melee per level of caster
I.S.P: 16
Saving Throw: -2 to save vs. magic

This is a particularly diverse spell, allowing the spell caster to manipulate his/her foe in numerous ways. He/she may use it to extract information, implant ideas, affect the body or create illusions through the power of suggestion Example of implanting ideas and creating illusions: "Spiders are horrible and deadly, Spiders are hideous, frightening, look at them all... hundreds of spiders coming from the next room. Oh, God, they'll kill you all, Run, run!" The spell caster implanted the fear and then the image of hundreds of spiders, followed by the command of "Run". Of course there were no spiders and only the person under the hypnotic spell saw them. To the affected person, the spiders were very real.

An example of affecting the physical body through suggestion: "it sure is stuffy in here, so damn hot... It's getting hotter every second., you're sweating like a pigs, It's too much... you can't take the strain, you pass out." The victim actually feels the heat, sweats and finally succumbs to the non-existent heat. See psionic hypnotic suggestion in Book One.

This spell affects only one person per spell.

Possess Others
Range: 30 meters (98 ft)
Duration: 30 melees per level of caster
I.S.P.: 16 (minus one M.E. permanently)
Saving Throw: standard

The spell caster is actually able to possess another person/creature, completely controlling it. In essence, the spell caster temporarily transfers a part of him/herself into another body. While in this body, he/she can use it as easily as his/her own, while retaining his/her own knowledge and identity. Meanwhile, the caster's own body lapses into a trance-like state.

(Note: If the spell caster possesses a Mechanoid, he/she will be disoriented for 2 to 12 melee rounds because of the totally alien senses, great psionics, and strange technology. The disorientation will reduce to 1 to 6 melee rounds if he/she possesses a Mechanoid that he/she has previously possessed. Disorientation will cause the following: half maneuverability and speed factor, -4 to hit and dodge.

Because of the terrible personal strain, the spell caster permanently. loses one point from his/her Mental Endurance (M.E.). This loss cannot be regained or built up. However, the mage only loses that one M.E. if the possession is successful. If it isn't, that one M.E. is temporarily expended.

113
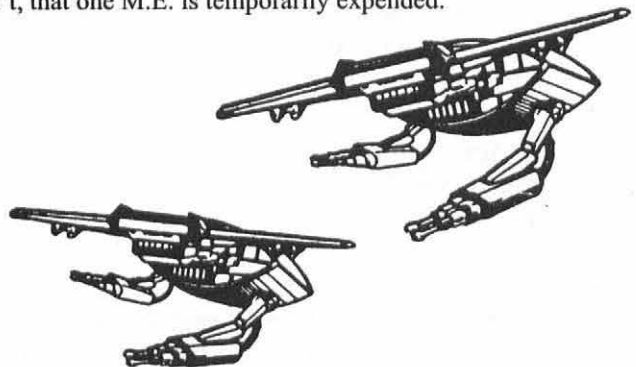
Elemental Spells

Elemental: Level One
Command fire
1. Control temperature (6)
2. Extinguish fire (20)
3. Fuel flame (8)
4. Resist fire (4)
5. Spontaneous combustion (4)
6. Wall of flame (12)

Elemental: Level Two
Command water
1. Float (4)
2. Freeze water (6)
3. Locate water (4)
4. Purify water (8)

Elemental: Level Three
Command earth
1. Dust cloud (10)
2. Locate/identify minerals (4)
3. Rend Earth (18)

Elemental: Level Four
Command air
1. Fly (10)
2. Purify (10)
3. Wind rush (10)

Elemental: Level Five
The four gifts
1. Fire: torch (12)
2. Water: rain (18)
3. Earth: petrification (10 + 1 P.E.)
4. Air: create oxygen (15 + 1 P.E.)

Elemental: Level One, Command Fire

Control Temperature
Range: 200 meters (656 ft)
Duration: 3 melees per level of caster
I.S.P.: 6
Saving Throw: If save vs. magic is successful, the affected person(s) will feel only half the spell's effects.

This spell enables the spell caster to manipulate the temperature (heat or cold) by raising or lowering it by 25 degrees Fahrenheit per level of the caster. Area of effect is a 20 meter radius per level of caster, and may be cast up to 200 meters away from the mage.

Extinguish Fire
Range: 100 meters (305 ft)
Duration: 1 melee per level of caster
I.S.P.: 20
Saving Throw: none

This amazing spell will instantly extinguish a raging fire, affecting a 50 meter radius (per level of caster), with a range of 100 meters distance. This spell is permanent, or until the fire is
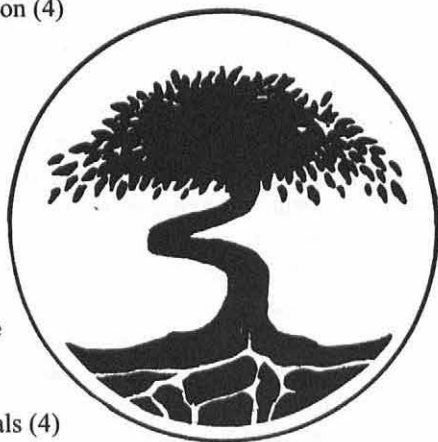
again started by someone or somehow. As with many spells, the caster's ability grows with each level of experience, thus a third level elemental mage can extinguish a maximum area of 150 meters (as well as being able to extinguish fire for a maximum of 3 melees before having to renew the spell).

Fuel Flame
Range: 100 meters (305 ft)
Duration: 2 melees per level of caster
I.S.P.: 8
Saving Throw: none

Fuel flame is the opposite of extinguish flame, enabling the spell caster to affect any existing flame by increasing its size, heat, and rate of consumption three-fold. This is accumulative if more than one mage is fueling the same flame. The length of time he/she can fuel a flame is two melee rounds (2 minutes) per level of the caster. Area affected is 50 meters, with a maximum 100 m range.

Resist Fire
Range: self or other within 10 meters
Duration: 4 melees per level of caster
I.S.P.: 4
Saving Throw: none

This spell makes the person it is cast upon totally impervious to fire and heat. Estimated maximum protection is 500 degrees Fahrenheit. Plasma weapons do 1/3 their normal damage.

Spontaneous Combustion
Range: 30 meters (98 ft)
Duration: instant
I.S.P.: 4
Saving Throw: none

This spell causes any combustible material to ignite, creating sparks or a very small flame (like that of a match stick) to pop into existence. Remember, only combustible materials are affected. 67% chance of starting a larger, continuing fire (roll percentile dice).

Wall of Flame
Range: 30 meters (98 ft)
Duration: 5 melees per level of caster
I.S.P.: 12
Saving Throw: none

The elemental mage can create an unnatural wall of flame out of thin air. It needs no combustible materials, and will burn until the spell time elapses (5 melees per level of caster), or is canceled by the caster or magically extinguished. The wall measures 8 meters long by 8 meters tall. Add 4 meters for every level of experience. Passing through the flame unprotected does 4-24 +20 points of damage.

Elemental: Level Two, Command Water

Float
Range: self or other by touch
Duration: 20 minutes per level of caster.
I.S.P.: 4
Saving Throw: none

This spell simply enables the person to effortlessly float on the top of any liquid, although that person can still be pulled under, nor is this an actual swimming ability.

Freeze Water
Range: 40 meters (130 ft)
Duration: 6 minutes per level of caster.
I.S.P.: 6
Saving Throw: none

Water is instantly frozen, and will remain magically frozen until the spell is canceled or spell time elapses. The mage has enough control to freeze any portion of a large-ish body of fluid, or just the surface layer, etc. The spell affects 227 liters (60 gallons) per level of caster, so a third level mage can freeze a maximum of 681 liters (180 gallons). The mage can affect water up to 40 meters away.

Locate Water
Range: 300 meters (984 ft)
Duration: 4 melees per level of caster
I.S.P.: 4
Saving Throw: none

The spell caster is able to sense any water within a 300 meter radius, and know its exact location. The mage has this magical ability/sense for 4 melee rounds (per level of the caster). The spell endows only the spell caster with this ability.

Purify Water
Range: self/touch
Duration: permanent
I.S.P.: 8
Saving Throw: none

This spell gives the spell caster (only) the power to purify water with a simple touch of the finger. The spell caster can purify 15 liters (4 gallons) per level of experience. Thus, a third level mage can purify 12 gallons.

Elemental: Level Three, Command Earth

Dust Cloud
Range: 40 m area
Duration: 10 melees
I.S.P.: 10
Saving Throw: Standard; if successful, no physical damage is taken.

The elemental mage can conjure a swirling dust cloud that covers a 20×20×20 meter area. Everyone caught in the cloud, without some kind of protection for eyes and breathing, will be blinded, and rendered quite helpless for 10 melees. Those in the cloud are -10 to hit, -12 to dodge, speed factor halved, and take 1-6 hit points of damage. If a person(s) makes his/her way out of the cloud, it takes 2 melee rounds to completely recover

Those with protective gear (helmets, visors, oxygen masks, E.B.A.) will take no physical damage, but the opticals are still very blurred, allowing only shapes within 6 meters to be distinguishable. -6 to hit, -8 to dodge, speed factor reduced by half.

Those who rely on sensor probes (like Mechanoids) are the least impaired, although the dust interferes with readings. -3 to hit, -4 to dodge, speed factor normal.

Psionic use of presence sense and telepathy (often used by Mechanoids) can compensate for the blinding effect of the cloud, negating any minuses to hit or dodge. However, it takes at least one melee round for the psionic to adjust.

The cloud can be cast up to 40 meters from the spell caster.

Locate and/or Identify Minerals
Range: 200 m (656 ft)
Duration: 4 melees per level of caster
I.S.P.: 4
Saving Throw: none

This spell operates just like the locate water spell. It also enables the mage to identify and/or locate a specific mineral. Identification accuracy 80% (roll percentile dice: 1-80 identifies mineral(s); 81-100 unable to identify, try again). This spell affects only the spell caster.

Rend Earth
Range: 20 meters (66 ft)
Duration: one melee round
I.S.P.: 18
Saving Throw: none

This very powerful spell enables the mage to focus magic energies into one small area of matter, and rip or rend it in an earthquake-type fashion. This spell affects the following substances: Earth: this is ordinary soil or clay, as one might find outdoors. The spell rends an opening in Earth 10 meters long, 10 meters deep, 5 meters wide. Rock/concrete/glass/plastic: rends an opening 6 meters long, 6 meters deep, 3 meters wide. Crude (or deteriorating) Iron: rends an opening 4 meters long, 4 meters deep, 2 meters wide. Iron and Steel: rends an opening 2 meters long, 2 meters deep, 1 meter wide. Steel Alloys (reinforced): 1 meter long, 1/2 meter deep, 1/2 meter wide opening. Super Alloys (like titanium and the alloys used for Mechanoid body armor): 101 mm (4 inches) long, 50 mm (2 inches) wide, 25 mm (1 inch) deep. (Note: Mechanoid body armor is usually 3 to 6 inches thick, and large Mechanoids can be 1 meter to 4 meters thick).

Elemental: Level Four, Command Air

Fly
Range: self or other within 20 m
Duration: 15 melees per level of caster
I.S.P.: 10
Saving Throw: none

The Fly spell grants the spell caster, or the person the spell is cast upon, the ability to ride the wind (no real wind is needed). Flight speed factor is 30 kmph.

Purify Air
Range: 30 meter radius
Duration: 10 melees per level of caster
I.S.P.: 10
Saving Throw: none

This spell allows the spell caster to purify the air around him/her within a 30 meter radius. The purifying effect lasts for 10 melee rounds per level of the caster. It should be noted that

this is a fixed area, a purified air pocket, radiating from the point where the mage first threw the spell. It does *not* follow the spell caster around like a little bubble. Of course, anybody, including the mage, can step beyond the protective air pocket.

Wind Rush

Range: 100 meters (305 ft)
Duration: one melee
I.S.P.: 10
Saving Throw: none

The spell caster can create a momentary gust or rush of wind that can stagger or even carry away anyone in its path. The wind can be directed at one single target, or cut a swath through several opponents. The wind lasts for only one melee round, is about 20 meters wide (maximum) and can radiate up to 100 meters away from caster. The wind gusts at 60 kmph per level of the spell caster (thus, a third level mage can create a 180 kmph wind). Figure that each 80 kmph of wind force can carry/move 90 kg (200 lbs), and does 1 to 6 +2 points of damage per 80 kmph

Elemental Level Five
The Four Gifts

Fire: torch

Range: 30 meters (98 ft)
Duration: 1 melee
I.S.P.: 12
Saving Throw: none, although a dodge could apply.

This spell unleashes an awesome flaming force generating from the spell caster's fingertips, cleaving a path 30 meters long and 2 meters wide. The super flame does 4-40 +20 points of damage (consider it to be a plasma weapon).

Water: rain

Range: 10 meter radius
Duration: one hour per level of caster
I.S.P.: 18
Saving Throw: none

The spell caster can actually create a rainstorm in any environment (except vacuum) that will produce two inches of rain per hour in a 10 meter radius.

Earth: petrification

Range: 40 meters
Duration: instant/permanent effect
I.S.P.: 10 + one P.E.
Saving Throw: none

This powerhouse spell will actually turn any creature or object into stone. However, it is limited to a maximum area effect of 10×10 meters and a 40 meter range. This spell is irreversible! Also, while it only burns up 10 I.S.P., it also *permanently* burns up one point of the character's Physical Endurance (P.E.). P.E. points cannot be replenished! Once P.E. points are expended, they are forever gone.

Air: create oxygen

Range: 20 meter radius
Duration: one hour per level of caster
I.S.P.: 15 + one P.E.
Saving Throw: none

The spell creates an air bubble radiating from the point where the spell was first cast. This bubble is stationary, and cannot be manipulated or moved.

Like the petrification spell, it too, *permanently* saps the caster of one life-sustaining Physical Endurance point.

Energy Spells

Energy: Level One
Mastery of self
1. Meditation/trance (0)
2. Mind block (3)
3. Sense magic (2)
4. Sense psionics (3)

Energy: Level Two
Manipulation of self
1. Absorb energy (8)
2. Bio-regeneration (4)
3. Reflect energy (8)
4. Resist fire (4)

Energy: Level Three
Mastery of energy
1. Absorb great energy (12)
2. Direct energy (12)
3. Spontaneous combustion (4)
4. Telekinesis (6)

Energy: Level Four
Manipulation of energy
1. Create magnetic field (15)
2. Electric charge (8)
3. Energy bolt (10)
4. Force field (12)

Energy: Level Five
Mastery of others
1. Heal others (8)
2. Resurrection (15 + hit points)
Energy Level One:

Energy: Level One:

Mastery of Self

Meditation/Trance
Range: self
Duration: as desired
I.S.P.: none

Identical to Mind, Level one ability.

Mind Block
Range: self
Duration: 6 melees per level of caster
I.S.P.: 3

Identical to Mind, Level one ability.

Sense Magic
Range: 100 meter radius
Duration: Instant
I.S.P.: 2   **Saving Throw:** none.

The spell caster can open him/herself to magic emanations, allowing the caster to sense the presence of any other magic in a 100 meter radius. There is also a 75% chance (roll percentile dice) that the spell caster can pinpoint the exact location of the source, and a 50% chance to estimate the level of magic (but not the type of magic).

Sense Psionics
Range: 20 meters
Duration: instant
I.S.P.: 3
Saving Throw: none

The spell caster will instantly know which people within a 20 meter radius have psionic abilities. However, it does not indicate the level of psionic ability.

Energy: Level Two, Manipulation of Self

Absorb Energy
Range: Self
Duration: 2 melees per level of caster
I.S.P.: 8
Saving Throw: none.

The energy mage is, perhaps, the most overtly powerful of the four paths of magic. This second level spell just begins to hint at that power.

Absorb energy temporarily alters the mage's atomic structure, enabling him/her to harmlessly absorb small amounts of energy. Since this will most often relate to attacks and damage in the actual game, we will relate the amount of energy to S.D.C. The energy mage can absorb 4-24 points of damage (about the average damage of a laser weapon), plus 5 for each level of the mage. Example: A third level mage, in battle, casts an absorb energy spell upon him/herself. He/ she can now absorb 4-24 +15 (because +5 per level) points of damage from energy attacks for 6 (2 per level) melee rounds. He/she is nicked by a particle beam, which would normally do 5-50 points of damage. In this case, the damage is 39, however, the mage can absorb much of this. Example: The player rolls four 6-sided dice (4-24), rolling 16 plus 15 (+5 bonus per melee)=31, thus, only taking 8 points of damage.

The energy mage can absorb all types of energy: heat, plasma, electricity, laser, particle acceleration, atomic, etc. The only exception is kinetic energy, that is, simple forms of energy derived from motion like the force of a physical blow, bullets, etc.

The mage can also absorb energy by touch. In this way, he/she can drain a battery or energy chip, and so on. Roll the four 6-sided dice plus bonus (+5 per level of mage) to determine the amount drained. This spell cannot be cast upon others.

Bio-Regeneration
Range: self
Duration: permanent
I.S.P.: 4
Saving Throw: none

This spell focuses the spell caster's inner strength to actually heal him/herself of physical damage (burns, cuts, poison, etc.), replacing 1-6 + 2 hit points each time the spell is cast.

Reflect Energy
Range: 200 meters per level of caster
Duration: 2 melees per level of caster
I.S.P.: 8

This spell is a little unpredictable in its overall effect. 50% chance (1-50: roll percentile dice) of total energy reflection. Total energy reflection indicates the mage has fair control over energy and can reflect the full amount back to its source (if in range). This applies to all types of energy except kinetic. The mage takes no damage. Add 50 per level of the mage to his/her base 50% chance for total reflection.

If the mage does not achieve total reflection he/she has partial reflect ability, meaning that the mage will take 1/2 damage and reflect the rest of the energy indiscriminately. Only a 25%chance of reflecting the energy back to the source

This spell can be cast upon others, but they have no chance at reflecting the energy to its source.

Resist Fire
Range: self
Duration: 4 melees per level of caster
I.S.P.: 4

Identical to Elemental: Level one spell

Energy: Level Three Mastery of energy

Absorb Great Energy
Range: self only
Duration: 2 melees per level of caster
I.S.P.: 12
Saving Throw: none

The spell functions exactly as absorb energy, except that the mage is able to absorb much greater amounts of energy: 6-36 points of damage +10 (per level of spell caster). Thus, a third level mage absorbs 6-36 +30. This spell *cannot* be cast upon others.

Direct Energy
Range: self
Duration: 2 melees per level of caster
I.S.P.: 12

This spell can only be used in conjunction with one of the absorb energy spells. This combination turns the mage into a living energy conductor, enabling him/her to absorb energy and redirect it at will. In this way, he/she can recharge energy clips or hurl the absorbed energy at an enemy (Range is 100 meters per level of the mage). The damage of such an energy blast depends on which absorb spell is used, doing its maximum dice and bonus (+5 or +10 per level of mage) of damage. Of course, the mage can only hurl the type of energy he/she has absorbed, and cannot combine different types of energy.

Hit bonuses: level two: +1 level four: +2, level six: +3, level eight: +4, level twelve: +5.

Spontaneous Combustion
Range: 30 meters
Duration: instant
I.S.P.: 4

Identical to Elemental: Level One spell

Telekinesis
Range: self
Duration: 2 melees per level of spell caster
I.S.P.: 6

Identical to Mind: Level two spell

Energy Level Four
Manipulate energy

Create Magnetic Field
Range: self
Duration: 2 melees per level of caster
I.S.P.: 15
Saving Throw: none

Through this spell, the energy mage can create a magnetic field around him/herself. The mage can manipulate this energy to attract or repel iron or steel alloys. The field affects 45 kg. (100 lbs) per level of the mage. As with any spell, it can be cancelled (and controlled) by the spell l caster.

Electric Charge
Range: self/100 meters
Duration: instant
I.S.P.: 8
Saving Throw: none vs magic, but a dodge would apply, or an absorb spell could counter.

The energy mage can magically create and direct an electric charge at a specific target (one). Damage is 4-24 +4. Hit bonus: None

Energy Bolt
Range: 100 meters per level of caster
Duration: instant
I.S.P : 10
Saving Throw: none, although dodge or absorb energy could apply.

Like the electric charge spell, the mage can create and direct a bolt of energy at a specific target. However, this spell has a much greater range and does 5-30 +6. Hit bonus: level two: +1 level four: +2, level six: +3, level nine: +4.

Force Field
Range: self/or bubble 10 m radius
Duration: 4 melees per level of caster
I.S.P : 12
Saving Throw: none

The energy mage can magically erect a force field (or bubble) around him/herself This field, like most, can withstand only so much damage (S D C.), before it's destroyed (or spell time has elapsed). The force field's S.D.C. is 30 per level of the spell caster (Example: 4th level mage 120 S.D.C. force field). This force field or bubble can also be cast in a particular area, and is semi-transparent (slightly glowing).

Energy: Level Five
Mastery of others

Heal Others
Range: touch
Duration: permanent
I.S.P.: 8
Saving Throw: none

The mage magically directs his/her own inner strength to heal burns, cuts, bruises, poison, etc., functioning similar to bio-regeneration. This spell restores 2-12 hit points.

Resurrection
Range: touch
Duration: permanent
I.S.P.: 15 plus hit points
Saving Throw: none.

The energy mage can actually restore life, but at a great personal cost. To resurrect a person, the dead person's body must be fairly intact (no missing limbs or organs); the mage then "permanently" transfers some of his/her own hit points to bring that person back to life. The mage *cannot* recover his/her hit points through rest or medical treatment; they are "permanently" sacrificed.

By the rules of this game, a person is dead if he/she loses all his/her hit points (zero or below). Consequently, the energy mage must restore the dead person to at least one hit point of life. At that point, additional or other healing abilities can be applied. Unfortunately, characters are often plunged into negative numbers of hit points. Example: A character with six hit points receives 10 points of damage, making him/her negative 4 in hit points. Thus, the mage would have to pump in *five* of his/her own hit points to restore that person to life (restoring the character to 1 hit point).

Dimension Spells

Dimensions: Level One
Mastery of Self
1. Bio-regeneration (4)
2. Empathy (4)
3. Meditation (0)
4. Mind Block (2)

Dimensions: Level Two
Shifting
1. Distortion:
   Minor (6)
   Major (10)
   Illusion (15)
2. Turn Invisible (8)

Dimensions: Level Three
Projections
1. Astral Projection (8)
2. Limited Teleport (12)
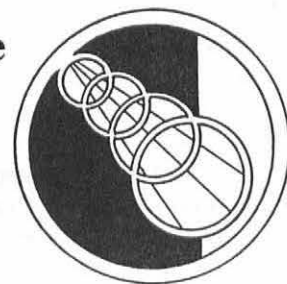3. Shadow Meld (10)

Dimensions: Level Four
Bending
1. Warp (20)

Dimensions: Level Five
Co-existence
1. Phase (15)

Dimensions Level One
Mastery of Self

Bio-regeneration
Range: self
Duration: permanent
I.S.P.: 4

Identical to Mind: Level Two ability. However, restores only 1-6 hit points.

Empathy
Range: 60 meters
Duration: 4 melee rounds
I.S.P.: 4

Identical to Mind: Level Three spell.

Meditation
Range: self
Duration: as desired
I.S.P.: none

Identical to Mind: Level One spell.

Mind block
Range: self
Duration: 6 melees per level of caster
I.S.P.: 4

Identical to Mind: Level One spell.

Dimensions: Level Two Shifting

Distortions: Minor/Major/Illusions

Minor
Range: 40 meters
Duration: 2 melees per level of caster
I.S.P.: 6

Distortions are created by subtly shifting two or more dimensions at a time, each phasing into the other, yet not truly existing in any. This causes all kinds of visual distortions, affecting up to a 10 meter (per level of caster) radius and can be cast up to 40 meters away.

Minor distortions are simple tricks which can create the illusion of great distance, even though there may be only a dozen meters between the mage and his/her victims. Another is a flickering multi-image, weaving and bobbing like a flame, making it very difficult to discern which are the true people and exactly where they stand. A mist or fog is another effect which dulls the vision (although none of these will affect mechanical sensors). *All* minor distortions cause their victims to attack at -3 to hit and -3 to dodge.

Major
Range: 40 meters
Duration: 2 melees per level of caster
I.S.P.: 10

Major distortions are much more disorienting than minor, and include such distortions as the fish bowl effect, which squishes everything down, yet simultaneously expands the image, distorting both the perspective and the actual images, size, weight, etc. (just as you might see in a house of mirrors).

Another effect is an unnatural darkness not affected by outside lights, etc. Likewise, blinding light creates an effect like staring at the sun unshielded (indeed the victims are). Of course, there is no permanent damage done.

Still another type of major distortion is a variety of shooting lights. That seem to be rapid-firing directly at their victims, but are not real in this dimension, thus, they harmlessly pass right through the frightened victims. These shooting lights may look like laser beams or shooting meteors, varying in color, size, shape and speed.

Victims' reactions are dulled and confused, causing them to attack at -5 to hit, -5 to dodge, speed factor reduced by half and a 1-31% chance of running away in fear. Those affected by distortions will remain under their influence until they disappear.

Illusions
Range: 40 meters
Duration: 3 melees per level of caster
I.S.P.: 15
Saving throw: standard; anyone who successfully saves vs. magic is not affected by the distortions or illusions at all!

These are so realistic that they are often believed to be real, and can be quite terrifying. The spell caster can actually seem to alter the area around his/her victims, apparently plunging them into a strange world, or unleashing some terrible creature. The mage is actually super-imposing existing images of another world in another dimension into his/her own. In reality, they are harmless and will pass right through their victims. Images might be a thousand bat-like creatures in a mad frenzy, or a charging, multi-horned rhinoceros the size of a whale, or giant, hideous creatures with the bodies of turtles and the heads of pigs, or the very flames of hell licking up around its victims, or perhaps the affected are suddenly falling down a bottomless abyss, or swept away by a roaring tidal wave, or an ocean of butterflies (I think you get the idea).

Those affected by the illusion will remain under its control until it stops, or they flee from its range. Each affected person should roll for -10 to hit, -10 to dodge. 41-50% will be paralyzed with fear. No attack/defense at all. 51-75% will run away in fear. 76-85% will surrender. 86-93% will go mad, attacking everything (25% chance the insanity is permanent). 94-100% will kill themselves, either accidentally or on purpose to escape.

Turning Invisible
Range: self
Duration: 10 melees per level of caster
I.S.P.: 8
Saving Throw: none.

By shifting dimensions and light, the mage can turn him/herself completely invisible. The invisibility includes any object, weapon or clothing he/she may hold or be wearing (This applies to small items under a one meter radius and does not include peoples, vehicles, etc.). The spell remains in effect even during battle, although the invisible person still makes noise, is completely solid (so he/she can't pass through walls), and can most definitely be hit, hurt, and bleed.

Heat sensors and infrared optics will detect an invisible person, but those unaided by mechanical aids or optical enhancement attack an invisible person at -4 to hit/-6 to dodge.

Dimensions: Level Three, Projections

Astral Projection
Range: self
Duration: 3 melees per level of caster
I.S.P.: 8
Saving Throw: none.

When a person astral projects his/her physical body, the physical body falls into a death-like trance, while the astral body (spirit/intellect/ life energy) enters the vast plane of the astral world. It is a pleasant world of rolling clouds and endless yellow sky. In this dimension, the astral body is free to fly great distances in mere moments, and gaze from the astral plane into the world containing its physical body. This provides a great spying vehicle, since only psionic presence sense can detect an astral body, and only psionic attacks (from both the physical and astral plane) can harm it. The astral body can be killed psionically by preventing it from returning to its physical body. Psionic hypnotic suggestion, stun, sleep, mind wipe, dispel spirits, and possession are all powerful weapons against the astral traveler

The mage has a 50% chance of successful traveling through the astral plane (thousands of kilometers in an instant) and peering into the physical world to observe. In astral form, he/she cannot be seen or heard, nor can he/she touch anything. However, he/she can make psionic contact through telepathy, empathy or telekinesis.

Although hostile astral travelers can cause trouble/attack (1-20% chance; psionic attacks only), the real danger lies in returning to the physical body before the time limit elapses (3 melees per level in magic/5 melees per level for the psionic). If the spell caster becomes lost and cannot return to his/her body before the time limit, the astral body is forever trapped in the astral plane. The physical body will die in 1 to 6 days. Obviously it is not wise to wait until the very last melee to return to the physical body.

Roll percentile dice to determine the state of mind and sense of direction. Roll percentile dice up to 3 times per melee to find the physical body. The player may keep trying until he/she succeeds or time elapses. The player must roll definitely certain of body's location to return.

1-30 hopelessly lost

31-50 uncertain/confused

51-79 fairly certain of body location

80-100 definitely certain of body location

Limited Teleportation
Range: self/10 km
Duration: instant
I.S.P.: 12
Saving Throw: none.

This spell instantly transports the spell caster to another location (maximum distance is 10 kilometers). The mage can also teleport an additional 45 kg. (100 lbs.) per level of experience This means a third level mage can teleport with 135 kg. of equipment or another person, as long as the mage is making some kind of physical contact with it (then).

While teleportation can be extremely useful, it can also be very dangerous, especially if teleporting a great distance or into an unknown area.

Chances of successful teleportation:

1. Teleporting to a familiar location (or one that can be seen from your starting point): 99%
2. A place seen a few times (2 to 6 times before): 76%
3. A place never seen by the spell caster but has been described in detail: 32%.
4. Totally unknown place: 10%.

Results of an unsuccessful teleport (roll percentile dice):

01-60 Totally wrong place. No idea of present location.

61-79 Teleport 90 meters (300 ft.) above ground level, fall does 1-6 points of damage +2.

80-00 Teleport into a wall, floor, ceiling, object, or person. Instant death.

Shadow Meld
Range: self
Duration: 3 melees per level of caster
I.S.P.: 10
Saving Throw: none.

This unique spell allows the mage to step into the world of shadows, While in a shadow, he/she is completely invisible and undetectable by presence sense or mechanical sensory devices. This is because he/she no longer exists in our world, but in the dimension of shadows.

Although no longer in ours, he/she can see and hear everything in our world. He/she can even cast spells and speak to people in our world but cannot be seen nor harmed while in the comforting embrace of shadows by anyone in this dimension. However, if light is used to dispel the shadow, he/she is helplessly revealed (be certain that the shadow is completely gone, and not just altered in shape).

The mage must tread along the edge of the shadow world, always a step from his/her own dimension. Should he/she go deeper into this twilight world of shadows, he/she is almost certain to become lost. If the mage ever loses sight of his/her true world, the connecting portal will disappear and he/she will be forever a thing of shadows.

Dimensions: Level Four, Bending

Warp
Range: estimated max. 60,000 km
Duration: instant
I.S.P.: 20

This magnificent spell bends, or warps, space and time, sending the spell caster anywhere he/she desires within the same dimension (this is *not* an interdimensional spell). Up, down, to meters or 60,000 kilometers, the warp spell can do it. This super teleport can affect the mage only, or anything around him/her within a 5 m radius.

Like limited teleport the mage should have first-hand knowledge of where he/she is warping to. Use the same tables of success and unsuccessful results as found under limited teleport.

An additional side effect resulting from the stress in casting this powerful spell is a 50% chance that the spell caster will fall unconscious for 2 to 12 melee rounds (he/she cannot be roused).

Dimensions: Level Five, Co-existence

Phase
Range: self
Duration: 5 melees per level of caster
I.S.P.: 15
Saving Throw: none.

The phase spell allows the mage to harmlessly coexist in two dimensions simultaneously, yet not truly existing in either. Thus, the mage appears to be a semi-transparent wraith able to walk through walls, floors, walk up air and exist in deadly environments (even space). No attack can harm him/ her (passing right through) and even psionics are quite useless. While presence sense will detect a person in phase, only dispel spirits (Level 5 psionics) will temporarily chase it away (1-6 melees). Telepathy only can be used to communicate, but even this is a feeble link and difficult to maintain. No other psionics affect a person in phase.

Likewise, the person in phase cannot be heard or touched, meaning he/she cannot speak, cast a spell, use psionics, touch or affect any person or object.

Experience Charts for the Paths of Magic

Level	Mind	Level	Energy
1	0-2,000	1	0-2,100
2	2,001-4,000	2	2,101-5,200
3	4,001-8,000	3	5,201-11,000
4	8,001-16,000	4	11,001-24,000
5	16,001-32,000	5	24,001-42,000
6	32,001-60,000	6	42,001-84,000
7	60,001-92,000	7	84,001-140,000
8	92,001-160,000	8	140,001-220,000
9	160,001-220,000	9	220,001-410,000
10	220,001-390,000	10	410,001-770,000
11	390,001-570,000	11	770,001-890,000
12	570,001-880,000	12	890,001-999,000
13	880,001-1,000,000	13	999,001-1,400,000

Level	Elemental	Level	Dimension
		1	0-3,000
1	0-2,400	2	3,001-6,000
2	2,401-4,800	3	6,001-13,000
3	4,801-9,600	4	13,001-27,000
4	9,601-18,500	5	27,001-52,000
5	18,501-37,000	6	52,001-90,000
6	37,001-72,000	7	90,001-160,000
7	72,001-120,000	8	160,001-240,000
8	120,001-200,000	9	240,001-460,000
9	200,001-390,000	10	460,001-800,000
10	390,001-420,000	11	800,001-980,000
11	420,001-650,000	12	980,001-1,440,000
12	650,001-800,000	13	1,440,001-1,640,000
13	800,001-1,200,000		

Game Master Section

The Mechanoids ®

In many insect societies, entire groups within that society serve a specific function to preserve that society. In much the same way, specific types of Mechanoids serve a particular function(s) within their society. Whatever that function may be, it is their life's purpose. They simply perform their function, rest, eat -and continue to perform it until they are no longer able.

There is little need for recreation or diversions, because there is no dissension, fears, questions, longings of purpose or self-expression. Each Mechanoid type has been physically and mentally designed, conditioned and bred to perform its particular function within its society. Each is part of the whole and must serve as it was designed to do. Without question. Without thought. The whole must continue. The whole is life. All this is ingrained within their very genetic structure, cloned and continued for thousands of years. Only a genetic error or mutation can disturb the balance. Such mutations, when discovered, are destroyed immediately.

The following descriptions are listed in the order of the Mechanoid caste society, from the lowest to the highest. Robots are not included.

The Cargo Haulers are among the drones of the Mechanoid society. They are capable of little independent thought. Their function is simple: to sort gather, and store. These simple-minded workers will ignore any other activity (battles, humans, etc.) and continue to work, unless otherwise directed. Haulers obey the Black Widow, Brutes, Mantis, Runner, Brain, Oracle and Overlord.

They possess all Level One psionics and limited telepathy. I.S.P. 190, Third Level proficiency.

Hit Points: Type I — 230, Type II — 120, Type III — 60.

The Digger is another drone designed for massive excavation and dissection of planets. When it has no target, it slips into a psionically induced state of suspended animation, slowing body functions to almost nothing. It is awakened telepathically when needed by a Mantis or Brain. The living organism itself is genetically structured to feed off nuclear radiation. Consequently, the Digger must have a heavily radioactive environment to survive. Although it can, and does, feed off the radiation from its continual hydrogen fusion chamber. Obeys Mantis, Brain, Oracle, and Overlord.

It has all Level One and Two psionics. I.S.P. 870, Fifth Level proficiency.

Hit Points: 720.

The Seeker Pod is a living bloodhound. Its sole function is to locate any creatures which have been classified for extermination, notify the location to its masters, and help terminate the creature(s). These Mechanoids are fairly intelligent in that they are not easily duped or confused. However, they have no knowledge of science or skills, other than tracking and extermination. Seeker Pods are specially designed to aid and obey the Extermi-

nator, but will also obey any other Mechanoid above its own rank (especially the Tunnel Crawler, Brute and Wasp).

It has all Level One psionics, as well as limited telepathy, empathy and mind block. I.S.P. 75, Third Level proficiency.

Hit Points: 10.

The Exterminator is a born predator which delights in the hunt and destruction of other living creatures (including rogue Mechanoids). It is designed for pest control in the mothership's pipelines, nothing more. Consequently, they are constantly roaming through the ship's labyrinth of pipes and tunnels in search of prey. The Exterminator is a very treacherous and crafty hunter who enjoys tricks, traps, ambushes, and cat-and-mouse games. They are fairly intelligent and master hunters, although they have no knowledge of science or other skills. They may command up to 6 robots or 1-4 Seeker Pods, and are often accompanied by Tunnel Crawlers or other exterminators. It obeys any Mechanoid above its rank.

It has all Level One psionics plus empathy, mind block, night vision, levitate, limited telekinesis and extended telepathy. I.S.P. 120, Sixth Level proficiency.

Hit Points: 50.

The Tunnel Crawler is designed exclusively for pest control. This sadistic exterminator is a free agent, able to go wherever it pleases. Although its attacks are limited to close range confrontations, its heavy environmental body armor provides more than adequate protection. They are also able to release a toxic nerve gas, which lingers for about 2 hours. These loners of the Mechanoid race are often accompanied by no more than a few robots. Tunnel Crawlers obey Runners, Brains and Overlords.

Its psionic abilities include presence sense, see aura, detect psionics, levitate, night vision, mind block, limited telekinesis and extended telepathy. I.S.P. 120, Sixth Level proficiency.

Hit Points: 43.

The Black Widow is quite intelligent, commanding an army of robots, transport ships, cargo freighters, and haulers. The Black Widow is the coordinator of salvage and storage operations. She answers to the Mantis, Runner, Brain, Oracle and Overlord. They are most often found on the ship's exteriors and storage areas (Levels 1-3).

They possess all Level Once and Two psionics. I.S.P. 500, Eighth Level proficiency.

Hit Points: 218.

The Brutes, although a bit of a predator used in both offensive and defensive actions, are often found assisting in construction, repairs and robot supervision. Brutes are the Mechanoids' robotics experts and are responsible for their construction, maintenance and direction.

These intelligent, but cruel, Mechanoids can be found anywhere on the ship (usually accompanied by a handful of robots).

Their psionic abilities include all Level One plus bio-regeneration, mind block, levitation, limited telekinesis, and extended telepathy. (Note: these are somewhat increased abilities than those listed in Book One). I.S.P. 150, Eighth Level proficiency.

Hit Points: 45.

The Wasp is the most intelligent and deadly of the Mechanoid predators. These fast-thinking strategists are the very heart of the Mechanoid assault and defense network. Daring and flamboyant, they thrive relentlessly in fighting battles, and are without mercy or conscience. Encased in a powerful environmental body shell, they are able to withstand both the rigors of space and heavy assault while maintaining high maneuverability, speed and strike potential. The Wasp is legendary for its ability to maneuver with unerring accuracy while flying at top speed (1500 kmph), and/or under adverse conditions. A unique coupling of technology and psionics makes this possible. It is this science which allows the Wasp to go from 1500 kmph to a dead stop instantly. They obey all Mechanoids above their rank.

Wasps possess all Level One and Two psionics. I.S.P. 313, Tenth Level proficiency.

Hit Points: 56.

The Battle Cruiser is an actual Mechanoid organism, and is the last of the Mechanoid predators contained on the mothership. They are deployed against major threats to the mothership and in planet assaults.

The Battle Cruiser obeys the Brain, Oracle and Overlord.

They possess all Level One and Two psionic abilities. I.S.P. 440, Tenth Level proficiency.

Hit Points: 390.

The Octopus is a mechanical wonder continually involved in construction, electronics, mechanics, repairs, and even surgery and genetics. Having 3 separate brain sacs, it can perform 3 separate actions simultaneously, or concentrate its efforts on one problem with maximum efficiency Although very intelligent, its role is to act as a submissive (though brilliant) assistant to the Mantis, Runner, Brain, Oracle, and Overlord. It is instilled with very little drive or ambition, leaving those ranking above it to deal with experimentation and research, while it handles the mundane day-to-day regimen of the ship.

It possesses all Level One and Two psionic abilities. I.S.P. 1000, Tenth Level proficiency.

Hit Points: 130.

The Mantis is a specialist in engineering and mining operations. It selects planets for mining, directs planet dissection, analyzes minerals, etc. When not actively involved in excavation, it plans and supervises construction, energy consumption, metallurgy, research and development. Mantises can be found throughout the ship. They obey the Runner, Brain, Oracle, and Overlord.

Its psionic abilities are limited to presence sense, see aura, resist fatigue, extended telepathy, and extended telekinesis. I.S.P. 570, Tenth Level proficiency.

The Runner is the Mechanoid jack-of-all-trades. All Runners have a rudimentary knowledge of physics, genetics, biology, surgery, electronics, navigation, mechanics, robotics, and communication. The typical Runner is an expert in two of these areas. Runners are among the few free thinkers in the Mechanoid society. This allows them access to ship computers/brain pools, experimental/research centers and free time. (Note: Only the Runner, Brain, Oracle and Overlord can tap into ship computers/brain pools).

Possessed by an insane hatred of humanoid life, they often spend free time conducting hideous biological and genetic experiments on them. (It was such experimentation that created the mutants). Runners also enjoy pipeline hunting expeditions.

They possess all Level One and Two psionics plus extended telepathy. I.S.P. 690, Twelfth Level proficiency.

Hit Points: 44.

The Mechanoid Brain oversees all planetary and mining operations, planet assaults, navigation and ship operations. They function as a million little generals, directing and observing a vast army of Mechanoids and robots. If the Brains have a specialized function, it is as pilot. Only the Brain can pilot the spider fortress, transport and freighter vessels.

Brains, like the Runner, can tap into the computer decks and brain pools, selecting any information needed. Unlike the Runner, which often works under the Brain's direction, the Brain is capable of assimilating extraordinary amounts of data and retaining it (total recall) for 72 hours.

Being free thinkers, they have full run of the ship and generous amounts of free time for experimentation and personal expression.

They possess the full range of Level One and Two psionics, plus extended telepathy, extended telekinesis, see the invisible and evil eye: despair, fear, blind, and pain. I.S.P. 2000, Thirtieth Level proficiency.

Hit Points: 35.

The Oracle is perhaps the most enigmatic of all the Mechanoids. Its prime function is that of a systems analysis, observing and improving upon ship operations and equipment. Its brain capacity and psionic abilities surpass even the Overlord's and the Brain's in both size and ability, making it a virtual living computer. It too can tap directly into the computer/brain pools, but is the only Mechanoid that is able to block its thoughts or break contact with the computer on its own. This has been a matter for concern among some Mechanoids, who fear that the Oracle has mutated into something beyond its original purpose. The Runners harbor the greatest concern, especially in light of the Oracle's philosophical and non-aggressive outlook toward intelligent humanoid life forms. The Overlords, though concerned, simply watch with suspicion, waiting for some transgression.

While deprived of physical limbs or weapons, the Oracle is far from helpless, possessing all known psionic abilities. It is answerable only to the Overlord and Brain.

Possesses all known psionics. I.S.P. 4200, Thirtieth Level proficiency.

Hit Points: 90.

The Overlords are the prime movers and masters of the ship. All Mechanoids must answer to them, including the other free-thinkers. None may defy them. They tend to be cold, analytical thinkers (second only to the Oracle), constantly in touch with all major ship operations, applying their quick, methodical logic to any crisis. They are also excellent strategists (only the Wasp is its equal), and adept in navigation, engineering, physics, genetics, cloning and biology. Most importantly, they alone hold the secret of the power crystal conversion (some believe the Oracle also holds the secret), and they alone can merge/link directly with the master computer brain.

They possess all Level 1-3 psionics. I.S.P 2900, Twentieth Level proficiency.

Hit Points: 90.

Mechanoid Computers

The Brain Pools: S.D.C. 50, A.R. 7, Hit Points 25. Aboard ship there averages one brain pool for every 1000 sq. km, with many times that in engineering, navigation, research, and power networks. Brain pools can only be used by Runners, Brains, Oracles, and Overlords. No other Mechanoid has the physical or mental capacity to tap into these living psionic computer units. Only a master or major psionic (humanoid) can link with the brain pool.

The psionic humanoid must enter the unit (usually measuring 4 m×4 m., although some are 8 times that size), making physical contact, flesh touching flesh, with the warm fluids and soft lumpy, fleshy membranes which line the entire interior of the brain pool. The psionic must then clear his thoughts via meditation and open his mind telepathically to the computer. The participant experiences a very pleasant euphoria, followed by a floating sensation. At this point, he/she is oblivious of any external input/activity, and only a telepathic or empathic message will reach him/her. The brain pool then psionically probes and extracts ALL information, thoughts, and knowledge of that person. This process is quite painless and takes only about 6 minutes. Remember, the brain pools are designed to be an information retrieval/exchange device, and do so automatically. *Everything* that person knows will be absorbed, recorded, and filed for later analysis. When the brain pool has completed its probe, it then opens itself for information extraction.

The psionic person should direct his/her inquiries as simply and directly as possible via telepathy. These inquiries should be used to gather small blocks of information, because he/she is not likely to survive a massive psionic bombardment of information. Example: If the layout of the mothership is requested, the brain pool will respond with the entire ship's schematics. Every nook and cranny is instantly provided. Unfortunately, the human (and Rover) brain cannot assimilate that much input at such a speed, and may result in loss of memory and even death. Rather, requesting the layout of a small specific area (such as transport factory: Level 3) is very safe and painless. A person may ask as many questions as he/she desires, once contact with the computer is established.

The Mechanoid Master Computer

The computer brain pools are actual Mechanoid organisms linked to the Master Computer Brain. This Master computer is also a living creature of flesh, circuits, and psionics. A sentient entity with a will and personality of its own, it serves the Mechanoid society as an awesome, living computer complex. The organism itself is over 4000 km long, 10 km tall, and 2600 km wide. If this incredible entity were destroyed, it would radically impair the mothership, forcing secondary computer banks and brain pools to be used in its stead. This would cut efficiency levels by at least 40%, for in many ways, the master computer complex is the mothership.

For that reason only the Brute, Runner, Brain, Oracle, and Overlord are allowed on the same level) and *only* the Overlords are allowed to enter the master computer chamber.

As a precautionary measure, a false (though functioning) computer network, 3 times larger than the true master complex, has been erected as a decoy and back-up system. Only the Brains, Oracles and Overlords know that it is not the true master computer.

The Brutes and Runners are the main service technicians and defense, although Wasps and other Mechanoids can be summoned during an emergency. (Note: Robots of any kind are never allowed on this level).

Average number of Mechanoids on Level 5 12,000 Brutes, 3,000 Runners, 250 Brains, 6 Oracles and 1 Overlord (63% likelihood of being in decoy section).

Internal Teleportation System

The typical Mechanoid (with the exception of free thinkers, Octopus, Wasps and Tunnel Crawlers) seldom, if ever, leaves its assigned area. However, even a small processing network may span as much as 6000 km For that reason, teleportation cham-

bers are scattered throughout the ship, approximately every 500 km (often located within 100 km of a brain pool). Three times that number are located in major areas of activity such as transport terminals, navigation, research labs, etc. The average size of these chambers is 90 m. tall by 120 m. wide, while the largest, located at transport/freighter terminals, hauler bays and storage areas, measures 40 km tall by 150 km long.

The teleporters are limited to the ship: level to level, section to section, or to the ship's surface. Example: If you were in a transport terminal teleport chamber on Level One and wanted to go to the navigation section on Level Four, it would teleport you to another chamber in navigation, Level Four.

The device automatically teleports everything in the chamber wherever it is directed to send it (acting instantly on first request). The teleportation chamber, like many Mechanoid devices, is activated through a telepathic command. Obviously, only creatures endowed with psionics (or any other form of telepathy, i.e., magic) can activate the teleport chamber. It should

Type	Population	Intelligence	Realtionship to Humans	Degree of Hostility
Overlord	13	Free thinker/ Brilliant	Hates	Very
Oracle	100,000	Free thinker/ Super genius	Dislikes (?)	Neutral
Brain	12 mill.	Free thinker/	Hates	Very
Runner	37 mill.	Free thinker/ Brilliant	Insane Hate	Extreme
Mantis	900,000	Very	Hates	Very
Octopus	12 mill.	Very	Hates	Low
Battle Cruiser	600	Very	Extreme Hate	Extreme
Wasp	1 billion	Very	Extreme Hate	Extreme
Brute	60 mill.	Fair	Extreme Hate	Very
Black Widow	2 million	Very	Extreme Hate	Extreme
Tunnel Crawler	11 million	Fair	Extreme Hate	Extreme
Exterminator	12 million	Fair	Insane Hate	Extreme
Seeker Pod	15 million	Low	Insane Hate	Extreme
Digger	30,000	Low	Dislikes	Low
Haulers	88 million	Very low	Neutral	None

Robots	Est. total 192 billion			
Thinmen	45 billion	Fair	Hates	Very
Runts	90 billion	Fair	Hates	Very
Others	57 billion	Varies	Varies	Varies
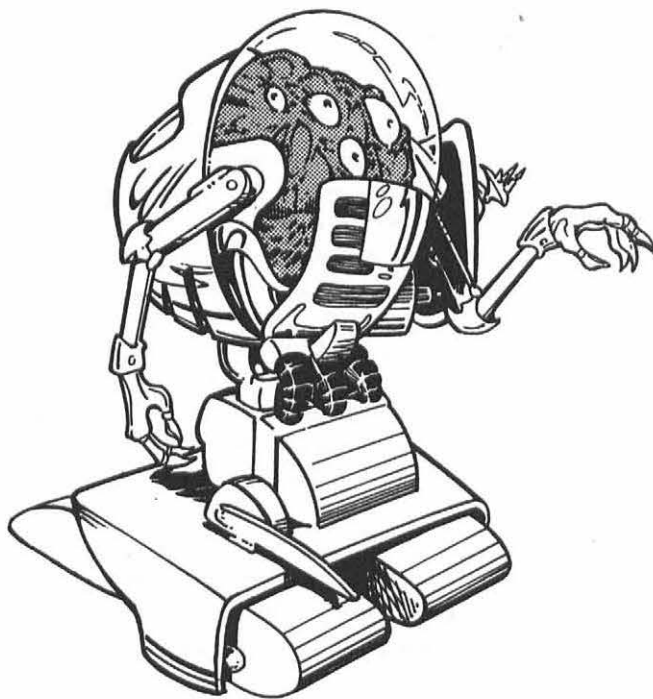
Other Life	Population	Intelligence	Relations to Humans	Relations to Mechanoids
Human	180,000 (known)	Very	—	Hate
Rovers:				
Long Teeth	18,000 (known)	Very	Very Friendly	Dislike
Black Fist	29,000 (known)	Very	Conditional	Extreme Hate
Mutants:				
Type 1	1.5 million (est.)	Low to Average	Hostile	Dislike
Type 2	2 million (est.)	Low to Very	Extremely Hostile	Very Friendly
Nadar Whip	5 million (est.)	Animal/Low	Hostile	Neutral to Hostile

be noted that there are *no* external controls, screens, or devices in the chamber. It simply appears to be a large, empty room.

Mechanoid Footnotes:

1. Mechanoids tend to believe themselves superior to all other races, especially humanoids (often underestimating humanoid foes).

2. Most Mechanoids have an unreasoning hatred for any humanoid life. Only the Haulers and Diggers are indifferent toward humanoids, and only an Oracle will ever aid or befriend a human (There is a 42% likelihood of an Oracle befriending/aiding a human).

3. Surprisingly, Mechanoids can be quite friendly to other non-human races (unless that race harbors any positive feelings about humanoids).

4. Most equipment, elevators, teleporters, and controls are operated through telepathy and telekinesis. Consequently, there are few external controls, knobs, buttons, screens, etc.

5. Storage bins designated as food are vast tanks of concentrated liquid nutrients. Most Mechanoids contain a food supply built right into their mechanical exo-skeletons (usually enough for 2 weeks).

6. All Mechanoids are encased in an environmental body armor (exo-skeleton), containing life support systems, independent energy sources, independent oxygen and purification systems, radiation and heat shielding, communications and extraordinary scanning facilities.

7. Mechanoids communicate through both radio/ laser techniques and psionics.

8. Mechanoids' endurance/hit points: Because the Mechanoid organisms have very special genetic construction and cybernetic integrations, they are extremely vulnerable when exposed outside their metallic body armor. They're all very anemic and must breathe pure oxygen to live. Consequently, if the environmental armor is penetrated (cracked, punctured, etc.), they will die from exposure in a matter of minutes (They lose approximately 10 hit points per melee from exposure alone. The organism Armor Rating is 2).

9. Level Six: There is a large section of environmental sanctuaries (rest and relaxation areas) located on Level six. These areas contain the appropriate environment for the exposed Mechanoid organisms (Note: 75% will be with armor, 25% still in armor). All such areas have low gravity (1/3 of earth's) and a 100% pure oxygen atmosphere.

The Digger sanctuary has near-zero gravity, a temperature of 300 degrees Fahrenheit, and an extremely lethal level of radiation. An unprotected human is certain to die of radiation poisoning and heat within minutes. Complete L.B.A. can function safely for 1 hour maximum, E.B.A. 2 1/2 hours, but in both cases the suits must be decontaminated or disposed of immediately after exposure.

The Wasp tubes are approximately 500 km wide, 8 km high and run nearly the full length of the ship. Surface hatches (top of the ship) are located about every 2400 km There is an estimated 600 million Wasps, at any given time, performing aerial acrobatics and playing (often) at top speed. Remember, Wasps fly faster than the speed of sound, thus, the noise level from continual sonic booms is deafening. Any unprotected humanoid creature is instantly deafened (ruptured ear drums) and will die

within 3 melee rounds. L.B.A. deafened within 3 melee rounds, dies in 6, E.B.A. deafened within 8 melee rounds, dies in 16.

Random encounter in tubes: 1-30 8 Wasps 31-70, 36 Wasps, 71-90, 160 Wasps, 91-100, 160 Wasps. Roll every 3 melee rounds.

Footnotes on Gideon E, Ancestors, Pipeline Society & Magic

The following will deal with the societies/communities populated by the disciples of magic.

1. Each person, human and Rover, has at least a rudimentary knowledge of each Mechanoid and what it can do (including psionic abilities).

2. A full 21% of the population are dedicated to developing their magic abilities, and have forsaken any other occupational character class/skills.

3. 12% of the population will not use any form of technology at all. This faction is totally dedicated to magic only.

4. Many, about 49% of the population, are trained in one of the old skills of technology. The seven occupational character classes and their areas of training are listed in Book One. A character needs a minimum I.Q. of 12 to study both magic and technology. If the I.Q. is less than 12, the character must choose to study either magic or technology.

5. The remaining 18% of the population are skilled in technology only or psionics.

6. When choosing an occupational character class from Book One, the other minimum requirements of that occupation/skill must still be observed. This means if a player wants his character to be a commando, he must have an I.Q. 12, P.S. 13, P.P. 13.

7. Master psionics are not trained in magic, but spend all their efforts on developing their psionic abilities. These Espers are called Mind Mages and tend to be arrogant and egotistical, because their abilities come from within themselves, and are not reliant upon alien forces.

8. Because high tech has fallen somewhat to the wayside, advanced equipment such as laser weapons and tools are limited to the classes trained to use them.

9. The above is especially true of heavy weapons such as the flying-gun, explosives, particle beam and plasma weapons. These weapons are usually restricted to those trained as L.B.A., E.B.A., and commandos.

10. Energy pistols and rifles may be assigned to other character classes if that person(s) is sent on a special assignment, or may be given to him/her as a personal possession as a reward for some act of heroism.

11. Non-military classes are allowed to own a handgun (energy pistol), laser rifle, or tools. These weapons and tools may be bought, found, captured (probably from mutants), or attained as a reward. Responsible third level characters may be allowed to own heavy weapons other than explosives. All weapons and tools must be registered with the council.

12. Black market weapons and tools. Any tools, weapons, and energy clips not registered with the city council are considered to be black market and illegal. The penalties for being caught possessing or dealing in black market items are confiscation of that item(s), and being forbidden to ever own, deal or use

that item(s) ever again. Being caught using the item(s) again will result in a fine, imprisonment, public humiliation, and possibly even expulsion from the community (the latter being reserved for multiple offenders). The character may redeem himself through actions or deeds deemed heroic or greatly beneficial to the community.

13. Black market weapons, E-clips, tools and recharging them. The thief, often a Rover (73%), specializes in obtaining and recharging weapons and tools. The barter of goods or services (or information) is the usual fee. Unfortunately, the services and information desired by the thief are somewhat (if not definitely) illegal or dangerous. Being caught dealing with a convicted black market felon can result in the same penalties as if caught with black market items.

14. Legally recharging tools and weapons. Any fifth level energy mage has the ability to recharge tools and weapons. Fees vary from mage to mage and those in guilds. Fees tend to be high for non-military personnel.

15. Everyone has some basic knowledge in how to use and operate simple technological equipment, such as weapons (no bonus to hit), pilot ground vehicles (P.G.V. at 25%), laser lance, binoculars, hand-held communicators, and energy clips (E-clips).

The Government, Society and Guilds

1. Each community has a city council of six members, and a militia headed by a general.

2. The general and his men have a considerable deal of power, since the hostile environment makes it necessary to have a strong defensive force and a quasi-militaristic society. The general can take any action he deems necessary, although he should first request/submit proposals to the council. The general, by law, serves the people and the council represents the people. Thus, the council can countermand/veto any action the general takes. Likewise, a unanimous decision by the council can replace an existing general.

3. The council is subject to election every six years with no minimum term.

4. Remember, this is not a primitive, barbaric people, as in many fantasy campaigns. These are a people of law and morals similar to today. Wanton mayhem, murder, and other acts of violence and violations of peoples rights and property are crimes. Of course, some communities are more strict or corrupt than others.

5. The average community has a population of 10,000 to 30,000 people.

6. The system of commerce is barter, a system of trade for goods and services.

7. Many groups have joined together to create guilds (such as the energy mages in recharging energy clips for tools and weapons). Guilds tend to create a standard for the exchange of goods and services. They also assist and aid fellow guild-members and work with other guilds. Guilds can, and do, become quite powerful (and sometimes corrupt) organizations within the community. The degree of power and/or corruption varies from community to community.

8. The thief (perhaps a more apt description might be mercenary) is often commissioned by the government or military to scout, infiltrate and raid Mechanoid strongholds. Since a majority of thieves are Rovers and possess psionic abilities, they are particularly adept in gaining access to brain pools and teleport chambers.

9. The thieves' guild: Most communities have a thieves' guild, or a separate, little Rover ghetto with a very strong thieves' guild.

10. Weapons and tools from the Past are fairly common, the real problem is recharging and replacing parts. With the increase of mutants roaming the pipelines, humans can raid and steal equivalent weapons and tool types.

All weapons listed in Book One and Two are available, with Heavy weapons being less abundant (especially plasma weapons), and experimental weapons being the scarcest. The handguns, laser rifle, laser lance and fusion torch are all very common, although energy clips and the recharging of them can be a problem.

The Double-Classed Character/Magic and Technology

As mentioned in the footnotes, not all members of the magic society study magic (or at least not exclusively), and may have other skills. Characters with an I.Q. of at least 12 can study both the path of magic and a technical occupational character class/skill. The player may choose any of the seven occupational character classes listed in Book One, or thief, as long as the character has an I.Q. of 12 and fits the other requirements needed for that area of endeavor.

Of course, this affects the experience points needed to reach the next level of proficiency and abilities. Because the character is studying twice as much, it takes nearly twice as long to reach the next level.

To determine how many experience points are required per level, the following system applies. Take the experience points for the particular path of magic as the base points needed, now take the experience points from the technological occupational class and divide it by one half, add this to the magic base and that's the total experience points needed to reach the next level. **Example:** First level elemental Mage is also a Pilot Air Vehicle Mechanic (P.A.V.M.). To reach second level in each area of study, he/she needs 3501 experience points. (Elemental experience base: 2401, P.A.V.M. 2200÷2 = 1100, 2401+1100=3501. To reach third level: Elemental experience base is 4801, P.A.V.M. 4400÷2 = 2200, 4801+2200 = 7001. To reach fourth level: Elemental experience base is 96,001, P.A.V.M. 8800÷2 = 4400, 96,001+4400 = 100,401, and 50 on).
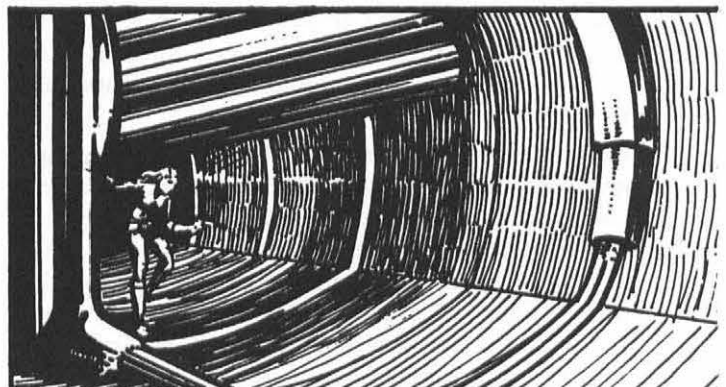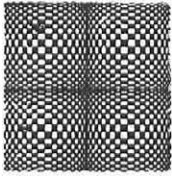
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These are the credits from the original books and not applicable to this special edition.

How to Play a Role-Playing Game

Since all of this information was contained in **The Mechanoid Invasion**® we felt it would be pointless to reprint it again here. You can find all of these details in the front of this book.

The following tables and data are additional information, charts and stuff as it appeared in **Homeworld**.

Choosing a Character's Race

Players can choose to play any one of seven different races. Because of anatomical and racial differences, each race has different natural strengths, and abilities be certain to review both the Racial Descriptions and the Racial Characteristics Chart below. **Note:** with the exception of the Phi-warpers, each race can select any occupation and skills.

Inclusion of Rover, or Mutants from The Journey, the Mechanoid Invasion Book 2, is optional. See Incorporating Books 1 and 2.

Racial Characteristics Chart

Number of Dice rolled to determine character attributes as distinguished by racial origin.

*Gendo females are wingless and slow moving; only roll 2 dice for speed. Gendo males are slow moving when Earthbound, roll 2 dice for ground movement speed; Flight speed is awesome, roll 10 six-sided dice. Note: dodge bonus in flight +3.

*¢P.S. /Physical Strength of the male Ostrac is great; roll 4 dice; but the female Ostrac is even larger, meaner and stronger, roll 5 dice.

x¢M.A./Mental Affinity applies to intimidation only.

**Obviously, the physical attributes do not apply to creatures whose bodies are actually machines. Because the Cybormen are 1/2 machine, each type has specific, consistent physical abilities. See: Racial Description for details.

Race	Specie	Average Life Span	I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.	Height	Psionics
Human	mammal	80 yrs	3	3	3	3	3	3	3	3	1.8 m	yes
Borealian	mammal	90 yrs	3	3	3	3	4	2	2	4	2.1 m	yes
Nigelian	mammal	80 yrs	3	3	3	3	4	3	3	3	1.6 m	yes
Gendo	reptile	180 yrs	4	2	3	3	3	4	2	2/10*	1.2m	yes
Ostrac	amphib.	60 yrs	3	3	4x¢	4/5*¢	3	4	2	5	3.0m	yes
Phi-warp	mammal	350 yrs	3	4	3	1	7	2	2	1	1.1 m	yes
Cybormen	cyborg	1000 yrs	3	2	3	**	**	**	**	**	1.8/2.4m 3.0m	no

Attribute Bonus Chart

	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
I.Q. add to all skills This is a one time bonus	+2%	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%	+14%	+15%	+16%
M.E. save vs psionic attack+1		+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
Save vs insanity	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
M.A. trust/intimidation	40%	45%	50%	55%	60%	65%	70%	75%	80%	83%	86%	89%	90%	91%	92%
P.S. Hand to Hand Combat+1		+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
P.P. Dodge/Parry	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
Bonus to Hit	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.E. Save vs Death/Coma	+2%	+3%	+4%	+5%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%
P.B. Charm/Believe	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%

Hit Points, Coma, Death and Survival

When a character's hit points are reduced to zero or less, he/she collapses, falling into a coma. This character is near death and will die in a matter of hours unless he/she receives medical treatment.

How much damage below zero a character can go is indicated by the physical endurance (P.E.) attribute. A character can take a hit point of damage below zero (negative 1, -2, -3, etc.) for each P.E. point. **Example:** a character with a P.E. of 9 will lapse into a coma at zero points but still live up to negative 9. However, if a character takes more damage (which is possible) than the P.E., he/she is dead with no hope of recovery. **Example:** if our character with a P.E. of 9 takes 10 points (or more) of damage below zero (-10), which exceeds his/her physical endurance (9), he/she is beyond medical help and dies.

Coma length: The critically hit character will slip away in a matter of hours unless given medical attention. The length of time a character will survive (without treatment) in a coma is again indicated by his/her P. E. Add one hour for each P.E. point (**Example:** P.E. 9 = 9 hours, P.E. 10 = 10 hours, etc.).

Medical skills: A character with a medical skill has a basic knowledge of medical arts and sciences. and can treat a person in a coma, performing simple surgery or whatever is needed. However, this person is not a practicing surgeon or physician and the odds of survival are not good (see Recovery and Medical Skill). However, he/she can extend the coma length by 6 hours if the character successfully rolls under his/ her life preservation ratio (see Medical Skill).

Odds of surviving a coma are much better under full medical (hospital) care.

Recovery: Recovery from a coma occurs *only* if the player rolls successfully 3 out of 5 times on the following table. Roll percentile:

Must roll over 79% (3 out of 5 times) for survival with common medical skill treatment.

Must roll over 61% (3 out of 5 times) for survival with full medical (hospital) treatment.

P.E. Bonus: Exceptionally high P.E. has a percentage bonus to survive coma/death. This bonus is added to each roll. See P.E. Bonus Chart.

G.M. Note: Use your discretion as to how long it will be before the character can actively resume adventuring. Remember, he/she has just survived a major, life threatening incident; full recovery will take weeks, if not months.

Optional Recovery Charts

Players roll percentile dice.

Permanent Physical Damage

01-10 No permanent damage
11-20 Major scarring, reduce P.B. by 2
21-39 Legs impaired/walk with limp; reduce Spd. by 2
40-55 Minor stiffness in joints; reduce P.P. by 1
56-70 Major stiffness in joints; reduce P.P. by 2
71-82 Chronic pain; reduce P.E. by 1
83-92 Minor brain damage; reduce I.Q. by 1
93-100 Major brain damage; reduce I.Q. by 3, M.E. by 1

Insanity

Undetected brain damage; roll on insanity Table.

01-18 None
19-48 Phobia
49-69 Affective Disorder
70-88 Neurosis
89-95 Organic and Environmental
96-100 Organic

Rate of Recovery

01-10	2 weeks
11-26	4 weeks
27-48	6 weeks
49-63	8 weeks
64-80	12 weeks
81-90	16 weeks
91-100	20 weeks

Physical Strength and Weight

A character can carry 5 times his P.S. of weight in kilograms. Thus, a character with a P.S. of 9 can carry 45 kg (100 lbs.), P.S. of 12 can carry 60 kg (130 lbs.). etc. He/she can carry this maximum load (P.S. ×5 while executing light activities (walking, jogging, standing) for 2 times his P.E. (i.e. P.E. 13= 26 melees/minutes) before needing to stop and rest. Running, he/she can carry the weight at the stated P E., that is to say, a character with a P.E. of 13 can carry the weight for 13 melees/minutes, P.E. of 18=18 melees/minutes, etc. Note, the above does not take into consideration any weight encumbrance modifiers. See: Encumbrance and Movement: Weight.

Movement and Exertion

within the Character's Endurance

To keep the game simple and as fast paced as possible, light activity such as walking, jogging, standing, driving, mechanical repair and so on, does not affect the character's P.E. or speed. Even intense activity (15 minutes of combat, for example) followed by light activity or periodic rest (1/2 an hour), enables the character to operate at full efficiency throughout the day, and becomes a simple matter of pacing. In this way, a character can search through ruins, engage in periodic combat and still function at peak efficiency (although tired) at the end of an 8 or 12 hour day. After all, we are dealing with adventurers and mercenaries in good to excellent physical condition.

Drugs, Psionics or Magic Resistance to Fatigue

These metabolic altering forces reduce the entire exhaustion/fatigue process by 1/2, as well as increasing the recovery rate by 2.

Encumbrance and Movement (optional)

The character attributes rolled to generate a playing character are that person's basic innate abilities. strengths, and weaknesses; extenuating circumstances can modify or strain these abilities.

Battle Armor:

L.B.A.: Offers maximum movement with minimal protection. The advantages of this lightweight battle armor is stealth (Prowl) and maximum speed. No Encumbrance modifiers

E.B.A.: All environmental battle armor is heavy and bulky, always impairing movement but offering maximum physical protection. See: L.B.A and E.B.A. skills.

Weight: A character can be slowed down by the weight of a load/equipment carried. Encumbrance Modifiers:

-2 Speed for every 13 kg (30 lbs.)

-5% Prowl for every 13 kg (30 lbs.)

-1 to dodge for every 20 kg (45 lbs.)

-1 P.E. point (indicating endurance in combat/speed) for every 13 kg (30 lbs.)

Practical Rules for Combat & Fatigue (optional)

Just as a character's P.E. (physical endurance) indicates how long he/she can maintain maximum speed before tiring, it also indicates how long a character can engage in combat before tiring.

The physical exertion expended during combat is not the same as running like a maniac at maximum speed until you drop. Consequently, the combat endurance is different from that of speed. A character can engage in combat 2× his P.E.; thus one character with a P.E. of 13 can engage in combat for 26 melee rounds/minutes before he is affected by fatigue. (Only after 26 melee rounds will he suffer the effect listed below.) If the combat ends before his/her maximum P.E., the character regains his/her strength/stamina at a rate of 10 P.E. per every 20 minutes of rest or light activity until he/she is up to full strength. (Note: I've found the average combat encounter lasts about 12-20 melee rounds.)

Fatigue Table:

When a character is pushed beyond his/her P.E in combat, he/she suffers the following effects.

- First 6 melees beyond P.E.: -2 to dodge/parry, -1 to hit.
- Following 6 melees: -2 to dodge/parry, -1 to hit lose 1 attack per melee.
- Additional 6 melees or more: -2 to dodge/parry, -2 to hit. Note: All effects are accumulative.

Optional Personality Modifiers

Age: Roll one (1) six-sided die.

Human/Nigelian

	Ostrac/ Borealian	Gendo	Phi-Warper	Cybormen
1	20 yrs	26 yrs	40 yrs	100 yrs
2	24 yrs	38 yrs	60 yrs	200 yrs
3	28 yrs	47 yrs	90 yrs	300 yrs
4	36 yrs	59 yrs	100 yrs	400 yrs
5	44 yrs	68 yrs	140 yrs	500 yrs
6	55 yrs	77 yrs	160 yrs	600 yrs

Disposition:

Roll percentile dice.

01-6 Mean/suspicious/vengeful

7-10 Paternal/overbearing/overprotective of others (especially younger ones)

11-20 Quick tempered/grumpy/easily aggravated

21-30 Shy/timid/reserved/unsure of self

31-40 Braggart/cocky/exaggerates/usually cheerful but annoying

41-51 Schemer/takes chances/gambles/looking for the best deal.

52-60 Friendly/courteous/talkative/hospitable

61-70 Complainer/constantly aggravated about something or somebody

71-80 Arrogant/snobbish/feels superior

81-89 Tough guy/impudent/self-reliant/confident

90-93 Sadistic/likes to observe and inflict pain on others

94-95 Easy going/laid back/trusts almost anyone until they are proven unworthy of his/her trust

96-100 Paranoid/trusts nobody

Racial and Personal Hostilities:

Roll percentile dice.

Looks upon one of the following with dislike, disgust, and disdain.

1-6	Children
7-10	Opposite sex
11-15	Magic
16-20	Religious/priests
21-30	Slimy creatures
31-40	Non-humanoids
41-48	Robots
49-57	Insects
58-74	Mechanoids
75-80	Slavers
81-90	Thieves
91-96	Cute creatures
97-100	Warping

Determining Personal Wealth

Before the game begins, each player can roll one six-sided die to determine his/her personal assets.

1-2 1,000 credits

3-4 2,000 credits

5-6 3,000 credits

Credits

Credits are the accepted legal rate of exchange in the Nigelian Confederacy. Credits can be transformed into tangible precious metals (gold, platinum) or gems at a 10% penalty.

Alignments

Good
Principled
Scrupulous
Selfish
Unprincipled
Anarchist
Evil
Miscreant
Aberrant
Diabolic

Alignments indicate the character's general outlook on life. Goods tend to help people, Selfish ones, tend to help themselves, and Evils tend to hurt others.

I, personally, play alignments very tightly, and feel they help develop the characters' personalities (trustworthy, dishonest, self-motivated, etc.).

Neutral

First of all, there is absolutely no such thing as an absolute or true neutral. People tend toward good or evil or self-gratification. An absolute true neutral could not make a de-

cision go on an adventure, kill or take any action of any kind without any leanings toward good, evil, or self-gratification. It is humanly impossible and is therefore eliminated.

Good Alignments

Just because a character is of a Good alignment does not mean that he/she is not arrogant, obnoxious or even prejudiced or full of quirks. But life and freedom are of the highest priority. Such a person can always be trusted in a life and death situation.

Principled

Principled characters are generally the strong, moral character. Superman is lawful/good (there are actually a few variations of lawful/good behavior, which I intend to outline in great detail in some future publication or article).

Principled
1. Will always keep his word.
2. Will never lie.
3. Will never kill or attack an unarmed foe.
4. Never harms an innocent.
5. Never tortures for any reason.
6. Never kills for pleasure.
7. Will always help others.
8. Works well in a group.
9. Respects authority, self-discipline and honor.
10. Never betrays a friend.

Scrupulous

Scrupulous characters have a high regard for life and freedom. This type of character is typical of many Clint Eastwood and Charles Bronson films. The vigilante that works beyond the law, yet for the law, and the greater good of the people.

Scrupulous
1. Will keep his word to any other Good alignment.
2. Will lie only to Evil alignments.
3. Would never kill or attack an unarmed foe.
4. Would never kill an innocent.
5. Would never torture for any reason.
6. Would never kill for pleasure.
7. Will help others in need.
8. Will work with a group, but dislikes confining laws and restrictions.
9. Distrusts authority.
10. Never betrays a friend.

Selfish Alignments (but not evil)

Unprincipled (selfish)

This basically Good person tends to be selfish, greedy and holds his/her personal freedom and welfare above most else. He/she dislikes confining laws, distrusts authority, and self-discipline. This is the Hans Solo character. This guy is always looking for the best deal, associates with Good and Evil characters, is continually tempted to lie and cheat, and hates himself for being loyal and helping others.

Unprincipled
1. Has a high regard for life and freedom.
2. Will keep his word of honor.
3. Will lie and cheat only Anarchists and Evil alignments
4. Would not kill an unarmed foe (but would certainly take advantage of one).

5. Will help those in need.
6. Will not use torture.
7. Will work with a group, especially if profitable.
8. Will not betray friends.
9. Never kills an innocent.
10. Never kills for pleasure.
11. Dislikes authority.

Anarchist (selfish)

This type of character likes to indulge himself in everything. He/she is the insurgent, gambler, con-man, and high roller. The uncommitted freebooter seeking nothing more than self-gratification. This type of character will at least consider doing anything if the price is right. Like Selfish/Evil, he is intrigued by power, glory and wealth. Unlike the Selfish/Evil, he is a little more discriminating. Life has meaning, but his/hers has the greatest meaning. Laws and rules infringe on his/her personal freedom and are meant to be broken. He/she is always looking for the best deal. He works as freely with the forces of Evil as he does the forces of Good as long as he/she comes out okay. He's not really Evil, but not really Good, for he is always rebelling, bending the laws to fit his needs.

Anarchist
1. May keep his word.
2. Will lie and cheat if he feels it necessary.
3. Is not likely to kill an unarmed foe (but certainly knocks out or even beats up an unarmed foe).
4. Would not kill an innocent.
5. Is not likely to help someone without some ulterior active (even if it's only to show off).
6. Never kills for pleasure.
7. Will use torture to extract information (not likely to torture for pleasure).
8. Does not work well in a group (this is the cocky, loud-mouth who is likely to do as he pleases).
9. Has little respect for self-discipline or authority.
10. May betray a friend.

Evil Alignments

Miscreant, Aberrant and Diabolic

All evil characters are not bent on universal genocide or domination over all living creatures. All evil characters are not maniacal people actively seeking to harm innocent people. Nor are all evil characters sadistic and untrustworthy. Many may actually seem kind or likable. There is nothing wrong with playing an Evil character, although he may not survive long if he betrays too many people. This is fantasy role-playing, not reality. You can play any type of character you desire, just continue to play in character.

Evil alignments are a step beyond the self-gratification of the Selfish alignments. Evil characters are ruthless individuals who are willing to say, or do, anything to achieve their goal. Human life has little meaning. You befriend people when they are of value and discard them when they are no longer valuable. Evil aligned people do not automatically slay any Good aligned person because of different philosophies. All the better to use Good to achieve their own goal. For the end always justifies the means.

Miscreant

This selfish unprincipled, character is out for himself. Power, glory, wealth, position, anything that will make his life more comfortable. It matters not who gets caught in the middle, as long as he comes out smelling like a rose. If he has to lie or kill, no problem; as long as the personal goal is worth it.

Miscreant

1. Will not necessarily keep his word.
2. Will lie and cheat Good and Evil.
3. Would most certainly attack an unarmed foe (these are the best kind).
4. Would feel no compulsion to help anyone without some sort of tangible reward.
5. Will work with others if it will help him attain his goal.
6. Has no deference to laws or authority (but will work within the law if he must).
7. Would use torture for information or pleasure.
8. Will kill an unarmed foe as readily as an evil competitor.
9. Associates with Evil alignments.

Aberrant

The cliche that there is no honor among thieves is false when dealing with the Aberrant character. These people have their own personal code of ethics (although certainly twisted by the standards of good). This is the person who is driven to attain his goals through force, power and intimidation. He expects loyalty from his minions and will always keep his end of the bargain. Disloyalty and treachery are punishable by a quick and merciful death. He will define his terms and live by them, whether you like it or not. He is apart from the norm.

Aberrant

1. Will keep his "word of honor" (he does have honor).
2. Will lie and cheat those not worthy of his respect.
3. May or may not kill an unarmed foe.
4. Would not kill an innocent bystander (particularly a child).
5. May or may not help someone in need.
6. Will work with others to attain his goals.
7. Would not resort to inhumane treatment of prisoners (torture is a distasteful method of extracting information but a necessary evil. Never torture for pleasure).
8. Respects honor and "self-discipline."
9. Never betrays a friend.

Diabolic

This is the category where the megalomaniacs, violent, and most despicable characters fall. This is the cruel and brutal killer who trusts no one and has no value for any life, other than his own. Will destroy anyone that gets in his way. Lawful/evil finds this type of person just as revolting as he would a good aligned character.

Diabolic

1. Almost never keeps his word (and has no honor).
2. Will lie and cheat anyone.
3. Would most certainly kill an unarmed foe.
4. Is likely to help someone only to kill and rob him.
5. Uses torture for pleasure.
6. Would kill an innocent without a second thought or for pleasure.
7. Despises honor, authority, and self-discipline.
8. Will not work well with a group (constantly doing as he pleases).

9. Betrays friends.
10. Associates with other Evil alignments.

Insanity

Insanity falls into three classes: organically caused, environmentally caused, and a mixture of the two. Mixed causes, of course, are by far the most common. In addition, a character may develop a phobia that is strong enough to interfere with his/her functioning level.

Random Insanity Table

Roll percentile dice
01-15% Organically caused: brain calls have been destroyed by a physical means.
16-30% Environmentally caused: a childhood trauma or isolated incident; something happened which is so shocking it cannot be assimilated by a healthy mind.
31-40% Phobia: a deep and overriding fear.
41-100% Mixture of organic and environmental causes.

Individual Tables/Descriptions

Organically caused: Roll percentile dice.
01-40% Brain damaged alcoholic: lower all characteristics (attributes and skills) by 20%; permanently.
41-80% Drug induced psychosis: lower all characteristics (attributes and skills) 20% one day, 10% next day, back to 20% next day, etc.
81-100% Injury induced brain damage like from a severe blow to the head: lower all characteristics (attributes and skills) by 20%.

Cures for Organically Caused Insanity

Alcoholic — no cure
Drug induced — no cure
Injury induced — a cure may be attempted twice only while the character is in a hospital (G.M. roll percentile dice).
01-25% full cure.
26-50% half cure (return to near original)
51-80% no change
81-100% death

Neurosis

Environmentally caused: roll percentile dice
01-49% Neurosis stemming from a childhood trauma.
Roll a six-sided die:

1 — Fear of the Dark (spent too much time locked in closets) to the point of gibbering and total collapse while in the dark.

2 — Fear of Animals (chewed on by family pet when a nipper) to the point of running away when confronted by small, furry things.

3 — Cannot tell the Truth (beaten by pop at unpredictable intervals) compulsive liar even if of a good alignment.

4 — Personal Cleanliness Compulsive need to be clean. In fact, the character will wash his hands and face 2D4 times in a row before he "thinks" he is clean, as well as wash clothes whenever he can, and bathes frequently. He hates being dirty or engaging in something that will make him dirty and tries to avoid it (changes into clean clothes whenever he can and apologizes for being dirty).

5 — Fear of Heights (Uncle Goober used to dangle character by one foot out of windows) to the point of being frozen above the second story; character is fine as long as ground is not visible.

6 — Fear of Success (mom always said you weren't any good) character will sabotage self at critical moments. The following minuses apply during critical, or high pressure, moments (battle, danger, watched by others, etc.): -15% to all skills, -3 to hit/dodge/parry and damage.

50-100% Isolated incident affective disorders. Roll a six-sided die.

1 — Frightened by loud noises to the point of cowering and wetting self.

2 — Disgusted by anything sticky and will go to any length to avoid touching it.

3 — Obsessed with cleanliness and must clean up any area he/she is at form ore than a few minutes.

4 — Hates music and musicians, and will always try to destroy the source of those horrible noises.

5 — Loves to be dominated; will always obey any forceful command, until a new one countermands it.

6 — Intimidated by spoken language; cannot speak meaningful sentences (must use sign language or written communication); has difficulty understanding long sentences.

Cures for Environmentally Caused Insanity

Neurosis from childhood - hypnosis at a clinic may be attempted. Hypnosis must be repeated monthly for the cure to have continued effectiveness.

Roll percentile dice:
01-25% No effect
26-55% Half cured, person feels occasional returns of old neurosis (1-48% chance when under great stress).
56-80% Total cure
81-100% Reroll six-sided dice and add one new neurosis.
Isolated Incident - one month intensive treatment at clinic or hospital required.
Roll percentile dice:
01-25% no cure
26-50% partial cure; disorder returns at times of crisis.
51-75% total cure
76-100% roll six-sided dice and add one new affective disorder.

Phobia
Roll percentile dice:
1-5% insects
6-10% reptiles
11-15% psionics
16-20% darknessslime/mold
21-25% heights
26-30% enclosure

31-35% water	66-70% strangers
36-40% robots	71-75% non-humans
41-45% computer	76-80% Mechanoids
46-50% contamination	81-85% opposite sex
51-55% flyers	86-90% same sex
56-60% space travel	91-95% open spaces
61-65% worms	96-100% all of above
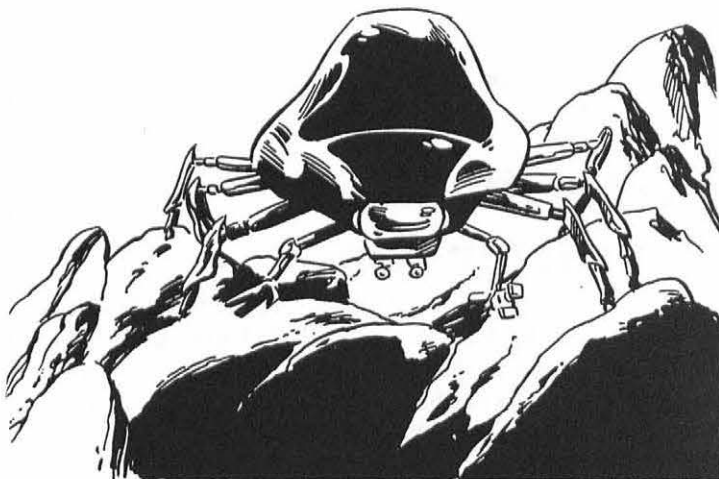
There is no cure for phobias, but prolonged or repeated exposure will lessen the intensity of the fear. That is of course, if the afflicted character doesn't totally break down first. If a prolonged or repeated exposure occurs, roll percentile dice:

1-50% Fear lessened so that person can function (although he/she still doesn't like the phobic object - ugh).

51-79% Fear is so intensified that the person will become completely paralyzed until the source of the fear is "removed, or the person is physically removed.

80-91% Add one new phobia (roll on Phobia Table).

92-100% Person breaks and goes into permanent catatonic state (can't move or perform any voluntary activity).

Mixture of Organic and Environmental causes (Classic Psychosis)
Roll a six-sided die

1 — Paranoid type: everyone is out to get you.

2 — Manic depressive: alternate severe depression one week (suicidal, nobody loves you) (-5% on all skills) with manic episodes the next week (everything is great and I'm the best that there ever was) (+5% on all skills).

3 — Schizophrenia: you are very passive and easily frightened. You hear voices telling you that all the angels are dead; worry about what angels are.

4 — Mindless aggression: roll percentile:

01-50% semi-functional; when frustrated, angry, or upset there is a 72% likelihood of going berserk and lashing out at anyone/everyone around you until killed or confined; will take 3-18 melee rounds of confinement to regain composure.

51-100% non-functional/homicidal; continually going berserk until confined or killed; have one lucid day a week and try to talk your way out of confinement.

5 — Hysterical blindness: when under pressure, sight is lost until the pressure is removed. 1-89% likelihood of happening - roll for each situation.

6 — Become a psychiatrist: you can attempt cures per the following table; try to cure everyone around (they're all sick, even if only you have the perspicacity to tell); be sure to demand stiff fees.

To Cure Classic Psychosis
A psychiatrist is needed. He/she rolls percentile dice after payment of fee:

01-33% No cure

34-66% Roll for Neurosis.

67-100% Full cure; patient is absurdly grateful and subservient to psychiatrist.

Occupational Character Class

Players must select one of the 9 Occupational Character Classes (O.C.C.). Each O.C.C. has an applied aptitude specialty, O.C.C. skills (these are basic skills inherent to that occupation and never vary) and a number of elective skills. Be certain to review all O.C.C.s and skill descriptions before making a selection. Each character is limited to the skills and elective of his/her O.C.C.

Skills

Skills indicate a specific area of study, knowledge and proficiency. As a character grows in experience, his/her knowledge and proficiency in a skill(s) also increase (see Skill Tables). The degree of skill one possesses is indicated by the percentage number which increases per level of experience.

The percentage numbers have the following meanings:

The first percentile number usually indicates the ratio of successfully performing that particular skill/ability. This is determined by the roll of Percentile dice. To successfully perform a skill, the player must roll under (or equal to) his/her success ratio. **Example:** a character with a Navigation skill of 30%, must roll a 1 - 30 to successfully navigate. A roll of 31 - 100 is an unsuccessful attempt. In most cases, a character can attempt to achieve a successful roll several times depending on circumstances and skill limitations.

The second percentile number usually indicates the same as it applies to unknown alien technology.

Not all skills have two percentile numbers (Locks has three; Pick Pockets and Prowl one; and Hand-to-Hand Combat and Martial Arts list specific abilities and bonuses). Nor do the numbers always indicate a success ratio (some are bonuses to hit, and so on). Read the specific skill definitions for exact meanings and skill descriptions.

O.C.C. Skill Bonuses

You will notice that while many of the same skills are available to the different O.C.C.s, some have a percentage number in parentheses, **Example:** Pilot O.C.C. Navigation skill (+20%). The percentage number in the parentheses is a bonus added to that particular skill. These bonuses are a result of training and/or aptitudes in that particular skill area. They apply to both basic O.C.C. skills and elective skills. If a skill does not have a bonus indicated, then there is no additional bonus and the player uses the skill as listed in the skills table.

Example:

	Navigation Skill (Standard)	Navigation Skill (+20% Pilot O.C.C. bonus)
1	30%/ 3%	50%/23%
2	36%/6%	56%/26%
3	44%/ 9%	64%/29%

And so on ...

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Skill Descriptions

Communication Repair: The individual is skilled in the knowledge of all types of communication devices (transmitters, receivers, sensors, etc.). The first percentile indicates the success ratio in locating a problem and repairing communication equipment. (Roll once every melee to locate problem and roll once every other melee to repair.) The second number indicates the percentage required to repair alien communication devices. (Roll once every 4 melee rounds.) Note: the Operation of Sensory and Communication Equipment is a separate skill (O.S.C.E.).

Computer Programming: This person is skilled in the use, operation, and programming of all types of computers. The first percentage number indicates the success ratio of creating a functioning program. It also indicates the percentage of being able to operate unfamiliar computers. The second percentile listing indicates the possibility of operating unfamiliar alien computer devices.

Computer Repair: This person is skilled in repairing electronic devices, relays, circuit boards and microchips as they apply to computers. He/she also possesses a basic knowledge in computer operation. The first percentile number indicates the success ratio for repairing computers (Roll once every melee round to locate the problem and once every other melee round to correct the problem). The second number indicates the possibility of repairing unfamiliar alien computers. (Roll every 4 melee rounds).

Electrical Engineering: This does *not* mean you are an electrical engineer, but that you have a basic knowledge in the use, operation, maintenance and repair of electrical equipment. The first percentile number indicates the ratio of successfully operating an electrical device (Roll twice every melee), or locating an electrical problem (Roll once every melee), or repair it (Roll once every six melee rounds.). The second number indicates the same in regard to alien electrical devices. Note: the aforementioned repair attempts per melee are only temporary repairs. Permanent repair time will depend upon the severity of the problem. G.M.'s, use discretion.

Environmental Battle Armor (E.B.A.): The person skilled in E.B.A has experience in the use of all E.B.A. as well as L.B.A. (Light Battle Armor) and vacuum suits. These individuals are familiar with the weight, limitations, and encumbrances of battle armor. **G.M. Note:** those NOT trained in E.B.A. move at 1/2 speed, prowl at -50%, and are -2 to dodge or parry. Persons trained in E.B.A. suffer no such limitations, except a -35% to Prowl.

Explosives: This individual has been trained to use, arm, and disarm all manners of explosives, short of missile devices. The first percentile indicates the success ratio of arming/using an explosive device. The second number indicates the successful disarming of an explosive device. **G.M. Note:** If the character is unsuccessful in arming an explosive device, the following possibilities will happen (without the character's knowledge).

Roll percentile:

1-20 Device is not armed
21-52 Device will explode in half the time set
53-74 Device will explode in twice the time set
75-85 Device will explode in 60 seconds
86-100 Explodes instantly

The possible results of unsuccessfully attempting to disarm an explosive device are as follows. Roll percentile:

1-28 No effect device still armed, try again
29-40 Device will explode in half the time set
41-50 Device will explode in 40 seconds
51-65 Device will explode in 20 seconds
66-100 Explodes instantly

These tables are used only if the character's rolls in his O.C.C. skill are unsuccessful.

Forgery: Individuals skilled in forgery are able to create false documents such as security passes, personal identification, bank notes, credit transfers, cargo transfers, and all manners of certificates and official documents. This skill includes the ability to forge signatures and a percentile bonus to recognize other forgeries. The first percentile number indicates the quality/success ratio of passing a fake document without detection. The second percentile number is the forgery perception bonus. Passing forged documents: when a character uses a fake/forged item, there is always a chance of the item being detected as a fake. The character (player or non-player) receiving a forged item must roll higher than the forger's skill. (**Example:** if a character with a forgery skill of 52% attempts to pass a fake document, the recipient of the document must roll 53% or higher to recognize it as a forgery.) Forgery Perception Bonus: as mentioned earlier, characters skilled in forgery have a bonus to recognize other forgeries. This bonus is a part of the character's forgery perception roll. (**Example:** if the character with a forgery skill of 52% attempts to pass a fake document to a character with a forgery perception bonus of 10%, the latter character must roll a 43% (+10% = 53%) to recognize the fake.)

G.M. Note: You should use your own discretion as to how long it actually takes a forger to create a false document, or even a signature. Of course, true samples (references) of the document to be forged are needed before a forgery can be created. Simple forgeries may take as little as 5 or 6 hours, while complicated ones might take as long as 2 or 3 weeks.

Gunnery: This skill specifically applies to large sophisticated weapons mounted in spacecraft and vehicles. This skill in no way applies to any hand-held weapon. Likewise, no hand-held weapon proficiencies and their bonuses apply to the use of large ship or vehicle weapons, which require gunnery skills. The first percentile number indicates the ratio of successfully recognizing and using these types of weapons. The second listing indicates skill bonuses to hit.

Hand-to-Hand Combat: These individuals are trained in the art of self-defense. Training includes dodging, parrying, rudimentary boxing, developing speed, critical strike areas and a rudimentary skill in the use of blunt and blade weapons (such as knives, swords, clubs, staves, etc.). Note: these skills and bonuses apply ONLY to hand-to-hand confrontations, and are not applicable to other Weapon Proficiencies.

Bonuses: +1 to hit with Blunt and Blade Weapons. This is in addition to W.P. and other Hand-to-Hand bonuses.

Light Battle Armor (L.B.A.): Persons skilled in L.B.A. have experience in the use of all L.B.A. as well as vacuum suits. These individuals are familiar with the weight, limitations and encumbrance of light battle armor. **G.M. Note:** those NOT trained in L.B.A. move at 3/4 normal

speed, Prowl at -30%, and are -1 to dodge or parry. Persons trained in L.B.A. suffer no limitations, including Prowl.

Locks: This is a mechanical skill in the use, repair, and picking of all types of key, tumbler, and electric lock devices. The first percentile indicates the success ratio of repair log key and tumbler type locks; the second electronic lock devices; the third is the success ratio of picking either type of lock. **G.M. Note:** a character can roll once every second melee round to repair a key or tumbler type lock, and once every fifth melee round to repair an electronic locking device Lock Picking: can roll twice every melee to pick key or tumbler type locks. and once every second melee to open an electric lock. May attempt to open or repair a lock as often as time allows.

Martial Arts: Similar to Hand-to-Hand Combat, these individuals are trained in the fine art of self-defense. Trained in the same general areas as Hand-to-Hand Combat (including speed and use of blunt and blade weapons), the focus of this training is to hone the body into a sleek, powerful fighting machine able to deal out death with its bare hands.

Mechanical Engineering: This does *not* mean you are a mechanical engineer, but that you have a basic knowledge in the use, operation, maintenance and repair of mechanical devices. The first percentile number indicates the ratio of successfully operating a mechanical device (can roll twice per melee), or locating a mechanical problem (Roll once every melee), or repairing a mechanical problem once identified (Roll once every 5 melee rounds). The second number indicates the same as it applies to unfamiliar alien mechanisms.

Medical: This is a general knowledge of medical arts and sciences (anatomy, biology) as they apply to the preservation of life. Specific training includes Minor Surgery, Instrumentation, Radiology, Diagnostics, and Pharmaceuticals. The first percentile is the ratio of correctly diagnosing the illness or problem, the second is the success ratio of preserving/saving life, and executing proper treatment.

Navigation: This person is trained in plotting interplanetary and intergalactic courses for all types of spacecraft. Knowledge includes rudimentary astrophysics, teleportation and warp drive systems, spacecraft design, and mathematics. The first percentile number indicates the ratio of successfully directing/ navigating a vessel through space. The second number indicates the same as it applies to unfamiliar alien vessels and star systems.

Navigational Errors: the following chart offers some possible mishaps due to faulty navigation. Roll percentile:

1-12 1000 light years off course
13-24 100 light years off course
25-46 Crash course (4 melees to correct before impact)
47-59 Crash into another vessel
60-70 Wrong solar system
71-80 wrong galaxy
81-90 Run into asteroid belt
91-96 Faulty warp (8 melees to warp burn unless corrected)
97-100 Warp burn, **G.M. Note:** when a navigational error has been discovered or a course change desired. the Navigator can roll once every other melee to effect a successful correction.

Operate Sensory and Communication Equipment (O.S.C.E.): Individuals with this training can operate and understand basic sensory (like radar) and communication devices. The first percentile number indicates the success ratio of accurately reading or operating the device. The second number indicates the same in regards to unfamiliar "alien" devices.

Pick Pocket: Individuals with this skill are able to remove items from a person's body without the victim being aware of it. If an attempt is unsuccessful, the pick pocket has not removed the desired item and there is a 67% chance of the victim recognizing the intent of this action.

Pilot Air Vehicle (P.A.V.): This individual is skilled in the piloting, use, operation, and maintenance of all air vehicles (including hover vehicles, jets, and conventional air craft). The first percentile number indicates the degree of knowledge and ability to successfully operate, maneuver, and perform difficult stunts with air vehicles. The second number indicates the same as it applies to unfamiliar alien air vehicles.

Pilot Ground Vehicle (P.G.V.): This skill is identical to P.A.V., except it applies only to ground vehicles.

Pilot Space Vehicle (P.Sp.V.): This skill is identical to P.A.V., except it applies only to vehicles capable of traversing space, including shuttle craft, cargo, cruiser, and fighter vessels.

Pilot Water Vehicle (P.W.V.): This skill is identical to P.A.V., except it applies only to water vehicles (ships, boats, hydro-foils, and submersibles).

Prowl: This is the ability to move stealthily without sound (or as little as possible) and without being seen (hiding in shadows, behind objects, etc.). An unsuccessful prowl means that the character has been spotted or heard. A prowl can not be attempted if that person's presence is already known. However, if there is a distraction, the character can attempt a Prowl and slip silently away.

Recharge Energy Clips: This skill enables the individual to understand, use, and recharge energy clips (E-clips). An A.A.S. of energy storage usually helps in this area of study. The first percentile number indicates the success ratio of recharging an energy clip (E-clip). The second indicates the same except as it applies to unfamiliar alien technology. **G.M. Note:** the following table offers possible mishaps in unsuccessful recharging. Roll percentile:

1-34 No effect
35-59 Total energy drain of any remaining energy
60-79 Recharges only half
80-91 Radiation leak (does 1-6 damage per hour of exposure)
92-100 E-clip explodes doing maximum damage of entire clip

Repair Air Vehicle (R.A.V.): This individual is skilled in repairing all types air vehicles (from engine to body). The first percentile number indicates the success ratio of first locating the problem (Roll once every melee till the problem is located), and then repairing the problem (Roll once every 4 melees to temporarily repair. Permanent repairs will take time depending upon severity. G.M.'s use your discretion) Note: unless the character has an electrical engineering skill he/she may be able to identify an electrical problem but *not* be able to repair it. The second number indicates the same as it applies to unfamiliar alien technology.

Repair Ground Vehicle (R.G.V.): This skill is identical to repair air vehicle (R.A.V.), except applies only to ground vehicles.

Repair Space Vehicle (R.Sp.V.): This skill is identical to repair air vehicle (R.A.V.), except a it applies only to space vehicles.

Repair Water Vehicle (R.W.V.) This skill is identical to R.A.V., except it applies only to water vehicles.

Robotics: This individual has an understanding of the use, operation, weaknesses, and maintenance of robots. The first percentile number indicates the success ratio of properly doing or recognizing the above. The second number indicates the same as it applies to unfamiliar alien technology. Note: people with this skill can not actually repair robots, although they can certainly help design or analyze them. To repair robots (at least in part), the character must have an Applied Aptitude Specialty (A.A.S.) Of either Armor and Vehicles, or Energy Storage and Sensory Equipment, or both. The A.A.S.s are usually elements of electrical engineers, mechanical engineers, and field scientist occupational character classes.

Warp Drive: Warp drive systems are delicate devices and require a specific understanding of their internal and conceptional workings to operate properly. The first percentage number indicates the ratio of successfully operating common warp drives (this includes teleportation devices as well). The second number indicates the percentage chance of successfully operating unfamiliar, alien warp drive systems.

Unsuccessful Warp Table
1-38 1000 light years off course
39-68 Wrong planet, no idea of location
69-92 Faulty warp (Warp Burn imminent, within 10 melees, unless corrected)
93-100 Warp Burn (all destroyed)

The above table is used only if the Warp Drive Pilot fails to complete a successful warp. It is possible that a Navigator can also correct a faulty warp.

Warp Burn: A warp burn is the result of a critical warp miscalculation causing the vessel to burn up (total disintegration) in a matter of seconds. There Is no savings throw from a Warp Burn; the vessel simply seems to wink out.

Important Note: because of the complicated nature of study, Warp Drive counts as two electives. Warp repair requires both electrical engineering and mechanical engineering skills.

Weapon Proficiency (W.P.): A person trained with a particular type of weapon gains a certain degree of skill marksmanship and understanding of that weapon type.

The percentile number indicates the ratio of successfully understanding and using any weapon of that type, including unfamiliar alien weapons of a similar nature. The second listing indicates special bonuses to strike/hit, etc., as a result of being proficient with that weapon.

Note: explosives is a specific skill listed earlier. Tank and ship weapons require the Gunnery skill listed earlier.

There are six Weapon Proficiency categories:
Blunt (club, mace, stave)
Automatic Weapons (pistols, submachineguns, etc.)
Energy Handguns (energy pistols)
Light Energy (laser, ion, etc., rifle)
Heavy Energy (plasma, particle beam, etc.)

Weapon Repair: This is a mechanical skill dealing with the construction, maintenance, and repair of the mechanical aspects of weapons (excluding energy aspects which is an electrical engineer or field scientist skill). An applied aptitude specialty in weapons is helpful and required for development (or modification) of new weapons. Remember, this applies only to mechanical operation not energy aspects. Weapon repair includes all weapon types. The first percentile number indicates the success ratio of identifying and locating the problem (Roll once every melee) and successfully effecting repairs (Roll once every 6 melee rounds). The second number indicates the same as it applies to unfamiliar alien weapons.
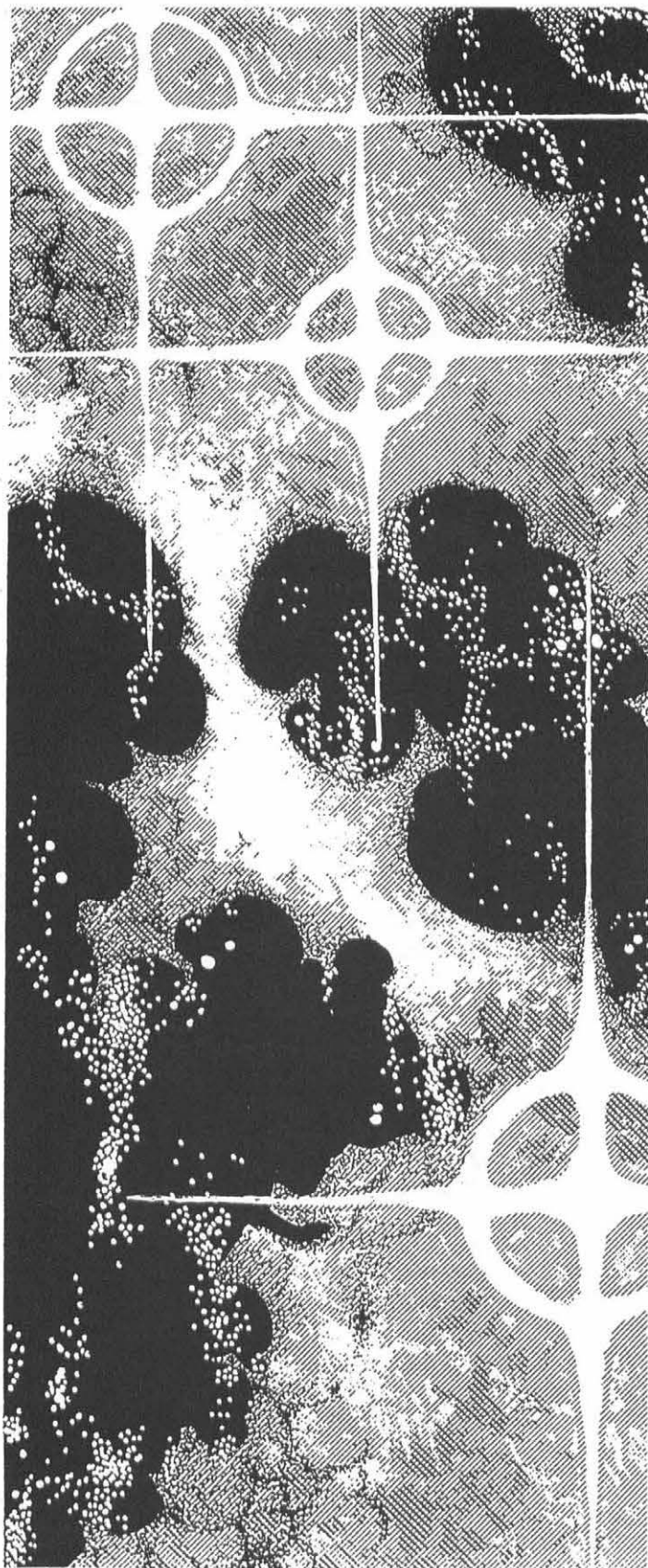
Level	Computer Programming
1	30%/7%
2	38%/10%
3	46%/15%
4	52%/20%
5	60%/25%
6	68%/30%
7	76%/35%
8	82%/40%
9	90%/45%
10	92%/50%
11	93%/55%
12	94%/60%
13	95%/65%
14	96%/70%
15	97%/75%

Level	Computer Repair
1	32%/4%
2	40%/8%
3	48%/12%
4	56%/16%
5	64%/20%
6	72%/24%
7	80%/28%
8	88%/32%
9	92%/36%
10	93%/40%
11	94%/44%
12	95%/48%
13	96%/52%
14	97%/56%
15	98%/60%

Level	Communication Repair
1	40%/ 12%
2	46%/15%
3	52%/20%
4	58%/25%
5	64%/30%
6	70%/35%
7	76%/40%
8	82%/45%
9	88%/50%
10	92%/55%
11	94%/60%
12	95%/65%
13	96%/70%
14	97%/75%
15	98%/80%

Level	Electrical Engineering
1	35%/5%
2	40%/10%
3	45%/15%
4	50%/20%
5	55%/25%
6	60%/30%

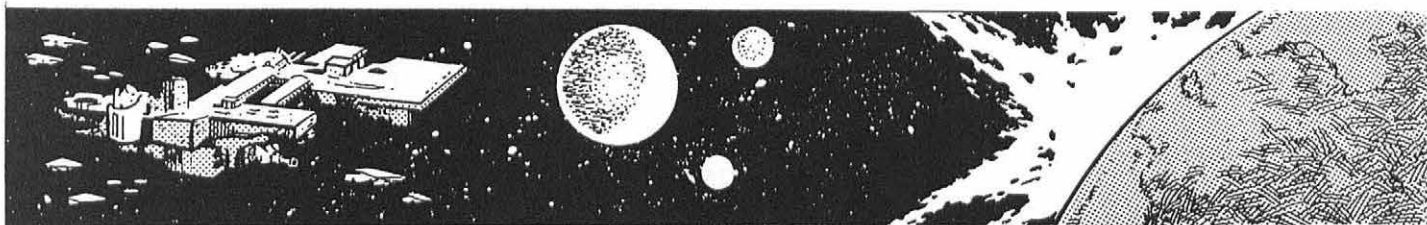| Level	(Electrical Engineering cont.)
7	65%/35%
8	70%/40%
9	75%/45%
10	80%/50%
11	85%/55%
12	90%/60%
13	95%/65%
14	96%/70%
15	97%/75%

Level	Explosives
1	52% /40%
2	58%/46%
3	64%/50%
4	70%/56%
5	76%/62%
6	82%/68%
7	88%/74%
8	90%/80%
9	92%/86%
10	93%/92%
11	94%/93%
12	95%/94%
13	96%/95%
14	97%/96%
15	98%/97%

Level	Forgery
1	28%/3%
2	36%/6%
3	44%/10%
4	52%/15%
5	60%/20%
6	68%/25%
7	76%/30%
8	84%/35%
9	88%/40%
10	90%/45%
11	92%/50%
12	93%/55%
13	94%/60%
14	95%/65%
15	96%/70%

Level	Gunnery
1	40%/0
2	48%/+1
3	56%/0
4	64%/+2
5	72%/0
6	80%/+3
7	88%/0
8	90%/+4
9	92%/0
10	93%/0
11	94%/0
12	95%/+5
13	96%/0
14	97%/0
15	98%/+6

Level	Locks
1	30%/20%/15%
2	40%/30%/25%
3	50%/40%/30%
4	60%/50%/35%
5	68%/60%/40%
6	76%/65%/45%
7	84%/70%/50%
8	90%/75%/55%
9	92%/80%/60%
10	94%/85%/65%
11	95%/90%/70%
12	96%/94%/75%
13	97%/96%/80%
14	98%/97%/85%
15	99%/98%/90%

Level	Hand to Hand Combat
1	+1 to damage
2	2 attacks per melee
3	+2 to dodge/parry
4	+2 to damage
5	3 attacks per melee
6	+3 to damage
7	Critical Strike 18-20*
8	+4 to damage
9	Kick attack (l-6 damage)
10	4 attacks per melee
11	Stuns on 18-20**
12	+5 to damage
13	+4 to dodge/parry
14	+2 to hit
15	5 attacks per melee

*Critical Strike on a roll of 18-19-20 does double damage. **Stun on a roll of 18-19-20 stuns/incapacitates foe for l-6 melee rounds.

Level	Martial Arts
1	+3 to dodge/parry
2	2 attacks per melee
3	Kick Attack (2-12 damage)
4	+2 to damage
5	3 attacks per melee
6	Critical Strike on 17-20*
7	+4 to damage
8	Stuns on 17-20**
9	4 attacks per melee
10	Death Blow (natural 20)***
11	+5 to dodge/parry
12	Double damage from behind
13	+3 to hit
14	5 attacks per melee
15	+6 to damage

*Critical Strike on a roll of 17-18-19-20 does double damage. **Stun on a roll of 17-18-19-20 stuns/incapacitates foe for 1-6 melee rounds. ***The Death Blow occurs only on a

roll of a natural 20 (not a 20 attained by bonuses to hit) and is effective against foes in armor under A.R. 9.

Level	Mechanical Engineering
1	28%/6%
2	36%/12%
3	44%/18%
4	52%/24%
5	60%/30%
6	68%/36%
7	76%/40%
8	84%/46%
9	88%/50%
10	90%/56%
11	92%/70%
12	94%/76%
13	95%/80%
14	96%/84%
15	97%/88%

Level	Medical
1	28%/32%
2	36%/40%
3	44%/48%
4	52%/56%
5	60%/64%
6	68%/72%
7	76%/80%
8	84%/88%
9	88%/90%
10	90%/92%
11	92%/94%
12	94%/95%
13	95%/96%
14	96%/97%
15	97%/98%

Level	Navigation
1	30%/3%.
2	36%/6%
3	44%/9%
4	52%/12%
5	60%/15%
6	68%/18%
7	76%/21%
8	84%/24%
9	90%/27%
10	94%/30%
11	96%/33%
12	97%/36%
13	98%/39%
14	99%/42%
15	99%/45%

Level	O.S.C.E
1	50%/5%
2	58%/10%
3	66%/15%
4	74%/20%
5	82%/25%
6	90%/30%
7	92%/35%
8	94%/40%
9	96%/45%
10	98%/50%
11	99%/55%
12	99%/60%
13	99%/65%
14	99%/70%
15	99%/75%

Level	Pick Pocket
1	20%
2	25%
3	30%
4	35%
5	40%
6	45%
7	50%
8	55%
9	60%
10	65%
11	70%
12	75%
13	80%
14	85%
15	90%

Level	P.A.V.
1	32%/3%
2	40%/6%
3	48%/9%
4	56%/12%
5	64%/15%
6	72%/18%
7	80%/21%
8	88%/24%
9	90%/27%
10	92%/30%
11	94%/33%
12	95%/36%
13	96%/39%
14	97%/42%
15	98%/45%

Level	P.G.V.
1	50%/5%
2	60%/10%
3	70%/15%
4	80%/20%
5	90%/25%
6	95%/30%
7	96%/35%
8	97%/40%

9	98%/45%
10	99%/50%
11	99%/55%
12	99%/60%
13	99%/65%
14	99%/70%
15	99%/75%

Level	P.Sp.V.
1	28%/2%
2	36%/4%
3	44%/6%
4	52%/8%
5	60%/10%
6	68%/12%
7	76%/14%
8	84%/16%
9	88%/18%
10	90%/20%
11	92%/22%
12	93%/24%
13	94%/26%
14	95%/28%
15	96%/30%

Level	P.W.V.
1	36%/3%
2	44%/6%
3	52%/9%
4	60%/12%
5	68%/15%
6	76%/18%
7	84%/21%
8	88%/24%
9	90%/27%
10	92%/30%
11	94%/33%
12	96%/36%
13	97%/39%
14	98%/42%
15	99%/45%

Level	**Prowl
1	32%
2	40%
3	48%
4	56%
5	64%
6	72%
7	80%
8	88%
9	92%
10	94%
11	95%
12	96%
13	97%
14	98%
15	99%

**Prowl: For armor limitations, see L.B.A. and E.B.A. skill descriptions.

Level	Recharge Energy Clip	Level	R.Sp.V.	Level	Weapon Repair
1	47%/2%	1	16%/ 1%	1	42%/1%
2	52%/4%	2	24%/2%	2	47%/2%
3	57%/6%	3	32%/3%	3	52%/4%
4	62%/8%	4	40%/4%	4	57%/6%
5	67%/10%	5	48%/5%	5	62%/8%
6	72%/12%	6	56%/6%	6	67%/10%
7	77%/14%	7	64%/8%	7	72%/12%
8	82%/16%	8	72%/10%	8	77%/14%
9	87%/18%	9	80%/12%	9	82%/16%
10	92%/20%	10	88%/14%	10	87%/18%
11	93%/22%	11	90%/16%	11	92%/20%
12	94%/24%	12	92%/18%	12	93%/22%
13	95%/26%	13	94%/20%	13	94%/24%
14	96%/28%	14	96%/22%	14	95%/26%
15	97%/30%	15	97%/24%	15	96%/28%

Level	R.A.V.	Level	R.W.V.	Level	Warp Drive
1	28%/4%	1	30%/2%	1	32%/1%
2	36%/8%	2	38%/4%	2	40%/2%
3	44%/12%	3	46%/6%	3	48%/3%
4	52%/16%	4	54%/18%	4	56%/4%
5	60%/20%	5	62%/10%	5	64%/5%
6	68%/24%	6	70%/12%	6	72%/6%
7	76%/28%	7	78%/14%	7	80%/7%
8	84%/32%	8	86%/16%	8	88%/8%
9	90%/36%	9	88%/18%	9	92%/10%
10	92%/40%	10	90%/20%	10	94%/13%
11	94%/44%	11	92%/22%	11	96%/14%
12	96%/48%	12	94%/24%	12	97%/16%
13	97%/52%	13	95%/26%	13	98%/18%
14	98%/56%	14	96%/28%	14	99%/20%
15	99%/60%	15	97%/30%	15	99%/22%

Level	R.G.V.	Level	Robotics	Level	W.P. Blade
1	32%/ 4%	1	27%/1%	1	40%/+1 to parry
2	40%/8%	2	34%/2%	2	45%/+1 to hit
3	48%/12%	3	41%/3%	3	50%/+1 to hit/throw
4	56%/16%	4	48%/4%	4	55%/+2 to parry
5	64%/20%	5	55%/6%	5	60%/+2 to hit
6	72%/24%	6	62%/8%	6	65%/+2 to hit/throw
7	80%/28%	7	69%/10%	7	70%/+3 to parry
8	88%/32%	8	76%/12%	8	75%/+3 to hit
9	92%/36%	9	83%/14%	9	80%/+3 to hit/throw
10	94%/40%	10	90%/16%	10	85%/+4 to parry
11	95%/44%	11	91%/18%	11	90%/+4 to hit
12	96%/48%	12	92%/20%	12	92%/+5 to parry
13	97%/52%	13	93%/22%	13	94%/+4 to hit/throw
14	98%/56%	14	94%/24%	14	96%/+6 to parry
15	99%/60%	15	95%/26%	15	98%/+5 to hit

Level	W.P. Blunt		Level	W.P. Light Energy
1	40%/+1 to parry		1	30%/ —
2	45%/+1 to hit		2	36%/+1 to hit
3	50%/+2 to parry		3	42%/ —
4	55%/+1 to hit/throw		4	48%/+2 to hit
5	60%/+3 to parry		5	54%/ —
6	65%/+2 to hit		6	60%/+3 to hit
7	70%/+2 to hit/throw		7	66%/ —
8	75%/+4 to parry		8	72%/ —
9	80%/+3 to hit		9	78%/+4 to hit
10	85%/+3 to hit/throw		10	84%/ —
11	90%/+5 to parry		11	90%/+5 to hit
12	92%/+4 to hit		12	92%/ —
13	94%/+4 to hit/throw		13	94%/+6 to hit
14	96%/+6 to parry		14	96%/ —
15	98%/+7 to parry		15	97%/+7 to hit

Level	W.P. Handguns (energy)		Level	W.P. Heavy Energy
1	37%/+1 to hit		1	30%/ —
2	42%/ —		2	35%/+1 to hit
3	47%/+2 to hit		3	40%/ —
4	52%/ —		4	45%/+2 to hit
5	57%/+3 to hit		5	50%/ —
6	62%/ —		6	55%/ —
7	67%/+4 to hit		7	60%/+3 to hit
8	72%/ —		8	65%/ —
9	77%/+5 to hit		9	70%/ —
10	82%/ —		10	75%/+4 to hit
11	87%/ —		11	80%/ —
12	92%/+6 to hit		12	85%/ —
13	94%/ —		13	90%/+5 to hit
14	96%/ —		14	92%/ —
15	98%/+7 to hit		15	94%/+6 to hit

Level	W.P. Automatic
1	40%/ —
2	46%/+1 to hit
3	52%/ —
4	58%/+2 to hit
5	64%/ —
6	70%/+3 to hit
7	76%/ —
8	82%/ —
9	88%/+4 to hit
10	90%/ —
11	92%/ —
12	94%/+5 to hit
13	96%/ —
14	98% / —
15	99%/+6 to hit

Occupational Character Classes (O.C.C.s) Skills and Requirements

Electrical Engineer O.C.C.

Attribute Requirement: Minimum I.Q. 9

Applied Aptitude Specialties: Weapons, Energy Storage, and Sensory Equipment

O.C.C. Skills: Electrical Engineering (+15%)

O.S.C.E. (+6%)

Computer Program /40% (+15%)

Electives: Choose 8 at level 1, 2 at level 3, 2 at level 8 and 2 at level 12.

Computer Repair (+15%)

Communication Repair (+10%)

Recharge Energy Clips (+5%)

Robotics (energy storage and sensory areas only)(+10%)

Navigation		Levels of Experience
P.G.V. (+10%)		Electrical Engineer
P.A.V. (+5%)	1	0-2,200
P.Sp.V. (+5%)	2	2,201-4,400
Mechanical Engineering	3	4,401-8,800
Hand-to-Hand Combat	4	8,801-14,500
Martial Arts	5	14,501-22,500
W.P. Blade	6	22,501-32,500
W.P. Blunt	7	32,501-47,500
W.P. Automatic	8	47,501-67,500
W.P. Handgun (energy)	9	67,501-95,000
W.P. Light Energy (+5%)	10	95,001-125,000
Medical	11	125,001-165,000
	12	165,001-205,000
	13	205,001-255,000
	14	255,001-310,000
	15	310,001-375,000

Gunnery (+5%)		Levels of Experience
Mechanical Engineering		Pilot
Electrical Engineering	1	0-2,400
Computer Programming	2	2,401-4,800
Hand to Hand Combat	3	4,801-9,600
Martial Arts	4	9,601-18,000
W.P. Blade	5	18,001-24,000
W.P. Blunt	6	24,001-34,000
W.P. Automatic	7	34,001-49,000
W.P. Handgun (energy)	8	49,001-69,000
W.P. Light Energy	9	69,001-94,000
W.P. Heavy Energy	10	94,001-126,000
Medical	11	126,001-166,000
L.B.A.	12	166,001-206,000
	13	206,001-256,000
	14	256,001-316,000
	15	316,001-396,000

Mechanical Engineer O.C.C.

Attribute Requirement: Minimum I.Q. 8
Applied Aptitude Specialties: Armor, Vehicle, and Weapons
O.C.C. Skills: Mechanical Engineering (+15%)

O.S.C.E. (+6%)

Electives: Choose 9 at level 1, 2 at level 3, 2 at level 8 and 2 at level 12.

Weapon Repair
Computer Programming
Electrical Engineering
Robotics (armor and vehicle areas only)(+8%)
Locks (+10%)
P.G.V. (+10%)
P.A.V. (+10%)
R.G.V. (+20%)
R.A.V. (+(+10%)
R.Sp.V. (+10%)
R.W.V. (+10%)
Hand-to-Hand Combat
Martial Arts
W.P. Blade
W.P. Blunt
W.P. Automatic (+5%)
W.P. Handgun (energy)
W.P. Light Energy
Medical

Levels of Experience	
Mechanical Engineer	
1	0-1,900
2	1,901-3,800
3	3,801-7,600
4	7,601-12,600
5	12,601-20,000
6	20,001-30,000
7	30,001-45,000
8	45,001-65,000
9	65,001-90,000
10	90,001-120,000
11	120,001-160,000
12	160,001-200,000
13	200,001-250,000
14	250,001-300,000
15	300,001-360,000

Pilot O.C.C.

Attribute Requirement: Minimum I.Q. 9, M. E. 10
Applied Aptitude Specialties: Vehicle, and Sensory
O.C.C. Skills: Navigation (+20%), O.S.C.E. (+8%)
Electives: Choose 8 at level 1, 2 at level 3, 2 at level 8 and 2 at level 12.
P.G.V. (+15%)
P.A.V. (+15%)
P.Sp.V. (+15%)
P.W.V. (+10%)
Warp Drive (+15%)

Field Scientist O.C.C.

Attribute Requirement: Minimum I.Q. 12, M. E. 8
Applied Aptitude Specialties: Armor, Vehicle, Energy Storage, Weapons, Sensory Equipment, and Theoretical Knowledge
O.C.C. Skills: Electrical Engineering (+10%)

O.S.C.E. (+10%)

Computer Programming (+10%)

Electives: Choose 8 at level 1, 2 at level 3, 2 at level 8 and 2 at level 12.

P.G.V. (+5%)
P.A.V.
P.Sp.V. (+5%)
P.W.V.
Computer Repair (+5%)
Mechanical Engineering (+5%)
Robotics (all areas)(+5%)
Warp Drive (+10%)
Explosives (+5%)
Hand to Hand Combat
W.P. Blade
W.P. Blunt
W.P. Automatic
W.P. Handgun (energy)
W.P. Light Energy
W.P. Heavy Energy
Medical
L.B.A.

Levels of Experience	
Field Scientist	
1	0-2,500
2	2,501-5,000
3	5,001-10,000
4	10,001-20,000
5	20,001-30,000
6	30,001-40,000
7	40,001-54,000
8	54,001-75,000
9	75,001-100,000
10	100,001-134,000
11	134,001-175,000
12	175,000-225,000
13	225,001-275,000
14	275,001-350,000
15	350,001-425,000

Light Assault Trooper O.C.C.

Attribute Requirement: Minimum P.S. 7
Applied Aptitude Specialty: Weapons
O.C.C. Skills: Prowl /40%

O.S.C.E. (+6%)

Electives: Choose 8 at level 1, 2 at level 3, 2 at level 8, and 2 at level 12.
P.G.V. (+5%)
P.A.V. (+8%)
P.Sp.V.
Martial Arts
Gunnery (+5%)

Explosives (+10%)
W.P. Blade (+10%)
W.P. Blunt (+5%)
W.P. Automatic (+5%)
V. P. Handgun (energy) (+7%)
W.P. Light Energy (+7%)
W.P. Heavy Energy (+5%)
Navigation (+5%)
Mechanical Engineering
Electrical Engineering
Medical
Pick Pocket
L.B.A.
E.B.A.

Levels of Experience Light Assault Trooper	
1	0-2100
2	2,101-4,200
3	4,201-8,400
4	8,401-15,000
5	15,001-23,000
6	23,001-33,000
7	33,001-48,000
8	48,001-68,000
9	68,001-93,000
10	93,001-125,000
11	125,001-168,000
12	168,001-218,000
13	218,001-268,000
14	268,001-318,000
15	318,001-380,000

Heavy Assault Trooper O.C.C.
Attribute Requirement: Minimum I.Q. 6, P.S. 10
Applied Aptitude Specialty: Weapons
O.C.C. Skills: Explosives (+15%)
Electives: Choose 8 at level 1, 2 at level 3, 2 at level 8, and 2 at level 12.
P.G.V. (+5%)
P.A.V. (+5%)
P.Sp.V. (+5%)
Gunnery (+10%)
Martial Arts
W.P. Blade (+5%)
W.P. Blunt (+5%)
W.P. Automatic (+7%)
W.P. Handgun (energy)(+7%)
W.P. Light Energy (+7%)
W.P. Heavy Energy (+10%)
Mechanical Engineering
Prowl
Medical
E.B.A.

Levels of Experience Heavy Assault Trooper	
1	0-2,300
2	2,301-4,600
3	4,601-9,200
4	9,201-16,500
5	16,501-24,500
6	24,501-34,500
7	34,501-49,500
8	49,501-69,500
9	69,501-94,500
10	94,501-126,500
11	126,501-170,000
12	170,001-220,000
13	220,001-270,000
14	270,001-320,000
15	320,001-390,000

Scavenger (Seeker) O.C.C.
Attribute Requirement: Minimum I.Q. 9
Applied Aptitude Specialties: Sensory Equipment and Weapons
O.C.C. Skills: Forgery (+18%)
Prowl (+10%)
Electives: Choose 8 at level 1, 2 at level 3, 2 at level 8, and 2 at level 12.
Pick Pockets (+5%)
Computer Programming (+5%)
Electrical Engineering
Mechanical Engineering
O.S.C.E. (+5%)
Navigation (+5%)
P.G.V.
P.A.V.
P.Sp.V.

P.W.V.
W.P. Blade (+5%)
W.P. Blunt
W.P. Automatic
W.P. Handgun (energy)(+5%)
W.P. Light Energy (+5%)
Warp Drive
L.B.A.
Medical (+5%)
Hand-to-Hand Combat
Martial Arts
Explosives (+5%)

Levels of Experience Scavenger (Seeker)	
1	0-2,200
2	2,201-4,400
3	4,401-8,800
4	8,801-15,000
5	15,001-23,000
6	23,001-33,000
7	33,001-48,000
8	48,001-68,000
9	68,001-93,000
10	93,001-123,000
11	123,001-163,000
12	163,001-205,000
13	205,001-255,000
14	255,001-310,000
15	310,001-370,000

Scavenger (Thief) O.C.C.
Attribute Requirements: Minimum P.P. 9
Applied Aptitude Specialty: Weapons
O.C.C. Skill: Pick Pocket (+15%)
Locks (+15%)
Electives: Choose 8 at level 1, 2 at level 3, 2 at level 8, and 2 at level 12.
Forgery (+8%)
O.S.C.E.
P.G.V.
P.A.V.
P.Sp.V.
P.W.V.
W.P. Blade (+5%)
W.P. Blunt
W.P. Automatic (+5%)
W.P. Handgun (energy)(+5%)
W.P. Light Energy (+7%)
W.P. Heavy Energy
Prowl (+10%)
Explosives
L.B.A.
E.B.A.
Gunnery
Martial Arts

Level of Experience Scavenger (Thief)	
1	0-2,000
2	2,001-4,000
3	4,001-8,000
4	8,001-14,000
5	14,001-22,000
6	22,001-32,000
7	32,001-47,000
8	47,001-67,000
9	67,001-92,000
10	92,001-122,000
11	122,001-162,000
12	162,001-205,000
13	205,001-255,000
14	255,001-310,000
15	310,001-370,000

Experience Points
The experience point explanation and tables can be found on the first book **The Mechanoid Invasion.**

A few words About Scavengers
Scavengers are a mercenary/black market character class. They tend to be the criminal element in the game. Consequently, their basic O.C.C. skills deal with forgery, theft and murder. Their elective skills are varied and reflect the orientation of the particular Scavenger O.C.C. (Seeker, Thief, or Assassin). The Scavenger Seeker can be of any alignment, while the Scavenger Thief and Assassin are selfish and evil.

Scavenger (Assassin) O.C.C.

Attribute Requirement: I.Q. 9, P.P. 14
Applied Aptitude Specialties: Armor and Weapons
O.C.C. Skills: Martial Arts

Prowl (+5%)

Electives: Choose 8 at level 1, 2 at level 3, 2 at level 8 and 2 at level 12 .

Pick Pockets
Forgery (+5%)
P.G.V.
P.A.V.
P.Sp.V.
W.P. Blade (+10%)
W.P. Blunt (+7%)
W.P. Automatic (+7%)
W.P. Handgun (energy)(+7%)
W.P. Light Energy (+10%)
W.P. Heavy Energy
Explosives (+10%)
Navigation
Gunnery (+5%)
Computer Programming
L.B.A.
E.B.A.
O.S.C.E.

Levels of Experience Scavenger (Assassin)	
1	0 -2,700
2	2,701-5,400
3	5,401-10,800
4	10,801-22,000
5	22,001-34,000
6	34,001-48,000
7	48,001-58,000
8	58,001-80,000
9	80,001-110,000
10	110,001-145,000
11	145,001-185,000
12	185,001-240,000
13	240,001-290,000
14	290,001-365,000
15	365,001-450,000

The Slaver O.C.C. — Optional

Slavers are basically Scavengers who deal in the buying, selling and kidnapping of living creatures. They are generally thought to be the scum of the universe. The Nigelian Confederacy hates and despises slave traders and will not tolerate this illegal activity anywhere in its jurisdiction; not even from the Brotherhood. Nigelian Confederacy mercenaries (and martial authorities) are infamous for their mistreatment of Slavers (very few Slavers live to go to trial when captured or imprisoned by the Confederacy).

Attribute Requirement: I.Q. 8, P.S. 12
Applied Aptitude Specialties: Vehicles and Weapons
O. C.C. Skills: Forgery (+10%)

Navigation (+8%)

Electives: Choose 8 at level 1, 2 at level 3, 2 at level 8, and 2 at level 12.

Pick Pockets (+5%)
Computer Programming (+5%)
Electrical Engineering
Mechanical Engineering
O.S.C.E. (+5%)
Navigation (+5%)
P.G.V.
P.A.V.
P.Sp.V.
P.W.V.
W.P. Blade (+6%)
W.P. Blunt (+6%)
W.P. Automatic (+6%)
W.P. Handgun (energy)(+6%)
W.P. Light Energy (+6%)
W.P. Heavy Energy (+6%)

Warp Drive
L.B.A.
Medical (+5%)
Hand-to-Hand Combat
Marital Arts
Explosives (+5%)
Of course, any of the other O.C.C.s may work for, or with Slavers.
Experience Table: Use the Scavenger: Thief table.

Pirates — Optional

Pirates, again, are basically Scavengers that specialize in the assault and capture of space vehicles, stealing the cargo (and often selling prisoners to Slavers).

Attribute Requirement: I.Q. 9, P.P. 9
Applied Aptitude Specialties: Vehicle and Weapons
O.C.C. Skills: Navigation

O.S.C.E. (+10%)
P.Sp.V. (+15%)

Electives: Choose 8 at level 1, 2 at level 3, 2 at level 8 and 2 at level 12.

Pick Pockets
Forgery (+5%)
P.A.V.
P.Sp.V.
P.W.V.
W.P. Blade (+10%)
W.P. Blunt (+7%)
W.P. Automatic (+7%)
W.P. Handgun (energy)(+10%)
W.P. Light Energy (+10%)
W.P. Heavy Energy (+10%)
Explosives (+10%)
Navigation
Gunnery (+5%)
Computer Programming
L.B.A.
E.B.A.
O.S.C.E.
Hand-to-Hand Combat
Experience Table: Use the Scavenger: Seeker table.

Applied Aptitude Specialties (A.A.S.)

Each O.C.C. has at least one of the six Applied Aptitude Specialties (A.A.S.). The A.A.S. indicates an intuitive and trained understanding in a particular area of scientific study. A.A.S.s are reflected in skill bonuses but also enable the character to extrapolate upon these skills. This means a character with a given A.A.S. may use that knowledge to modify, alter and improve upon existing technology within his/her A.A.S. area of knowledge.

A Brief Definition of Each Aptitude

Armor
Energy Storage
Sensory Equipment
Vehicles
Weapons
Theoretical Knowledge

Armor is the knowledge of plastics and metal alloys and how they apply to physical constructs. Persons with this aptitude have an understanding of construction, structural strength and damage capacity (S.D.C.), body armor, radiation shielding and so on. Note: this does not apply to energy shields.

Energy Storage is the understanding of containing, storing, regulating, and directing all forms of energy. This knowledge would include the effects, reaction, damage, and stability of the various energy types from electrical to nuclear. This aptitude applies directly to energy clips, batteries, reactors, generators, relays, etc.

Sensory Equipment is the understanding and operation of all forms of sensory detection/recording devices. A basic understanding in fiber optics, energy bands (microwave, infrared radar, sonar, etc.), their significance and application are all a part of this A.A.S.

Vehicles is the understanding of aerodynamics, design, locomotion, and mechanical engineering as it applies to vehicles (ground, air, and space).

Weapons is the basic knowledge of assault mechanisms, their range, power, damage capacity, rate of fire, advantages and disadvantages, construction and operation. (Energy weapons would also require an A.A.S. in Energy Storage as well.)

The A.A.S.s listed above enable characters to make modest improvements or modifications upon existing technology. To devise something radically different or totally new requires Theoretical Knowledge.

Theoretical Knowledge is the understanding of and extrapolation on existing sciences (physics, mathematics, etc.) and theory.

Combining **Theoretical Knowledge** with the other A.A.S. and O.C.C. skills can produce a major variation within existing technological areas or a breakthrough in an entirely new concept.

To create a variation modification, or improvement of existing technological devices and sciences (such as increasing the energy capacity of a weapon, strengthening armor, (S.D.C.), etc., does not require Theoretical Knowledge, only the A.A.S.'s that apply are needed. **Example:** increasing the energy capacity of an energy weapon would require A.A.S. in both weapons and Energy Storage. Increasing the strength of an armor (new alloy combination or whatever) would only require an A.A.S. in Armor; while modifying a weapon to be mounted on a vehicle would require A.A.S. in Weapons, Vehicles and possibly Energy Storage.

Theoretical Knowledge would apply to very, very complex things such as developing a new type of warp drive (actually Warp systems are so complex that even major innovations of *existing* systems require Theoretical Knowledge), radical developments of existing technology or any totally new concept.

Successfully Developing New
Devices & Modifications

To successfully modify, improve or create a new device, the player must roll under each A.A.S. required. For **Example:** increasing the energy capacity of energy weapons would demand that the character roll (percentile dice) under his/her A.A.S. in Weapons and Energy Storage. The weapon is not successfully modified/improved unless both A.A.S.s are achieved by rolling within the percentages needed. NOTE: in cases where many A.A.S.s are required, more than one person (character) can work on developing the device but each must roll within his/her A.A.S. to achieve success.

If *unsuccessful*, more work is required and the character(s) must try again. Depending on complexity and the work hours spent in developing the device, how often the character(s) can roll to solve the problems and successfully develop a working prototype is determined below.

Number of A.A.S.s	Research Time
1 or 2 A.A.S.	Roll once for every 36 hours of labor
3 or 4 A.A.S.*	Roll once for every 56 hours of labor
5 or 6 A.A.S.*	Roll once for every 72 hours of labor

*If Theoretical Knowledge is involved, add 16 hours to Research time.

Possible Side-Effects in
Major Innovations or Totally New Devices

Roll percentile dice once for each A.A.S. used in design.

01-14 Requires rare or expansive materials.

15-22 Power system is unstable (roll two (2) six-sided dice for the percentage chance of exploding each time the device is used, roll again if not applicable).

23-30 Does radiation or chemical damage to use (roll again if not applicable).

31-40 Requires powerful energy source (roll again if not applicable).

41-50 40% chance of malfunctioning each time used (roll again if not applicable). G.M. use discretion as to malfunction, jams, exploding, etc.

51-67 Operates exactly as designed.

68-79 Unforeseen drawback (range, damage S. D C, power source, etc. 25% less than expected).

80-90 Exceeds design parameters; 25% stronger than expected.

91-100 Exceeds design parameters in an unexpected way (some totally unexpected abilities, strength 50% greater).

All major innovations and/or new devices must be field tested. The above table offers some possibilities for flaws and defects. A successful roll under the A.A.S. area may rectify the problem. Roll again on this table.

Applied Aptitude Specialties (A.A.S.)

Lvl	Armor	Energy Storage	Sensory Equip.	Vehicles	Weapons	Theoretical Knowledge
1	4%	3%	4%	5%	4%	2%
2	6%	5%	6%	8%	7%	3%
3	8%	7%	8%	12%	10%	4%
4	10%	9%	10%	15%	13%	5%
5	12%	11%	12%	18%	16%	6%
6	14%	13%	14%	20%	19%	8%
7	16%	15%	16%	22%	21%	10%
8	18%	17%	18%	24%	23%	12%
9	19%	19%	20%	26%	26%	13%
10	20%	21%	22%	28%	28%	14%
11	22%	23%	24%	29%	30%	15%
12	24%	25%	26%	30%	31%	16%
13	26%	27%	28%	31%	32%	17%
14	28%	29%	30%	32%	33%	18%
15	30%	31%	32%	33%	34%	19%

Nightmare
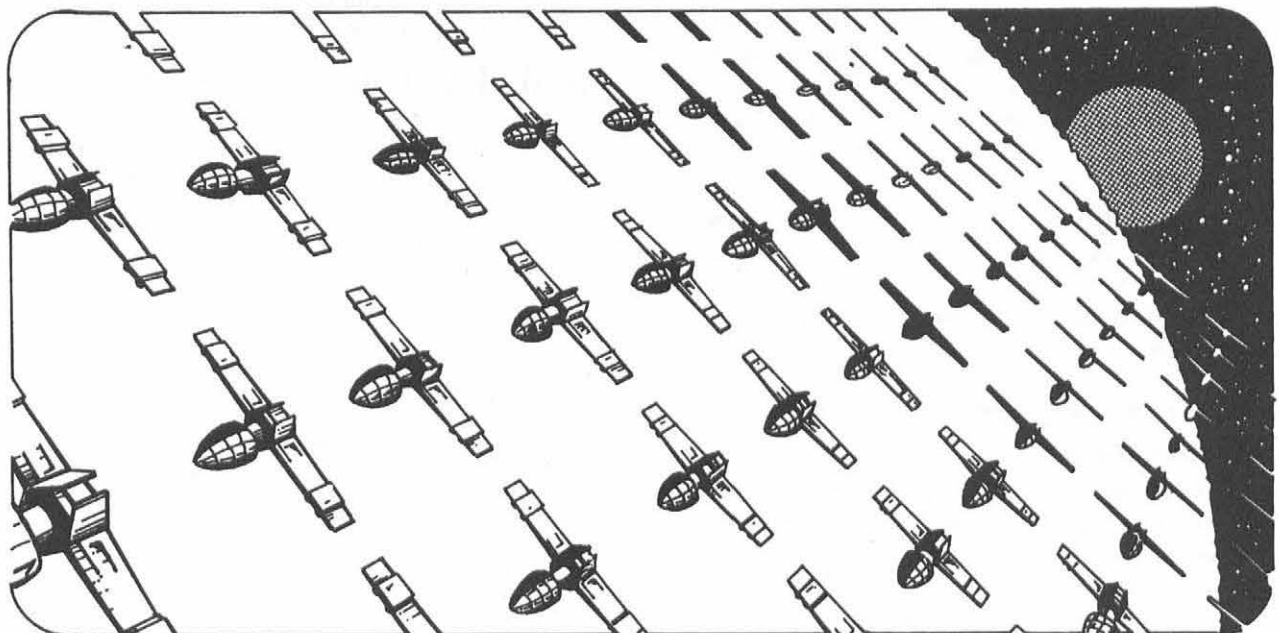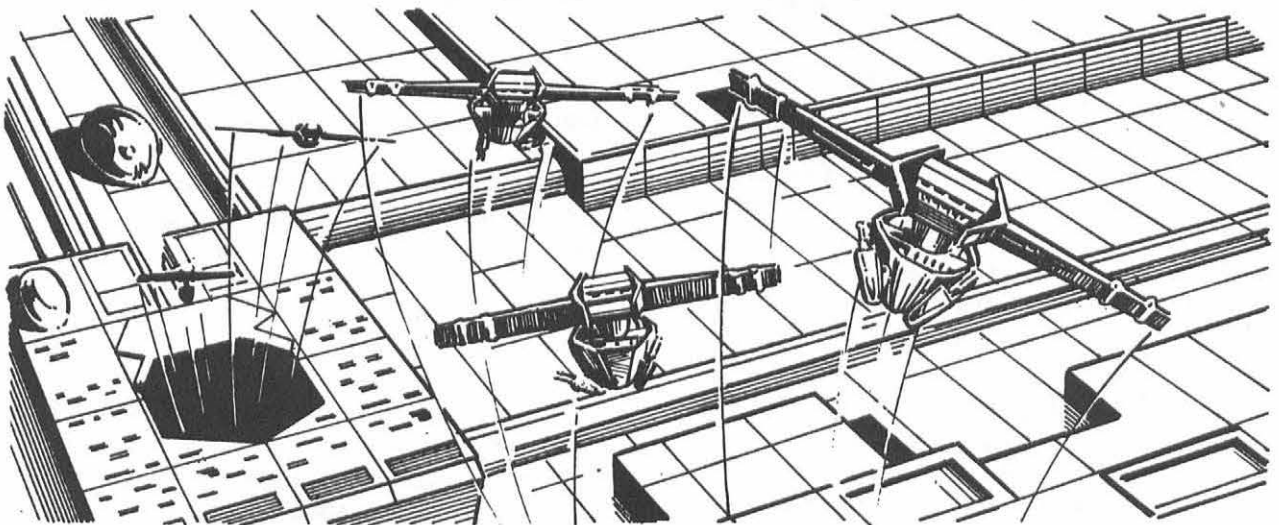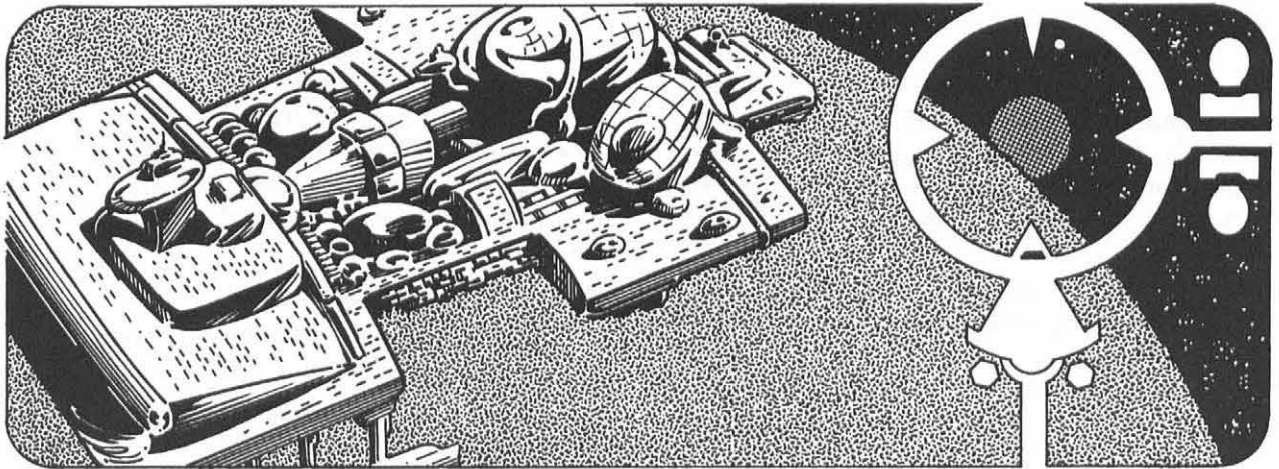
For over 100,000 years the Mechanoids ruled their galaxy and the six neighboring galaxies. Many were their achievements. Yet with each passing eon the seeds of madness grew within them, breeding hatred, fear and destruction. It created a race of merciless megalomaniacs with but three all consuming purposes: expansion, knowledge, and the termination of all human life. The former two enabling them to execute the latter.

Ironically, the Mechanoids ancestry is rooted in human (humanoid) origin. The Mechanoid's predecessors were men and women of flesh and blood, simple bi-pedal carbon life forms. A people whose only true flaw was their insatiable quest for knowledge regardless of the cost. The genetic reconstruction experiments to create a superior breed of man that would eventually spawn the Mechanoids would cost them dearly.

Originally, the Mechanoids were designed to better withstand the rigors of space exploration, reinforcing the frail living organism with advanced robotics. These once human creatures, now monstrosities of flesh and metal, were shunned by their own people. The genetic experiments had created something too far removed from the realm of humanity. This new life soon proved to be superior in every way and although these quasi-mechanoids were both loyal and benevolent, their presence instilled only suspicion and hatred in their human creators. Eventually, the paranoia provoked the humans to destroy that which they had created. But the new life fled, racked in confusion and sorrow, for they could not comprehend how they might have invoked the ire of their fellow man.

In a futile attempt to appease the creators, winning again their favor, the new life gathered great knowledge from every corner of the galaxy. They achieved in a few brief centuries what man could not have attained in a thousand. During that time they also made great strides in improving upon both their genetic and robotic structure. When they returned home, the new life appeared even more alien than before their departure and were greeted with horrendous animosity.

Apparently the agony of rejection, the fear and hatred were all magnified by their empathic nature and forever ingrained within the racial memory that would corrupt every Mechanoid to come. When humans and New Life clashed the battle was long and bloody, but it was the New Life that rose triumphant over the ashes of their creators. Humankind had created them, deserted them, tried to destroy them, and yet they proved superior. Now they were the masters of their own destiny. The battle was over but the war only just begun, for they had found many worlds infested by human-like creatures. Often they tolerated these pitiful creatures' senseless fears and irrational hostility. No longer would the New Life tolerate such degradation at the hands of inferiors. All humanoids would pay for their anguish. The New Life had been instilled with a bloodlust that would never be sated. The Mechanoid nightmare had begun.

Retribution

Never in the annals of the known universe did any race wield power and knowledge such as the Mechanoids. Their artificial world threatened to span the entire length of their solar system. 290 trillion square kilometers of metal alloys and plastic reaching out to the stars. An awesome exhibition of raw genius and power that reduced the very planets of the Mechanoid star system to mere ornaments casually hung like free-form sculptures above the skyline of their metal world.

Just as the significance of their star system waned in the wake of Mechanoid prowess and ingenuity, so did all else. Perhaps it is understandable that these mighty flesh and metal juggernauts might casually snuff out a star to produce one of its fabled energy crystals without thought of how this act might affect the billions of lives dependent upon that sun's energy. Might not these god-like beings view simpler life forms as pitiful monsters?

But the Mechanoids' actions can not be so easily excused, for their acts were seldom committed in ignorance, but were deliberate acts of cruelty and vengeance. If the Mechanoids' powers rivaled the gods then they were mad gods; god-beings without mercy, justice or compassion. A malevolent force consumed in hatred and contempt for all living things. A devouring madness that would ultimately cause their own destruction, yet in so doing, threaten the entire universe.

It is likely the Mechanoids insanity was actually a genetic defect perpetuated by continual cloning of the basic DNA structure; an insanity stimulated and exaggerated by racial memory and psionic empathy passed on from generation to generation.

Whatever the reason, the Mechanoids view their obsession as neither flaw nor madness. Humanity, its cousins, and its allies are all part of a hideous malignant cancer that must be terminated. Total genocide of all humanoid life and its sympathizers wherever they are found. That, above all else, is what gives the Mechanoids purpose.

The Mechanoids swept the galaxies extracting their vengeance in ways most hideous. Their cruelty quickly became a thing of legend. Their experiments produced living horrors. The universe trembled in their steel-honed hands. The Mechanoids viewed the many interplanetary federations, confederacies, and united allegiances formed to thwart them as feeble jokes to be terminated when they lost their amusement.

Then, without warning, it all ended.

The Mechanoids' power, glory, their artificial world, the achievements of countless life times, all casually swept away in a wave of destruction that lasted 53 seconds. As if the retribution of some angry god, the achievements and horrors of 100,000 years perished.

Yet, it was not an angry god who reduced the Mechanoids empire to rubble, but the Mechanoids themselves.

Even the planet-sized motherships, light years away, were found devoid of life. The crew, empty metal husks. The ships, themselves massive living entities of flesh, metal and psionics, literally crumbling away without their masters to hold them together.

For a long while the people of the universe celebrated before doubt disrupted the merriment. Why? Why did they do it? Why? It was absolute madness (even for Mechanoids).

To confuse matters more, why was the original Mechanoid home planet spared the carnage? Surely they hated this place more than any other, for it was here that their plight began. Why take the time and massive energy to protect a dead world that held no special worth or significance other than as a grim reminder of hatred and sorrow? Mad though they may have been, the Mechanoids *never* did anything without reason. Thus, there must have been some definite purpose, some motive behind its salvation. What dark secrets lie dormant, buried within its crust, are yet to be found.
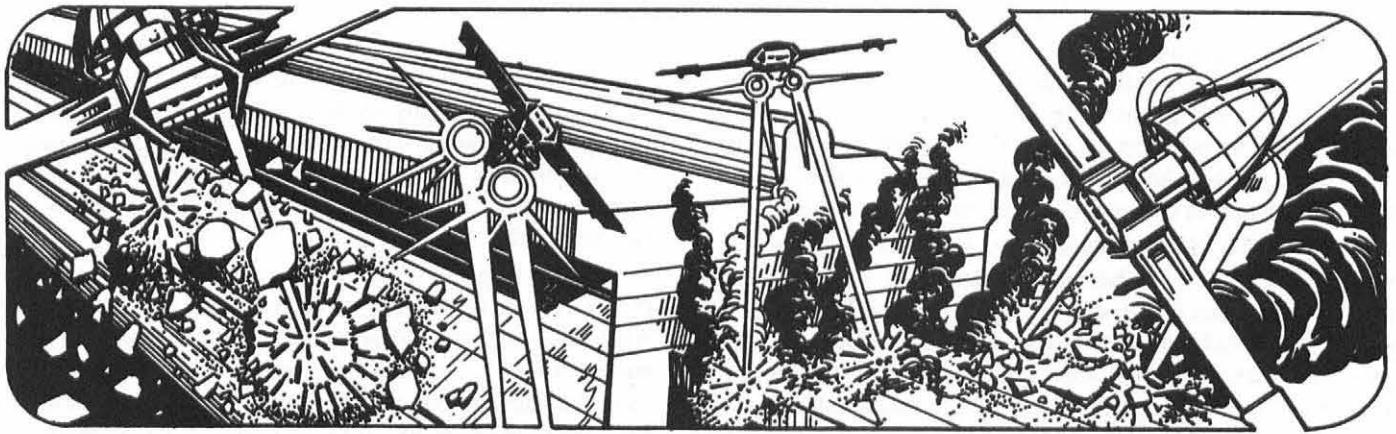
The Nightmare Continues ...

As with most evil, it clings to life with a despicable tenacity. Near the edge of the Mechanoid galaxy, one last Mechanoid monolith looms through the shadows of death. Three times the size of Jupiter, the gargantuan disc rests ominously silent, humming contentedly to itself with an unfathomable (some say infinite) amount of energy. Around it, 12 very much alive motherships stand guard.

The Yimet Federation decided to dispatch the Mechanoids once and for all. An armada of their most powerful battleships, 40 million strong, were sent to destroy the disc and its 12 guardians. But what chance did a mere 40 million have against 12 vessels, each capable of destroying a dozen planets and supplemented by at least one billion wasps and a handful of other war tools?

With the death of 40 million to their credit, the disc and its 12 again stand silent; waiting.

The Answers?

Speculation about the Mechanoids demise and the significance of Homeworld run rampant. Could it be that despite all their knowledge the Mechanoids fell victim to a monstrous virus spawned from one of their own biological experiments? Is it possible that only a handful of Mechanoids remain unaffected, seeking refuge in the great disc, while all others had to be destroyed? If this is true what danger does this plague represent to the neighboring galaxies?

Or had the Mechanoids fallen victim to their own insane hatred, suspecting treachery among their own kind, leading to a brief, devastating civil war that destroyed the indestructible?

Or is it possible that one of the Mechanoids' inhuman allies had actually been plotting their destruction all along, learning enough to turn the Mechanoids' own might against them? It is no secret that the Dionii, intelligent insects, have long coveted Mechanoid technology to create power crystals. Did the Dionii succeed in destroying them with subterfuge where all others failed with force?

What of the doomsday device known as the Apocalypse Machine? A device that could release the force of a black hole and project an unbelievably destructive force through the universe. A force that would actually rip through the fabrics of space and time, detonating all black holes in its path, and creating a chain reaction that will annihilate entire galaxies. But could even the Mechanoids have created something as lethal as this? Most believe not and that stories of the Apocalypse Machine are simply the fantasy of fatalists and children. If it were true, why destroy themselves? And where is the device?

Most people believe the Mechanoid threat is forever ended, and are little concerned about the great disc. Some, however, believe that Homeworld is the key. That locked somewhere on that dread planet, the answers to all these questions can be found. It is these adventures that we (player, Game Master and game designer) shall explore.

A motley amalgamation of races and motives have created a potentially volatile and deadly situation around the Homeworld planet. A catalyst for high adventure that may very well threaten the universe itself.

The Mechanoid Homeworld

Author's Note

To maintain a certain vitality and unpredictability, I do not establish any hardline, defined scenarios. Rather, in the following pages I provide more of the game system, ideas, suggestions, alien life, motives and equipment/devices that can be used, developed and oriented in any direction desired by both players and Game Master. In this way, each G.M. creates his/her own scenario for every game using the framework and ideas outlined in this book. *You* decide exactly how involved the Dionii are (if at all). *You* develop the game (and players can't flip to page 63 to find out exactly what's in chamber X of a particular area because each G.M. decides what is within). Finally, you and your players continue the adventures to other worlds.

The Mechanoid Homeworld lost the capability of supporting life after the first clash between the Mechanoids and their human creators. It is generally a barren world of rock, dust, shriveled oceans and a thin oxygen atmosphere.

Although abandoned by the Mechanoids, a number of Mechanoid outposts and factories exist and continue to function. Some are operated by automation (robots), others by Dionii, and some by surviving Mechanoids.

Among the various life forms found on the planet are many of the Mechanoids' genetic experiments, as well as the mercenary explorers who seek to unravel Homeworld's secrets.

— Kevin Siembieda, 1982

The Nigelian Confederacy Solar System

Diva   Gendo   Nigel   Ostra   Toburd   Ilea
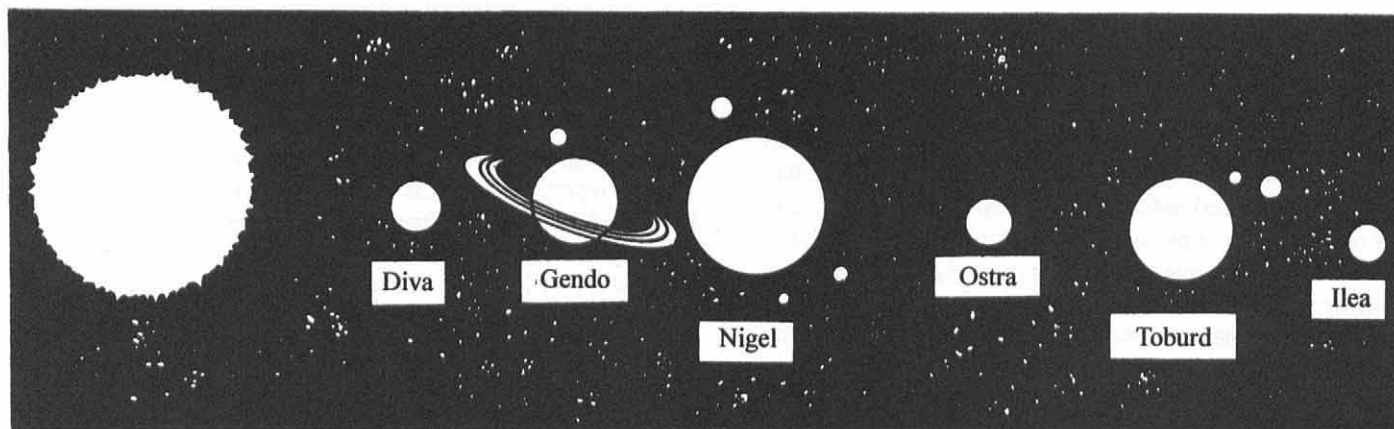
The Nigelian Confederacy

A Third World Diplomatic Alliance

The Nigelian Confederacy is comprised of three alien races: the *Nigelians* (humanoid mammals), the *Gendo* (quadrapoid reptilians), and the *Ostrac* (humanoid amphibians). Each of the three races populated fairly undeveloped worlds with low level industrial technology. None possessed any great mineral riches or strategic significance. The only notoriety they shared was that all three worlds existed within the same planetary system one after the other (an extremely rare occurrence to find 3 consecutive planets with intelligent life).

Consequently, their worlds became the subjects of much scientific speculation, research and study. It is unlikely that the inhabitants would have ever independently discovered each other, or even developed space-age technology for several thousand years to come, if not for the intervention of the Glevv Federation.

This self-righteous, autonomous collective superpower deemed fit to send large scientific expeditions to each planet for study. Unfortunately, while of some scientific importance, the three worlds were found insignificant, their peoples too primitive to be a worthy addition to the intergalactic Glevv Federation. After a decade of research, the three worlds were abandoned and forgotten. However, this contact with extraterrestrials and high technology permanently altered the course of the planets' future. Both the Nigelian and Gendo's industrial/technological development took a quantitative leap forward. The Nigelians, the most technologically advanced of the 3 worlds, were soon able to establish a communication link with the Gendo. They were also able to maintain black market connections established during the Glevv Federation expeditions' tenure. The latter provided information, training and technology that would create a galactic power within 3 short centuries. No longer needing to develop their own technologies, the Nigelians bought and learned about the achievements of others. Within a century, they had landed on the Gendo's planet in spacecraft provided by the black market. The Gendo, a brilliant, imitative people, developed quite an advanced technology from what they had learned and pirated from the Glevv Research expedition. They soon added the Ostrac to their ranks and time and again sought admission into the Glevv Federation. Callously snubbed by them, and several other powerful galactic organiza-

tions, the three planets united to form their own political entity known as the Nigelian Confederacy.

Continually ignored and chastised by the Glevv Federation and the others, the Nigelian Confederacy gathered its strength through less legal associations. Through the black market, buying, selling and running contraband, and selling military aid to the highest bidder, they have become a strong, independent political entity.

Considered by most worlds to be intergalactic mercenaries and pirates, the Nigelian Confederacy enjoys growing recognition and political muscle. Allegedly having forsaken their ways of plunder and piracy, the Confederacy has carefully established a facade of respectability. However, it actively supports the piracy of its political enemies and rivals. Although suspected of continuing intergalactic piracy, and political transgressions (assaults) upon rival forces under the "guise" of black marketeers and unallied freebooters, these claims remain unproven (due entirely to the clever diplomatic maneuvers by the Nigelians). Likewise, most galactic and intergalactic organizations are certain that the Nigelian Confederacy condones, supports and protects the powerful black market organization known as the Brotherhood. Many accuse the Confederacy of actually being a key member of the Brotherhood, whose alliance has enabled the black market to become the power it is. (For the most part, these allegations are true. The Brotherhood annually pays the Nigelian Confederacy 4% of its gross earnings; an amount that equals one third of the Confederacy's annual gross profits. See The Black Market: a.k.a. *The Brotherhood*, for more details about their alliance).

No power has yet taken action against the Nigelian Confederacy for lack of evidence, reluctance to start a bloody galactic war, and for fear of the subversive repercussions that would be felt if the Brotherhood united with the Confederacy against its attackers.

The Nigelian Confederacy has a great number of friendly associations, usually with planets and organizations that are too underprivileged, criminal or politically unsavory to openly deal with the large galactic organizations. As a result, the Nigelian Confederacy often acts as a political liaison for these people. They also provide training, supplies, technology, weapons (of-

ten illegal gunrunning through mercenaries or the Brotherhood), and military assistance for their allies. The Nigelians are infamous for their deft (often risky) political maneuvers and alliances. The most current was hastily proclaiming an alliance with the Mechanoid slave race known as Cybormen; the political acknowledgement of the Cybormen's rightful claim to the Mechanoid Homeworld; and full political and military support in establishing that claim. Ignoring all disputes, the Nigelian Confederacy has placed both the Cybormen and the Mechanoid Homeworld under their protection. This provides the Confederacy with exclusive salvage and development rights of the planet in the name of the Cybormen and freedom. Non-compliance of this proclamation may be construed as an act of aggression against the Nigelian Confederacy, as well as the Cybormen. Needless to say, many organizations are outraged by this flagrant disregard of diplomatic protocol and political muscle flexing Although publicly chastised for their actions, no rival power has yet taken any military action against them. The Nigelians' loose alliance (friendship is more the case) with the Phi-Warpers, another Mechanoid slave race, has curbed many military reactions for fear of losing the coveted Warpers' services. (See Phi-Warpers)

It must be understood that the people of the Nigelian Confederacy are *not* evil, cruel or untrustworthy. Characters within the game can choose any alignment, good or evil. As a political entity, they are freebooters who see themselves as great liberators turned champions of the oppressed, underprivileged and unaccepted throughout their galaxy. Like a futuristic band of Robin Hoods, they plunder the arrogant powers that wantonly (or in ignorance) take advantage of the weak and helpless. They will readily accept any creature willing to fight at their side and uphold their values.

G M. Notes:

1) The Nigelians distrust/dislike all large galactic powers, especially the Glevv Federation. They are the prime targets of plunder and abuse.

2) They despise slavers and will go out of their way to capture a slave ship, free its prisoners and punish the slavers. Those who buy slaves are equally despicable.

3) The Confederacy controls its planetary system.

4) Allies include the Brotherhood, Borealians, Cybormen, and Phi-Warpers, (Remember, the Nigelian Confederacy itself is a triumvirate composed of the Nigelians, Gendo, and Ostrac.)

Black Market
a.k.a. The Brotherhood

Most Scavengers have a direct connection to the black market/criminal organizations and are the common link for other characters seeking to deal with the Brotherhood. While the black market is very alluring, usually paying more for items than the Confederacy's salvage royalty and able to get/do anything for a price, there are certain inherent dangers involved. Depending on just how prosperous, greedy, and ruthless an individual black market dealer is, the danger will be increased or decreased. Remember, you are dealing with criminals; fences, pushers, pimps, thieves, murderers and cutthroats of all kinds. They tend to be ruthless people who will do (and have done)

anything if the price is right and will take what they want. These are people out for a quick buck, power and position. Those who they cannot buy, get in the way, impede or prevent their goals are likely to get hurt.

Honor Among Thieves

All Scavengers are accepted members of the black market, and are able to deal freely within most criminal organizations without repercussions. After all, they are a part of the Brotherhood, and as such, are free to come and go as they please. If Scavengers are smart (meaning they don't make waves), they can find a very lucrative life within the organization. Bucking or betraying the Brotherhood (or any of its members) usually spells trouble and/or termination.

It is wise for player characters to have a Scavenger conduct any transaction within the black market as the dangers are virtually nil. Most fences, dealers and middle management will not abuse or steal from a Scavenger, realizing the importance of these free agents, without whom trade and services would become impaired. As long as the Scavenger works with and within the organization, there is little danger.

On the other hand, non-Scavengers place themselves in great peril if they attempt to deal directly with the black market. The Brotherhood has no qualms about stealing from, harming or killing "straights" (street term for those not a part of the Brotherhood). Why pay a straight for anything when you can just take it? If force is required...so what?...straights are considered to be dangerous to the Brotherhood. What's a straight doing where he/she doesn't belong in the first place? Besides, what can they do about it? Tell the authorities? Not if they don't want to be flushed down a disposal unit!

Of course, there is little honor or camaraderie among fellow Scavengers and lower echelon rogues who will use anyone or anything as leverage to rise within the organization. These are

the lowest and most treacherous of the Brotherhood. Flashing an expensive item or saying the wrong name among a group of enterprising Scavengers is as great a mistake for a Scavenger (who should know better) as it is for a straight. It should be made clear that a Scavenger betraying, harming, or killing a fellow member of the Brotherhood is *not* considered an act against the Brotherhood. These things happen in this kind of organization;

the strong and clever preying on the weak and foolish. However, to betray a fellow Brother (especially middle management) to the authorities is an act of treachery, punishable by means most grave.

The Brotherhood
The Nigelian Confederacy:
Friend of the Brotherhood

The Nigelian Confederacy has grown to power through its purchases and dealings with the black market. When all other powers turned their backs on them, the Brotherhood offered its hand in friendship. Since those early days, both have grown powerful and dependent upon the strange alliance that has developed between them. While the Nigelian Confederacy and the Brotherhood comfortably co-exist out of mutual benefit neither will tolerate blatant transgressions/interference from the other. Thus, the Brotherhood (with the exception of small-time entrepreneurs) will not buy or sell goods stolen from members of the Nigelian Confederacy (particularly Nigelians, Gendos, or Ostracs). Nor does it interferes with its government or laws.

The Nigelian Confederacy comes down hard on anyone, black market Brother or not, who engages in acts of political subterfuge, treason, terrorism or any action that might upset their delicate social/economic balance. Likewise, if a member of the Brotherhood openly confronts (steals, assaults, murders) an ordinary citizen in front of witnesses, he/she will be prosecuted to the full extent of the law. This includes acts against allies of the Nigelian Confederacy as well as its own people. The Confederacy will not tolerate terrorism or oppression from anyone including the Brotherhood.

However, the Nigelian Confederacy authorities close their eyes to illegal gambling, prostitution, drug traffic and trafficking of contraband *within* the Confederacy, and condone *any* criminal activities committed outside Confederacy borders against enemies of the Confederacy. In the latter case, the Nigelian Confederacy has actively supported and protected the Brotherhood from outside prosecution.

As a result of clever; diplomatic maneuvering on the part of the Nigelians, they have established a sort of ipso facto diplomatic immunity for the Brotherhood. This ingenious strategy allows the Brotherhood to freely plunder enemies of the Nigelian Confederacy and escape prosecution by entering Nigelian space. Any enemy space vessel penetrating Nigelian Confederacy space boundaries constitutes an act of aggression. Assaulting any person or property within those boundaries is a declaration of war.

Grievances can be petitioned through the proper diplomatic channels (purposefully bogged down with bureaucratic red tape). If the perpetrators of this alleged criminal act can be clearly identified and found guilty, they will be punished (Ha, ha) under the Laws of the Nigelian Confederacy Unfortunately in many cases, video recordings have been found to be insufficient evidence to gain a conviction. Of 18,473 convictions, only 93 people have ever actually served a prison sentence. The Nigelian Confederacy has *never* expedited or deported any member of the Brotherhood to an enemy power. Nor has it ever allowed enemy powers to enter its territories to reap due punishment.

G.M. Notes:

Remember, the Nigelian Confederacy may be vindictive towards its enemies and rivals, but it is not lawless, evil or truly corrupt. To the government, the Brotherhood is a necessary evil, a tool to expedite its growth and extract vengeance. The people of the Nigelian society have laws and mores much like our present day Earth.

Fences, major Brotherhood officers and activities should be developed and conducted by the G.M.

Black Market Purchase Rates

25% of current market value for common items -including most precious stones, metals, drugs, hand held weapons, battle armor, ground and simple hover vehicles.

35% of current market value for uncommon items -including space vehicles, energy shields, teleportation devices, art treasures unusual alien artifacts/devices.

50% (sometimes 60%) of current market value for rare items - including super powerful weapons energy shields, space vehicles, warp devices, one-of-a-kind items and Mechanoid power crystals.

Black Market Selling Rates
20% above market value for *common items*.
40% above market value for *uncommon items*.
60%-200% above market value for *rare items*.

Of course, all of these rates may vary greatly depending on the particular circumstances of any game scenario.

Average Information Purchase Rates
100 credits for warning of a raid.
100-600 credits for political information
500-1000 credits for the identity of a spy/traitor of the Brotherhood.
200-2000 credits for location/information of a rare item.
500-8000 credits for incriminating evidence.

Average Assault and Assassination Rates
600 credits: Assault (beat-up, break an arm or leg) of an ordinary person or scavenger.
1,200 credits: Assault of a mere fighter, military, cop or slaver.
3,000 credits: Assault of a political or important person.
1000-6,000 credits: Assault of a middle- or upper-level black market Brother.
1000 credits: Murder of an ordinary person.
1,500-3,000 credits: Murder of a mercenary fighter, military, cop or slaver.
2000-10,000 credits: Murder of a (minor) political figure.
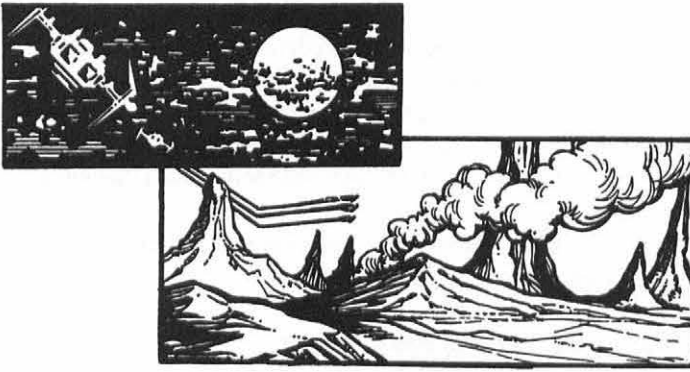20,000-200,000 credits: Murder of a (major) political figure.
2000-5000 credits: Murder of a Brotherhood member (lower management).
4000-12,000 credits murder of a Brotherhood member (middle management).
20,000-60,000 credits murder of a Brotherhood member (upper management).
200,000-1 million credits murder of a Brotherhood member (top management).

The Scenario: The Homeworld Expeditions

The Nigelian Confederacy has publicly advertised on its three main worlds and outposts that it is hiring volunteers to explore and salvage the Mechanoid Homeworld in the name of the Confederacy. It is publicly known that this is a dangerous operation with the threat of encountering surviving Mechanoids as well as possible hostility from Mechanoid allies (particularly the Dionii), pirates, slavers, political rivals, and unknown factors on the mysterious planet. However, as with most Nigelian Confederacy expeditions, the potential personal profit is overwhelming. It is not uncommon for lucky individuals to earn enough to retire after a single such expedition.

Provisions and Conditions are as follows:

1. Volunteers can either apply as a self-established team/group, or as individuals to be assigned to a group.

2. All volunteers serve a mandatory 1 year period with a 2 year open option, re-enlistment clause.

3. Round trip transportation.

4. Modest accommodations (dormitory style: 2 persons to a 3 meter by 2 meter room, includes bunk beds, desk personal locker and closets. Mixed sexes and racial placement.)

5. Community toilet, bath, and dining facilities.

6. Cafeteria and supply stores available for *purchases* of additional food, equipment, weapons, vehicles, and personal items.

7. All such supplies sold at 20% below current market price.

8. Each individual is allowed 120 kilograms of luggage/equipment including clothes, tools, weapons armor, medication, valuables, and personal items. All items must be declared.

9. Personal money/credits: no limit.

10. No children or pets allowed.

11. One ground vehicle or simple hover vehicle is provided for every 6 members of an exploration team. Maintenance of vehicles is the team's responsibility. No vehicle shall be replaced if stolen or destroyed.

12. Additional vehicles (excluding space vehicles) can be purchased at 20% below current market value.

13. Objectives of Homeworld expedition:

a. Explore planet.

b. Map planet.

c. Salvage all devices, data, equipment, and recyclable materials.

d. Terminate all Mechanoid survivors.

e. Establish permanent bases for planet development.

f. Establish the Cybormen's; allies of the Nigelian Confederacy, legal claim to the Mechanoid Homeworld.

g. Repel any hostile forces disputing said claim or disrupting expedition operations.

14. Base payment for services rendered:

I. 2000 credits upon enlistment.

II. 1000 credits monthly pay.

III. A flat salvage royalty of 20% of current market value on all items salvaged. (Note: see Black Market for alternatives.)

15. Royalty payments immediately upon official declaration and filing of salvaged items

16. All items and precious substances salvaged from Homeworld are the property of the Nigelian Confederacy, and must be turned over to salvage officers.

17. Withholding items/materials salvaged will result in the confiscation of said item(s) without royalty payment. If item(s) has been sold, the approximate current market value will be extracted from personal credit until paid in full.

18. Selling of salvaged item(s) to the black market is prohibited.

19. Those convicted of black market liquidation of salvaged item(s) will be fined 1000 credits per offense/item in addition to provision listed in #17. Multiple offenses can lead to possible criminal charges and imprisonment.

20. Personal Requisition of salvaged item(s): salvage claimant may file a personal requisition form allowing him/her to purchase the item(s) at 60% below current market value within 90 days of claim's filing date. All such claims must be filed upon declaration of item to salvage officer. Requisitioning an item(s) for personal ownership forfeits any royalty payment for that item(s). Personal requisition can be filed *only* for item(s) salvaged by claimant. These claims can be filed by individuals or jointly by the salvage team members.

Game Master Notes

This is the basic agreement, provisions, and conditions for all volunteer or mercenary expeditions, whether it be a salvage operation, research and development, running contraband, mercenary assault operations or piracy. Particularly dangerous (with little or no salvage possible) or military oriented expeditions may include a 5000-30,000 credit bonus upon the successful completion of the job. Thus you can use this outline for any future expeditions you may devise for your campaign.

Intergalactic Species Guide Table

Mammals	38%
Reptilian	18%
Insect	12%
Aves (Birds)	9%
Amphibians	7%
Plant	7%
Energy	3%
Others	6%

Borealian
Laser Rifle
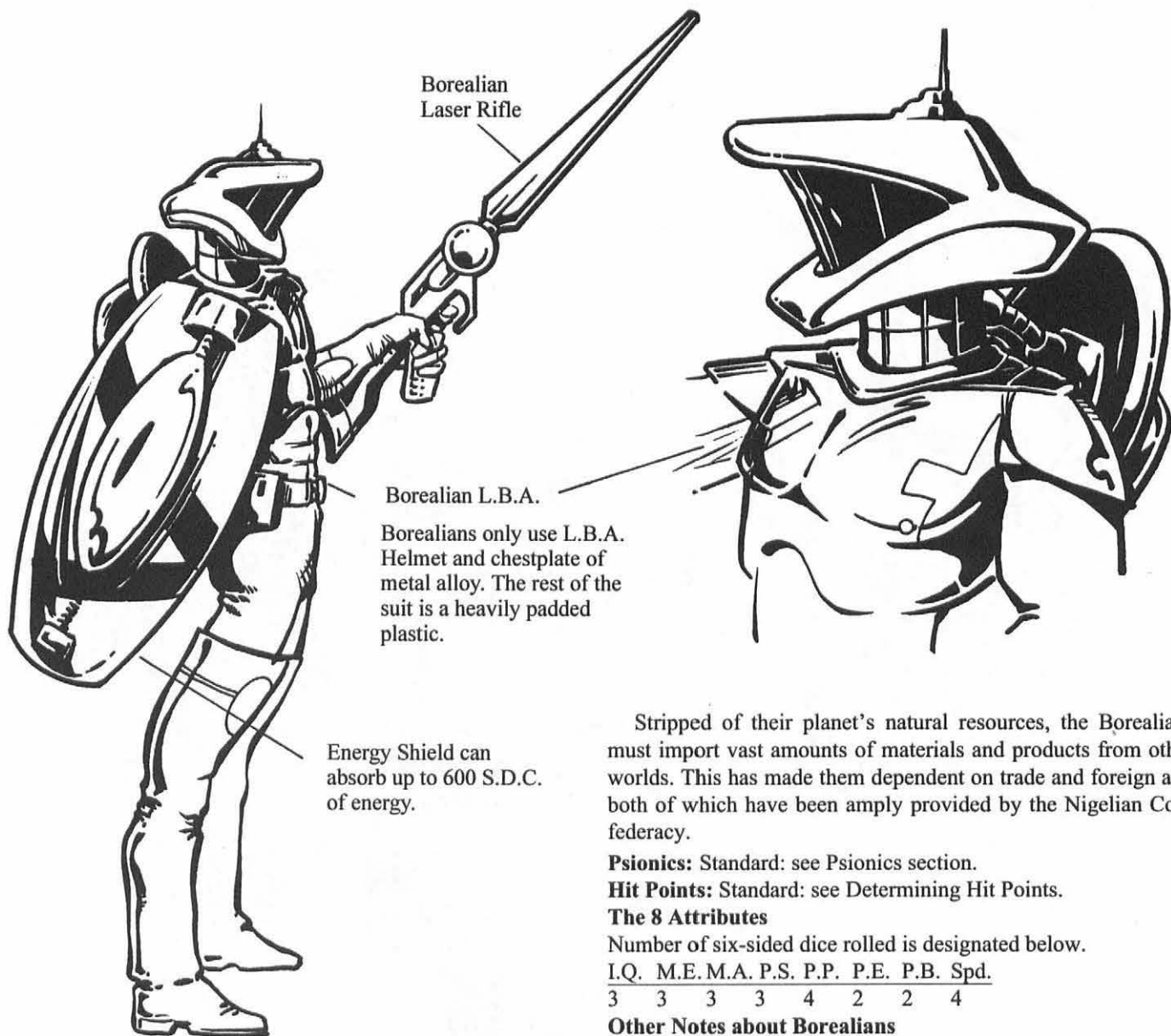
Borealian L.B.A.

Borealians only use L.B.A.
Helmet and chestplate of
metal alloy. The rest of the
suit is a heavily padded
plastic.

Energy Shield can
absorb up to 600 S.D.C.
of energy.

The Borealians

The Borealians are allies of the Nigelian Confederacy, often offering their services as mercenaries and assault troops. They are a race of tall (2.1 meters/7 ft), lean, thin-waisted people. Humanoid mammals, they are obviously evolved from some canine-like life form. Their bodies are covered with a fine, fur-like hair, whose color ranges from all shades of brown to black, or patchy black and brown. Borealians are very quick, possessing high Physical Prowess and Speed (4 dice).

The Borealian homeworld is a small planet with heavily polluted natural resources. What little fresh water existed has been saturated with deadly toxins long ago. Likewise, the soil is incapable of supporting life, and what little grows perishes under the assault of acid rains. The atmosphere is thick with the deadly by products of industrial waste, spewed into the now yellow-gray skies for several centuries.

Consequently, the Borealians have developed vast underground cities to escape the terrible hardships of life on the planet's surface. Only the very poor (which are numerous) and the factories, belching their filth, remain active on the surface.

Stripped of their planet's natural resources, the Borealians must import vast amounts of materials and products from other worlds. This has made them dependent on trade and foreign aid, both of which have been amply provided by the Nigelian Confederacy.

Psionics: Standard: see Psionics section.

Hit Points: Standard: see Determining Hit Points.

The 8 Attributes

Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	3	3	3	4	2	2	4

Other Notes about Borealians

1. Carnivore and herbivore.
2. Normal color vision.
3. Any alignment.
4. Any O.C.C. (although their quickness makes them particularly good fighters).
5. All Borealians are double-jointed.
6. Average life span: 90 years.
7. Average Height: 2.1 meters (7 feet)
8. Average Weight: 90 kg (200 lbs).

Borealians

Nigelian

Ion Blaster

Fighter
Pilot
Uniform

Negelian Reaper Battle Armor

Note: Both E.B.A. and L.B.A. are
identical in appearance. However,
the E.B.A. is bulkier, heavier,
and constructed of metal alloys
while L.B.A. is constructed of
lightweight poly-carbonate plates.

The Nigelians

A clever, adaptive race of bipedal humanoid mammals, the Nigelians are the heart and soul of the Nigelian Confederacy. Particularly adept in the political arena, they have established the political structure, laws, alliances and goals of the Confederacy and are the prime movers the. With the Gendo at their right hand and the Ostrac at their left, they have molded their triumvirate into a power to be reckoned with.

Individually, Nigelians are very similar to true humans, but do have some major physiological differences when compared to their human cousins. Nigelians are smaller, seldom taller than 1.6 meters and never taller than 1.8 meters (6 ft.); their small, wide nose is placed higher above a mouth with large flat teeth indicating an evolution from an herbivore ancestry. Body hair is coarse, flaming red, red-brown or red-blonde, often turning white at an early age (35-45) but seldom falling out. A bald Nigelian is so by intention, not by an act of nature. A major physical distinction is the Nigelians' natural Physical Prowess (4 dice), with most being ambidextrous as well (76% of all Nigelians are ambidextrous).

See: The Nigelian Confederacy and The Brotherhood for more insight into their political dealings, history and favorable relationship with the black market.

Psionics: Standard: see Psionics section.

Hit Points: Standard: see Determining Hit Points.

The 8 Attributes

Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A	P.S.	P.P.	P.E.	P.B.	Spd.
3	3	3	3	4	3	3	3

Other Notes about Nigelians

1. Carnivore and herbivores
2. Normal color vision.
3. Any alignment.
4. Any O.C.C.
5. Ambidextrous (roll percentile to determine if character is ambidextrous: 1-76% means yes; character is equally adept with both hands). Ambidextrous Skill Bonus: add 5% to Mechanical Engineering, Gunnery and all Repair skills. This is in addition to any other skill bonus.
6. Average life span: 80 years
7. Average Height: 1.6 meters (approx. 5 ft, 6 inches).
8. Average Weight: 63 kg

Female Gendo
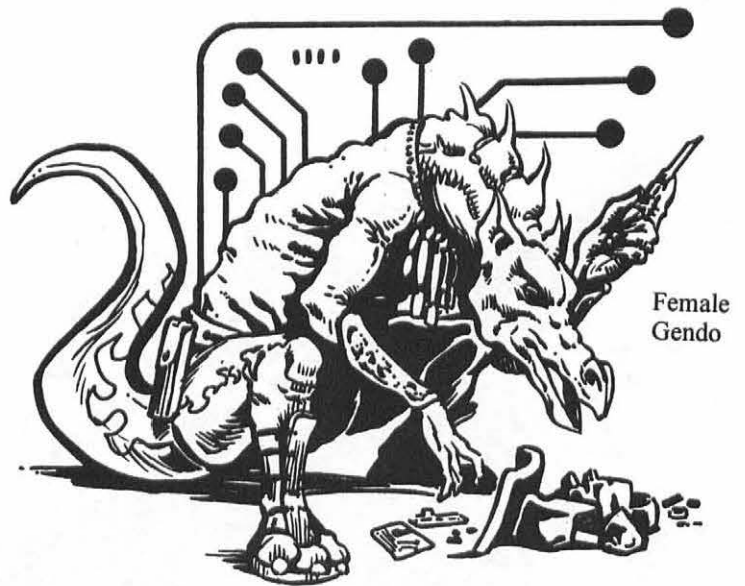
The Gendo

The Gendo are a brilliant reptilian race and complete the Nigelian-Ostrac-Gendo Triumvirate. They, and the Nigelians, are the true power behind the Nigelian Confederacy. The Gendo are fascinated by new concepts and technologies. They make incredible field scientists and electrical and mechanical engineers. They are particularly fascinated with computers, weapons, vehicles, robotics, and warp drives. Incredibly imitative and creative, they have been able to learn, imitate, adapt, and improve upon existing technologies.

Gendo females are small, wingless creatures while the males, also small, possess great leathery wings. While both males and females have difficulty standing erect and are slow moving when earthbound, the males are graceful visions of beauty in the sky. The speed and agility of the winged Gendo are legendary.

Quick to realize their vulnerability in the air and on the ground, the Gendo developed a lightweight body armor composed of a super plastic equal to most metal body armor. This armor, is so light and designed specifically for Gendo physiology, that it does not impede speed or movement even in flight.

Psionics: Standard: see psionics section

Hit Points: Standard: see Determining Hit Points

The 8 Attributes

Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
4	2	3	3	3	4	2	2/10*

*Speed: 2 dice maximum speed applies for both male and female. 10 dice applies only to the winged male, and indicates maximum flight speed. Note: dodge bonus in flight +3.

Other Notes about Gendo

1. Carnivore and herbivore.
2. Normal color vision plus Nightvision 15 meters.
3. Any alignment .
4. Any O.C.C.
5. O.C.C. aptitude/I.Q. bonus of 10% (in addition to any other I.Q. attribute bonus) added to *all* skills that are not specifically physical, like electrical engineering, explosives, computer, robotics, aptitude specialties, medical, etc.; *not*

Gendo

Male Gendo:
With and without
body armor.

Blade

Gendo E.B.A. and L.B.A.
look identical. Both
allow maximum movement.

applicable to prowl, hand-to-hand combat, L.B.A., E.B.A., gunnery or any Weapon Proficiencies or combat skills.

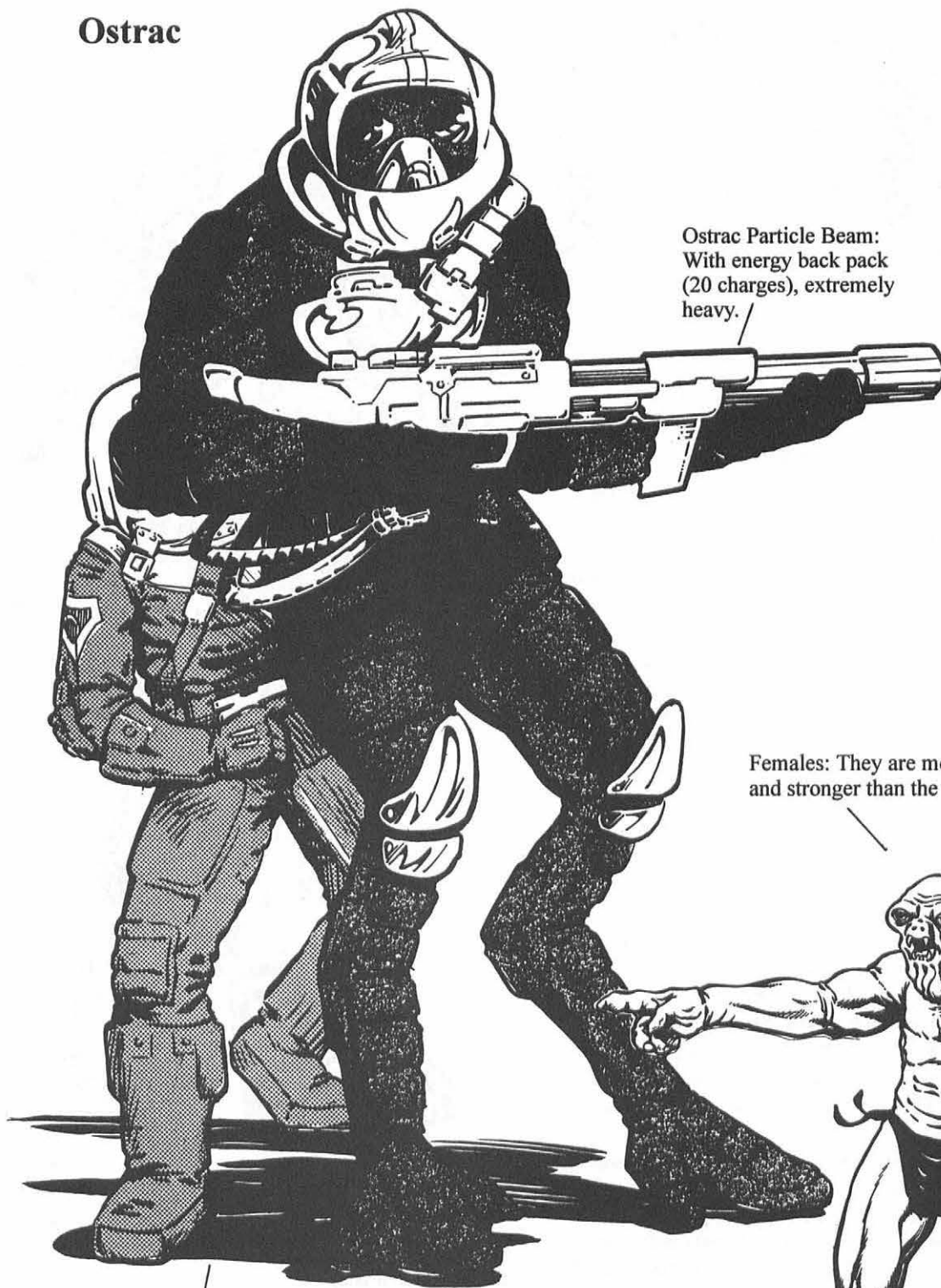6. Excellent memory. Very analytical.
7. Average life span: 150 years.
8. Average Height: Female: 1.2 to 1.5 meters (4-5 ft) from head to toe; male: 1.2 to 1.5 meters (4-5 ft) from head to toe. Wingspan (male only) 4.4 meters (14 ft) from wing tip to wing tip
9. Average Weight: Female: 52 kg, male: 84 kg.
10. Only males have wings, females are wingless.

Ostrac

Ostrac Particle Beam:
With energy back pack
(20 charges), extremely
heavy.

Females: They are more aggressive
and stronger than the male.

Male: In Light Battle Armor
(L.B.A.) with human in vacuum suit.

The Ostrac

The Ostrac are the most primitive people of the Nigelian Confederacy. They are massive, powerful amphibians with a lust for adventure and war. When the Nigelians and Gendos landed on their planet, they found the Ostrac to be a primitive, barbaric race of warring tribes. Unduly impressed by these strange new visitors from the sky, the Nigelians and Gendos

Ostrac Male in studded E.B.A.

Laser Shield:
S.D.C.: 66
Range: 1800 m
Rate of Fire Per Melee: 2
Damage: 4-24
Charges: 12

Laser Trigger on Handle

were readily accepted. They were able to unite the tribes with the promise of powerful war machines/weapons and grand combat among the stars.

The Ostrac, not exactly the smartest people of the galaxy, bought the stories of oppression and domination of the Glevv Federation hook-line-and-sinker. Besides, it had been over 2 decades since the Nigelians and Gendos arrived, and the Ostrac were anxious for combat.

The Ostrac are the strongmen of the Nigelian confederacy, and are fiercely loyal to their Nigelian and Gendo friends. Convinced (by the Nigelians) that they are repressed by mammals because they are amphibians, the Ostrac are wary of any warm-blooded creatures, except Nigelians.

Ostrac females spawn every 6 months, laying 6-36 eggs each time. Now carefully fertilized and cared for in laboratory hatcheries, the maturity rate is 87%. After the eggs are fertilized, the fetus grows to a tadpole within 6 weeks and reaches prematurity 3 years later. At this stage, the Ostrac stands nearly his/her full height of 3.1 meters, and is almost as powerful as an adult. The Ostrac will reach full maturity 2 years later (a total of 5 1/2 years from conception).

The male and female seem identical in appearance. However, the females are usually larger and more powerful than the males. While all Ostracs excel in combat, the female is particularly savage and especially enjoys physical (hand-to-hand) confrontation. The female Ostrac wrestlers or gladiators are fearsome to behold in combat (as are any Ostrac).

Psionics: Standard: see Psionics section.
Hit Points: Standard: see Determining Hit Points.
The 8 Attributes:
Number of six-sided dice rolled is designated below.
Male

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	2	2	4	3	4	2	5

Female

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
2	2	2	5	3	4	2	5
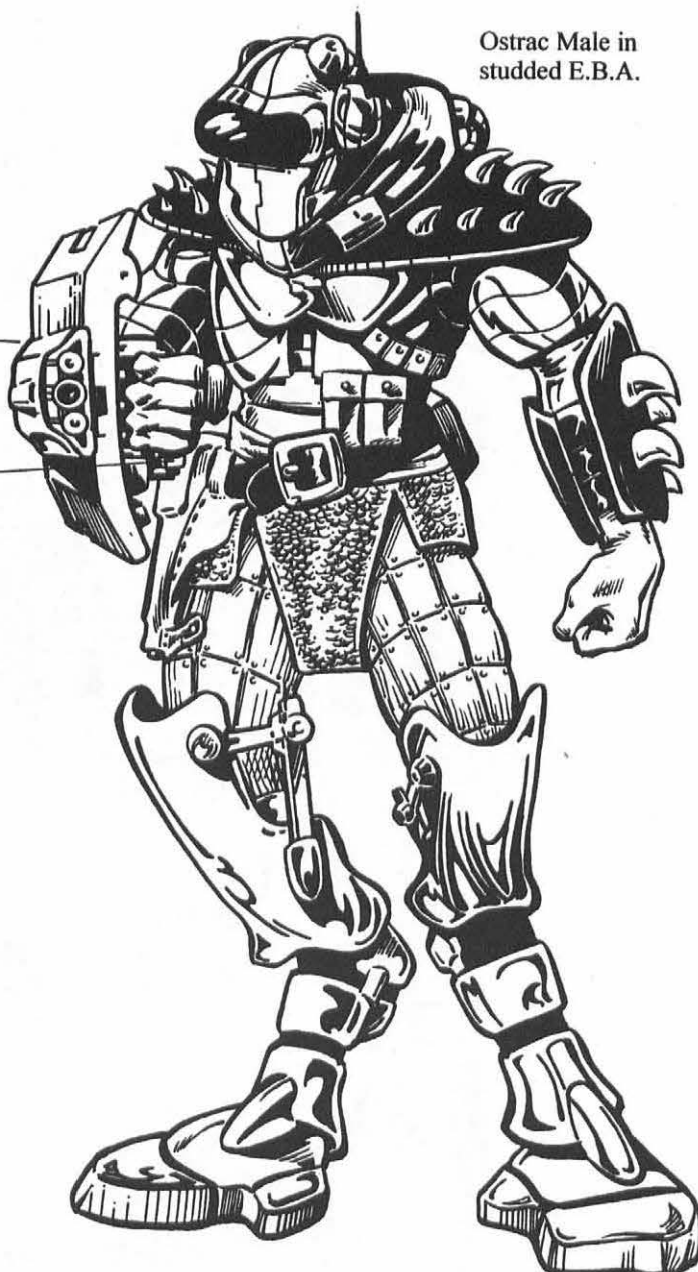
Other Notes about Ostrac
1. Instinctive predators.
2. Carnivores
3. Normal color vision.
4. Any alignment
5. Any O.C.C. although a low I.Q., great strength, and desire for battle makes them perfect fighters (light and especially, heavy assault).
6. Average life span; 60 years.
7. Average Height: Female: 3 meters (10 ft), male: 2.7 meters (9 ft).
8. Average Weight: Female: 166 kg, Male: 148 kg.

The Cybormen

The Cybormen, once an intelligent humanoid race of mammals, were the subject of genetic mutation and robot integration and grafting of living tissue and metal. Although similar in concept and construction to the Mechanoids themselves, the Cybormen were one of their many slave races. To the Mechanoids, the Cybormen were nothing more than experimental guinea pigs, laborers, menial servants, playthings, and pets. Now, with the Mechanoids' demise, the surviving Cybormen seek to claim the abandoned Homeworld as their own, to once again live in freedom as masters of their own fate. To this end, the Nigelian Confederacy is offering their entire support.

The Cybormen scour Homeworld, gathering knowledge, tools, and equipment to rebuild the planet as their own. Crucial in their search is the desperate need to uncover the Mechanoids' secrets of genetics and cybernetics. Without this knowledge, the Cybormen are doomed to extinction since they cannot naturally reproduce. Simultaneously, they extract their revenge upon their one time masters by seeking out and destroying any surviving Mechanoids.

The Cybormen are among the few who are certain that the Apocalypse Machine exists and that the secret of the device is somewhere on Homeworld. They intend to find it and destroy it before the Mechanoids or any other race can use it.

Obviously, because the Cybormen's bodies are actually machines, they can outperform and out-endure most creatures of flesh and blood. Each type has a particular body armor, S.D.C., strength, prowess, endurance and speed. All Cybormen of a particular design have identical abilities in physical attributes. Only the mental attributes are subject to determination by rolling dice. (Personal quirks, dispositions and insanity are also applicable.)

Psionics: None

Hit Points: None as normally perceived. Since the Cybormen are totally integrated with their mechanical bodies, if the body is destroyed, they die. Thus, S.D.C. Takes the place of Hit Points. The bodies can be repaired at a cost (materials and time) of 100 credits per 10 S.D.C. replaced/repaired. If the Cyborman's S.D.C. is reduced to zero, he must undergo radical repair within 6 hour or die. If this happens, there is a 16% chance of system shock and the Cyborman still dies (roll percentile dice). If the Cyborman takes more damage than his S.D.C. can withstand (dropping below zero), he dies.

The 8 Attributes:

Only the 3 mental attributes are rolled for. Number of six-sided dice rolled are designated below.

I.Q.	M.E.	M.A.
3	2	3

Others: See individual Cybormen statistics. Bonuses apply to all attributes.

Endurance of Cybormen

Although robot in physical body, the Cybormen are subject to minor limitations. While not subject to fatigue, as living creatures of flesh and blood, they can strain or even burn out motors circuits, and body parts. This occurs only after intense activity, such as running or fighting or laboring at maximum capacity without rest to allow their mechanical parts to cool down. Like a car with an overheated engine, something is going to give way.

Each Cyborman is given an endurance listing in hours. If this is exceeded, use the following chart to determine damage. **Note:** light activity (walking, standing guard, tinkering) places no strain on the body which can operate at that pace indefinitely. Cybormen need to shut-down, meditate and rest at least 6 hours out of every 48.

Cool down takes 1-6 hours of light activity or immobility.

Physical Endurance overload (damage) Roll once every hour beyond endurance limit. Roll percentile dice.
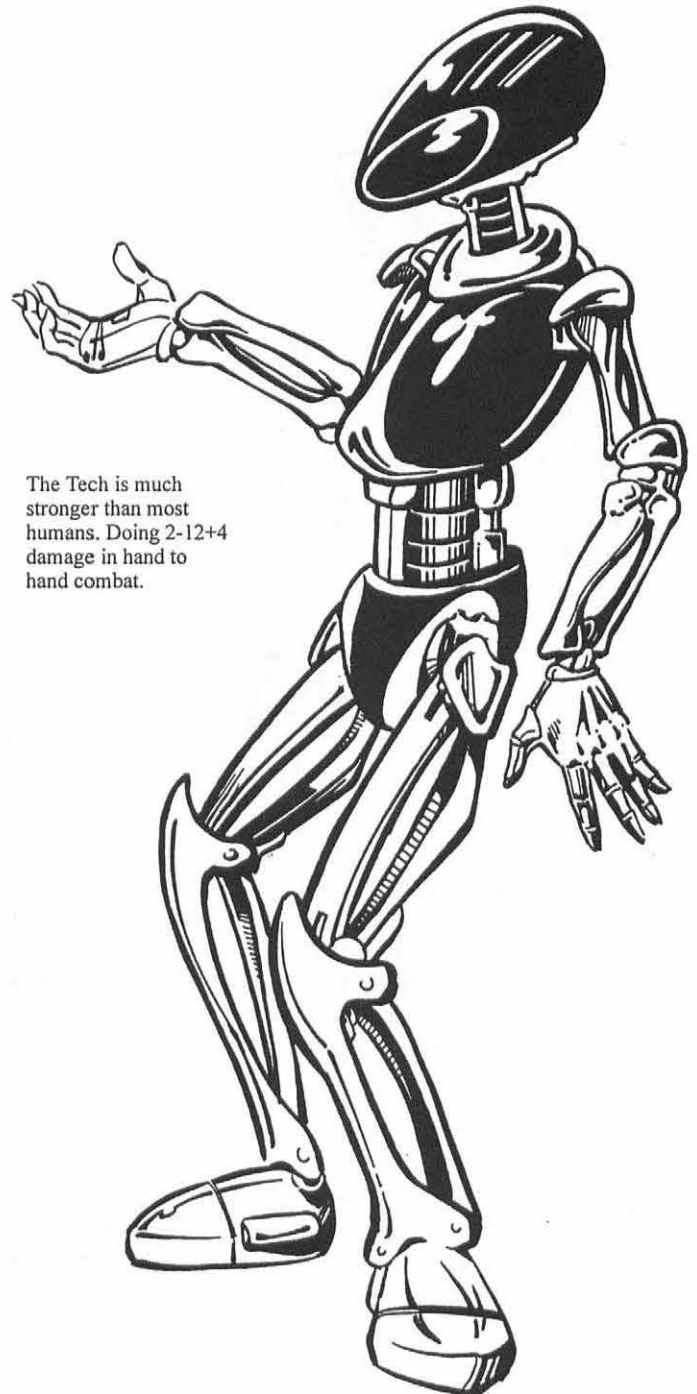
1-8 No ill effect.

9-32 Body prowess and speed reduced by half; no bonuses.
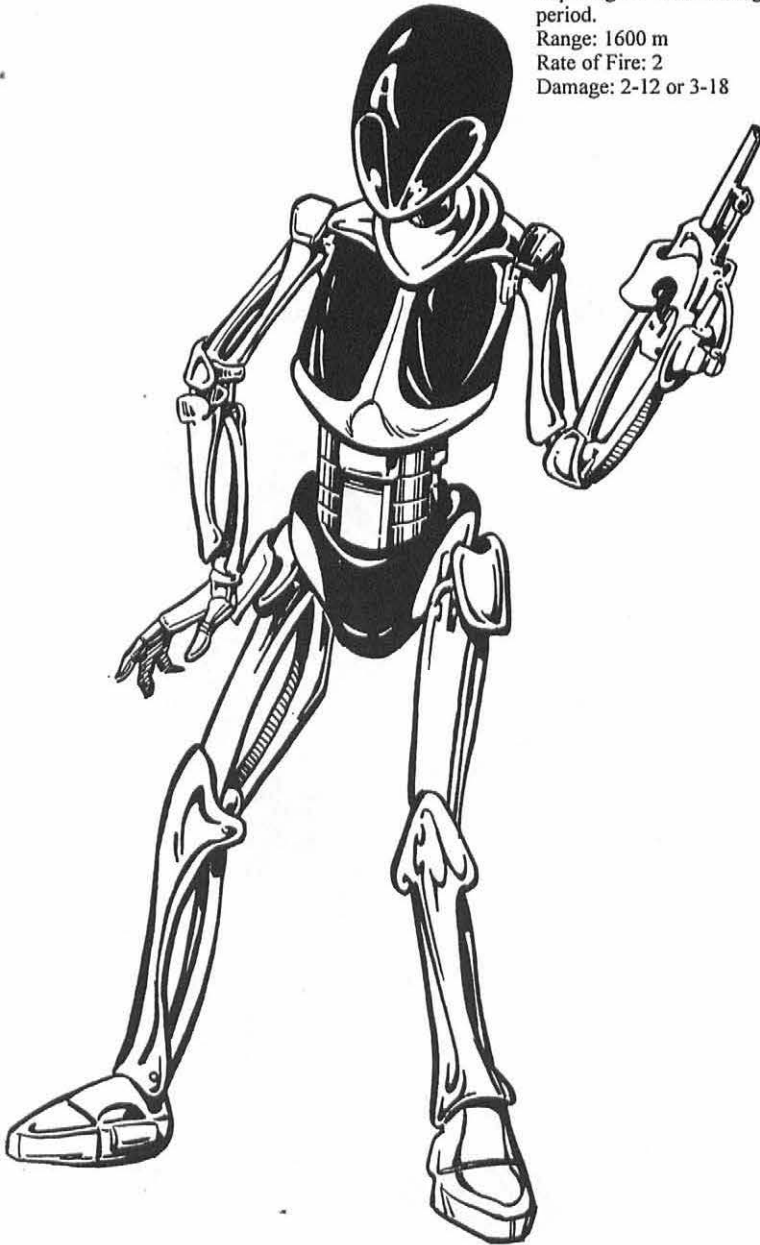
33-36 Arm/hand paralysis.

37-53 Leg paralysis.

54-73 Sensory black-out (blind until repaired).

The Tech is much stronger than most humans. Doing 2-12+4 damage in hand to hand combat.

159

Laser Attachment: Taps into Cyborman's power pack and is fired by mental command. Fires 30 charges before requiring a 4 hour recharge period.
Range: 1600 m
Rate of Fire: 2
Damage: 2-12 or 3-18

31-50 Coma for a 32 hour period (no permanent damage).

51-66 Total disorganization; -8 to hit/dodge.

67-74 Permanent Organic Retardation: I.Q. drops by 3.

75-81 Permanent Organic Retardation: I.Q. drops by 6.

82-88 Permanent Organic Retardation: I.Q. drops by 8.

89-93 Permanent Organic Retardation: I.Q. drops by 12.

94-100 Organic Damage: Cyborman functions at full capacity for 6 hours, until brain hemorrhage and death results (irreversible once rolled).

Other Notes about Cybormen

1. Tech (prime purpose of design: servant, light mechanical and electrical repair)
P.S 19
P.P 19
P.E. 14 hours
P.B. 10
Spd. 30 kmph (maximum speed can be maintained for 14 hours)
Height: 1.8 m
Weight: 450 kg
S.D.C.: 266
Armor Rating: 11

2. Goliath (prime purpose of design: heavy labor, exploration, mechanical engineering)
P.S. 22
P.P. 20
P.E. 18 hours
P.B. 10
Spd. 45 kmph
Height: 2.4 m
Weight: 680 kg
S.D.C.: 360
Armor Rating: 13

3. Titan (prime purpose of design: exploration and heavy labor)
P.S. 27
P.P. 20
P.E. 20 hours
P.B. 10
Spd. 24 kmph
I.Q. modifiers: roll only 2 dice for I.Q.
Height: 3.0 m
Weight: 840 kg
S.D.C.: 480
Armor Rating: 15

4. Average life span 1000 years.

5. Estimated population on Homeworld: 10,000
Total scattered across the galaxy: estimated 800,000

6. Not capable of bearing offspring.

7. All Cybormen have the following mechanical abilities:
Life support system
Internal cooling and temperature control
Radiation shielding
Independent oxygen supply
Audio communication system
Short-range directional communicator (10 km/6 miles)
Optics: Infrared, ultraviolet, range: 400 m
Fire resistance: 300° C
Cold resistance: -200° C

74-82 Power pack overload (explodes, doing 5-50+ 25 points damage in a 3 m radius. Cyborman completely paralyzed until repaired and power pack replaced).

83-89 Life support system fails (totally immobilizes Cyborman; death results in 2 hours unless repaired).

90-100 Organic damage (death results in 6 hours; irreversible) .

Mental Fatigue

All Cybormen must completely shut down to meditate and rest for 4-6 hours once every 48 hours. This allows the humanoid brain to recuperate. If pushed beyond this limit, the following penalties apply.

Mental Fatigue: Roll once for every 4 hours without rest (beyond a 48 hour period).

01-13 No ill effect.

14-30 Speed and all bonuses reduced by halt (accumulative effect).

Goliath

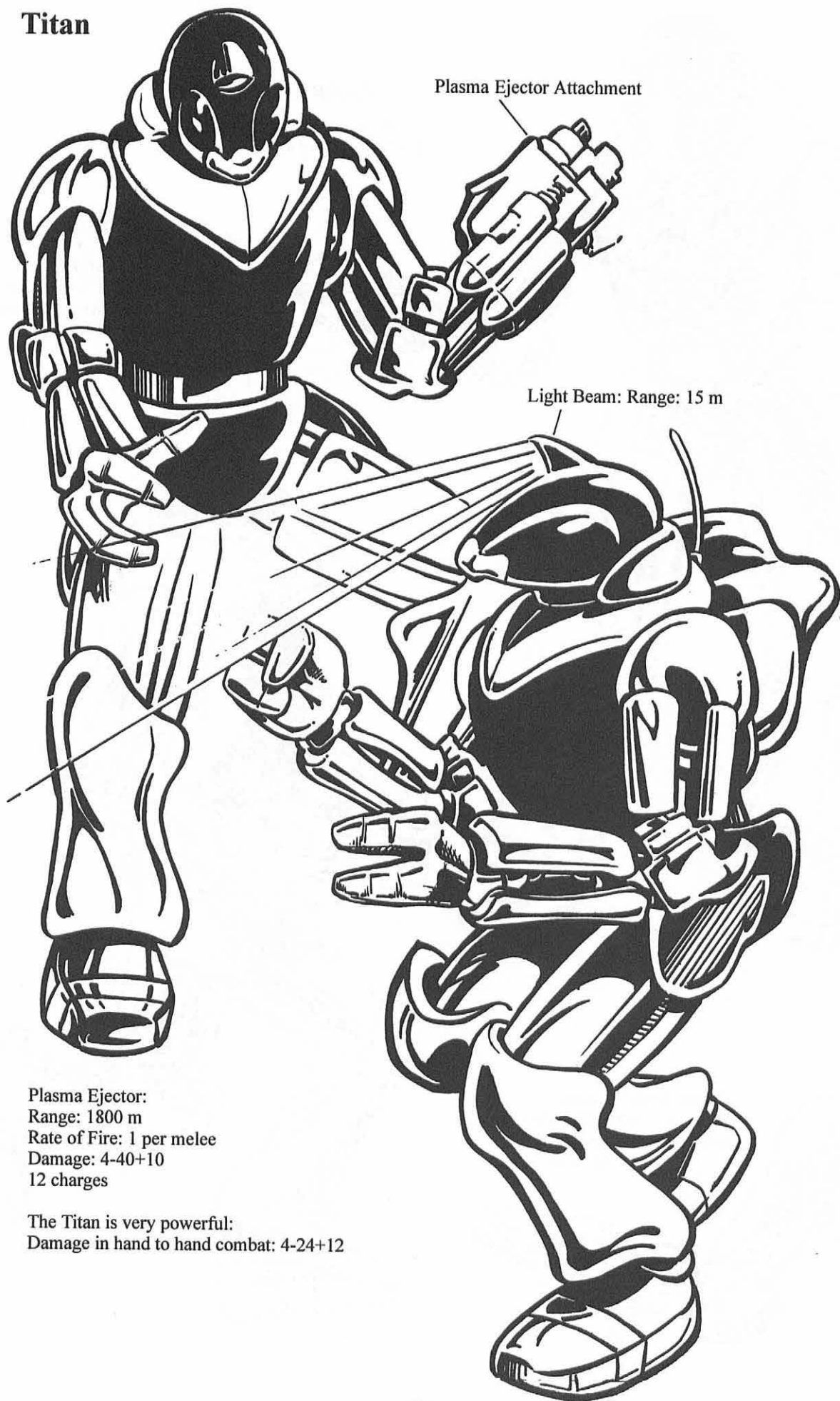Quick and powerful, the Goliath does 3-18+17 in hand to hand combat.

Fusion Torch Attachment: Taps into Cyborman's powerpack. Works like a flame thrower. Can maintain maximum power for 1 hour. (6 hours to recharge).
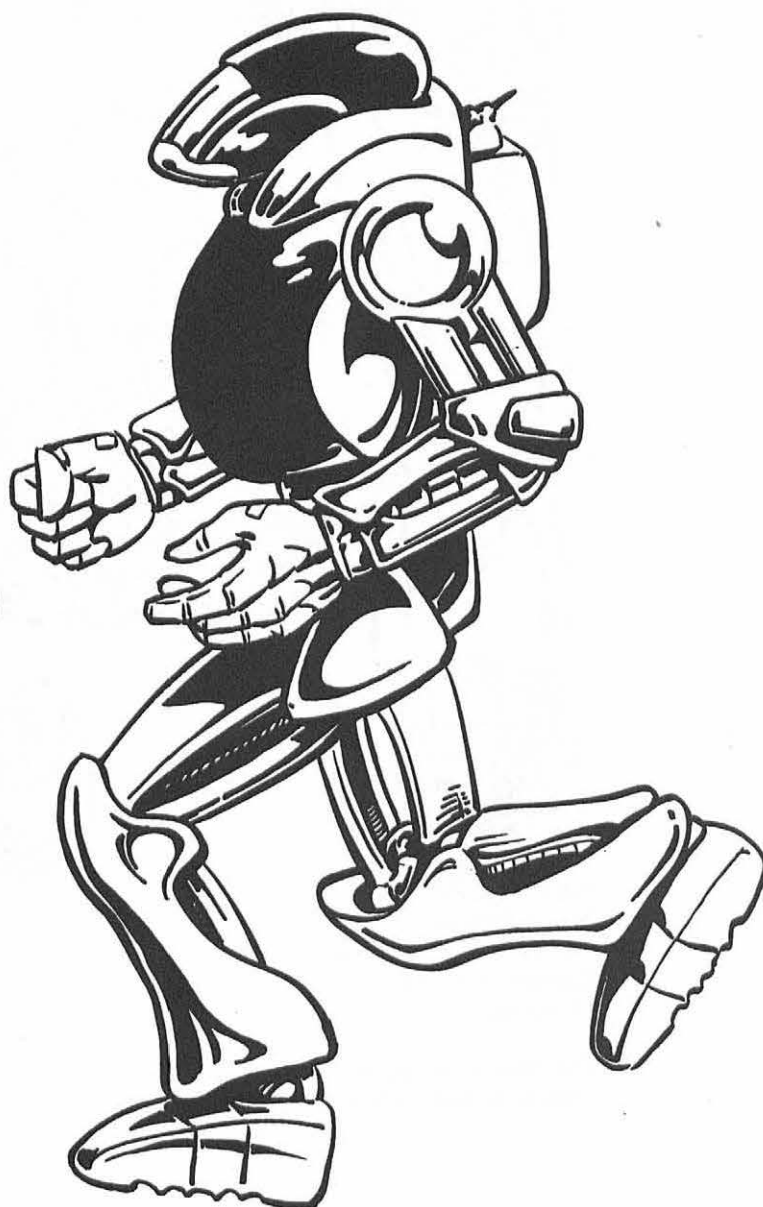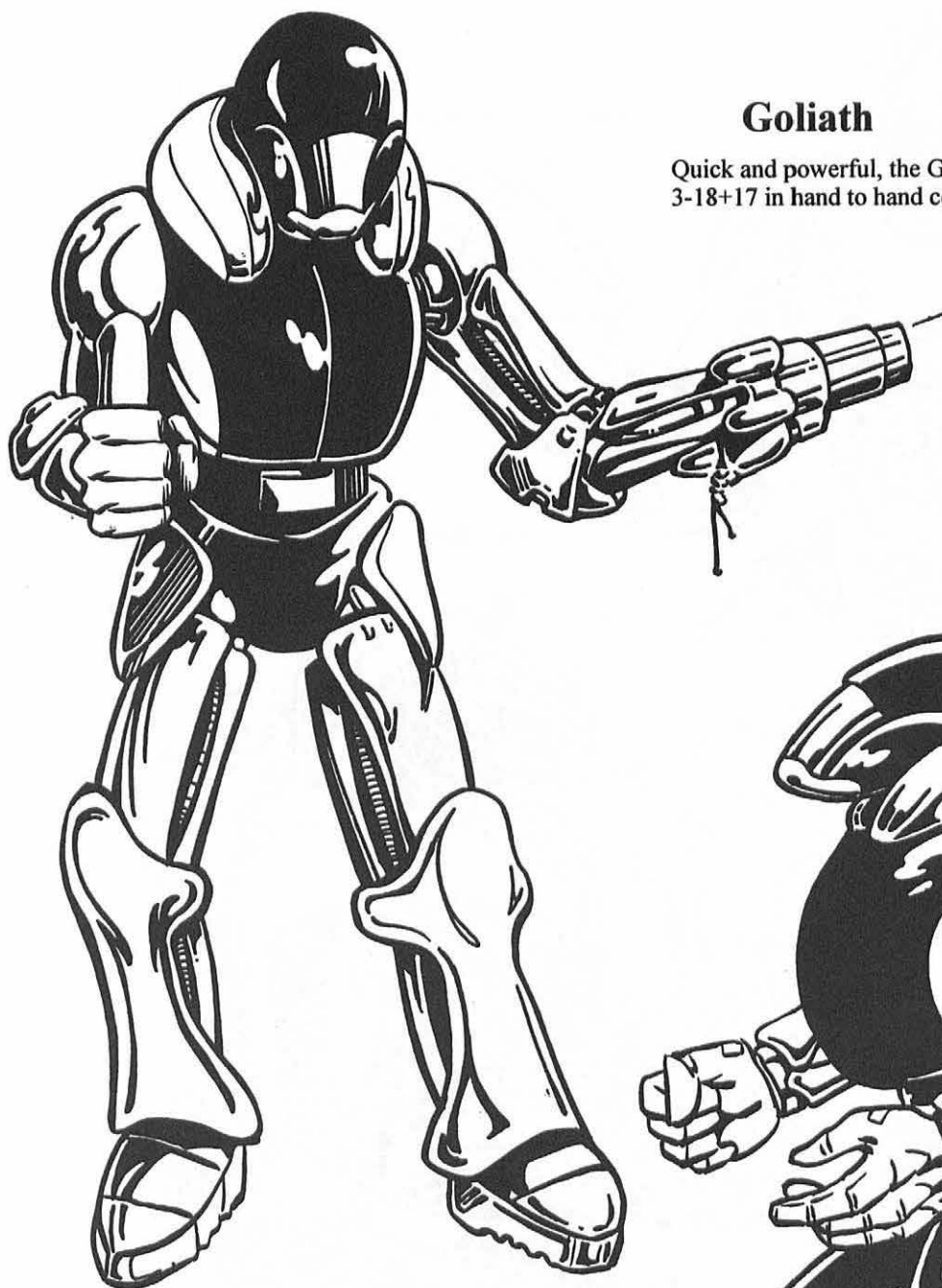
Fusion Torch Settings:
Damage: 1-6/2-12/2-24/6-36
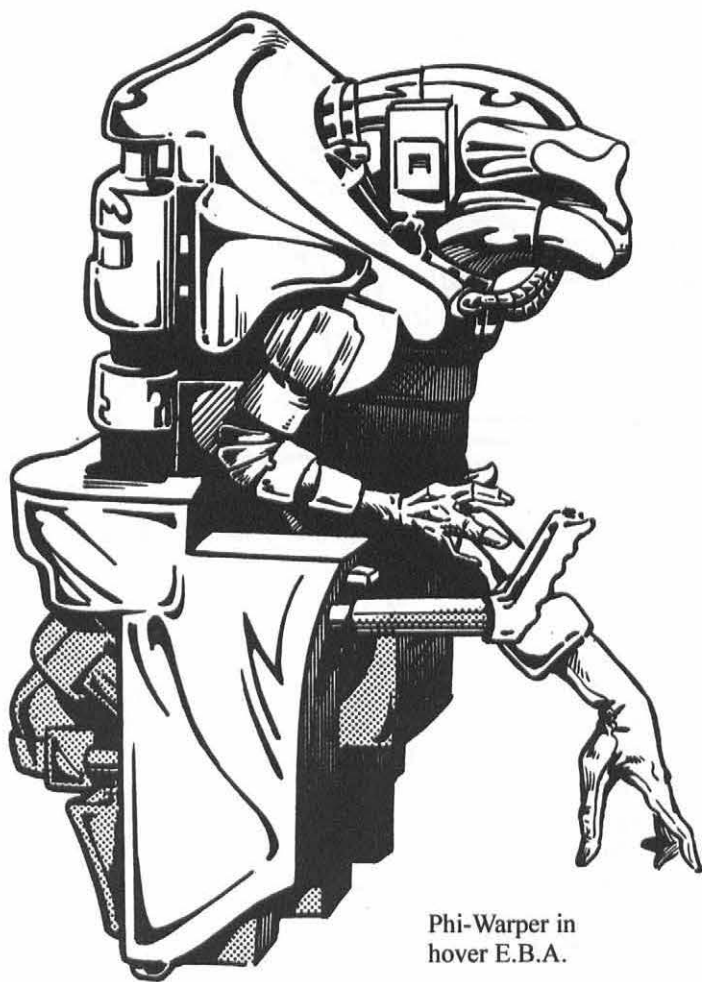Range: 38.1 mm minimum
19.8 m maximum

Titan

Plasma Ejector Attachment

Light Beam: Range: 15 m
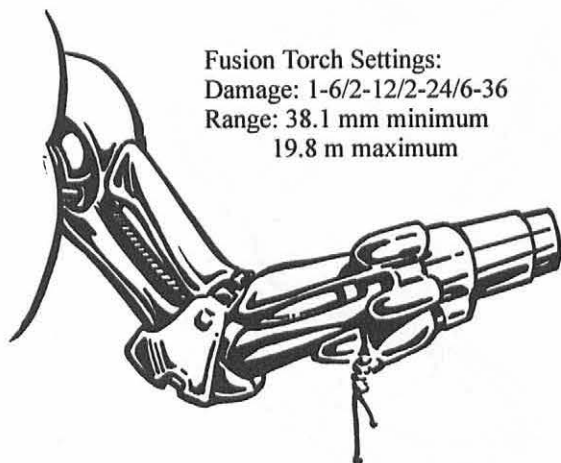
Plasma Ejector:
Range: 1800 m
Rate of Fire: 1 per melee
Damage: 4-40+10
12 charges

The Titan is very powerful:
Damage in hand to hand combat: 4-24+12

Phi-Warper in
hover E.B.A.

Phi-Warper
The Saga of the Phi-Warpers

Many worlds have developed teleportation, hyperdrive, jump and warp systems for interplanetary travel, but *none* are as perfected as the Mechanoid warp drive. The Mechanoids had created the most accurate warp system ever devised. It was also one of the most heinous atrocities committed against humanity.

The Mechanoids discovered an oxygen rich planet with deep blue skies and even deeper blue oceans. Oceans dominated this planet, covering 87% of the surface. Under its majestic waves prospered an aquatic race of humanoid mammals vaguely similar to the Earth dolphin. Although these intelligent, gentle people possessed great psionic abilities what made them truly unique was an uncanny psionic ability to teleport by means of bending time and space. Apparently, they were able to mentally probe space and manipulate its forces. By creating a sort of invisible vortex that bends the fabric of space, they were able to project themselves great distances in a matter of minutes (A form of dimensional shifting that, to this day, remains a mystery).

Having never known war or betrayal, the Phi-Warpers fell easy prey to the Mechanoid's treachery. Psionically neutralized, the Phi-Warpers were captured and subjected to genetic reconstruction.

After a century of painstaking genetic experimentation, the new Phi-Warpers were ready to take their place in the Mechanoid world. The Warpers' once large, powerful bodies were reduced to shrunken, tailless stumps. One arm had been transformed into a spindly dwarf appendage, while the other was monstrously giant and as weak and ineffectual as the dwarf. Their keen vision lost to tiny, far-set eyes which left them nearly blind. Drugged and placed into special life support canisters, they became the key components of the Mechanoids warp drive. Their minds, swept clean of cluttering thought, were controlled and stimulated by the Warp drive mechanism, activated only by the flow of coordinates and the pulse of energy required to Warp.

A single Phi-Warper could flawlessly warp a 20- ton object a distance of a thousand light years. 100,000 Phi-Warpers precisely timed, controlled and amplified by the cosmic energies of a Mechanoid power crystal could warp an entire planet-sized Mothership.

For eons, the Warpers were catatonic slaves to some hell-spawned device. But with the self-inflicted Mechanoid genocide, they have, at last, been granted freedom. Possessed of remarkable psionics and Mental Endurance, an amazing 61% of all Phi-Warpers are able to adapt to their new environment with little or no lasting psychological trauma. But those driven insane (39%) are dangerously hostile, schizophrenic, and often possess multi-personalities.

Those escaping permanent psychological damage retain their gentle manner and high regard for life Insatiably curious about their new environment, the ocean of space, they have become ardent explorers. Enjoying contact with other life, they will often join exploration expeditions, offering their warping abilities in exchange for companionship and adventure.

Unfortunately, many unscrupulous beings still capture, and imprison, Phi-Warpers in debilitating warp systems as the Mechanoids did. Slavers and some black marketeers will pay anywhere from 200,000 to one million credits for a single psionically incapacitated (but fully functional) Phi-Warper. The Nigelian Confederacy finds this slave trade (as they do any slave trade) most hideous, reserving the most stringent punishments (including death) for anyone involved in the capture and enslaving of Phi-Warpers. (Note: most Confederacy races find this act so terrible that when Slavers are discovered, they are treated mercilessly, with few Slavers taken alive for prosecution). Needless to say, this has endeared the Nigelian Confederacy to the Phi-Warpers.

Being very fragile and incapable of physically walking, it is wise to see to it that any Phi-Warper is suitably protected. Phi-Warper body armor is specially designed of lightweight metal alloys, complete with hover jets. This suit offers maximum protection and mobility.

Movement is otherwise limited to crawling, psionics (levitation, telekinesis, etc.), hover devices or transport by someone else. Note: Phi-Warpers with telekinetic abilities are able to pilot most ground vehicles and simple hover vehicles.

Rolling-Up a Phi-Warper Playing Character

All Phi-Warpers have the ability to warp without the usual dangers associated with psionic teleportation/warping.

As mentioned earlier, this ability allows a Phi-Warper to bend, or warp, space and time, projecting it anywhere he/she desires within the same dimension. (Note: this is not an

inter-dimensional spanning ability. Up, down, 10 meters, 100,000 km or 10,000 light years away, a Phi-Warper can do it.

However, there are certain limitations and dangers involved if pushed too hard. See: Warp Tables.

Warp Tables

Phi-Warpers must have at least some idea of where they are warping to. An idea of distance, and a description (no matter how vague), star chart, or map is needed.

Number of Warps	Possible per Melee
500 meters	once every 2 melee rounds
5 km	once every 5 melee rounds
1,000 km	once every 15 melee rounds
10,000 km	once every 60 melee rounds
100,000 kilometers	once every 10 hours
1 million kilometers	once every 24 hours
100 million km	once every 72 hours
10 light-years	once every week
100 light-years	once every 2 weeks
10,000 light years	once every 6 weeks
100,000 light-years	once every 12 weeks
500,000 light-years	once every 20 weeks

The Warp

Range	I.S.P. Expended	Duration of Travel	Risk Factor
under 5 km	8	Instant (approx. 5 sec)	0%
100 km	12	Instant	0%
10,000 km	20	Instant	0%
100,000 km	30	30 seconds	0%
1 million km	50	60 seconds	0%
100 million km	80	30 minutes	1%
10 light-years	100	10 hours	2%
1,000 light-years	140	6 days	3%
10,000 light-years	180	15 days	4%
100,000 light-years	220	30 days	5%
500,000 light-years	320	60 days	13%

Unsuccessful Warp

Each time a Phi-Warper uses his/her ability to travel great distances, there is a certain degree of risk (Risk Factor under Warp Table). The player must roll percentile dice to see if he/she has successfully Warped. Rolling under the risk factor indicates an unsuccessful warp. The severity of the incident is determined on the following table. Roll percentile dice:

Unsuccessful Warp

01-35 Off target by 1,000 light-years.
36-59 Wrong place; no idea of location.
60-85 Strain kills Phi-Warper upon arrival at destination.
86-100 Warp burn; *all* destroyed.

It is usually safer to make several small warps (under 1,000 light-years) than risk one or two large warps. The Phi-Warper can warp 100 million km with only a few minutes thought, but must prepare/meditate for one hour before attempting to span light-years. Roll percentile dice for interrupted warp.

Interrupted Warp

01-17 Off target by 10,000 light-years.
18-29 Off target by 500,000 light-years.
30-35 Wrong place, no idea of location.
36-78 Shock kills Phi-Warper.
79-100 Warp burn; *all* destroyed.

During a Warp, the Phi-Warper places himself into a trance for the duration of the warp and must be isolated as to not be disturbed. If interrupted, and the trance broken, there is a good chance of disaster. (Roll on interrupted Warp Table.) However, except for unexpected interruptions, the Phi-Warper is in complete control and is able to stop the process at any time without incident. Once a Warp is stopped, it is considered complete. To warp again requires preparation and expending I.S.P.
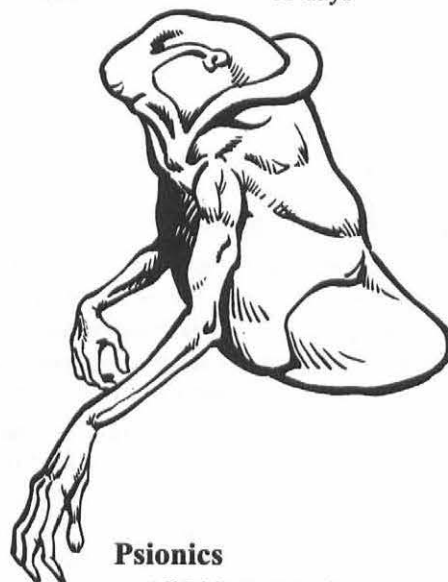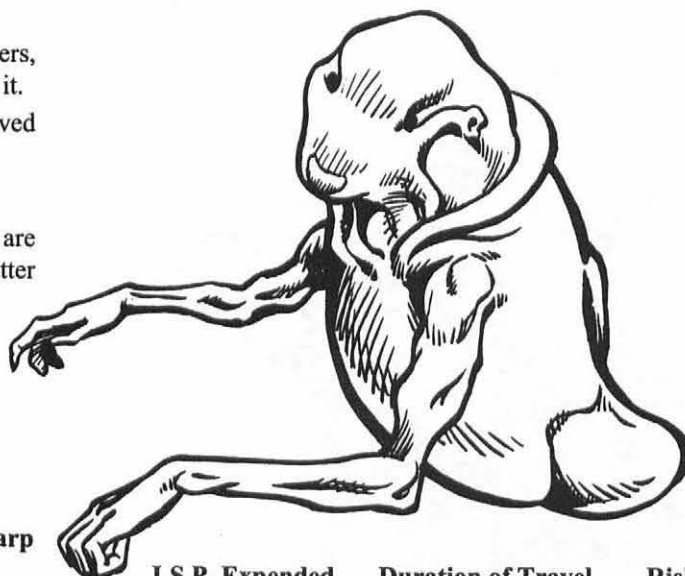
Psionics

All Phi-Warpers have some psionic ability.

Determining Degree of Psionics
Roll percentile dice.
01-50 Minor (limited to all Level one abilities and warping).
51-87 Major (limited to Levels 1-3 abilities and warping).
88-100 Master (full range of psionic levels and warp abilities).

See: Psionic section for description, use, and development of psionic abilities.

Note: Although a major or master psionic may be rolled, the character is considered a novice and must begin with Level one abilities. As he/she attains a new experience level, he/she also gains a new level of psionics, stopping at the maximum level allowed. **Example:** a major psionic is limited to level 3 abilities

and can never attain 4th level abilities even though the character may have 5 or 6 levels of experience.

Determining Inner Strength Points (I.S.P.)

Take the Mental Endurance (M.E.) attribute and multiply by 9. **Example:** a character with an M.E. of 14 (14×9) has 126 I.S.P. This applies *only* to Phi-Warpers. See Psionics section for all other races.

Building I.S.P.: All Phi-Warpers (minor, major, master) automatically add 10 I.S.P. per every level of experience gained.

Saving Throw: against Psionics: Standard: see Psionics section and Attribute Bonus under M.E.

Phi-Warper Stats

The 8 Attributes

Number of six-sided dice rolled is designated below.

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	4	3	1	2	2	2	1

Hit Points: Standard: see Determining Hit Points

Other Notes about Phi-Warpers

1. Male and females look identical.
2. Very near sighted (see clearly without optical enhancements - 1 meter).
3. 90% Herbivores
4. Gentle disposition
5. Any alignment
6. Height: 1.3 meters
7. Weight: 42 kg
8. Cannot use heavy equipment
9. Cannot choose any O.C.C. (see special O.C.C. skills for Phi-Warpers).
10. Still capable of bearing offspring

Phi-Warpers cannot choose an O.C.C.

Because Phi-Warpers are so very weak, they cannot physically use and operate heavy or large tools, weapons, or equipment. These physical impairments also limit the skills (and therefore O.C.C.) they can perform. Consequently, many Warpers concentrate exclusively on developing their psionic abilities. However, those with an I.Q. of 10 or higher can choose from a limited range of skills.

Attribute Requirement: I.Q. 10 or higher

Elective Skills: Choose 6 at level 1, 2 at level 3, 2 at level 8, and 2 at level 12

Computer Programming
Forgery
Medical
Navigation (+10%)
O.S.C.E. (+8%)
P.G.V.
P.A.V. (simple hover vehicles only)
Pick Pocket
Warp Drive (+15%)
W.P. Blade (small)
W.P. Automatic (handguns only)
W.P. Handguns (energy)

Applied Aptitude Specialties: Sensory Equipment & Theoretical Knowledge

Levels of Experience

Phi-Warper

1	0-2,700	8	58,001-88,000
2	2,701-5,400	9	88,001-110,000
3	5,401-10,800	10	110,001-145,000
4	10,801-22,000	11	145,001-185,000
5	22,001-34,000	12	185,001-240,000
6	34,001-48,000	13	240,001-290,000
7	48,001-58,000	14	290,001-365,000
		15	365,001-450,000
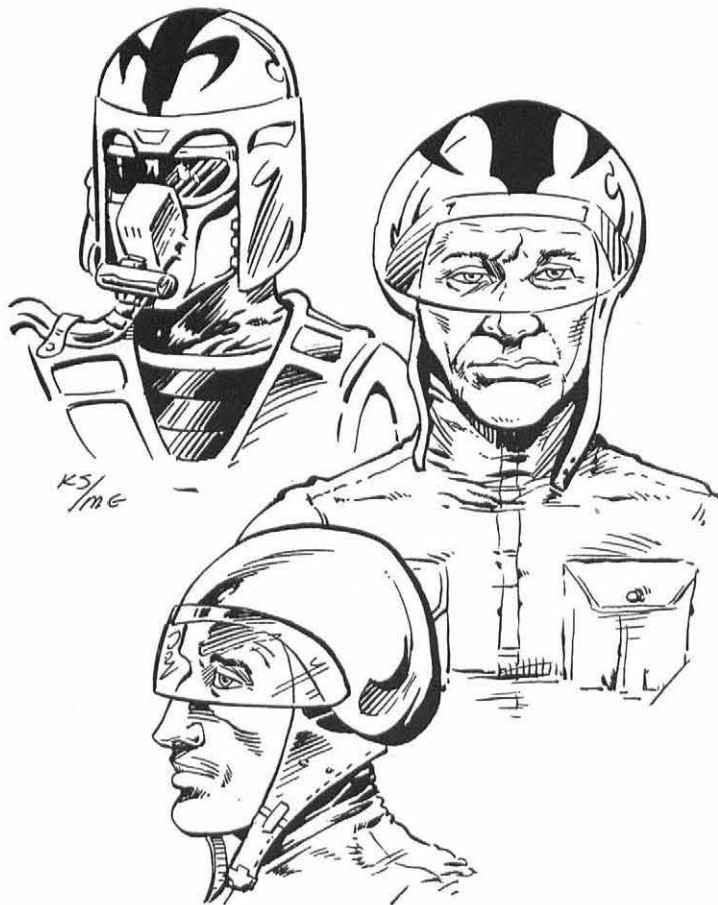
Humans

Humans seem to be the intergalactic equivalent to the rabbit since they seem to abound throughout the universe. Of all known intelligent mammals, humans (basic Earth-types) comprise 7% of that category. Another 11% of intelligent mammals are apparently humanoid cousins to humans, with slight, though distinct physiological differences. All true humans (and many humanoids) have consistent attributes.

The 8 Attributes

Number of six-sided dice rolled is designated below

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
3	3	3	3	3	3	3	3

Other Notes about Humans

1. Omnivore (eats meats, grains, etc.)
2. Normal color vision.
3. Any alignment.
4. Any O.C.C.
5. Average Life span: 80 years
6. Height: 1.2 - 2.0 meters

Psionics

Description of Psionic Abilities
Level One
(Note: I.S.P. is an abbreviation for Inner Strength Points)

Level One
1. Aura of Truth (2)
2. Detect Psionics (2)
3. Hypnotic Suggestion (2)
4. Meditation/Trance (0)
5. Object Reading (3)
6. Presence Sense (4)
7. Resist Cold (2)
8. Resist Thirst (2)
9. Resist Fatigue (2)
10. See Aura (4)
11. Sense Good or Evil (2)
12. Sense Magic (2)

Level Two Psionics
1. Bio-regeneration (8)
2. Commune with Spirits (4)
3. Death Trance (4)
4. Empathy (4)
5. Levitate (6)
6. Limited Telepathy (6)
7. Limited Telekinesis (6)
8. Mind Block (4)
9. Night Vision (4)
10. Resist Fire (4)
11. Resist Hunger (4)
12. Slow Metabolism (2)
13. Spontaneous Combustion (4)

Level Three Psionics
1. Extended Telepathy (8)
2. Mental Bolt of Force (12)
3 Precognition (6)
4. See The Invisible (8)
5. Teleport Object (20)
6. Turn Invisible (8)
7. Evil Eye
   a) Despair (10)
   b) Paralysis (10)
   c) Stun (10)
   d) Sleep (10)
   e) Fear (10)
   f) Blind (14)
   g) Pain (18)
   h) Death (20)

Level Four Psionics
1. Astral Projection (10)
2. Commune with Animals (10)
3. Float (air/water) (8)
4. Fuel Flame (8)
5. Mind Wipe (forget)(10)
6. Sense Traps (8)

You can find the descriptions for Psionic Levels 1-3 in the **Mechanoid Invasion.** Level 4 Psionic descriptions can be found in **The Journey.**

Level Five Psionics
1. Basic Force Field (12)
2. Cause Insanity (20)
3. Cure Insanity (40)
4. Dispel Spirits (10)
5. Extended Telekinesis (16)
6. Mentally Possess Others (18)
7. Negate Poison (12)
8. Water Walk (10)

Basic Force Field
Level five
Range: Self
Duration: 8 melees per level of psionic
I.S.P.: 12
Saving Throw: None

The force field will have an S.D.C. (Structural Damage Capacity) of 20 points; A R. 8. The S.D.C. of the field can be increased by one for each additional I.S.P. expended. The force field blocks all attacks before any personal armor is attracted. The S.D.C. and damage works the same as S.D.C. and normal, physical armor.

Cause Insanity
Level Five
Range: Others by touch
Duration: Special
I.S.P.: 20
Saving Throw: Standard

Anyone affected by this ability will contract one insanity. This lasts at least one month. Thereafter, a normal saving throw against psionics is rolled once every week to determine remission; if successful, the insanity is gone. Insanity is specified by the psionic and can be either a Neurosis or Phobia. Use of this ability does not inform the psionic of any prior insanity.

Cure Insanity
Level five
Range: Others by touch
Duration: Special
I.S.P.: 40
Saving Throw: Standard

Any insanity except for the organic variety can be cured. Once done, the subject has a 10% chance of reverting to the insanity every week. Schizophrenia, Organic Retardation, and Organic Damage are not affected by this cure.

Dispel Spirits
Level five
Range: 50 meters
Duration: Instant
I.S.P.: 10
Saving Throw: The spirit receives no saving throw, but if a psionic had summoned the spirit, then the psionic can roll to maintain a contact with the spirit after it is dispelled.

Any spirits of the dead (see commune with Spirits-level 2) will be forced to flee to the spirit world. This does no damage to the spirit, but breaks any communication that it may have with another psionic.

Extended Telekinesis
Level five
Range: 50 meters/line of vision
Duration: 10 melees per level of psionic
I.S.P.: 16
Saving Throw: Standard

Identical to the Level Two ability. However, Duration (10 melees per level), Range (50 meters) and Weight (18   kg/40 lbs per level of psionic) are increased.

Mentally Possess Others
Level five
Range: Touch
Duration 16 melees per level of psionic
I.S.P.: 18
Saving Throw: Standard

The psionic completely takes over and controls another person or creature. A portion of the controlling mind is actually

transferred to the possessed body. While in the victim's body, the psionic retains his/her own knowledge and identity. The body of the psionic will lapse into a trance-like state for the duration of the possession.

Negate Poison

Level five
Range: Self
Duration: permanent
I.S.P.: 12
Saving Throw: None

After a poison (or suspected poison) has been introduced into the body of the psionic, this ability is used to negate it. Because of the difficulties in expelling the poison from the body, it takes a full hour of intense concentration to succeed. Once this process is started, no further damage will take place. Any damage already done to the body must be healed in other ways (bio-regeneration, etc.).

Water Walk

Level five
Range: Self
Duration: 1 hour per level of psionic
I.S.P.: 10
Saving Throw: None

By altering the molecular texture of the water, the psionic can move freely about on the surface. The water will react as good traction and can be used for running without causing any kind of slipping. The only limit to the amount of weight that the water can hold is the strength of the psionic; 30 kg per level. It can also be used for sitting, crawling, or sleeping.

Level Six Psionics

1. Create Illusion with Sound (24)
2. Heal Others (18)
3. Mass Hypnotic Suggestion (2 per subject)
4. Mind Bond (24)
5. Psychic Surgery (19)
6. Resist Vacuum (12)
7. Teleport Self (24)

Create Illusion with Sound

Level six
Range: 20 m
Duration: Special
I.S.P.: 24
Saving Throw: Psionics only

The psionic can create and direct a single illusionary object or being. This object will appear realistic with respect to both sight and sound (however, touch and smell are missing). The illusionary person can be made to walk around (in range of the psionic) and talk freely. The psionic can move and speak normally but is incapable of any other psionics while the illusion is maintained. The psionic must also remain conscious.

Heal Others

Level six
Range: Touch
Duration: permanent
I.S.P.: 18
Saving Throw: None

This psionically heals burns, cuts, bruises, poison, etc. It functions similarly to bio-regeneration, but affects others. Restores 3-18 hit points.

Mass Hypnotic Suggestion

Level six
Range: 30 meters
Duration: Unknown
I.S.P.: 2 per subject
Saving Throw: Standard

An entire group of sentient begins will obey the suggestion of the psionic. It requires a verbal suggestion and should request a unified group activity (see the Level One ability for a detailed description).

Mind Bond

Level six
Range: Touch
Duration: Instant
I.S.P.: 24
Saving Throw: Standard

This creates an instant mind link between the psionic and the victim. When this happens, each will learn everything there is to know about the other. This can cause insanity in either of the two. Likewise, either or both of the bonded minds may retain some of the skills of the other. Memory is only complete for 2-12 hours; after that, roll under 15% to recall any particular item. After one month, all memories usually disappear.

Psionic	Victim	Mind Bond Table
1-70%	1-50%	No ill effect
71-80%	51-70%	Contract insanity from other; if other Has no insanity, then roll on Neurosis Table.
81-85%	71-80%	Absorb Multiple Personality traits; roll on the Classic Psychosis Table.
86-89%	81-89%	Other personality takes over until a save is rolled; roll once a melee.
90- 98%	90-98%	Temporary retention of other personality's skills; 10% chance of loss per week.
99%	99%	Permanent retention of other personality's skills.
100%	100%	Accidental personality transfer; the psionic's persona will end up in the victim's body and vice versa.

Psychic Surgery

Level six
Range: Touch
Duration: Permanent
I.S.P.: 19
Saving Throw: None

This ability is really a combination of object reading, bio-regeneration and limited telekinesis. It is used to actually perform some type of physical manipulation within a living body. This can be the expulsion of a cancer, implant, or growth; the setting of bones, ribs, or other fractures; and even the removal of internal organs. You cannot perform Psychic Surgery on yourself.

Resist Vacuum
Level six
Range: Self
Duration: 10 melees
I.S.P.: 12
Saving Throw: None

By use of special body resistance and limited telekinesis, the psionic can survive for a short time without an atmosphere. While this ability protects against explosive decompression and lack of oxygen, it will not protect against the light and radiation from direct exposure to a star (see Resist Fire-Level 2). This cannot be used again until the psionic has had at least five minutes of normal breathing.

Teleport Self
Level six
Range: 100 m
Duration: Instant
I.S.P.: 24
Saving Throw: None

The psionic can teleport himself/herself along with 5 kg per level of carried objects. The psionic must be able to see or exactly visualize the destination. This can be anywhere in immediate sight or the other side of that wall, tree, floor, etc., so long as it is within range. Any attempt to teleport into a solid object will always fail. If the psionic teleports into mid-air, then falling damage is applied.

Level Seven Psionics
1. Generate Personal Aura (32)
2. Induced Catatonic State (40)
3. Induced Nightmares (24)
4. Reoccurring Nightmares (32)
5. Multiple Phantoms (32)

Generate Personal Aura
Level seven
Range: Self
Duration: Until canceled or elapses
I.S.P.: 32
Saving Throw: None

Anyone attempting to read the aura of the psionic will encounter an artificial aura. The psionic specifies the general alignment, level, physical condition and nature that are to be projected. The artificial aura can last one week per level of psionic (note: can be canceled at will by psionic). This will not work against Sense Good or Evil - Level One.

Induced Catatonic State
Level seven
Range: Touch
Duration: Special
I.S.P.: 40
Saving Throw: 1/2 Standard for psionics. Standard for non-psionics.

This puts the victim into a complete catatonic coma. The subject is incapable of *any* kind of action; physical, mental, or psionic. There is a 17% chance of recovery every day after the first two days. The P.E. of the victim is equal to the number of days before death.

Induced Nightmares
Level seven
Range: 20 m
Duration: 1-6 hours
I.S.P.: 24
Saving Throw: 1/2 Standard

This will affect all sleeping creatures within range While in the state of induced nightmares, it is impossible to wake up. The subject, consumed with terror, has a 10% chance of contracting Reoccurring Nightmares (see below).

Reoccurring Nightmares
Level seven
Range: Touch
Duration: Permanent
I.S.P.: 32
Saving Throw: Standard

Once the subject has been inflicted with these dreams, they will have an 87% chance of happening each time sleep comes Once in the grip of the nightmare, the victim cannot wake himself/herself for 1-6 hours (however, it is possible for others to wake him/her up) The victim must roll on the following tables every time the nightmare is experienced.

Affective Disorders and Classic Psychosis from the Insanity Tables: These are temporary insanities that last 24 hours Roll again for each night that a nightmare occurs. If nightmares continue for 6 weeks, there is a 60% chance of a permanent Affective Disorder (roll once every 4 weeks).

Multiple Phantoms
Level seven
Range: 50 m
Duration: Special
I.S.P.: 32
Saving Throw: Psionics only

The psionic can create a number of illusionary beings or objects, and totally direct and control them. The maximum number of Phantoms is equal to the psionic's level. Each of the illusions will be entirely convincing in every way, except touch. The strain of controlling all these separate Phantoms means that the psionic cannot move, speak, or engage in other psionic abilities.

Level Eight Psionic Abilities
1. Advanced Trance State (48)
2. Group Mind Block (32)
3. Insert Memory (48)
4. Spontaneous Detonation (48)

Advanced Trance State
Level eight
Range: Self
Duration: Until dispelled
I.S.P.: 48
Saving Throw: None

In this state of meditation, the physical body is completely motionless. Physical and psionic healing can take place at the same time. Each hour, the body recovers 3-18 hit points and 6 I.S.P. OR the psionic can remain in a state of suspension like the death trance (Level Two). The difference is that the user has full use of psionics. Any abilities can be used while in the advanced trance state.

Group Mind Block

Level eight
Range: 50 meters
Duration: 8 melees per level of psionic
I.S.P.: 32
Saving Throw: None

This erects a mind block exactly like the Level Two ability, except that it covers a group instead of an individual. The psionic can cover a number of beings total to his/her level.

Insert Memory

Level eight
Range: Touch
Duration: Permanent
I.S.P.: 48
Saving Throw: None

An artificial memory can be implanted into the mind of the subject. This memory is completely convincing and will affect all related actions of the victim. For example, the psionic could tell the victim." Your younger brother was captured and tortured by Mechanoids when you were a child". This would mean that the subject would have good reason to hate and kill Mechanoids. However, there is no guarantee that the subject will react in a particular way. In our example, the subject might hate his real little brother. The only chance that the victim has of detecting the artificial memory is when it conflicts with reality. For instance, in conversation with others, he might discover that he never had a little brother. Even if the victim disbelieves the memory, the memory itself will remain. (Can be removed with a Mind Wipe - Level Four.)

Spontaneous Detonation

Level eight
Range: 100 meters
Duration: Instant
I.S.P.: 48
Saving Throw: None

Any explosives or volatile substances can be made to detonate from a distance. This will also work on energy containment devices and power generators. Includes fusion devices and any kind of powered weapon.

Level Nine Psionic Abilities

1. Alter Personality (64)
2. Fantasy Experience (64)

Alter Personality

Level nine
Range: Touch
Duration: Permanent
I.S.P.: 64
Saving Throw: 1/2 Standard save vs psionics

The victim will undergo basic changes in personality. This can include alignment, loyalties, emotional states, and personality traits. The effect is permanent, but there is a chance of remission if the change is drastically different from the original personality.

Fantasy Experience

Level nine
Range: 50 meters
Duration: Until dispelled
I.S.P.: 64
Saving Throw: Psionics only

The psionic can manufacture a complete illusionary fantasy for a group of beings. The group can be up to the number of the psionic's level. The psionic and all of the subjects will remain motionless and otherwise unoccupied for the duration of the fantasy. The fantasy will be real in *all* respects, and the group can be made to believe that they are moving great distances or enduring long journeys. Once in the grip of the fantasy, there is no way out. Because of the incredible intensity of concentration required, the psionic is completely unaware of any type of physical or psionic activity outside of the fantasy; there is a 60% chance the psionic will lose himself/herself in the fantasy, believing it is real. A telepathic probe may rouse him from fantasy trance (55%); or Mind Wipe (96% — see: Mind Wipe effects).

Level Ten Psionics

1. Death Trap (180)

Death Trap

Level ten
Range: Self
Duration: Permanent
I.S.P.: 180
Saving Throw: If the psionic rolls under 5, then irrevocable death is the result.

This is the ultimate psionic performance; the ability to leave the physical body and become a being of pure psionics. It can only be performed the instant before certain death is about to visit the psionic. The psionic then completely consumes the physical body and discorporates into pure mind. From that point on, the psionic spirit must obtain any needed I.S.P. from bodies it possesses. All psionics are possible.

Starships

1. Ship costs do not include a Warp System.

2. Warp Systems can be installed in most (90%) starships.

3. Standard minimum crew: Pilot - Co-Pilot, Electrical Engineer, Mechanical Engineer, Navigator, Medical.

4. Used starships (excluding those with Warp Systems) are often available at 30% - 70% less than current market value. However, they require major repairs. Roll percentile dice.

01-40% Rebuild hull (present A.R. 3)

41-87% Replace entire computer, navigation, sensory and communication systems.

88-100% No ship housing. (See Equipment List for costs).

5. Hull A.R. (Armor Rating) is limited to a maximum of 13 standard, and 16 armored.

6. Abbreviation Key

A.R. — Armor Rating

S.D.C. — Structural Damage Capacity

Spd. — Speed

C.L. — Clip Load

R.F. - Rate of Fire

M.A.R.E. - Maximum Armor Rating Effectiveness

Random Space Encounter Tables

Commercial Trade Routes (little hazards)
01-70% Uneventful voyage
71-80% Hijackers (50% chance of being from Nigelian Confederacy)
81-85% Pirates
86-90% Slavers (or police if running illegal goods)
91-95% Friendly aliens
96-100% Hostile aliens

New Frontier
01-50% Uneventful
51-65% Hijackers (57% chance of being from Nigelian Confederacy)
66-80% Pirates (33% chance of being from the Brotherhood)
81-88% Slavers
89-94% Friendly aliens
95-100% Hostile aliens

Rogue Space (hazardous)
01-28% Uneventful
29-46% Hijackers (35% chance of being from Nigelian Confederacy)
47-60% Pirates (20% chance of being from the Brotherhood)
61-75% Hostile aliens
76-86% Hostile military force
87-90% Friendly aliens
91-94% Slavers
95-97% Dionii
98-100% Mechanoids

Military war (extremely hazardous)
01-18% Uneventful
19-37% Goods confiscated by military force
38-55% Attacked by Hostile military force
56-70% Hostile military force seeks to requisition, ship and crew (no choice, you're drafted).
71-80% Friendly military force imposes 10% duty on goods.
81-90% Hijackers
91-95% Pirates
96-100% Hostile aliens
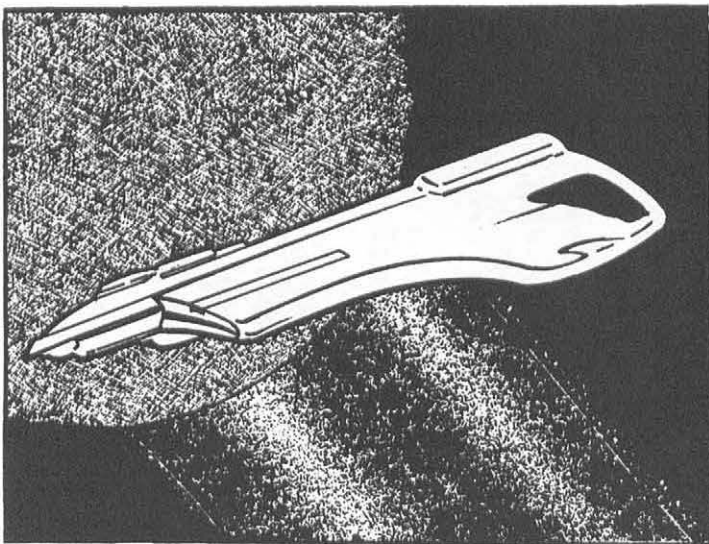
Nigelian Transport Cruiser
Cost: 38 million credits.
Dimensions: 72.3 m long, 29.9 m wide, 16.6 m tall. 1500 tons empty.
Cargo capacity: 200 tons
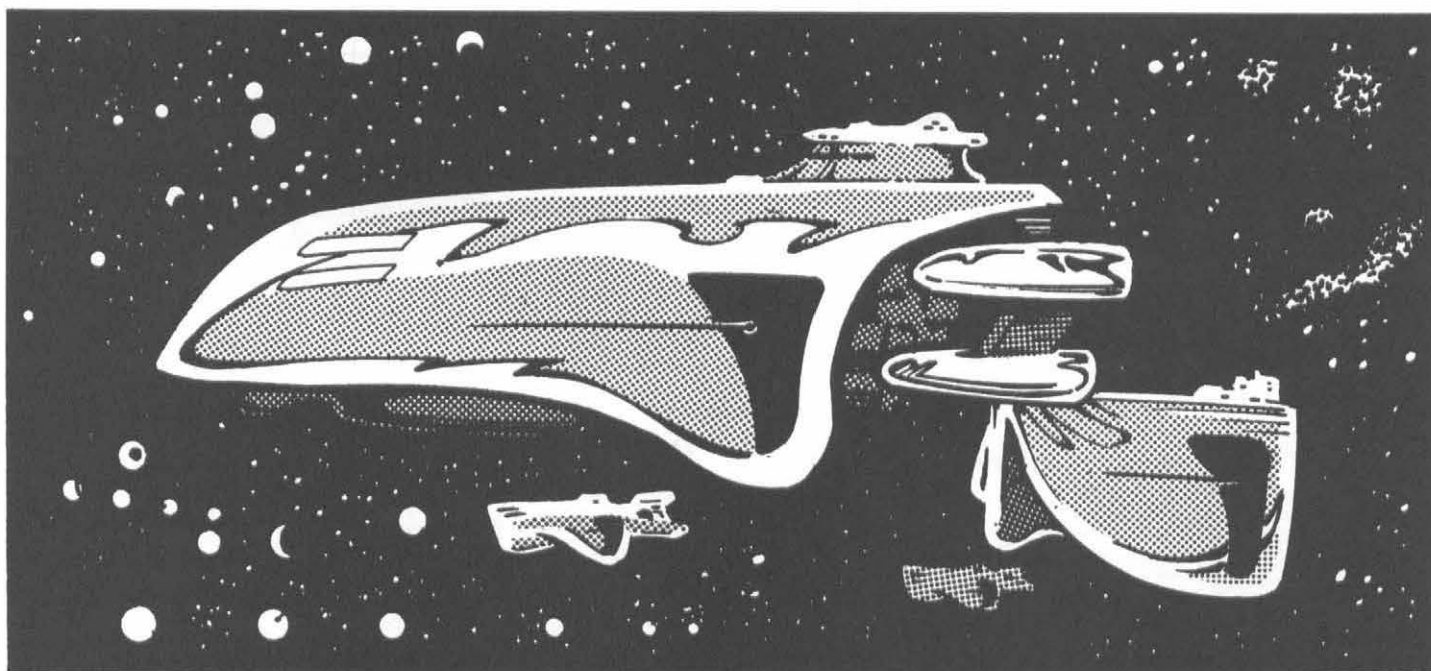Spd.: 2800 kmph or Warp System
Hull A.R.: 11
S.D.C.: 3300
Armaments: Not standard
Minimum Crew: Standard
Occupancy: 224
Fuel: Nuclear

Nigelian Elite Shuttle
Cost: 12 million cr
Dimensions: 24.1 m long, 11.0 m wide, 7.4 m tall. 40 tons empty.
Cargo capacity: 50 tons
Spd.: 500 kmph
Hull: A.R. 9
S.D.C. 2700
Armaments: Not standard
Minimum Crew: Standard
Occupancy: 32
Fuel: Liquid (12 hours continual flight)

Nigelian Cargo Ships
Cargo Shuttle
Cost: 37 million credits
Dimensions: 47.5 m long, 19.8 m wide, 22.9 m tall, 400 tons empty.

Cargo capacity: 1200 tons Armaments: Not standard
Spd.: 1800 kmph or Warp System Minimum Crew: Standard
Hull: A.R. 10 Occupancy Housing: 24
S.D.C.: 3000 Fuel: Nuclear

Nigelian Tug
Cost: 24 million cr
Dimensions: 38.0 m long, 22.9 m wide, 23.8 m tall. 900 tons empty.
Cargo capacity: 100 tons
Spd.: 1200 kmph or Warp System
Hull A.R.: 12
S.D.C.: 3600
Armaments: Not standard
Tractor Beam: Medium or heavy Occupancy: 16
Minimum Crew: Standard Fuel: Nuclear
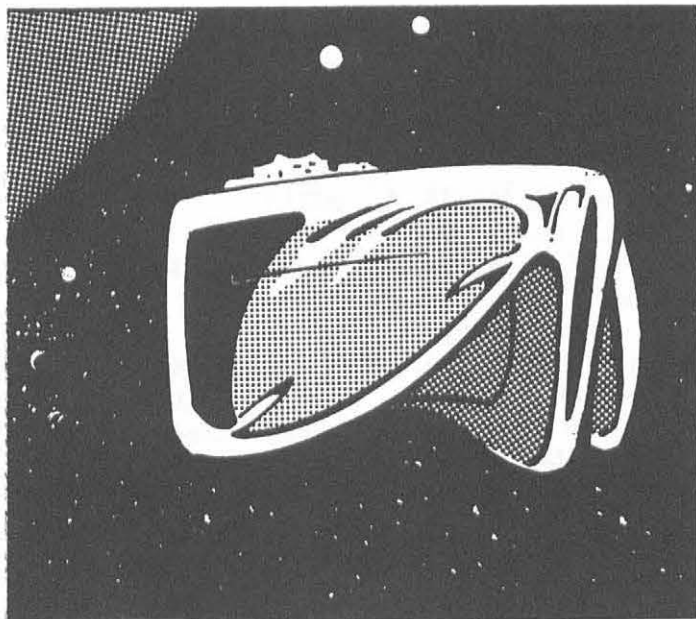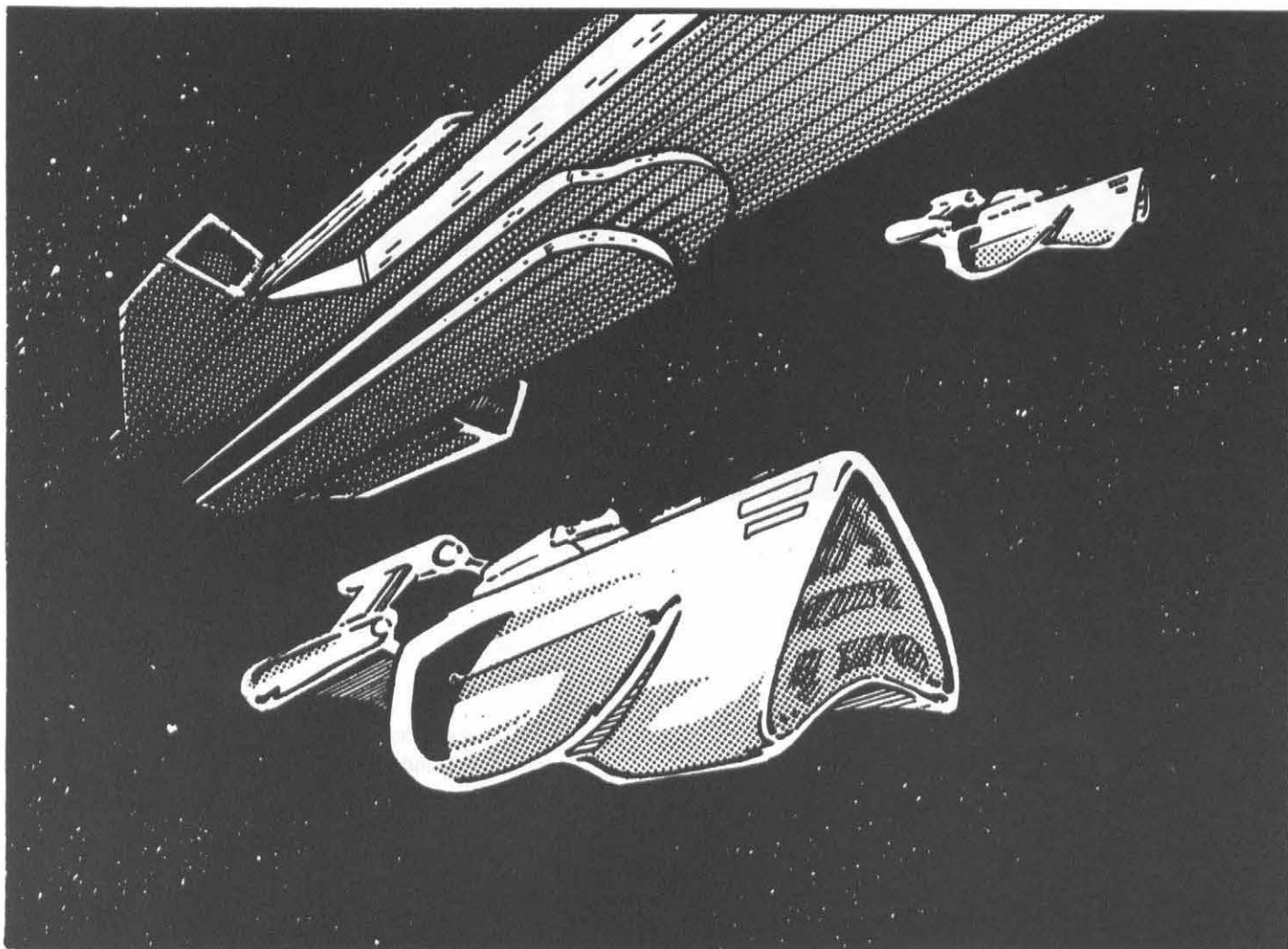
Ore Freighter

Cost: 111 million credits
Dimensions: 142.5 m long, 122.8 m wide, 134.4 m tall. 4000 tons empty.
Cargo capacity: 46,000 tons
Spd.: 1200 kmph or Warp System
Hull: A.R. 12
S.D.C.: 12,000
Minimum Crew: Standard, plus 6 workers
Occupancy Housing: 48
Fuel: Nuclear

Borealian Battle Cruiser

Cost: 600 million cr
Dimensions: 505.56 m long, 175.74 m wide, 74.8 m tall. 13,200 tons empty.
Cargo capacity: 1000 tons
Spd.: 1800 kmph or Warp System
Hull: A.R. 14
S.D.C.: 7700
Armaments: Laser Cannon Turret
  Range: 4 km
  Damage: 6-36 + 30
  C.L.: unlimited
  R.F.: 6
  M.A R.E.: 20

A.R. 9
S.D.C.: 800
Cost: 120,000
Plasma Cannon
  Range: 5 km
  Damage: 8-80 + 40 each blast
  C.L.: unlimited
  R.F.: 1 each
  M.A.R.E.: 20
  A.R.: 9

S.D.C.: 1000 each
72 Plasma Seekers
48 of each I.L.R.M. type
Minimum Crew: 4x Standard plus 48 Pilots and Light and Heavy Assault forces.
Occupancy: 1400 additional
Fuel: Nuclear

Borealian Fighter

Cost: 6 million credits
Dimensions: 27.4 m long, 18.3 m wide, 9.0 m tall. 90 tons.
Limited Range Liquid Fuel: 5 hour fuel capacity
Spd.: 2000 kmph maximum
Hull: A.R. 10
S.D.C.:
  Body- 600
  Fuel-tank. - 900
  Engine pods- 400 each
Armaments: Cost: 5000 credits
Particle Beam: I.L.R.M. (2) Nuclear
  Range: 2200 m   +2 to hit/tracking
  Damage: 5-50 + 25   Damage: 200
  C.L.: 40   S.D.C.: 30
  R.F.: 4   Cost: 10,000 credits
  M.A.R.E.: 20   Crew: Pilot, co-pilot, gunner
  S.D.C.: 300   Occupancy: 8 maximum total no cargo space.

1. Borealian Battle Cruiser

Plasma Cannons

Laser Cannon Turret

Docking Bay

Transport Cruiser

2. Borealian Fighter

Liquid Fuel Tank

Engines

Particle Beam

I.L.R.M.
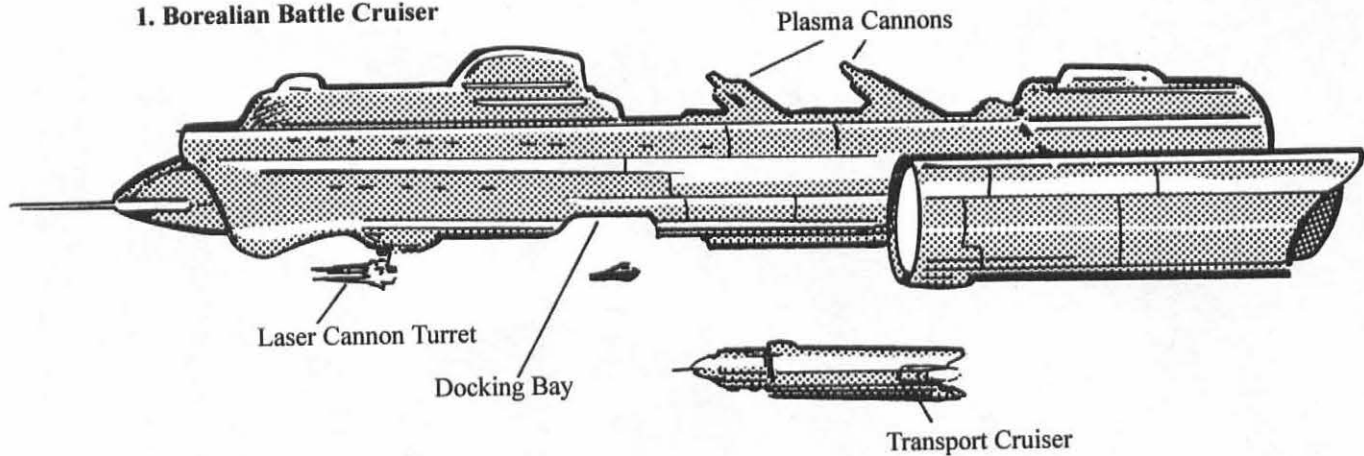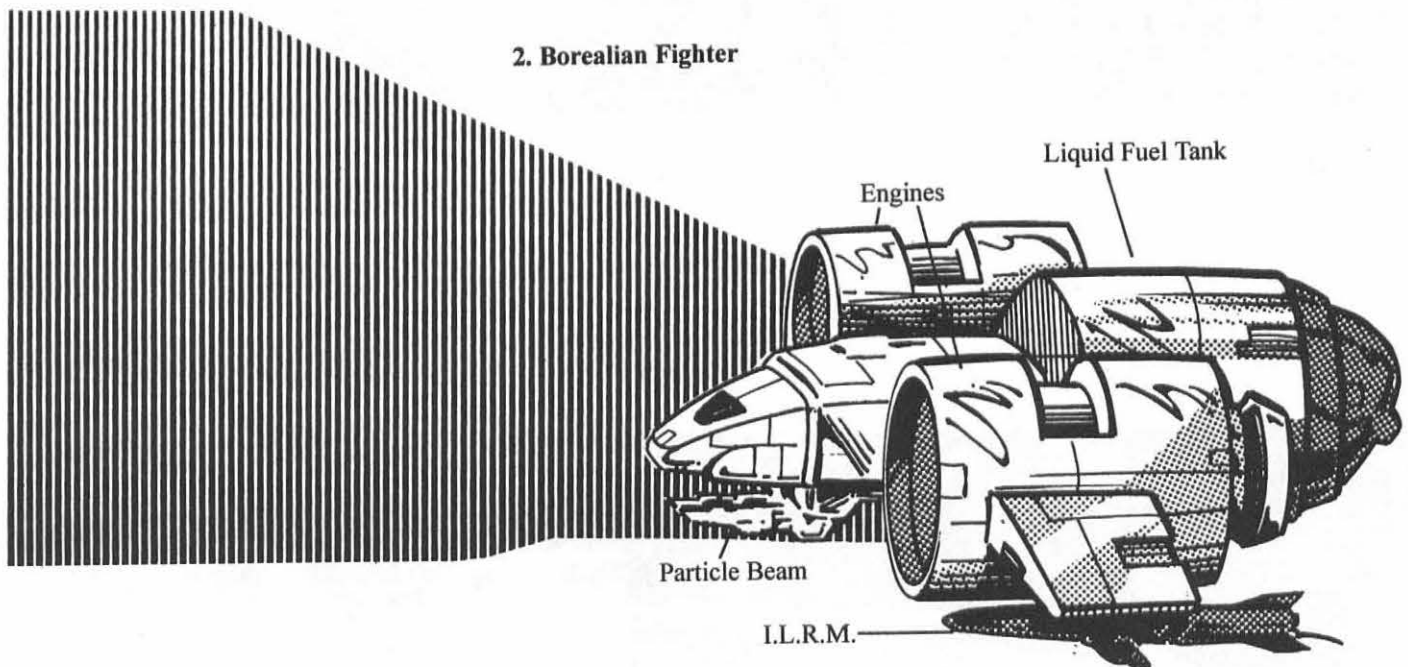
3. Borealian Assault Cannon

Particle Beam Turret

Hatch

Plasma Cannon
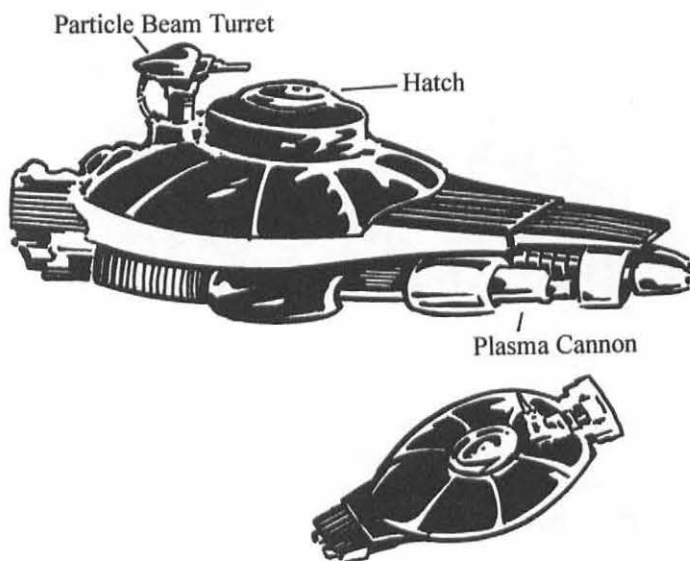
Borealian Assault Cannon

Cost: 92 million credits
Dimensions: 30.5 m long, 13.7 m wide, 7.1 m tall. 200 tons.
Limited Range
Fuel: Nuclear, 72 hours fuel capacity.
Spd.: 800 kmph maximum

Hull: A R. 15	Fuel: Nuclear
S. D.C.: Body-3000	Plasma Cannon
Armaments:	Range: 12 km
Particle Beam	Damage: 6-36 x 10
Range: 3200 m	C.L.: 12 (recharge in 24 hours)
Damage: 5-50 + 25	R.F.: 1
C.L.: 30	M.A.R.E.: 20
R.F.: 3	S.D.C.: of cannon- 1200
M.A.R.E.: 20	A.R.: 12
S.D.C.: 300	Crew: Pilot, gunnery, navigator
Cost: 8000 credits	Occupancy: 10 total
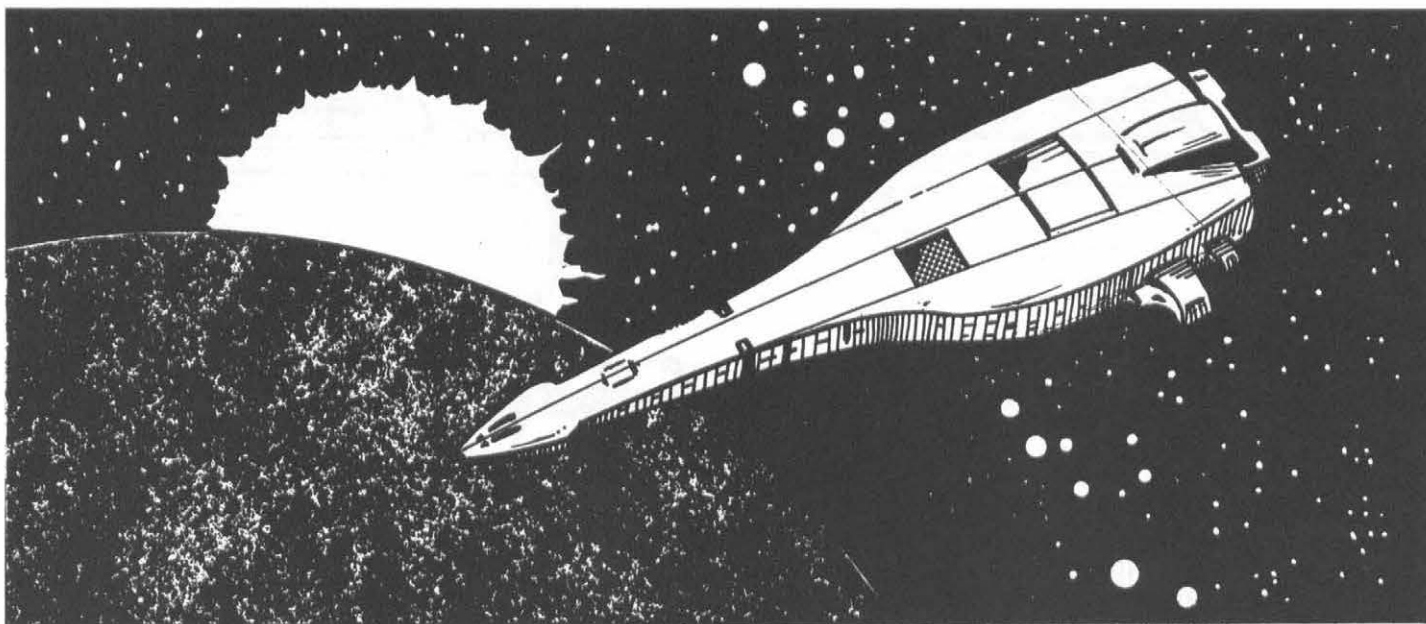
Borealian Cargo Cutter

Cost: 105 million cr
Dimensions: 190.2 m long, 84.7 m wide, 19.8 m tall. 6000 tons empty.
Cargo capacity: 24,000 tons
Spd.: 2800 kmph or Warp System

Hull: A.R. 10
S.D.C.: 11,000
Armaments: Not standard
Minimum Crew: Standard
Occupancy Housing: 18
Fuel: Nuclear

King Freighter

Cost: 498 million credits
Dimensions: 497.5 m long, 368.4 m wide, 201.6 m tall. 9000 tons empty.
Cargo capacity: 94,000 tons
Spd.: 1200 kmph or Warp System
Hull: A.R. 14

S.D.C. 32,000
Armaments: Not Standard
Minimum Crew: Captain/pilot, co-pilot, navigator (2), electrical engineer (2), mechanical engineer (3), medical (2), computer programmer (2), and 24 workmen.
Occupancy Housing: 144
Fuel: Nuclear
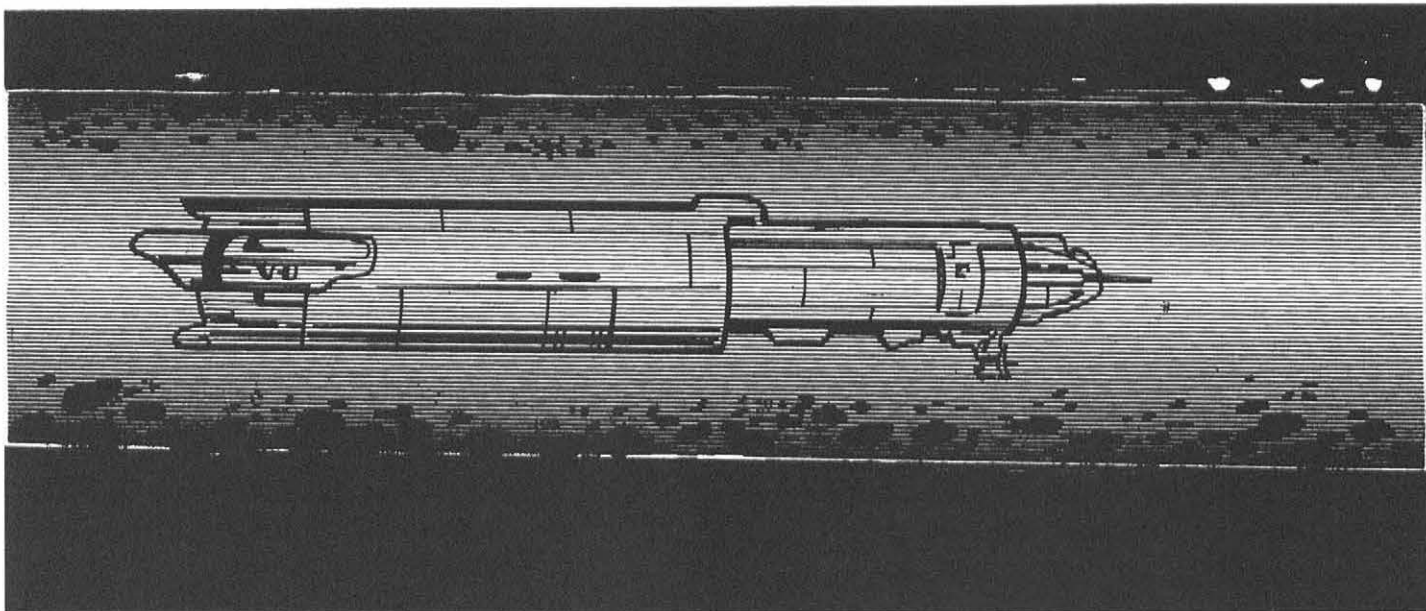
Borealian Transport Cruiser

Cost: 43 million credits
Dimensions: 84.2 m long, 29.7 m wide, 18.7 m tall. 1200 tons empty.
Cargo capacity (in addition to passengers): 400 tons
Spd.: 3200 kmph or Warp System
Hull: A.R. 12
S.D.C.: 3600
Armaments: Not standard
Minimum Crew: Standard
Occupancy: 180
Fuel: Nuclear
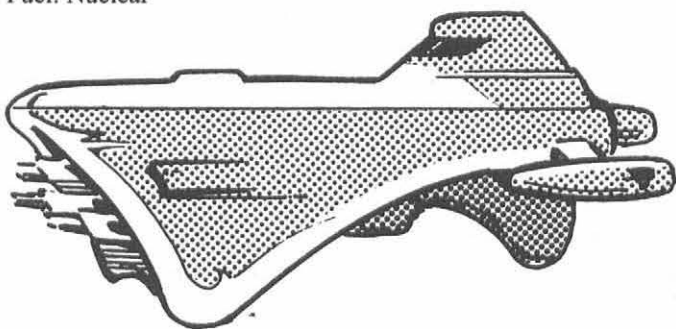
Nigelian Fighter

Cost: 16 million credits
Dimensions: 27.0 m long, 16.9 m wide, 12.6 m tall. 106 tons empty.
Cargo capacity: 0
Spd.: 1800 kmph
Hull: A.R. 10
S.D.C.: 3000
Armaments:
Tri-Laser
  Range: 2200 m
  Damage: 6-36 + 20 each blast
  C.L.: 30
  R.F.: 6   Cost: 42,000
  M.A.R.E.: 16   Minimum Crew: Pilot, co-pilot, and gunner
  A.R.: 9   Occupancy: 6 additional
  S.D.C.: lasers- 200 each

Borealian Scout

Cost: 6 million credits
Dimensions: 5.8 m long, 7 m wide, 4.7 m tall. 33 tons.
Cargo capacity: 0
Spd.: 2000 kmph
Hull: A.R. 10
S.D.C.: 3000
Armaments: Not standard
Minimum Crew: Pilot, co-pilot
Occupancy: 8 additional
Fuel: Nuclear
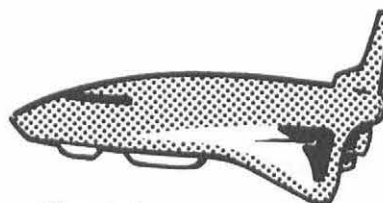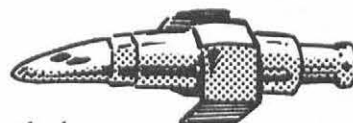
Nigelian Scout

Cost: 9 million credits
Dimensions: 13.6 m long, 6 m wide, 4.1 m tall. 30 tons empty.
Cargo Capacity: 0
Spd.: 2200 kmph
Hull: A.R. 10
S.D.C.: 3000
Armaments: Not standard
Minimum Crew: Pilot and co-pilot
Occupancy: 8 additional
Fuel: Nuclear

Nigelian Assault Cruiser

Cost: 97 million credits
Dimensions: 38.7 m long, 19.5 m wide, 12.1 m tall. 200 tons empty.
Cargo capacity: 60 tons
Spd.: 1800 kmph
Hull: A.R. 12
S.D.C.: 3600
Armaments:
Particle Beam Turret

Range: 3200 m
Damage: 5-50 + 25 each blast
C.L.: unlimited
R.F.: 4
M.A.R.E.: 20
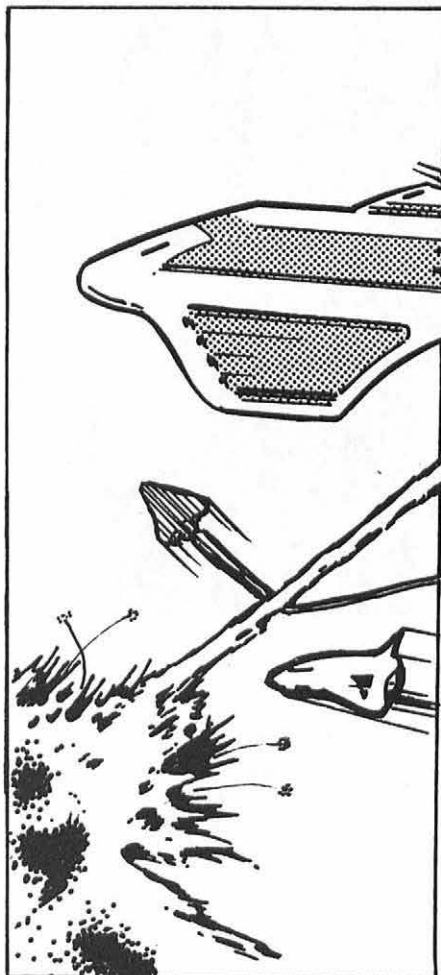
S.D.C.: turret- 400
Cost: 3600
Laser Cannon
  Range: 2 km
  Damage: 6-36 + 10 each blast
  C.L.: unlimited
  R.F.: 4
  M.A.R.E.: 20
  S.D.C.: 300
  Cost: 8000
Missile Bank
6 Plasma Seekers
24 of each I.L.R.M. type
Minimum Crew: Standard, plus 4 general workmen/assistants
Occupancy: 12 additional
Fuel: Nuclear

Warp Systems

Mechanical Warp Drives

The Old Leebarmin Hyper-drive System
Current market price 970,000 credits

Range	Duration	Risk Factor
10 million km	2 days	2%
100 million km	10 days	4%
10 light-years	4 weeks	6%
50 light-years	10 weeks	10%
100 light-years	20 weeks	16%
1000 light-years	40 weeks	23%

Loxan Warp System
Current market price 20 million credits

Range	Duration	Risk Factor
10 million km	2 days	1%
100 million km	6 days	2%
10 light-years	3 weeks	3%
50 light-years	6 weeks	5%
100 light-years	12 weeks	9%
1000 light-years	24 weeks	13%

Po-Tang Warp Drive
Current market price 60 million credits

Range	Duration	Risk Factor
10 million km	12 hours	0%
100 million km	2 days	1%
10 light-years	6 days	2%
50 light-years	2 weeks	3%
100 light-years	4 weeks	4%
1000 light-years	6 weeks	6%
6000 light-years	8 weeks	8%
10,000 light-years	10 weeks	10%
50,000 light-years	18 weeks	14%
100,000 light-years	32 weeks	20%

Phi-Warper Drive System (without warper)
Current Market Price: 59 million credits

(Phi-Warper services vary; average per month fee: 30,000 credits)

Gendo Jump System

Current market price: 12 million credits

Range	Duration	Risk Factor
10 million km	18 hours	0%
50 million km	2 days	1%
100 million km	4 days	1%
10 light-years	8 days	2%
30 light-years	2 weeks	3%
50 light-years	4 weeks	4%
70 light-years	6 weeks	5%
100 light-years	8 weeks	6%
300 light-years	11 weeks	10%

Average Free-agent Crew Salary (monthly)

Captain (Pilot and/or navigation skills: Level 5 or higher)	6,000 credits
Ship's Pilot	4,000 credits
Vehicle Pilot	2,000 credits
Navigator	4,000 credits
Electrical Engineer	3,000 credits
Mechanical Engineer	3,000 credits
Medical	15,000 credits
Gunnery	12,000 credits
Scout	2,500 credits
Warp Drive Specialist	3,500 credits
Field Scientist	2,000 credits
Light Assault	1,500 credits
Heavy Assault	1,600 credits
Scavenger/Mercenary	1,000 credits
General Laborer	1,000 credits
Fighter Pilot	3,000 credits

Average Flat Fees to Independent Free-agent

Starship owners (hauling cargo)

Ore	20,000-40,000 credits
Fuel	26,000-40,000 credits
Tech equipment	40,000-60,000 credits
Commercial goods	50,000-100,000 credits
Special	70,000-200,000 credits
Contraband	90,000-200,000 credits
Passengers	30,000-100,000 credits

Other Freelance Work (1 year term)

Assault	50,000 - 100,000 credits
Scout (hazardous)	30,000 - 80,000 credits

Note: Fees vary with considerations to distance, tonnage, schedule, hazards and employer.

Starship Equipment

Other Starship Equipment and Costs (average cost)

Simple Ship Computer — 1 million credits
Master Ship Computer — 5 million credits
Computer Navigation System
    small/fighter — 1.2 million credits
    small/scout — 1.2 million credits
    med./cruiser — 4.9 million credits
    large/transport/cargo — 8.8 million credits
Tractor Beam (average)
    light range/1200 m/100 ton — 700,000 credits
    med. range/220 m/500 ton — 2 million credits
    heavy range/1.4 km/1200 ton — 6 million credits
Standard Hull Strength
    1 million credits per point of Armor Rating
    (S.D.C. of 300 per A.R. point)
Armored Hull
    3 million credits per A.R.
    (S.D.C. 550 each)
Simple Orbital Shuttle
    A.R. 5/S.D.C. 1500 — 170,000 credits
Life Boat
    Floater - only power for life support system; 72 hours — 80,000 credits
Sensory System (scanners, radar, etc.)
    simple — 490,000 credits
    moderate — 940,000 credits
    complex — 2 million credits
Install Life Support System
    small — 7 million credits
    medium — 13 million credits
    large — 26 million credits
Communication System
    simple — 60,000 credits
    moderate — 300,000 credits
    complex — 1.3 million credits
Ship Housing (per unit cost)
    small — 20,000 credits
    medium — 36,000 credits
    large — 54,000 credits
    state room — 80,000 credits
    barracks (36 beds) — 110,000 credits

More Equipment

Item	Credits
Binoculars (×5)	75
×10	100
×15	115
×20	135
×25	165
IR Goggles	500
see Heat sources in the dark, vision quality distorted	
Light Intensifier Goggles	500
allows vision in anything less than total darkness.	
Torch, 20 minutes	2
Electric Torch	10
6 hours/continual use	
Gas/Oil Lamp, 6 hours	15
Cold Light Lantern	30
3 days/continual use	
Magnesium Flares, 30 mins	5
Telescope	50
Tarpaulin, ground cloth	50
Climbing Gear	100
grappling hook, 30 m rope, spikes, shoes	
Trapping Gear, snare wire, Knife	25
Tinderbox	55
Spike	7

Item	Cost
Mallet	10
Cold Weather Clothing	1,300
-125° F/-87° C	
weighs 15% of body mass	
Warm Weather Clothing	1,000
150° F/65° C high humidity	
weighs 5% of body mass	
Desert Planet Clothing	1,750
160° F/71° C	
weighs 7% of body mass	
recycles water/waste	
Scuba Suit	125
Respirator	200
over mouth & nose	
6 hours oxygen	
144 hour/6 day power cell	
Filter Mask	20
Oxygen Tanks, 2, last 6 hours	500
Oxygen Tank Refill	35
Pressure Tent	2,000
Radio Jammer, up to 10 km	20,000
Short-Range Communicator	100
10 km range	
Medium-Range Communicator	200
30 km range	
Long-Range Communicator	500
500 km range	
Magnetic Compass	10
Inertial Locator	1,200
direction & distance from start	
Metal Detector	325
Geiger Counter	275
Bullhorn, very bulky & awkward	110
Hand Calculator	235
basic mathematics	
Hand Computer	1,750
Programmable Computer that	
can be linked with main computer	
Handcuffs	25
Atmosphere Tester	150
percentage of elements present	
Personal Communicator	100
small, earpiece type with	
long-life batteries. 10 km above	
ground, and 1000 m underwater	
Shirt	10
Pants	15
Work boots	50
Work shoes, steel sole & toe	40
Coveralls with pockets	40
Jumpsuit	40
Battery-powered Space Heater	25
(1300-3000 watt heat)	
Electric Wok	40
Hot-air Popcorn Popper	20
Popcorn (1 sack)	1
Barber Kit	65
razor, clippers - 4 heads,	
scissors, comb	

Item	Cost
Hair Dryer, hand-held	12
Portable Cassette Player	50
headphones and microphone	
Cassette Tapes	5
5 hours long	
Extension Cord	50
10 m	
Battery-powered Hot Pot	
6 cup	15
12 cup	32
Mess Kit	
1 person	12
4 people	25
Vacuum Thermos, quart	25
Water/wine skin, quart	8
Multi-functional digital	
Chronometer	50
stopwatch function	10
data; month/date function	10
day function, cal. Function	10 each
alarm function	10
Waterproof	10
shock resistant	10
metalized, engraving	10 each
Wrist-type	10
Pocket-type	10
Cameras	
Milanan ZB-1	500
20 pictures, prints in 3 seconds, adjustable	
for light, solar powered	
Instant print camera	450
film cartridge	10
Motion Picture Camera	250
Sound Camera	500
Light Intensifier	50
Still Photograph Camera	30
Lie Detector	5,000
50 question power	
Carpentry Tool Set	300
cut, shape & build	
Metalwork Tool Set	1,500
metalworking, welding & shaping	
Mechanical Tool Set	1,000
repair & alter mechanical devices	
Electrical Tool Set	2,000
basic electrical assembly & repair	
Lock Pick Set	400
Chain Saw	350
Pocket magnet	20
1 kg - 1 g	
Disguise Kit	1,000
Cable	100
supports up to 250 kg, 50 m	
Rope, nylon	20
2750 kg test strength	
Backpack, carries 60 kg	75
Plastic Carry Can	10
10-25 liters	
Map Box case, utensils	150

Medical Equipment & Costs

For additional equipment and costs see listing after starships.

Item	Cost
Medical Kit	600
Instruments, diagnostic aids, medical	
drugs & instructions; belt size	
*can treat cuts, burns, radiation poisoning	
Antibiotics	
1 dose	5
200 doses	225
Pain Killing Drugs	
1 dose	6
200-doses	95
Burn Salve, tube	12
Truth Serum, 1 dose	35
Personal Medpack	25
6-bandages, 2-doses painkillers, 1 large	
field dressings, 4 doses antibiotics,	
2 packets powdered antiseptic	
Medinjector	250+
contains up to 150 doses	drugs

Armor

Cost	Type	A.R.	S.D.C.	Weight
80	Leather (L.B.A.)	4	12	2 kg
190	Treated Leather (L.B.A.)	5	25	2 kg
280	Studded Leather (L.B.A.)	6	30	2.3 kg
460	Web Vest (L.B.A.)	6	38	2.7 kg
1000	Nigelian Reaper (L.B.A.)	10	90	3 kg
2000	Nigelian Reaper (E.B.A.)	12	200	9 kg
1400	Ostrac Reaper (L.B.A.)	10	130	11 kg
3600	Ostrac Studded (E.B.A.)	12	290	24 kg
800	Gendo Wingless (L.B.A.)	10	72	4.5 kg
900	Gendo Winged (L.B.A.)	10	90	6.4 kg
1300	Gendo Wingless (E.B.A.)	12	180	5.0 kg
2000	Gendo Winged (E.B.A.)	12	200	7.7 kg
4600	Phi-Warper (E.B.A.)	12	240	4.5 kg
900	Borealian (L.B.A.)	9	72	2.4 kg
1000	Human (L.B.A.)	10	90	3 kg
1700	Human (E.B.A.)	12	180	8.2 kg
90	Jump suit	2	2	1 kg
1000	Vacuum Suit	5	20	8.2 kg

Weapons

Conversion Notes: When using these weapons and combat vehicles with other Palladium RPGs and world settings, it is best to reduce the weapon ranges by 50%-60% (in most cases); adjust to suit the RPG setting.

Increase the A.R. of most vehicles by two points; 18 maximum.

In most cases, I would increase the payload of energy weapons on vehicles that have a measly 20 or so shots by two or three times (40-60). Increase the weapon payload of the Flying Gun to 100.

Attacks per melee round should be equal to the number of hand to hand attacks of the pilot or gunner.

Damage is usually listed as 1-6, 2-12, 4-24, etc. Most damage is determined by the roll of six-sided dice. 1-6 means 1D6, 2-12 means 2D6, 3D6 means 3D6 and so on.

Metric Conversions: One foot = 0.3 meters. One mile = 1.6 kilometers (km). One pound = 0.45 kg.

Abbreviation Key:

R.F. — Rate of Fire

C.L. — Clip Load

M.A.R.E. — Maximum Armor Rating Effectiveness (does damage to things below its M.A.R.E. rating. **Example:** M.A.R.E. rating of 12 will hit E.B.A. of 12 or below).

W.C. — Weapon Cost

A.C.C. — Ammo-Clip Cost

Wt. — Weight

Automatic Weapons

9mm Sub-Machineguns

R.F.: 50

Damage: 3-18 each bullet

C.L.: 50

M.A.R.E.: 6

W.C.: 500 credits

A.C.C.: 10 credits

Wt. 6.8 kg

Note: Teflon coated bullets increase M.A.R.E. by 3. Cost: 8 credits per dozen.

9mm Pistol (with 14 shot clip)

Range: 500 m

R.F.: 14

Damage: 3-18 each bullet

C.L.: 14

M.A.R.E.: 5

W.C.: 220 credits

A.C.C.: 5 credits

Wt.: .7 kg

Energy Hand Weapons

Laser Lance/Tool

Range: 90 m

R.F.: 4 or a continual beam (burning up 2 charges per melee)

Damage: 1-6/2-12

C.L.: 30

M.A.R.E.: 14

W.C.: 300 credits

I.B.-12/Ion Blaster

Range: 500 m

R.F.: 4

Damage: 3-18

C.L.: 12

M.A.R.E.: 12

W.C.: 400 credits

A.C.C.: 60 credits

Wt.: 1.8 kg

L.P.-10/Laser Pistol
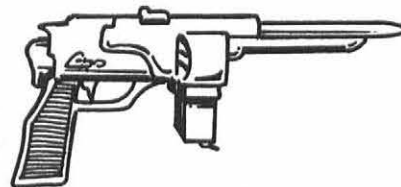
Range: 600 m

R. F.: 2

Damage: 4-24

C.L.: 10

M.A.R.E.: 14

W.C.: 500 credits

A.C.C.: 40 credits

Wt.: .9 kg

Borealian Laser Pistol

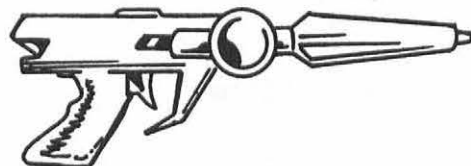Range: 800 m

R.F.: 2

Damage: 4-24

C.L.: 14

M.A.R.E.: 15

W.C.: 700 credits

A.C.C.: 50 credits

Wt.: 1.8 kg

S.B.-14/Simple Blaster

Range: 400 m

R.F.: 14

Damage: 2-12 + 2 each blast

C.L.: 14

M.A.R.E : 12

W.C.: 350 credits

A.C.C.: 50 credits (energy clip)

Po-tang I.B.-20/Ion Blaster

Range: 500 m
R.F.: 5
Damage: 3-18
C.L.: 20
M.A.R.E.: 12
W.C.: 600 credits
A.C.C.: 80 credits
Wt.: 1.4 kg

S.G.-10/Stun Gun

Temporarily paralyzes victim for 2-12 melee rounds. Victim may fight off the effect of the blast (roll 18-20 on a 20-sided die). P.E. Bonus: characters with a P.E. above 20 have +2 to save vs Stun Gun paralysis.
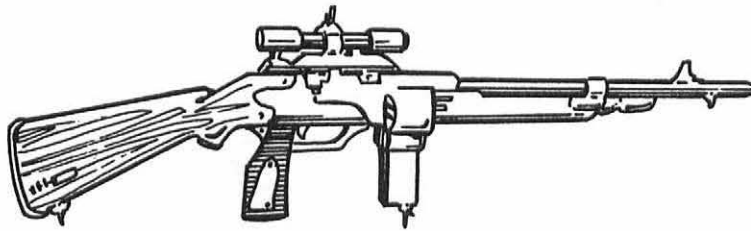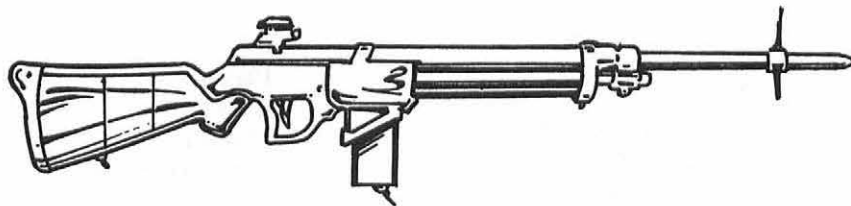
Range: 400 m
R.F.: 2
Damage: paralysis
C.L.: 10
M.A.R.E.: 5
W.C.: 300 credits
A.C.C.: 40 credits
Wt.: 1.2 kg
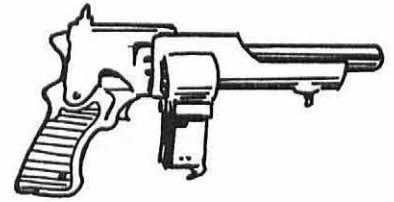
Light Assault Weapons

L.R.-10/Laser Rifle

Range: 1200 m
R.F.: 2
Damage: 5-30
C.L.: 10
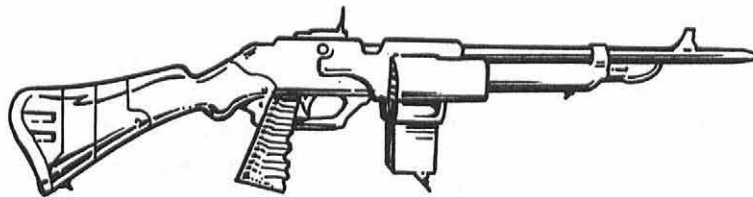M.A.R.E.: 18
W.C.: 1000 credits
A.C.C.: 60 credits
Wt.: 5.9 kg

L.R.-12/Po-tang Laser Rifle

Range: 2200 m
R.F.: 3
Damage: 6-26
C.L.: 12
M.A.R.E.: 20
W.C.: 1900 credits
A.C.C.: 90 credits
Wt.: 7.7 kg

L.R.-20/Laser Rifle
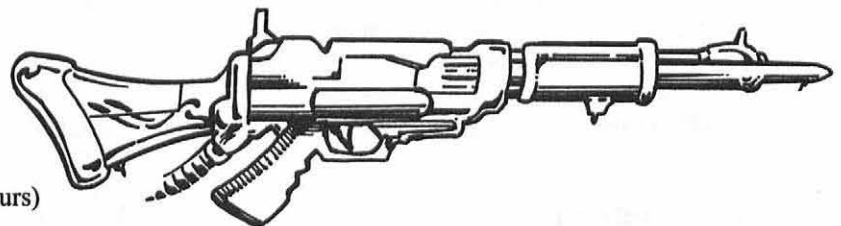
Range: 1800 m
R.F.: 4
Damage: 5-30
C.L.: 20
M.A.R.E.: 20
W.C.: 1800 credits
A.C.C.: 80 credits
Wt.: 6.4 kg

G.L.R. "Old style"

Generator-powered Laser Rifle

Range: 1200 m
R.F.: 2
Generator Load: 20 blasts
M.A.R.E.: 18
W.C.: 700 credits
Generator Cost: 300 credits (recharges every 6 hours)
Rifle Wt.: 8.6 kg
Generator Backpack Wt.: 18.14 kg
Total Wt.: 26.74 kg

L.R.-18/Borealian Laser Rifle

Range: 2200 m
R.F.: 4
Damage: 6-36+6

C.L.: 18
M.A.R.E.: 30
W.C.: 2400 credits
A.C.C.: 120 credits
Wt.: 6.4 kg

S.R.-20/Gendo Stun Rifle

Range: 1200 m
R.F.: 4
Damage: paralysis (see: Stun gun)
C.L.: 20
M.A.R.E.: 7
W.C.: 700 credits
A.C.C.: 35 credits
Wt.: 6.1 kg
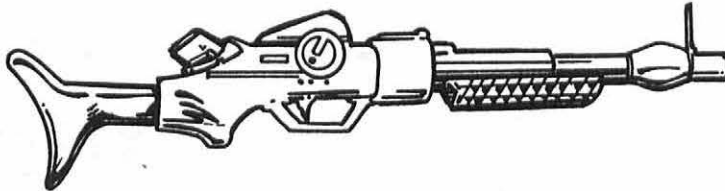
Po-tang Ion Rifle

Range: 1200 m
R.F.: 6
Damage: 4-24
C.L.: 20
M.A.R.E.: 15
W.C.: 2000 credits
A.C.C.: 80 credits
Wt.: 1.3 kg

P.T.-2 Photon Tube

Range: 400 m (area effect: blast radius 1.5 m)
R.F.: 2
Damage: 6-36 + 20
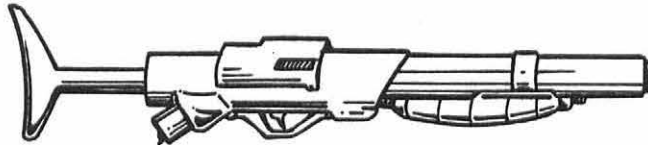C.L.: 2
M.A.R.E.: 20
W.C.: 1800 credits
A.C.C.: 30 credits
Wt.: 7.7 kg

P.B.R.-10/Particle Beam Rifle

Range: 1800 m
R.F.: 2
*Damage: 1D6x10+15
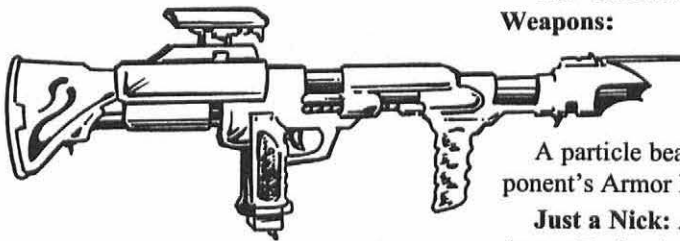C.L.: 10
M.A.R.E.: 20
W.C.: 2000 credits
A.C.C.: 70 credits
Wt. 7.3 kg

Ostrac P.B.R.-12

Range: 1800 m
R.F.: 2
*Damage: 1D6x10+15
C.L.: 12/Generator backpack
M.A.R.E.: 20
Rifle Cost: 600 credits
Generator Cost: 1800 credits
Rifle Wt.: 13.61 kg
Generator Wt.: 27.22 kg
Total Wt.: 40.83 kg
(recharges every 18 hours)

Heavy Assault Weapons

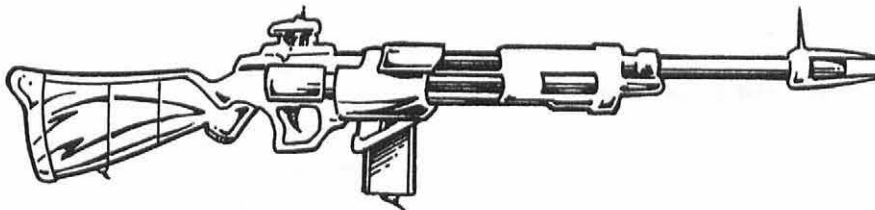## Po-tang P.B.R.-20

Range: 2200 m
R.F.: 2
*Damage: 1D6x10+15
C.L.: 20
M.A.R.E.: 20
W.C.: 3500 credits
A.C.C.: 150 credits
Wt.: 7.7 kg

The following *restrictions* apply to all Particle Beam Weapons:

A particle beam hits only on an 11 thru 20 (of course the opponent's Armor Rating must also be considered).

Just a Nick: A roll to hit of 11 thru 17 (only if the opponents Armor Rating is penetrated) indicates a minor hit or Nick by the particle beam (which probably means body parts are missing. Such nicks, 11 thru 17, do 1-40 (1D4x10) points of damage.

Direct Hit: A roll of 18 thru 20 is a direct hit and does full damage; 1-60+15 damage (1D6x10+15).

Double Damage/a Natural 20: As with any weapon, the roll of a natural 20 inflicts double damage; 10-100+25 (roll percentile dice). Remember, this is a natural 20 and not achieved by bonus enhancement (See description of terms regarding the natural 20 for more information about it).

Note: Anything destroyed by a Particle beam will be a hunk of half dissolved slag way beyond salvaging parts. We're talking total annihilation. A person would be lucky to even recognize the object after a P-beam assault.

P. E .-8/Plasma Ejector

Range: 2200 m
R.F.: 2
Damage: 1D4x10+20
C.L.: 8/Generator backpack
M.A.R.E.: 20
Rifle Cost: 700 credits
Generator Cost: 1800 credits (recharges every 24 hours)
Rifle Wt.: 5.9 kg
Generator Wt.: 13.61 kg
Total Wt.: 19.51 kg
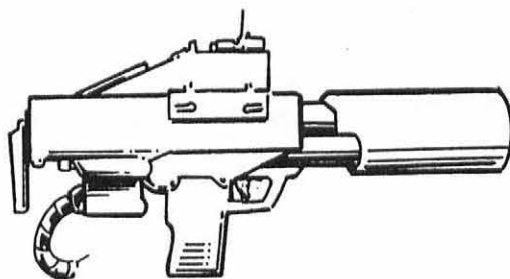
M.P.E.-16/Multiple Plasma Ejector

Range: 2200 m
R.F.: 4 or 8 simultaneous blasts
Damage: Four shot: 4D6x10; eight shot: 8D6x10
C.L.: 16/Portable ground generator
M.A.R.E.: 20
Ejector Cost: 1100 credits
Generator Cost: 5400 credits (recharges every 24 hours)
Ejector Wt.: 29.22 kg
Generator Wt.: 57.66 kg
Total Wt.: 86.88 kg
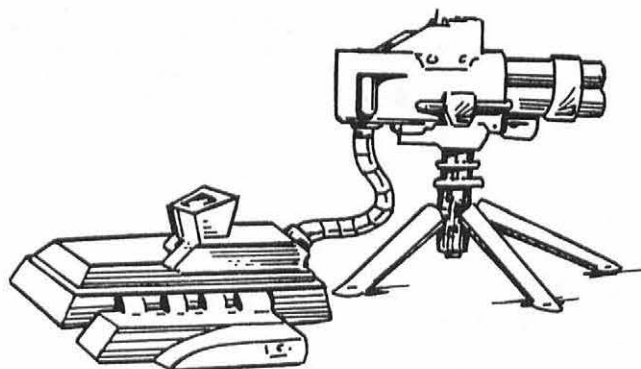
Explosives & Missiles

Plasma Seekers (space only)

Range: 2400 km
Fuel: Nuclear
Spd.: 1800 kmph
A.R. 9
S.D.C. 50
Damage: 1000, +2 to hit
Dimensions: 18.3 long, 3.3 m wide, 3.3 m tall, 2 tons
Cost: 40,000 credits
Radar Guided

I.L.R.M.

I.L.R.M./Intelligent Limited Range Missiles are intelligent robots capable of high mobility (plus to dodge) and have a high strike record of 89% (+2 to hit). They are capable of high and low altitude flight and can achieve a maximum speed of around 1800 kmph. If their target is beyond their strike range, the I.L.R.M.s will land and wait until a programmed target comes into range. They are limited to infrared, ultraviolet, radio wave, and microwave scanning. Radar 40 km radius.

Nuclear (space/air/ground use)

Range: 1800 km
Fuel: Liquid
Spd.: 1800 kmph
+2 to hit, +4 to dodge
A.R. 9
S.D.C. 30
Damage: 200 upon impact
Dimensions: 2.7 m long, 1.2 m wide, 1000 kg
Cost: 10,000 credits

The Blockbuster/Nuclear (space/air/ground use)

Range: 1800 km
Fuel: Liquid
Spd.: 1400 kmph
+2 to hit, +3 to dodge

A.R. 9
S.D.C. 30
Damage: 500 upon impact
Dimensions: 4.6 m long, 1.5 m wide, 1300 kg
Cost: 26,000 credits

Mini I.L.R.M.

+2 to hit, +3 to dodge
Range: 1600 km
A.R. 7
Fuel: Liquid
S.D.C. 25
Spd.: 1600 kmph
Damage: 110
Dimensions: 1.5 m long, 0.6 m wide, 640 kg
Cost: 8000 credits

Blasting Caps

Type One
Affected radius 0.9 m
Damage: 4-24+12
Cost: 30 credits

Type Two
Affected radius 1.5 m
Damage: 4-24+24
Cost: 40 credits

Type Three
Affected radius 1.8 m
Damage: 6-36+24
Cost: 50 credits

Shape Charges

Type One
Affected radius 1.5 m
Damage: 6D6+24
Cost: 60 credits

Type Two
Affected Radius 1.8 m
Damage: 1D4x10+60
Cost: 80 credits

Type Three
Affected radius 3.0 m
Damage: 2D4x10+50
Cost: 140 credits

Fusion Blocks

The chart indicates damage: by area of the blast. thus everything within the center of the blast takes the first degree of damage, everything in the second wave takes the second degree of damage, and so on.

	9. 1 m	+6.1 m	+6.1 m	+6.1 m	+6.1m
Type One	160	70	30	—	—
Type Two	200	110	50	10	—
Type Three	500	250	150	50	20

Vehicles
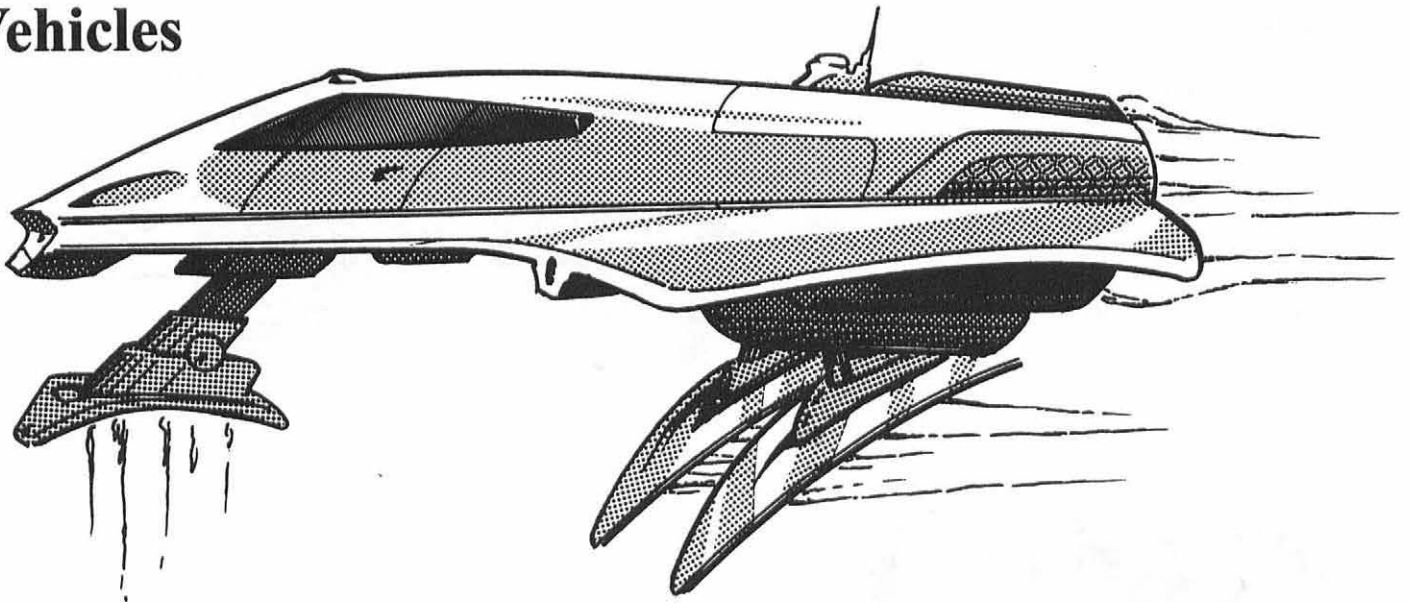
Nigelian Armored Hovercraft
Cost: 36,000 credits
Dimensions: 4.6 m long, 2.1 m wide, 1.5 m tall, 1.4 tons
Spd.: 450 kmph
Hull: A.R. 10
S.D.C.: 1200
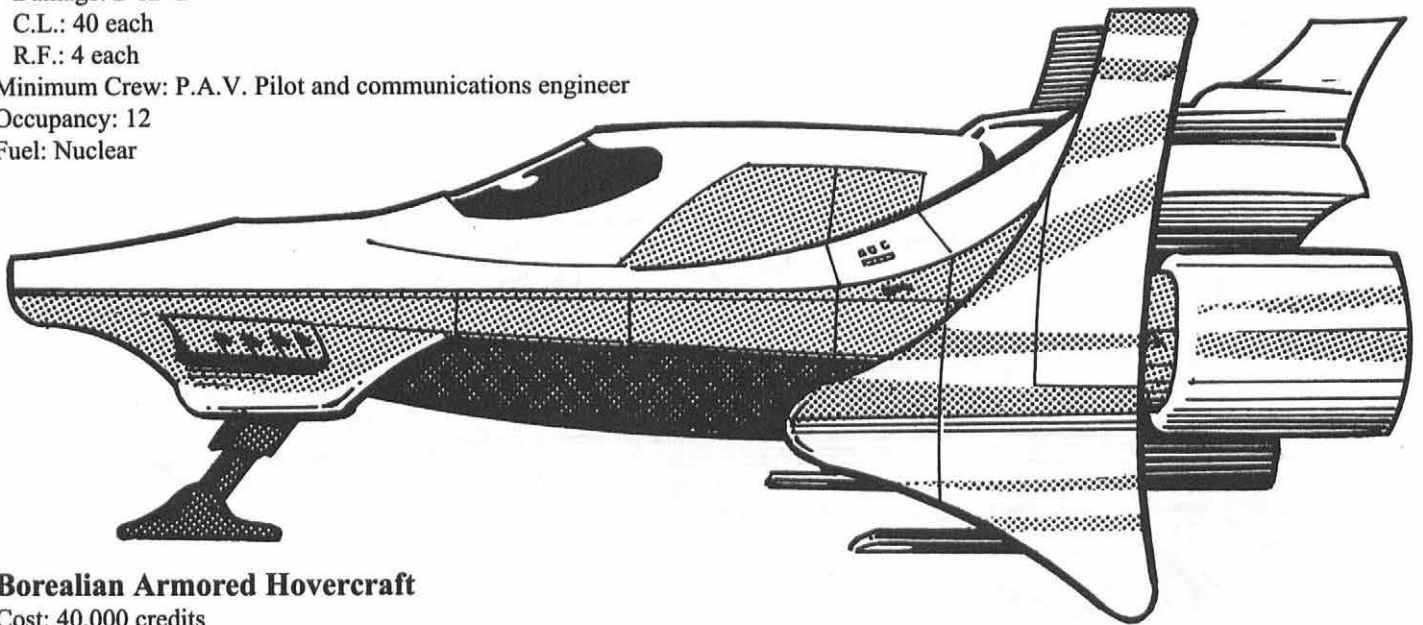Armaments:
Ion Blasters (2)
  Range: 1200 m
  Damage: 2-12+2
  C.L.: 40 each
  R.F.: 4 each
Minimum Crew: P.A.V. Pilot and communications engineer
Occupancy: 12
Fuel: Nuclear

Borealian Armored Hovercraft
Cost: 40,000 credits
Dimensions: 4.7 m long, 2.4 m wide, 2.1 m tall, 2.2 tons
Spd.: 450 kmph
Hull: A.R. 12
S.D.C.: 1400
Armaments:
Lasers (2)
  Range: 1200 m   Occupancy: 12
  Damage: 4-24   Fuel: Nuclear
  C.L.: 40 each
  R.F.: 2 each
Minimum Crew: P.A.V. Pilot and communications engineer

Nigelian Heavy G.T.V. (Rough terrain)

Cost: 60,000 credits
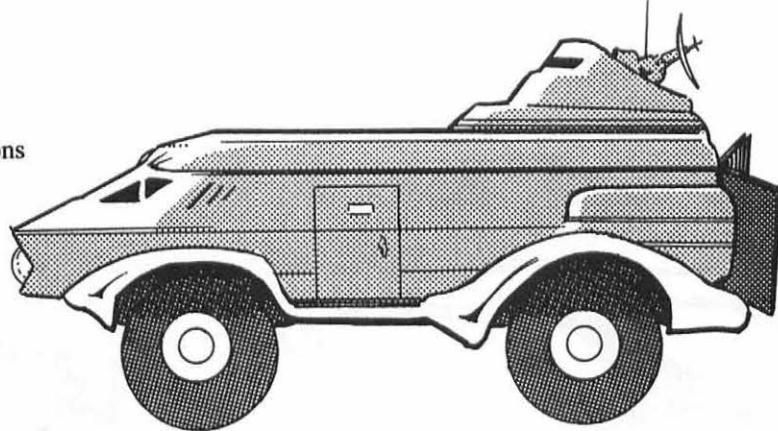Dimensions: 7.6 m long, 3.5 m wide, 4.1 m tall, 2 tons
Spd.: 220 kmph
Hull: A.R. 10
S.D.C.: 600
Armaments: None
Minimum Crew: P.A.V. Pilot
Occupancy: 14
Fuel: Liquid (300 km per full tank)

Nigelian Dune Buggy

Cost: 26,000 credits
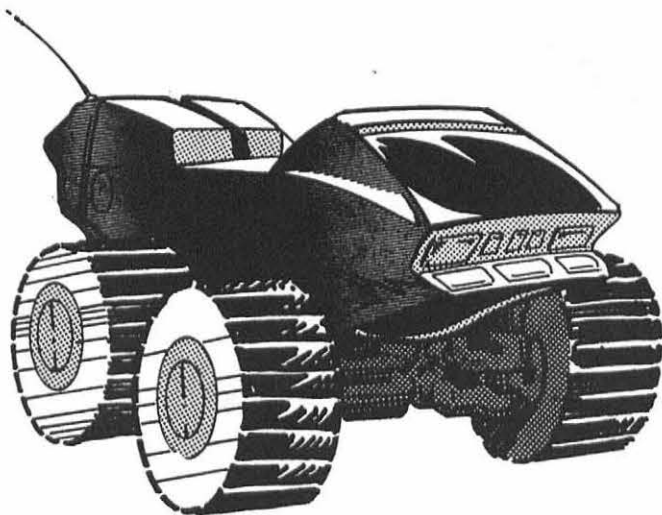Dimensions: 4.6 m long, 2.4 m wide, 1.9 m tall, 1800 kg
Spd.: 180 kmph
Hull: A.R. 9
S.D.C.: 400
Armaments: None
Minimum Crew: P.G.V. Pilot
Occupancy: 6
Fuel: Liquid (360 km per full tank)

Light Ground Vehicle

Cost: 18,000-30,000 credits
Dimensions: 4.5 m wide, 7.2 m long
Spd.: 180 kmph
Hull: A.R. 9
S.D.C.: 250
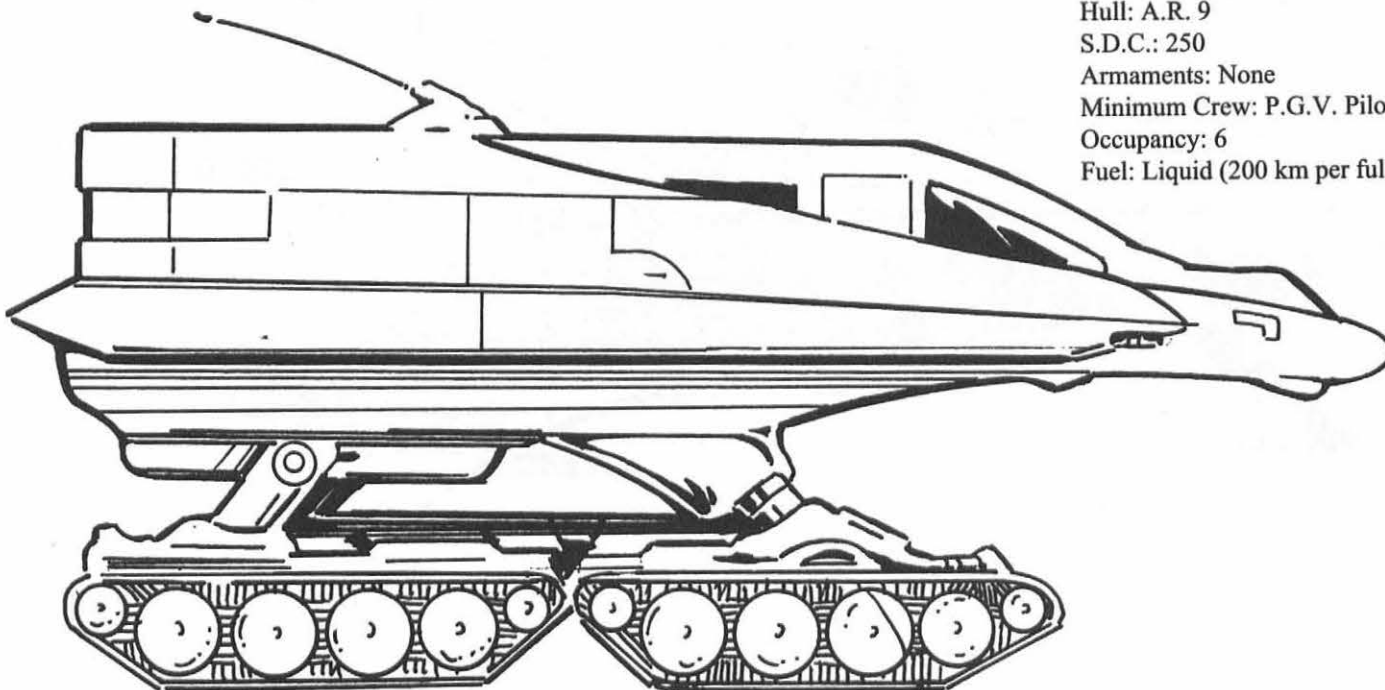Armaments: None
Minimum Crew: P.G.V. Pilot
Occupancy: 6
Fuel: Liquid (200 km per full tank)

Borealian Tractor G.T.V. (for very rough terrain)

Cost: 80,000 credits
Dimensions: 9.6 m long, 4.6 m wide, 5.2 m tall, 3 tons
Spd.: 90 kmph
Hull: A.R. 10
S.D.C.: 6000
Armaments: Laser

Range: 1200 m
Damage: 4-24
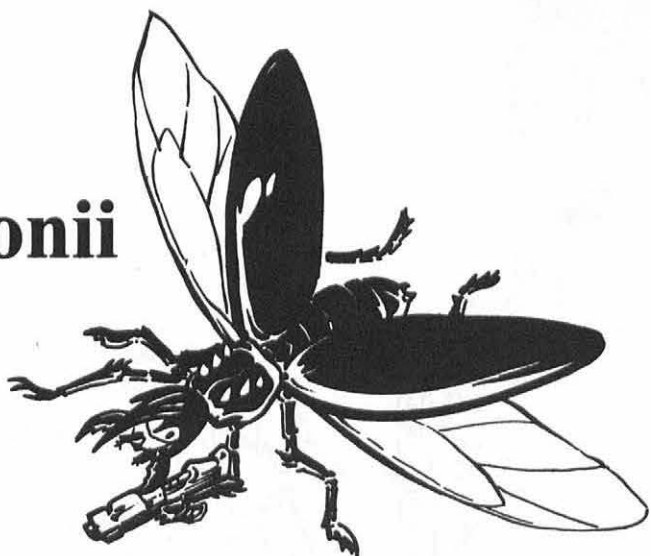C.L.: 40
R.F.: 2
Minimum Crew: P.G.V. Pilot
Occupancy: 16
Fuel: Liquid (300 km per tank-full)

Game Master Section

Dionii

This race of man-sized intelligent insects seek to learn all Mechanoid knowledge, particularly the secrets of the power crystals, cloning, genetic reconstruction, and robotics. They have been (and apparently still are) the Mechanoids' oldest and most loyal allies. Like the Mechanoids, they loathe humans and humanoids (as well as all animal life), using them for slaves, playthings, food and experimentation. The Dioniis' cruelty is nearly as legendary as the Mechanoids. These are devastatingly ruthless, methodical creatures that engage in the conflicts of war as a way of life.

The Dionii are composed of four species of insects, combining to create a powerful warlike society bent on expansion and intergalactic dominance of all other life. The four insect species are the victors of a great interracial conflict, in which they proved to be the strongest of their people. As with all Dionii battles, there was no place for the weak; thus, all other species (some 37 intelligent insect species) were annihilated. Total genocide. The four victorious Dionii types are the Drone, Warrior Beetle, Scout, and Vanguard. All Dionii possess some type of natural body armor (exoskeleton) in addition to any artificial armor or protection they might employ. Compounded with their super physical endurance, strength, speed, and predatory instincts, they are the deadliest creatures of their galaxy. Their natural vision is also superior to most animals', being sensitive to ultra violet and infrared spectrums as well as normal color vision. They communicate with each other by using an elaborate code of clicks and whines. These sounds are transmitted by a type of natural low-frequency radio wavelength. This unique form of communication has a range of about 200 m unless artificially enhanced. Fortunately, the Dionii are devoid of any form of psionics.

Other Notes about Dionii

1. Drone females lay 8-80 eggs per 6 month cycle.
Eggs hatch within 3 months.
Larva reach maturity in 4 years.
Larvae: A.R. 5
S.D.C. 12
Hit Points: 2-12

2. Warrior Beetle females lay 6-60 eggs per 6 month cycle.
Eggs hatch within 3 months.
Larvae reach maturity in 5 years.
Larva: A.R. 5
S.D.C. 12
Hit Points: 4-24

3. Scout females lay 5-50 eggs per 10 month cycle.
Eggs hatch within 6 months.
Larvae reach maturity in 7 years.
Larva: A.R. 3
S.D.C. 8
Hit Points: 1-6

4. Vanguard females lay 5-30 eggs per 11 month cycle.
(laid in the host bodies of living animals).
Eggs hatch within 6 months.
Larvae reach maturity in 7 years.
Larva: A.R. 3
S.D.C. 10
Hit Points: 1-6

5. All Dionii larvae and adults; are carnivores, feeding on animals.
6. Natural predators.
7. Evil and Selfish alignments.
8. O.C.C. limited to orientation of each species.
9. Average life span; 120 years.

Dionii Weapons

Handguns

Laser Pistol
Range 600 m
Rate of fire/per melee: 2
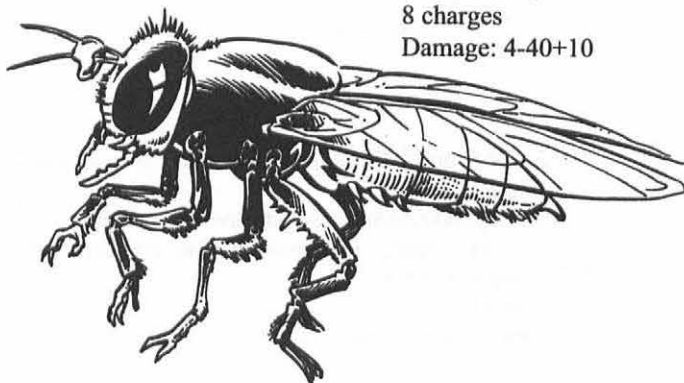15 charges
Damage: 4-24

Ion Blaster
Range: 300 m
Rate of fire/per melee: 2
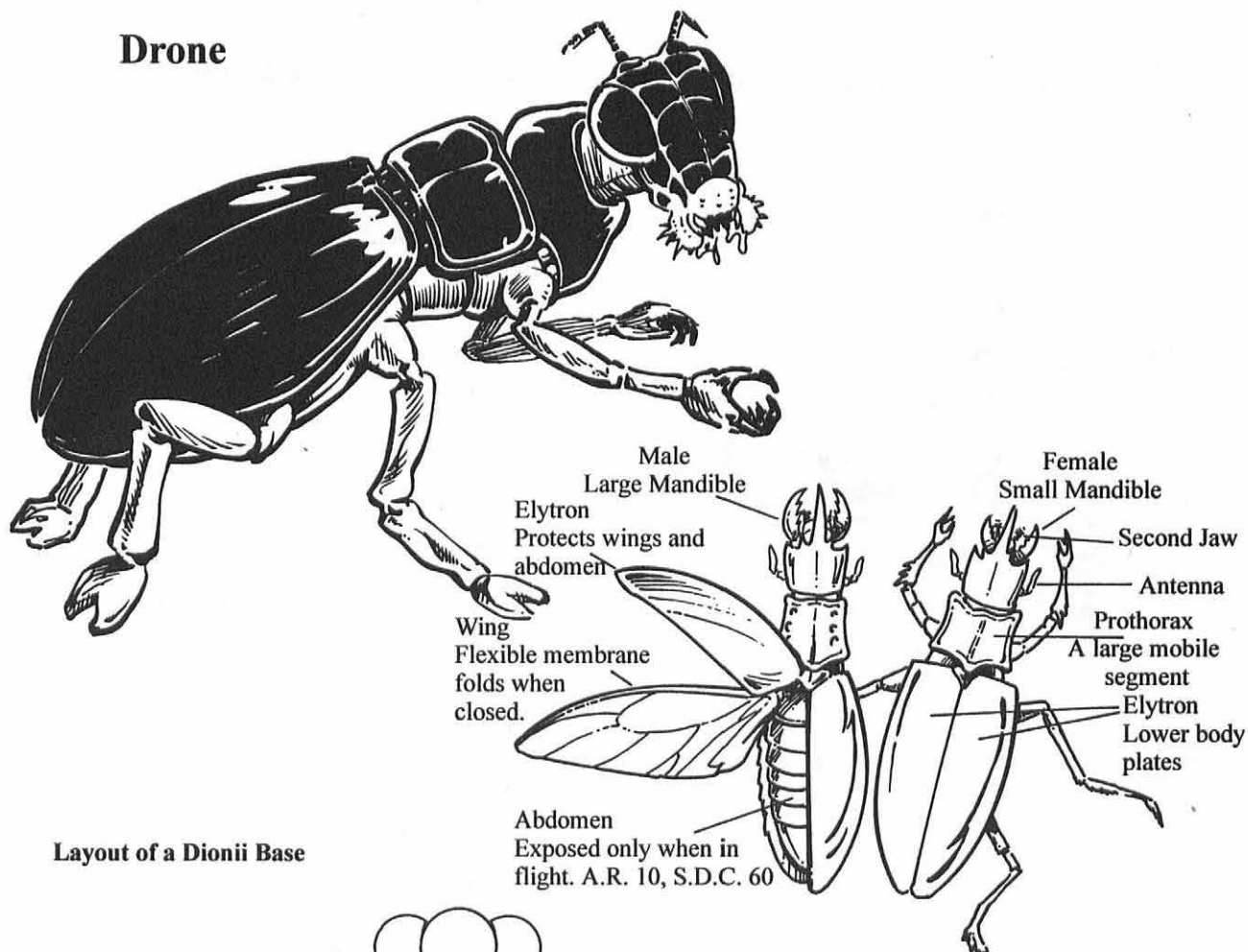20 charges
Damage: 2-12+2

Heavy Weapons

Laser Rifle
Range: 1400 m
Rate of fire/per melee: 2
20 charges
Damage: 6-36+2

Particle Beam Rifle
Range: 1600 m
Rate of fire/per melee: 2
12 Charges
Damage: 5-50+25

Plasma Ejector
Range: 2200 m
Rate of fire/per melee: 1
8 charges
Damage: 4-40+10

Drone

Male
Large Mandible

Female
Small Mandible

Second Jaw

Antenna

Elytron
Protects wings and
abdomen

Prothorax
A large mobile
segment

Wing
Flexible membrane
folds when
closed.

Elytron
Lower body
plates

Layout of a Dionii Base

Abdomen
Exposed only when in
flight. A.R. 10, S.D.C. 60
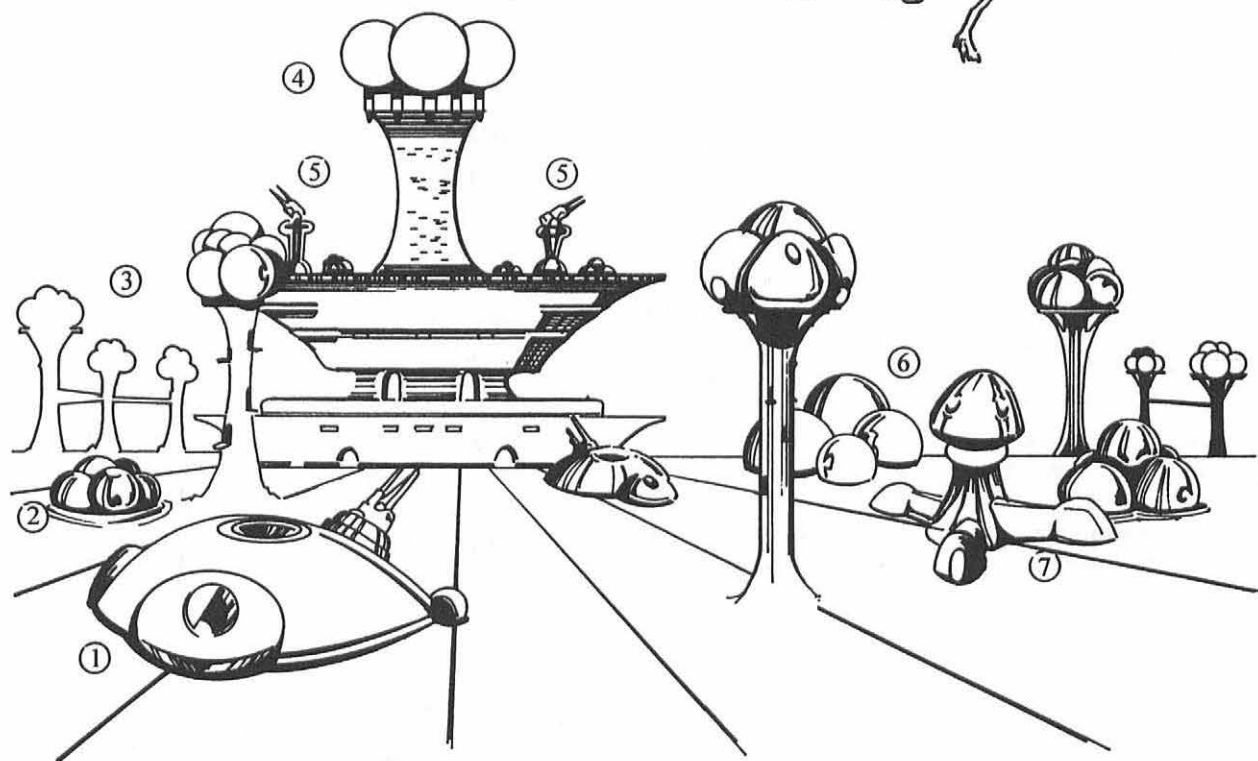
1. Warrior Mound: Entrance to vast underground housing and combat facilities of the Warrior Beetles.
2. Storage
3. Housing and research: Scouts and Vanguards only.
4. Command central: Transport terminal and communications.
5. Defensive towers
6. Power plant
7. Drone housing: Underground facilities

The Drone

These heavily armored, slow (by Dionii standards) moving beetles are the largest of the Dionii, standing 2.7 meters tall and 6.1 meters long. Drones, being the least intelligent, are limited to physical labor, construction maintenance, and nursery (in the hatchery) work. They will obey any of the other Dionii, and dislike animals/humanoids.

Natural Armor Rating (A.R.): 10
Natural S.D.C.: 220
Artificial Body Armor Rating: 10
Artificial S.D.C.: 390
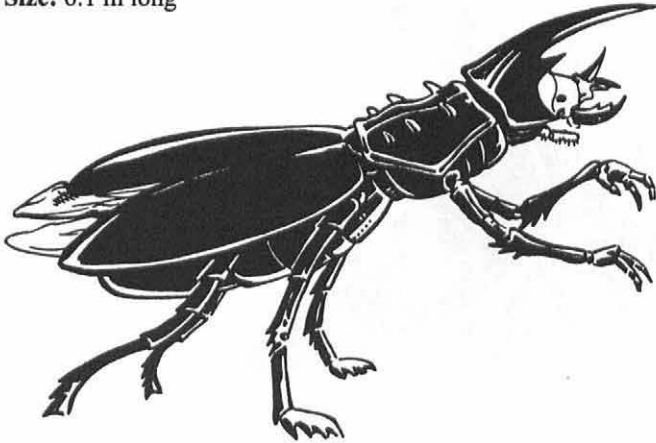**Hit Points:** 5-50 +10

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
6	10	20	30	20	30	8	40 kmph

Attacks per Melee: two (2) Hand to Hand
Damage: 3-18+15; or by weapon
Size: 6.1 m long

The Warrior Beetle

The Warrior Beetle is a relatively intelligent, surprisingly quick and deadly predators. Their attacks are as brutal as they are devastating. They will relentlessly fight on until the last one has died (never surrenders) or until the objective has been attained. The perfect soldiers, they do exactly as ordered without question or concern for personal safety. Powerful in limb and natural body armor, they are twice as deadly when cast in artificial body armor and wielding energy weapons They are obedient to both Scouts and Vanguards.

Natural Armor Rating (A.R.): 10
Natural S.D.C.: 300
Artificial Body Armor Rating: 12
Artificial S.D.C.: 500
Hit Points: 7-42+10

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
10	10	10	30	25	30	15	60 kmph

Attacks Per Melee: Four (4) Hand to Hand
Damage: 3-18+15
Attacks in Body Armor: Six (6) with lasers, plus any hand weapons; bonus to hit +5, +5 to parry/dodge
Size: 4.8 m long

The Scout

These fly-like creatures are the smallest and fastest of all the Dionii. In the air, few can match their natural prowess. They can fly forwards, backwards, up, down and hover with equal ease; their wings beating so quickly they are nearly lost to sight. Scouts, like the Vanguard, are very intelligent, free-thinkers. However, they are subject to the demands of the hive. They function as scouts, scavengers, pilots, technicians, and captains of the guard.

Natural Armor Rating (A.R.): 8
Natural S.D.C.: 112
Artificial Body Armor Rating: 10
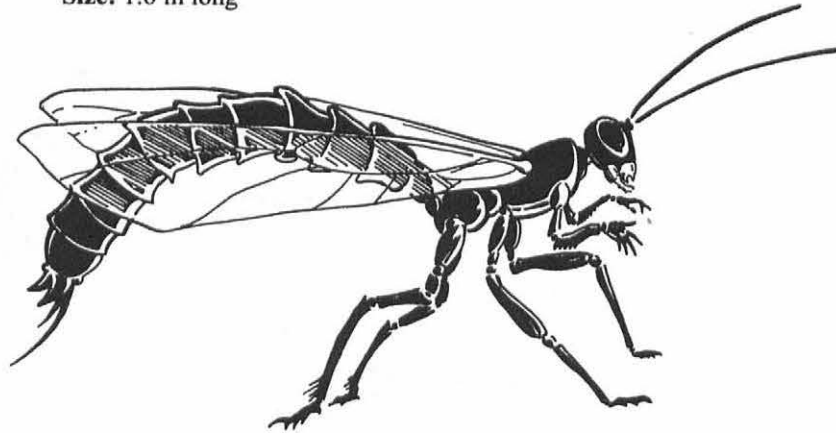**Artificial S.D.C.:** 220 (very light weight)
Hit Points: 6-36+6

I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
14	10	12	22	30	26	10	160 kmph

Attacks Per Melee: three (3) Hand-to-Hand
Damage: 2-12 +7; or by weapon; bonus to hit +8; dodge/parry +8;
Size: 1.6 m long

The Vanguard

The elite of the Dionii are the parasitic wasp-like insects known as the Vanguard. They are the electrical engineers, navigators, pilots, research and field scientists, and leaders of the Dionii. They are brilliant, cunning and quick thinking. The Vanguard, as any Dionii, hate all animal life. As far as the Vanguard are concerned, animals (including intelligent animals/humanoids) but three purposes: to serve as Dionii slaves, food and host bodies.

The Vanguard lay their eggs in a host body of a living animal. The eggs (1-6 in a human-size host) are laid just under the skin, where they draw nourishment from the host body. As the larvae within the eggs grow, the host slowly withers and finally dies; the young larvae hatching from a midst its rotted remains.

Natural Armor Rating (A.R.): 9
Natural S.D.C.: 130
Artificial Body Armor Rating: 12
Artificial S.D.C.: 276
Hit Points: 6-36+12

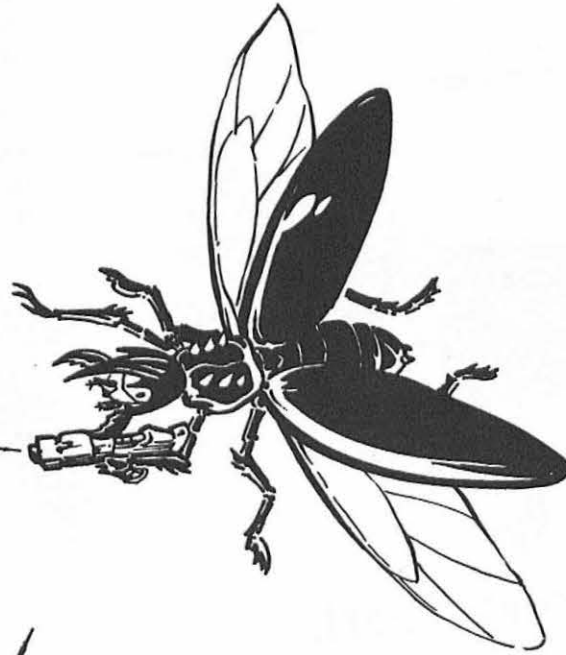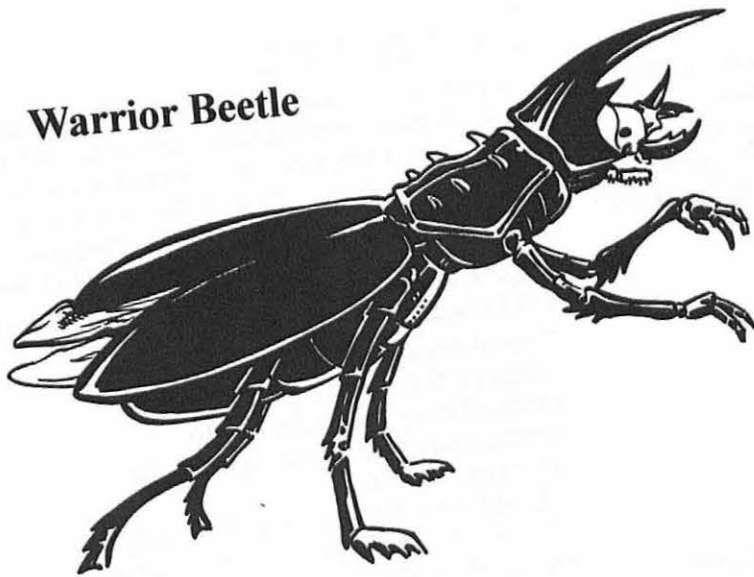| I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.
20	15	24	26	26	28	15	90 kmph

Attacks Per Melee: three (3) Hand-to-Hand
Damage: 2-12+11; or by weapons; bonus to hit +6; dodge/parry +6.
Size: 2.1 m long

Warrior Beetle

Plasma Ejector

Warrior Beetle Battle Armor

Light Beam

*Laser Turret
*Laser

Ion Blaster

Oxygen Tank

*Laser

Ammo Belt
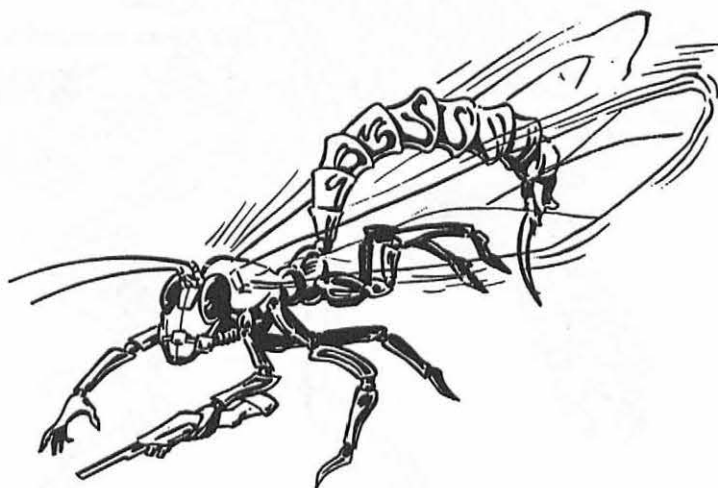Holster

Particle Beam Rifle

* Triggered by Vocal Code

Vanguard
with body armor

Oxygen Tank

Plastisized Wing Coating

Electrically Charged
Blade Stinger
Does 3-18+4 damage.

Laser Pistol

Without Body Armor
Stinger does 2-12 damage
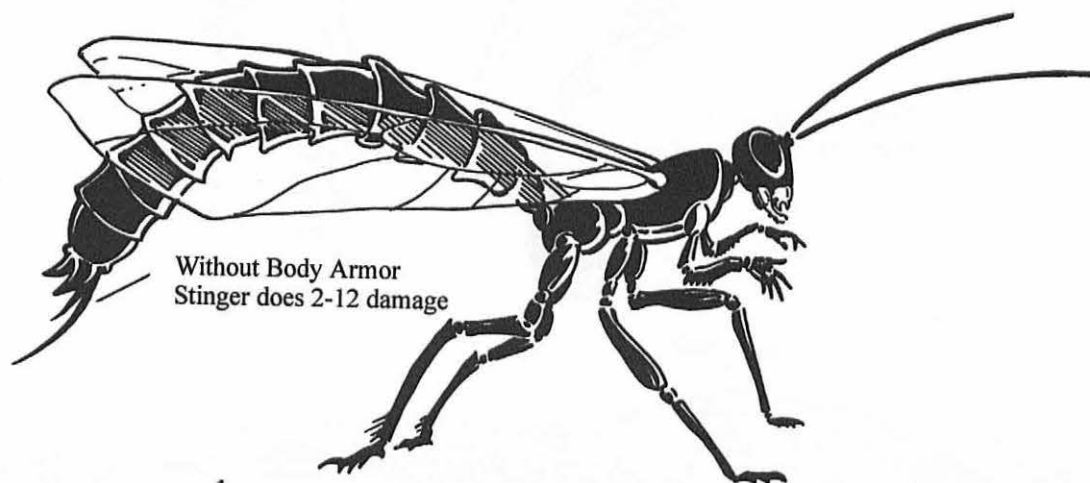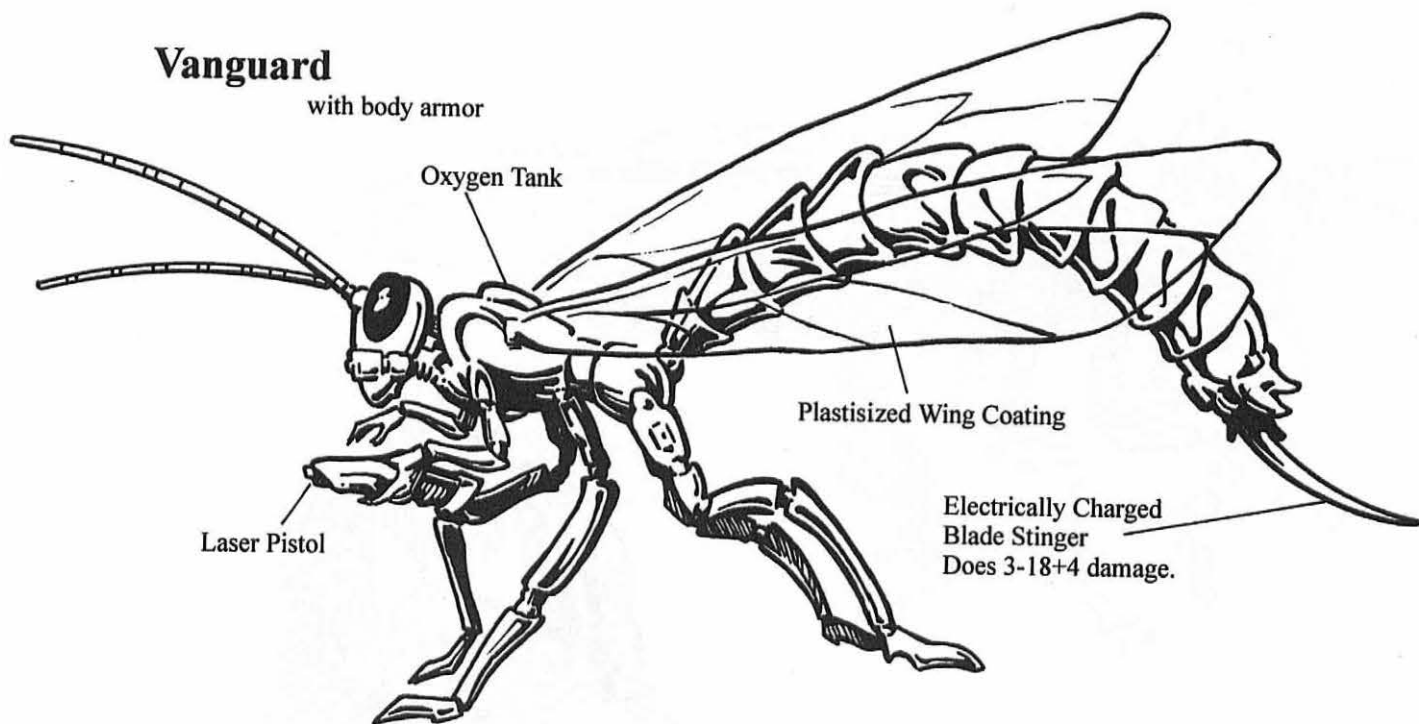
Side View
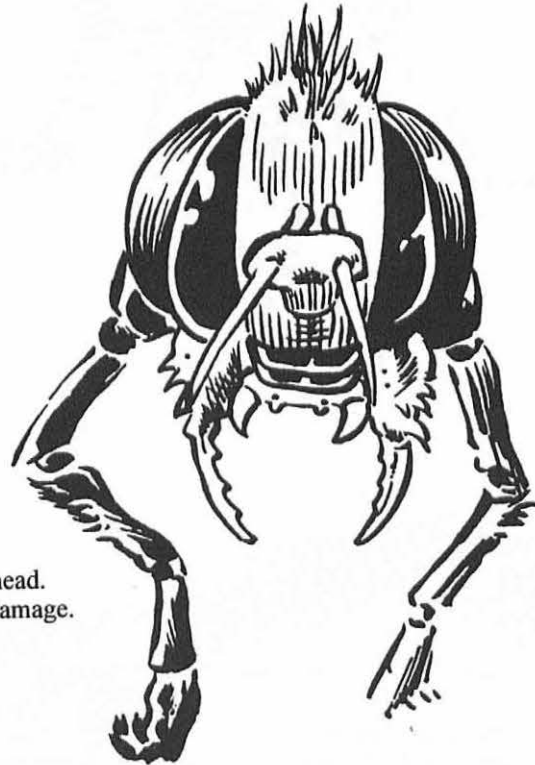
Front closeup of head.
Bite does 1-8+2 damage.

Scout

Oxygen Tank

Laser Mount:
Range: 900 m
Rate of Fire 1 per melee
Damage: 2-12
No charges.

Plasticized wing coating
body armor

ONCE THE PEOPLE OF EARTH WERE FREE TO TRAVEL BEYOND THE BOUNDRIES OF THEIR OWN SOLAR SYSTEM, THEY HAD MANY PLANETS TO SETTLE UPON...
IN THE 23RD CENTURY, THE VERY FARTHEST MAN HAD TRAVELLED WAS THE GALEVETTI SYSTEM...
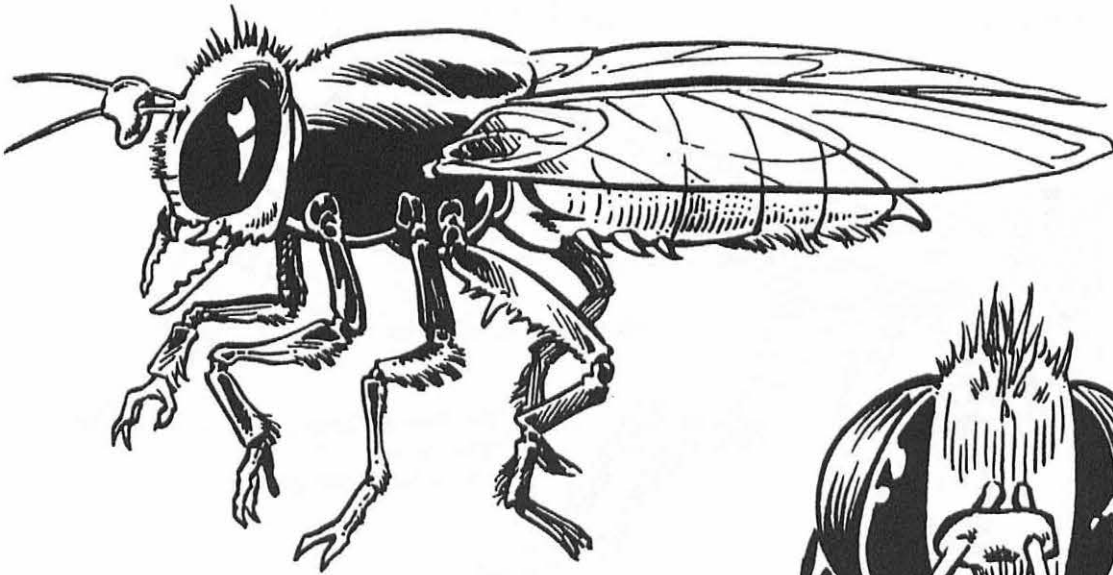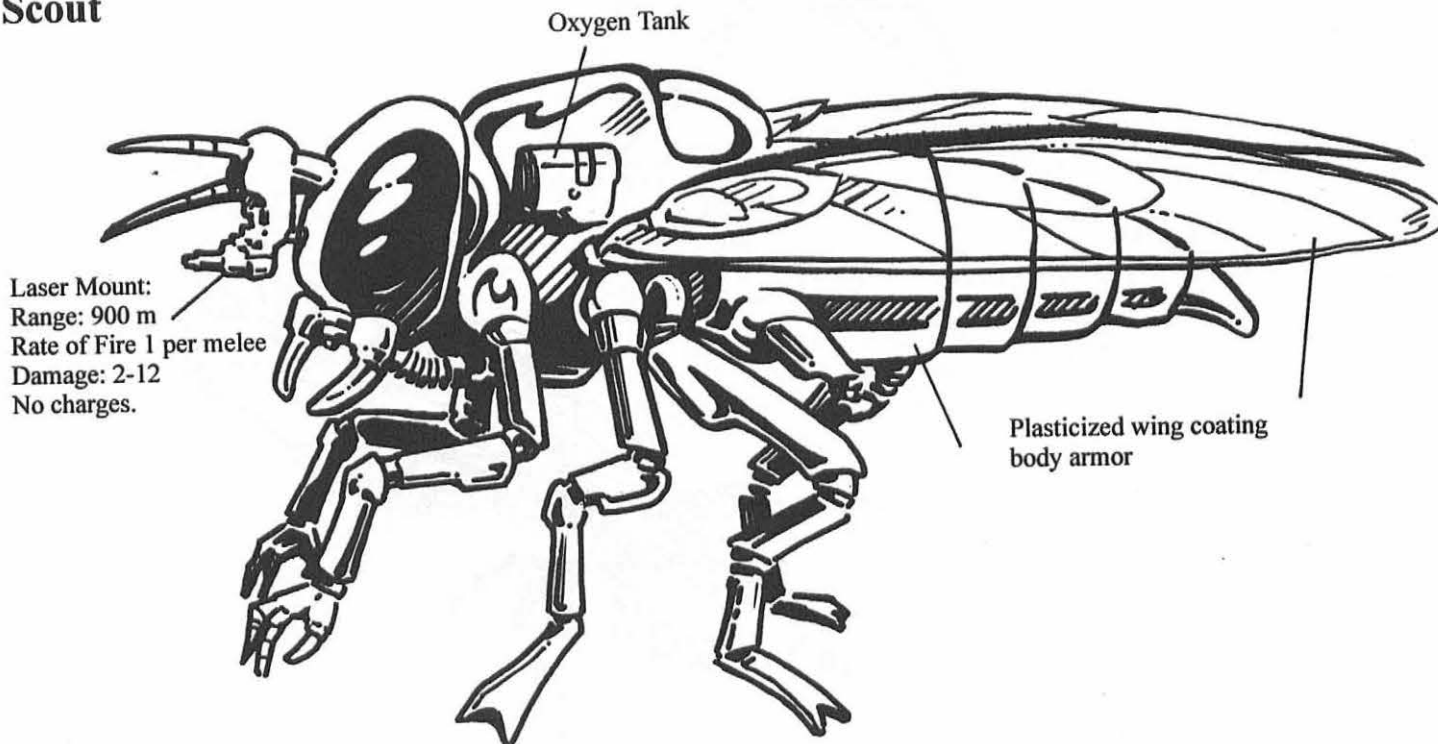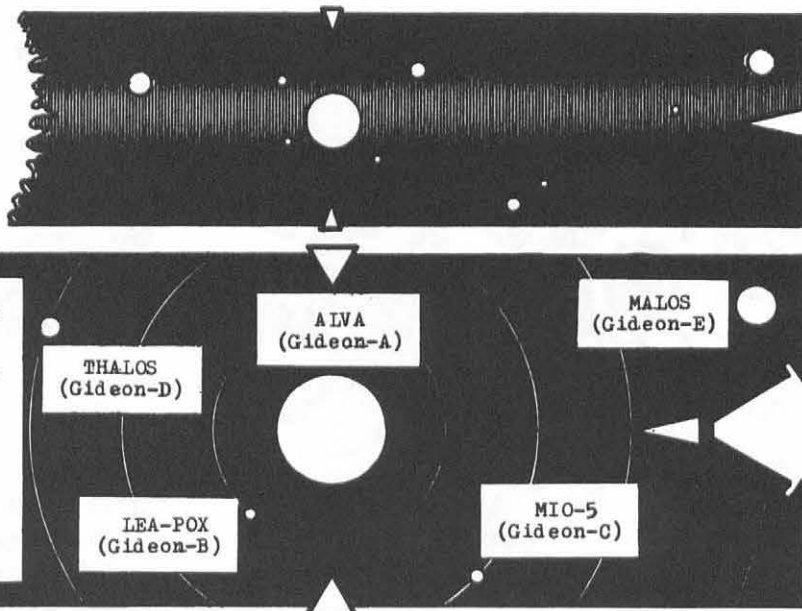
...DISCOVERED IN 2992 BY THE NOTED ITALIAN ASTRONOMER, RENE' BYRDAK GALEVETTI, AND LATER EXPLORED AND RENAMED BY THE FAMOUS RENEGADE SOLDIER OF FORTUNE, COLONEL ANDREW E. GIDEON...

MALOS, ONE OF THE MOONS OF ALVA, SECOND PLANET FROM THE SUN, PROVED TO BE THE MOST HOSPITABLE...

THALOS
(Gideon-D)

ALVA
(Gideon-A)

MALOS
(Gideon-E)

LEA-POX
(Gideon-B)

MIO-5
(Gideon-C)
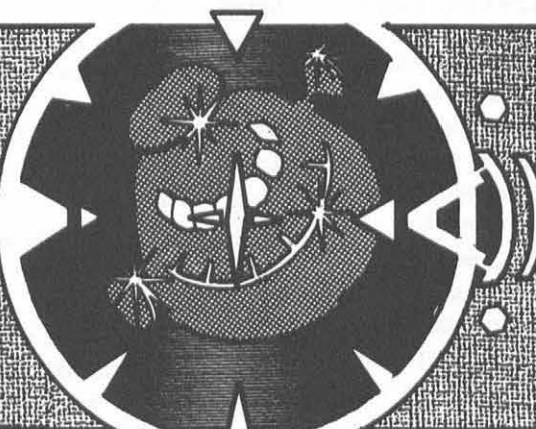
FROM THAT MOON, MAN SOUGHT TO EXTEND HIS REACH EVEN FURTHER...

SOON A SPACE STATION, ALPHA Q, REVOLVED AROUND ALVA AND ITS MOONS...
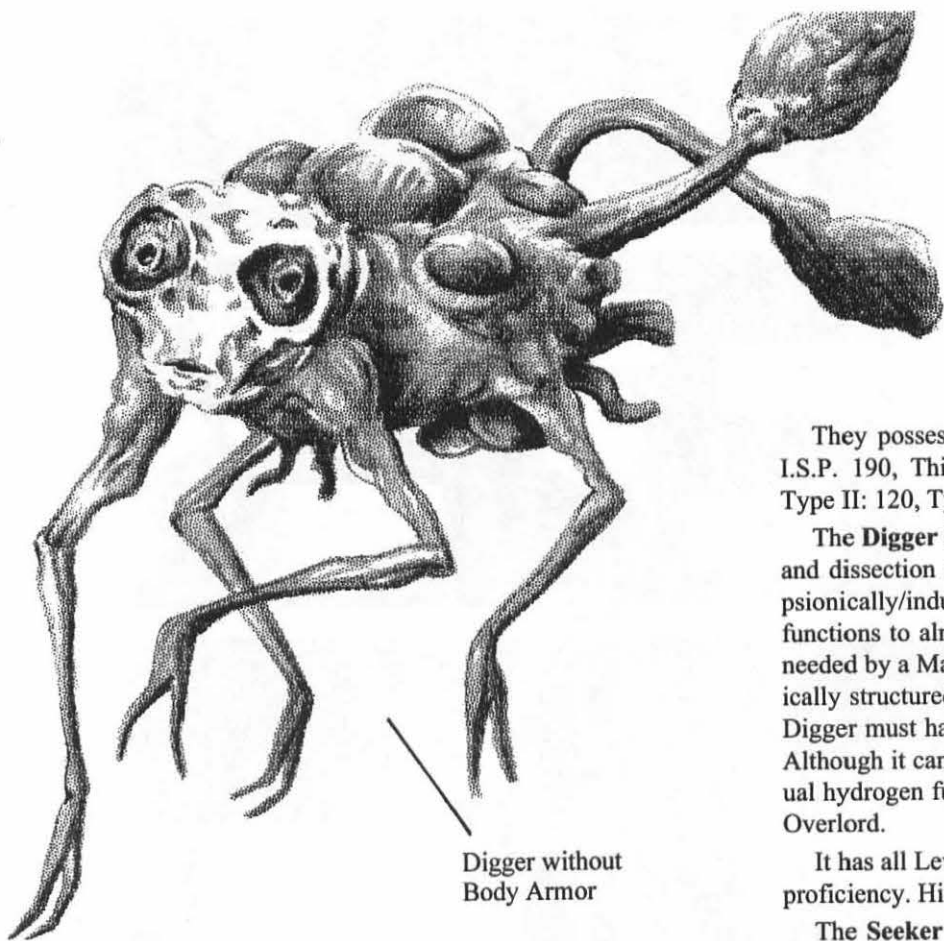POPULATION: 5,000.

HAVING LIVED SO SECURELY, AND PEACEFULLY, FOR 120 YEARS...

...THE PEOPLE OF GIDEON E AND ALPHA Q HAD FIRMLY BELIEVED THIS TINY SECTION OF SPACE TO BE THEIR OWN...

IT NEVER DAWNED ON ANY OF THEM THAT OTHERS MAY HAVE HAD THE SAME IDEA!

191

Digger without
Body Armor

More on the Mechanoids®

In many insect societies, entire groups within serve a specific function to preserve that society. In much the same way, specific types of Mechanoids serve a particular function(s) within their society. Whatever that function may be, it is their life's purpose. They simply perform their function; rest, eat and continue to perform their function until they are no longer able.

There is little need for recreation or diversions, because there is no dissension, fears, questions, or longings of purpose or self-expression. Each Mechanoid type has been physically and mentally designed, conditioned and bred to perform its particular function within its world. Each is part of the whole and must serve the whole as it was designed to do. Without question. Without thought. The whole must continue. The whole is life. All this is ingrained within their very genetic structure, cloned and continued for thousands of years. Only a genetic error or mutation can disturb the balance. Such mutations, when discovered, are destroyed immediately.

The following descriptions are listed in the order of the Mechanoid caste society, from the lowest to the highest. Robots are not included.

The **Cargo Haulers** are among the drones of the Mechanoid society. They are capable of little independent thought. Their function is simple: to sort, gather, and store. These simple-minded workers will ignore any other activity (battles, humans, etc.) and continue to work, unless otherwise directed. Haulers obey the Black Widow, Brute, Mantis, Runner, Brain, Oracle and Overlord.

They possess all Level One psionics and limited telepathy. I.S.P. 190, Third Level proficiency. Hit Points: Type I: 230, Type II: 120, Type III: 60.

The **Digger** is another drone designed for massive excavation and dissection of planets. When it has no target, it slips into a psionically/induced state of suspended animation, slowing body functions to almost nothing. It is awakened telepathically when needed by a Mantis or Brain. The living organism itself is genetically structured to feed off nuclear radiation. Consequently, the Digger must have a heavily radioactive environment to survive. Although it can, and does, feed off the radiation from its continual hydrogen fusion chamber. Obeys Mantis, Brain, Oracle, and Overlord.

It has all Level One and Two psionics. I.S.P. 870, Fifth Level proficiency. Hit Points: 720.

The **Seeker Pod** is a living bloodhound. Its sole function is to locate any creatures which have been classified for extermination, give notification of their location to its masters, and help terminate the creature(s). These Mechanoids are fairly intelligent in that they are not easily duped or confused. However, they have no knowledge of science or skills, other than tracking and extermination. Seeker Pods are specially designed to aid and obey the Exterminator, but will also obey any other Mechanoid above its own rank (especially the Tunnel Crawler, Brute and Wasp).

It has all Level One psionics, as well as limited telepathy, empathy and mind block. I.S.P. 75. Third Level proficiency. Hit Points: 10.
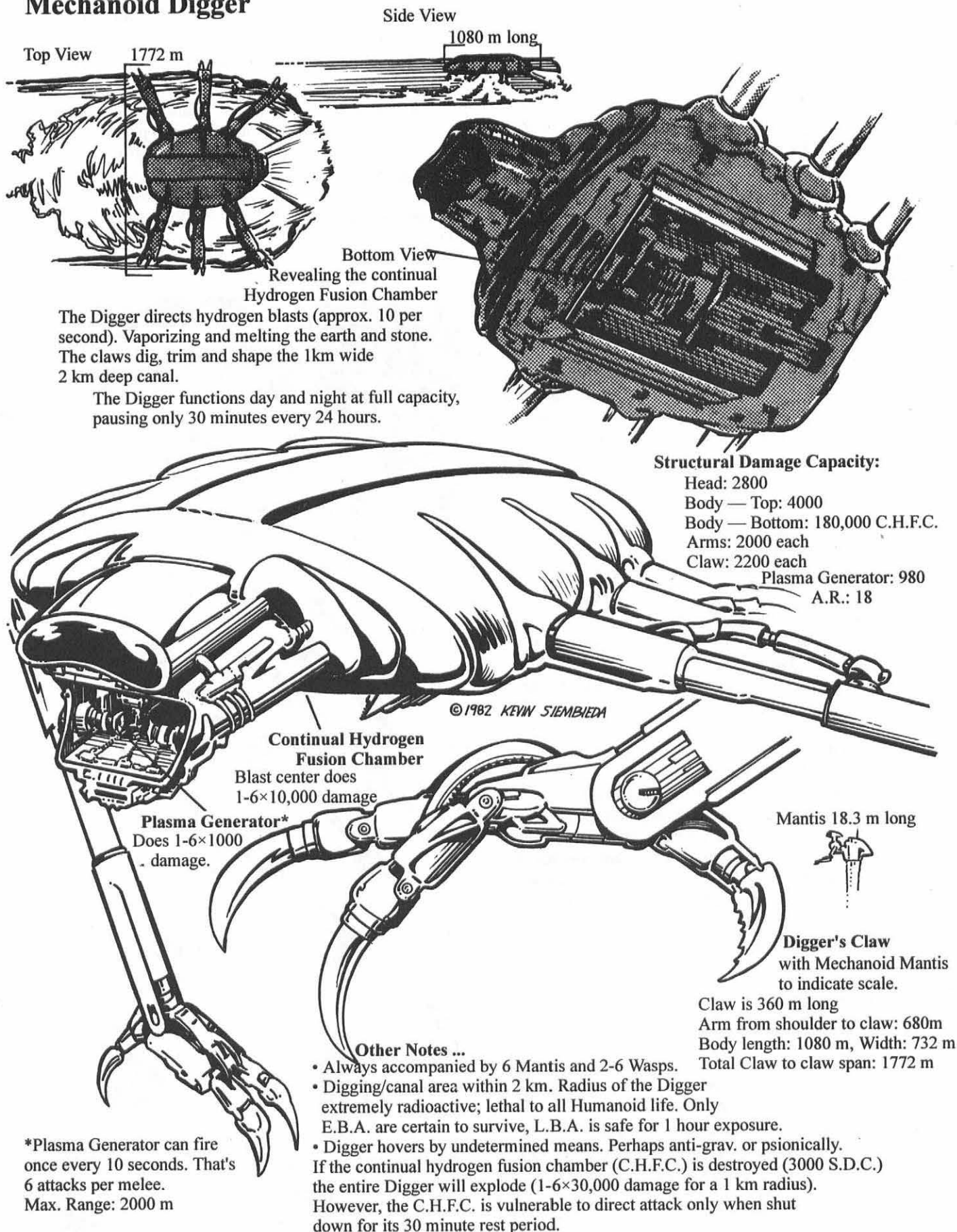
The **Exterminator** is a born predator which delights in the hunt and destruction of other living creatures (including rogue Mechanoids). It is designed for pest control in the mother ship's pipelines, nothing more. Consequently, they are constantly roaming through the ship's labyrinth of pipes and tunnels in search of prey. The Exterminator is a very treacherous and crafty hunter who enjoys tricks, traps, ambushes, and cat-and-mouse games. They are fairly intelligent and master hunters, although they have no knowledge of science or other skills. They may command up to 6 robots or 1-4 Seeker Pods, and are often accompanied by Tunnel Crawlers or other exterminators. It obeys any Mechanoid above its rank.

It has all Level One psionics plus empathy, mind block, night vision, levitate, limited telekinesis and extended telepathy. I.S.P. 120, Sixth Level proficiency. Hit Points: 50.

The **Tunnel Crawler** is designed exclusively for pest control. This sadistic exterminator is a free agent, able to go wherever it pleases. Although its attacks are limited to close range

Mechanoid Digger

Top View

1772 m

Side View

1080 m long

Bottom View
Revealing the continual
Hydrogen Fusion Chamber

The Digger directs hydrogen blasts (approx. 10 per
second). Vaporizing and melting the earth and stone.
The claws dig, trim and shape the 1km wide
2 km deep canal.

The Digger functions day and night at full capacity,
pausing only 30 minutes every 24 hours.

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Structural Damage Capacity:
Head: 2800
Body — Top: 4000
Body — Bottom: 180,000 C.H.F.C.
Arms: 2000 each
Claw: 2200 each
Plasma Generator: 980
A.R.: 18

**Continual Hydrogen
Fusion Chamber**
Blast center does
1-6×10,000 damage

Plasma Generator*
Does 1-6×1000
damage.

Mantis 18.3 m long

Digger's Claw
with Mechanoid Mantis
to indicate scale.
Claw is 360 m long
Arm from shoulder to claw: 680m
Body length: 1080 m, Width: 732 m
Total Claw to claw span: 1772 m

Other Notes ...
• Always accompanied by 6 Mantis and 2-6 Wasps.
• Digging/canal area within 2 km. Radius of the Digger
  extremely radioactive; lethal to all Humanoid life. Only
  E.B.A. are certain to survive, L.B.A. is safe for 1 hour exposure.
• Digger hovers by undetermined means. Perhaps anti-grav. or psionically.
If the continual hydrogen fusion chamber (C.H.F.C.) is destroyed (3000 S.D.C.)
the entire Digger will explode (1-6×30,000 damage for a 1 km radius).
However, the C.H.F.C. is vulnerable to direct attack only when shut
down for its 30 minute rest period.

*Plasma Generator can fire
once every 10 seconds. That's
6 attacks per melee.
Max. Range: 2000 m

confrontations, its heavy environmental body armor provides more than adequate protection. They are also able to release a toxic nerve gas which lingers for about 2 hours. These loners of the Mechanoid race are often accompanied by no more than a few robots. Tunnel Crawlers obey Runners, Brains and Overlords.

Its psionic abilities include presence sense, see aura, detect psionics, levitate, night vision, mind block, limited telekinesis and extended telepathy. I.S.P. 120, Sixth Level proficiency. Hit Points: 43.

The **Black Widow** is quite intelligent, commanding an army of robots, transport ships, cargo freighters, and haulers. The Black Widow is the coordinator of salvage and storage operations. She answers to the Mantis, Runner, Brain, Oracle and Overlord. They are most often found on the ship's exteriors and storage areas (Levels 1-3).

They possess all Level One and Two psionics. I.S.P. 500, Eighth Level proficiency. Hit Points: 218.

The **Brute,** although a bit of a predator is used in both offensive and defensive actions, and is often found assisting in construction, repairs, and robot supervision. Brutes are the Mechanoids' robotics experts and are responsible for their construction, maintenance and direction.

These intelligent, but cruel, Mechanoids can be found anywhere on the ship (usually accompanied by a handful of robots).

Their psionic abilities include all Level One plus bio-regeneration, mind block, levitation, limited telekinesis, and extended telepathy. (Note: these are somewhat increased abilities than those listed in Book One). I.S.P. 150, Eighth Level proficiency. Hit Points: 45.

The **Wasp** is the most intelligent and deadly of the Mechanoid predators. These fast thinking strategists are the very heart of the Mechanoid assault and defense network. Daring and flamboyant, they thrive fighting relentlessly in battle and are without mercy or conscience. Encased in a powerful environmental body shell, they are able to withstand both the rigors of space and heavy assault while maintaining high maneuverability, speed and strike potential. The Wasp is legendary for its ability to maneuver with unerring accuracy while flying at top speed (1500 kmph), and/or under adverse conditions. A unique coupling of technology and psionics makes this possible. It is this science which allows the Wasp to go from 1500 kmph to a dead stop instantly. They obey all Mechanoids above their rank.

Wasps possess all Level One and Two psionics. I.S.P. 313, Tenth Level proficiency. Hit Points: 56.

The **Battle Cruiser** is an actual Mechanoid organism, and is the last of the Mechanoid predators contained on the mothership. They are deployed against major threats to the mother ship and planet assaults. The Battle Cruiser obeys the Brain, Oracle, and Overlord.
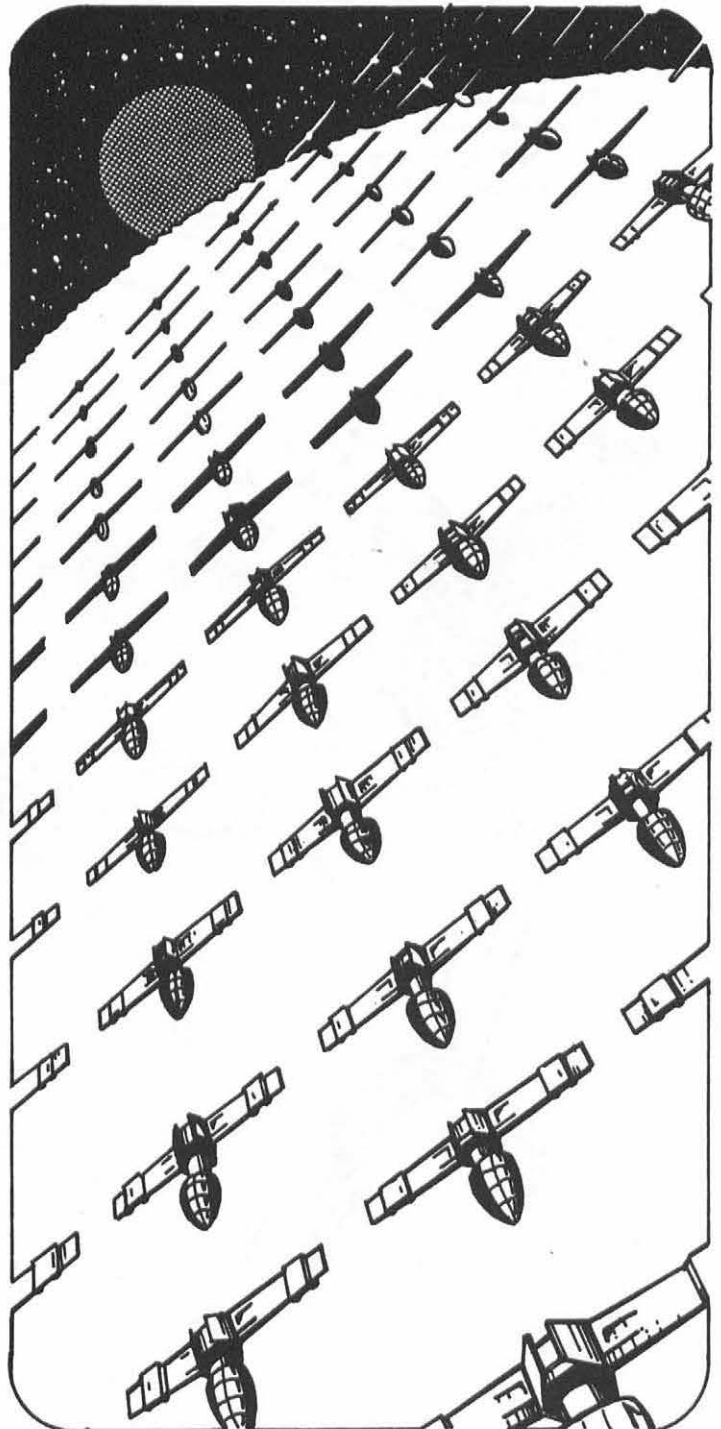
They possess all Level One and Two psionic abilities. I.S.P. 440, Tenth Level proficiency. Hit Points: 390.
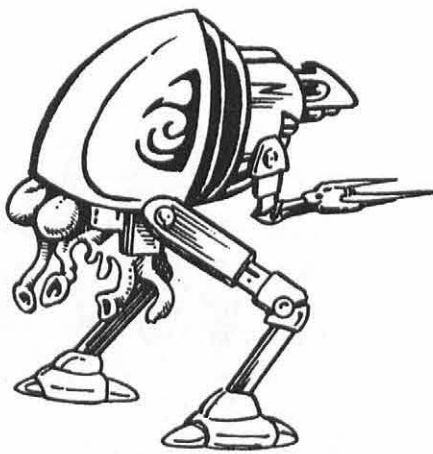
The **Octopus** is a mechanical wonder continually involved in construction, electronics, mechanics, repairs, and even surgery and genetics. Having 3 separate brain sacs, it can perform 3 separate actions simultaneously, or concentrate its efforts on one problem with maximum efficiency. Although very intelligent, its role is to act as a submissive (though brilliant) assistant to the

Mantis, Runner, Brain, Oracle, and Overlord. It is instilled with very little drive or ambition, leaving those ranking above it to deal with experimentation and research, while it handles the mundane day-to-day regimen of the ship.

It possesses all Level One and Two psionic abilities. I.S.P. 1000, Tenth Level proficiency. Hit Points: 130.

The **Mantis** is a specialist in engineering and mining operations. It selects planets for mining, directs planet dissection, analyzes minerals, etc. When not actively involved in excavation, it plans and supervises construction, energy consumption, metallurgy, research and development. Mantises can be found throughout the ship. They obey the Runner, Brain, Oracle, and Overlord.

Runner

Attacks per Melee: 2 or hand to hand
Weapons: Laser: 3 settings,
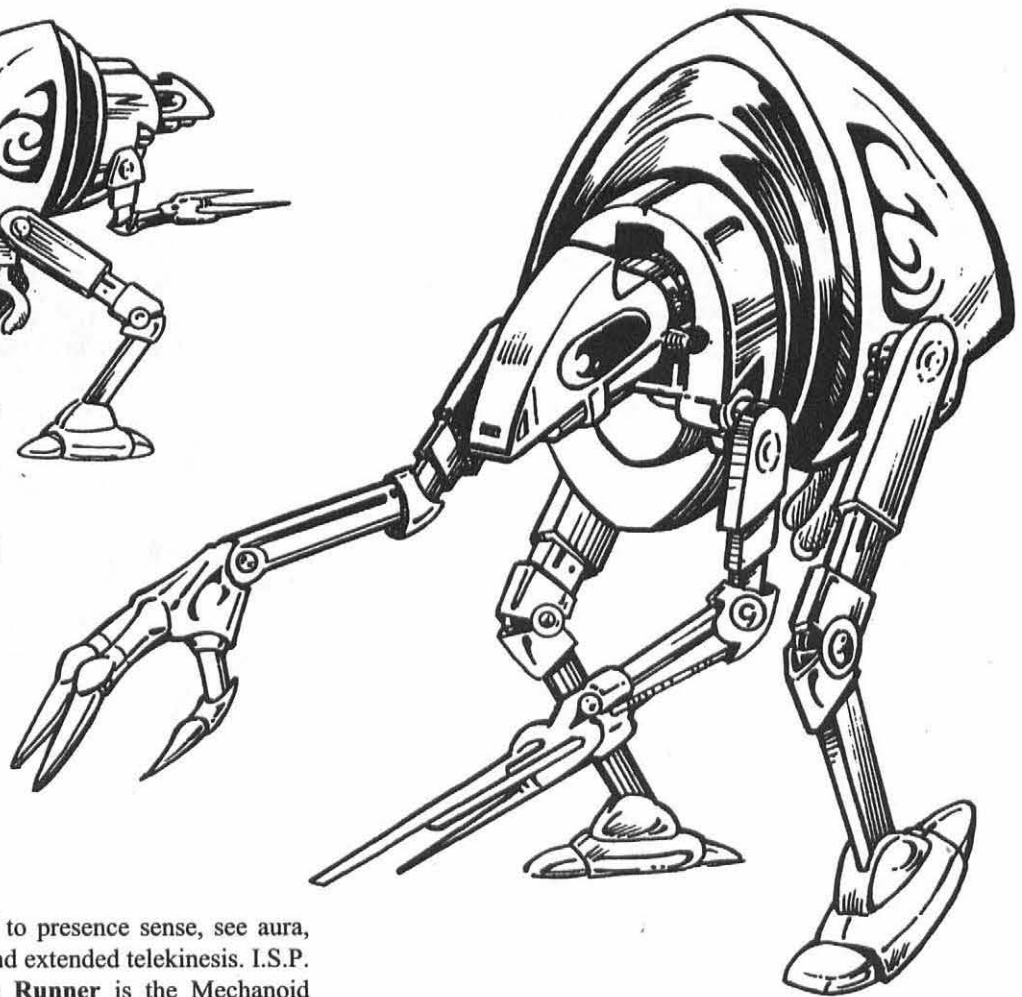   1-6/3-18/5-30
Range: Laser — 1600 m
A.R.: 12
S.D.C.: 120
Speed Factor: 25 kmph
Psionics: Levels 1-2
Bonuses: +2 to hit, +2 vs psionics

Its psionic abilities, are limited to presence sense, see aura, resist fatigue, extended telepathy and extended telekinesis. I.S.P. 570, Tenth Level proficiency.The **Runner** is the Mechanoid jack-of-all-trades. All Runners have a rudimentary knowledge of physics, genetics, biology, surgery, electronics, navigation, mechanics, robotics, and communication. The typical Runner is an expert in two of these areas. Runners are among the few free-thinkers in the Mechanoid society. This allows them access to ship computers/brain pools, experimental/research centers and free time. (Note: Only the Runner, Brain, Oracle and Overlord can tap into ship computers/brain pools).

Runner Hover Pod

Hover Platform

Drawn to scale with
average size humans
Runner
Laser

3.3 m tall

9 m long
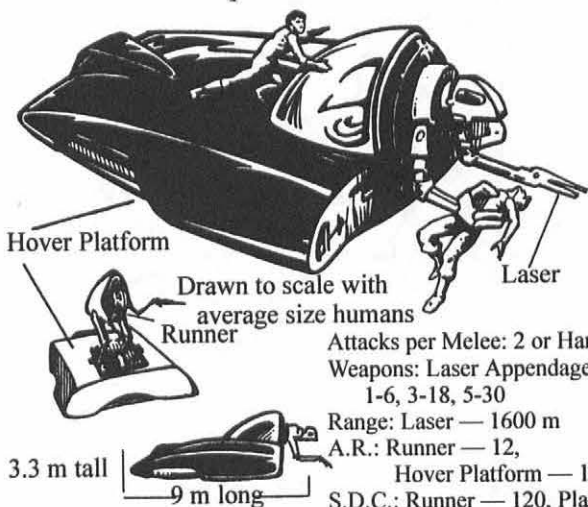
Attacks per Melee: 2 or Hand to Hand
Weapons: Laser Appendage, 3 settings
      1-6, 3-18, 5-30
Range: Laser — 1600 m
A.R.: Runner — 12,
        Hover Platform — 10
S.D.C.: Runner — 120, Platform — 100
Speed Factor: 0-150 kmph
Psionics: All level 1-2
Bonuses: +2 to hit, +2 vs psionic attack

Possessed by an insane hatred of humanoid life, they often spend free time conducting hideous biological and genetic experiments on them. (It was such experimentation that created the mutants). Runners also enjoy pipeline hunting expeditions.

They possess all Level One and Two psionics plus extended telepathy. I.S.P. 690, Twelfth Level proficiency. Hit Points: 44.

The **Oracle** is perhaps the most enigmatic of all the Mechanoids. Its prime function is that of a systems analysis, observing and improving upon ship operations and equipment. Its brain capacity and psionic abilities surpass even the Overlord's and the Mechanoid Brain's in both size and ability, making it a virtual living computer. It too can tap directly into the computer/brain pools, but is the only Mechanoid that is able to block its thoughts or break contact with the computer on its own. This has been a matter of concern among some Mechanoids who fear that the Oracle has mutated into something beyond its original purpose. The Runners harbor the greatest concern, especially in light of the Oracle's philosophical and non-aggressive outlook toward intelligent humanoid life forms. The Overlords, though concerned, simply watch with suspicion, waiting for some transgression.

While deprived of physical limbs or weapons, the Oracle is far from helpless, possessing all known psionic abilities. It is answerable only to the Overlord and Brain.

Possesses *all* known psionics. I.S.P. 4200, Thirtieth Level proficiency. Hit Points: 90.
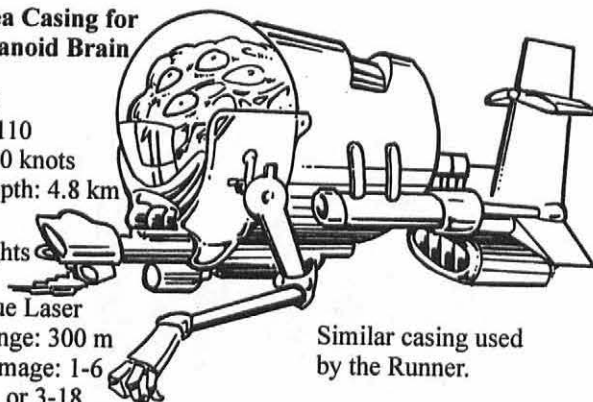
Undersea Casing for Mechanoid Brain

A.R.: 10
S.D.C.: 110
Speed: 50 knots
Max. Depth: 4.8 km

Spot Lights

Blue Laser
Range: 300 m
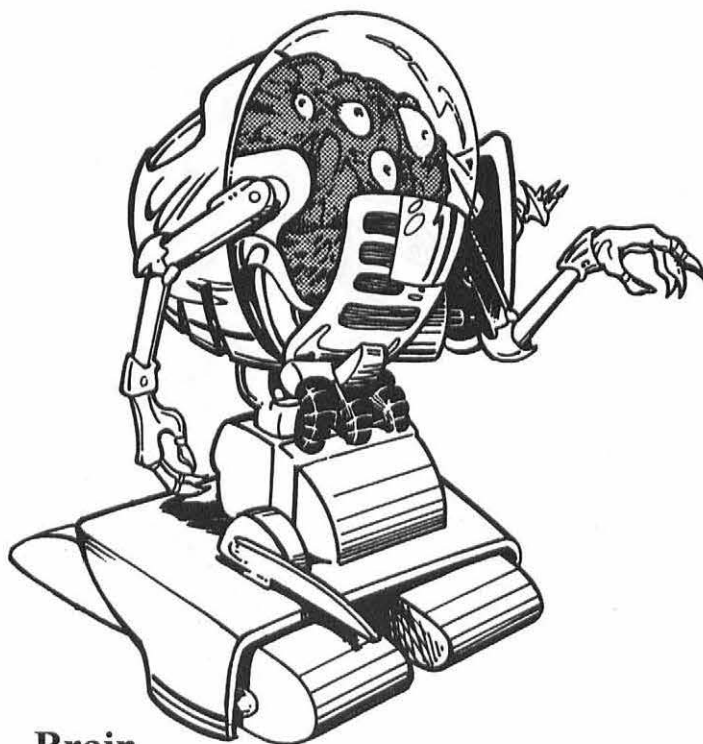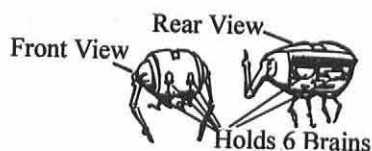Damage: 1-6
or 3-18

Similar casing used
by the Runner.

Multi Brain

Attacks per Melee: Laser: 5 or 6 hand to hand
or psionic
Weapons: Laser Lance: 3 settings; 2-12, 4-24, 6-36
Laser Finger: 1-6 Hand to Hand: 6-36
Range: Laser Lance: 1600 m
Laser Finger: 100 m
A.R.: 10
S.D.C.: 10
Speed Factor: 0-250 kmph
Psionics: Level 1-3
Bonuses: +2 to hit, +3 vs psi attack

Laser Finger

2 attacks each
per melee
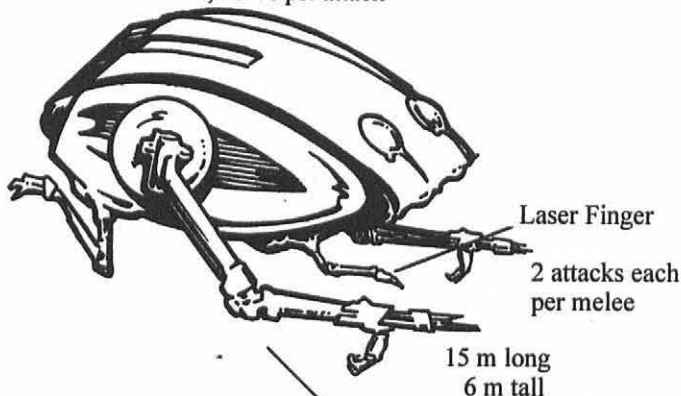
15 m long
6 m tall

Close Up of Utility Arm
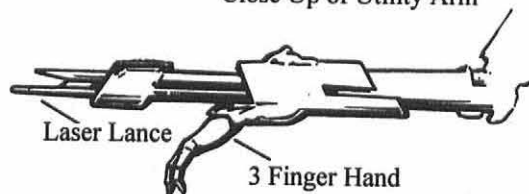
Laser Lance

3 Finger Hand

Rear View
Front View

Holds 6 Brains

Brain

Attacks per Melee: 2 or
hand to hand
Weapons: Laser: 2 settings,
1-6/3-18, hand damage: 2-12
Range: Laser — 900 m
A.R.: 10
S.D.C.: 90
Speed Factor: 0-50 kmph

Brain Hover Pod

Attacks per Melee: 4 or
psionic (4 hand to hand)
Weapons: 4 mechanical
appendages: Large do
4-24 damage. Small do
2-12 damage.
Range: Large has a 3m
reach. Small 1.4 m

Arms slide
back

Arm Junction
capable of 360°
rotation.

3 m tall

5 m long
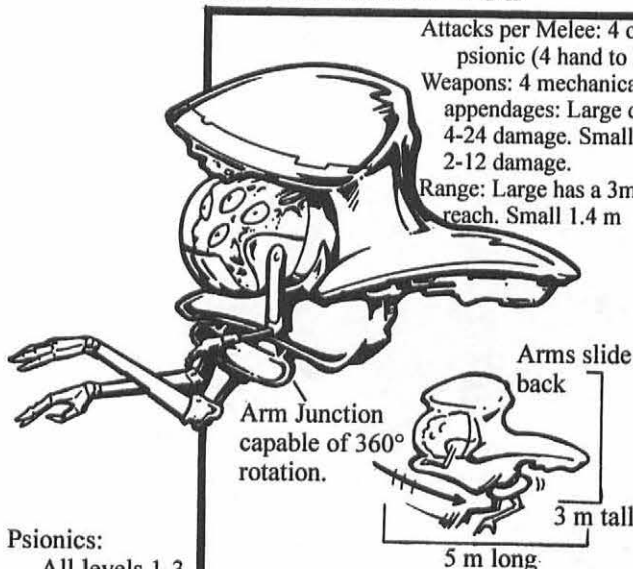
Psionics:
All levels 1-3
Bonuses:
+1 to hit
+2 to damage
+3 vs psionic
attack

A.R.: 10
S.D.C.: 110
Speed Factor: 0-150 kmph
Psionics: Level 1-3
Bonuses: +3 vs psionic attack

The **Brain** oversees all planetary and mining operations, planet assault, navigation and ship operations. They function as a million little generals, directing and observing a vast army of Mechanoids and robots. If the Brains have a specialized function, it is as pilot. Only the Brain, can pilot the spider fortress, transport and freighter vessels.

Brains, like the Runner, can tap into the computer decks and brain pools, selecting any information needed. Unlike the Runner, which often works under the Brain's direction, the Brain is capable of assimilating extraordinary amounts of data and retaining it (total recall) for 72 hours.

Being free-thinkers, they have full run of the ship and generous amounts of free time for experimentation and personal expression.

They possess the full range of Level One and Two psionics, plus extended telepathy, extended telekinesis, see the invisible, and Evil Eye: despair, fear, blind, and pain. I.S.P. 2000, Thirtieth Level proficiency. Hit Points: 35.

The **Overlords** are the prime movers and masters of the ship. All Mechanoids must answer to them, including the other free-thinkers. None may defy them. They tend to be cold, analytical thinkers (second only to the Oracle), constantly in touch with all major ship operations, applying their quick, methodical logic to any crisis. They are also excellent strategists (only the Wasp is their equal), and adept in navigation, engineering, physics, genetics, cloning, and biology. Most importantly, they alone hold the secret of the power crystal conversion (some believe the Oracle also holds the secret), and they alone can merge/link directly with the master computer brain.

They possess all Level 1-3 psionics. I.S.P 2900, Twentieth Level proficiency. Hit Points: 90.

Mechanoid Computers

The **Brain Pools:** S.D.C. 50, A.R. 7, Hit Points 25. Aboard ship, there averages one brain pool for every 1000 sq.km, with many times that in engineering, navigation, research, and power networks Brain pools can only be used by Runners, Brains, Oracles, and Overlords. No other Mechanoid has the physical or mental capacity to tap into these living psionic computer units. Only a master or major psionic (humanoid) can link with the brain pool.

The psionic humanoid must enter the unit (usually measuring 4 m×4 m; although some are 8 times that size), making physical contact, flesh touching flesh, with the warm fluids and soft, lumpy, fleshy membranes which line the entire interior of the brain pool. The psionic must then ear his thoughts via meditation and open his telepathically to the computer. The participant experiences a very pleasant euphoria, followed by a floating sensation. At this point, he/she is oblivious *any* external input/activity, and only a telepathic or empathic message will reach him/her. The brain pool then psionically probes and extracts ALL information, thoughts, and knowledge of that person. This process is quite painless and takes only about 6 minutes. Remember, the brain pools are designed to be an information retrieval/exchange device, and do so automatically. *Everything* that person knows will be absorbed, recorded, and filed for later analysis. When the brain pool has completed its probe, it then opens itself for information extraction.

The psionic person should direct his/her inquiries as simply and directly as possible via telepathy. These inquiries should be used to gather "small" blocks of information, because he/she is not likely to survive a massive psionic bombardment of information. **Example:** If the layout of the mothership is requested, the brain pool will respond with the entire ships schematics. Every nook and cranny is instantly provided. Unfortunately, the human (and Rover) brain cannot assimilate that much input at such a speed, and may result in loss of memory and even death. Rather, requesting the layout of a small, specific area (such as "transport factory: Level 3") is very safe and painless. A person may ask as many questions as he/she desires, once contact with the computer is established.

The Master Computer

The computer brain pools are actual Mechanoid organisms linked to the Master Computer Brain. This Master computer is also a living creature of flesh, circuits, and psionics. A sentient entity with a will and personality of its own, it serves the Mechanoid society as an awesome living computer complex. The organism itself is over 4000 km long, 10 km tall, 2600 km wide. If this incredible entity were destroyed, it would radically impair the mothership, forcing secondary computer banks and brain pools to be used in its stead. This would cut efficiency levels by at least 40%, for in many ways, the master computer complex "is" the mother ship.

For that reason, only the Brute, Runner, Brain, Oracle, and Overlord are allowed on the same level; and *only* the Overlords are allowed to enter the master computer chamber.

As a precautionary measure, a false (though functioning) computer network, 3 times larger than the true master complex, has been erected as a decoy and back-up system. Only the Brains, Oracles and Overlords know that it is not the true master computer.

The Brutes and Runners are the main service technicians and defense, although Wasps and other Mechanoids can be summoned during an emergency. (Note: Robots of any kind are never allowed on this level) .

Average number of Mechanoids on Level 5: 12,000 Brutes, 3,000 Runners, 250 Brains, 6 Oracles; 1 Overlord (63% likelihood of being in decoy section).

Internal Teleportation System

The typical Mechanoid (with the exception of free-thinkers, Octopus, Wasps and Tunnel Crawlers) seldom, if ever, leaves its assigned area. However, even a small processing network may span as much as 6000 km. For that reason, teleportation chambers are scattered throughout the ship, approximately every 500 km (often located within 100 km of a brain pool). Three times that number are located in major areas of activity such as transport terminals, navigation, research labs, etc. The average size of these chambers is 90 m tall by 120 m wide, while the largest, located at transport/freighter terminals, hauler bays and storage areas, measures 40 km tall by 150 km long.

The teleporters are limited to the ship: level to level, section to section, or to the ship's surface. **Example:** If you were in a transport terminal teleport chamber on Level One and wanted to go to the navigation section on Level Four, it would teleport you to another chamber in navigation, Level Four.

The device automatically teleports everything in the chamber wherever it is directed to send it (acting instantly on first request). The teleportation chamber, like many Mechanoid devices, is activated through a telepathic command. Obviously, only creatures endowed with psionics (or any other form of telepathy; i.e.: magic) can activate the teleport chamber. It should be noted that there are *No* external controls, screens, or devices in the chamber. It simply appears to be a large, empty room.

Use Mechanoid Chart from Journey/Mechanoid Invasion.

Mechanoid Footnotes:

1. Mechanoids tend to believe themselves superior to all other races, especially humanoids (often underestimating humanoid foes).

2. Most Mechanoids have an unreasoning hatred for any humanoid life. Only the Haulers and Diggers are indifferent toward humanoids; and only an Oracle will ever aid or befriend a human. (There is a 42% likelihood of an Oracle befriending/aiding a human).

3. Surprisingly, Mechanoids can be quite friendly to other *non-human* races (unless that race harbors any positive feelings about humanoids).

4. Most equipment, elevators, teleporters, and controls are operated through telepathy and telekinesis. Consequently, there are few external control, knobs, buttons, screens, etc.

5. Storage bins designated as food are vast tanks of concentrated liquid nutrients. Most Mechanoids contain a food supply built right into their mechanical exoskeletons (usually enough for 2 weeks).

6. All Mechanoids are encased in an environmental body armor (exoskeleton), containing life support systems, independent energy source, independent oxygen and purification system, radiation and heat shielding, communications, and extraordinary scanning facilities.

7. Mechanoids communicate through both radio/laser techniques and psionics.

8. Mechanoids/endurance/hit points: Because of the Mechanoid organisms' very special genetic construction and cybernetic integrations, they are extremely vulnerable when exposed from their metallic body armor. They're all very anemic and must breathe "pure" oxygen to live. Consequently, if the environmental armor is penetrated (cracked, punctured, etc.), they will die from exposure in a matter of minutes. (They lose approximately 10 hit points per melee from exposure alone. The organism Armor Rating is 2).

9. Level six: There is a large section of environmental sanctuaries (rest and relaxation areas) located on Level Six. These areas contain the appropriate environment for the exposed Mechanoid organisms (Note: 75% will be without armor, 25% still in armor). All such areas have low gravity (1/3 of Earth's) and a 100% pure oxygen atmosphere.

The Digger sanctuary has near-zero gravity, a temperature of 300 degrees Fahrenheit, and an extremely lethal level of radiation. An unprotected human is certain to die of radiation poisoning and heat within minutes. Complete L.B.A. can function safely for 1 hour maximum; E.B.A. 2 1/2 hours, but in both cases the suits must be decontaminated or disposed of immediately after exposure.

The Wasp tubes are approximately 500 km wide, 8 km high and run nearly the full length of the ship. Surface hatches (top of the ship) are located about every 2400 km. There is an estimated 600 Million Wasps at any given time, performing aerial acrobatics and playing (often) at top speed. Remember, Wasps fly faster than the speed of sound, thus, the noise level from continual sonic booms is deafening. Any unprotected creature is instantly deafened (ruptured eardrums) and will die within 3 melee rounds. L.B.A. deafened within 3 melee rounds, dies in 6; E.B.A. deafened within 8 melee rounds, dies in 16.

Random encounter in tubes: 1-30, 8 Wasps; 31-70, 36 Wasps; 71-90, 75 Wasps; 91-100, 160 Wasps.

Encounters

I have only outlined basic Mechanoid and Dionii bases, complexes, and strongholds and what is in them. Whatever else is scattered across this world is left up to you. You should have more than enough data to extrapolate upon any area. Feel free to create new bases, mutations, aliens, conflicts and so on.

I have tried to provide enough information so that when the specific Homeworld adventure has been played through, you and your players can continue on with other adventures on other planets. Adventures might include running contraband, piracy, mercenaries, the Brotherhood, planet exploration, espionage, free trading, etc. The possibilities are endless; explore them.

Doomsday Device

The Apocalypse Device is much more than mere rumor; it is a grim reality. To trigger the device (which is the great disc protected by the 12 Motherships) the Mechanoids had to drain their race's entire life and psionic essence into the triggering device to activate the Doomsday Machine However, some tiny miscalculation has prevented the trigger from firing. Thus, the Doomsday Machine sits waiting to be fired, while the triggering mechanism (complex) remains hidden on Homeworld with Mechanoid survivors trying to solve the problem. The trigger's components can be ruined so as to never operate again; the Mechanoids' essence lies dormant in the planet's core. Homeworld is the trigger.

The Elements of Role-playing Games

Role-playing games (a.k.a. adventure games) usually establish a fantasy or science-fiction world in which the players, having created imaginary characters, explore and interact (not unlike improvisational acting) in exciting adventures. The parameters of the world, the other characters (hostile and benevolent), plot, and pacing are developed by the Game Master. The Game Master acts as referee, enforcing game rules, and like a movie director, guides the players/characters through an adventure within the context of the scenario. In the course of a game, players embark on some venture which leads them into the jaws of peril, mystery, encounters with strange creatures and daring-do; all in the grand tradition of epic adventure. "Raiders of the Lost Ark" and "Star Wars" are two good examples of current films which capture those elements. The players react and interact with each other and to the array of antagonists and situations directed by the Game Master. All the while, the players' characters gather knowledge, treasure, and develop their skills and the game itself because they ARE elements of the game.

Transport Terminal:
Side View Section

Scale in Meters

0   400   800   1200   1600
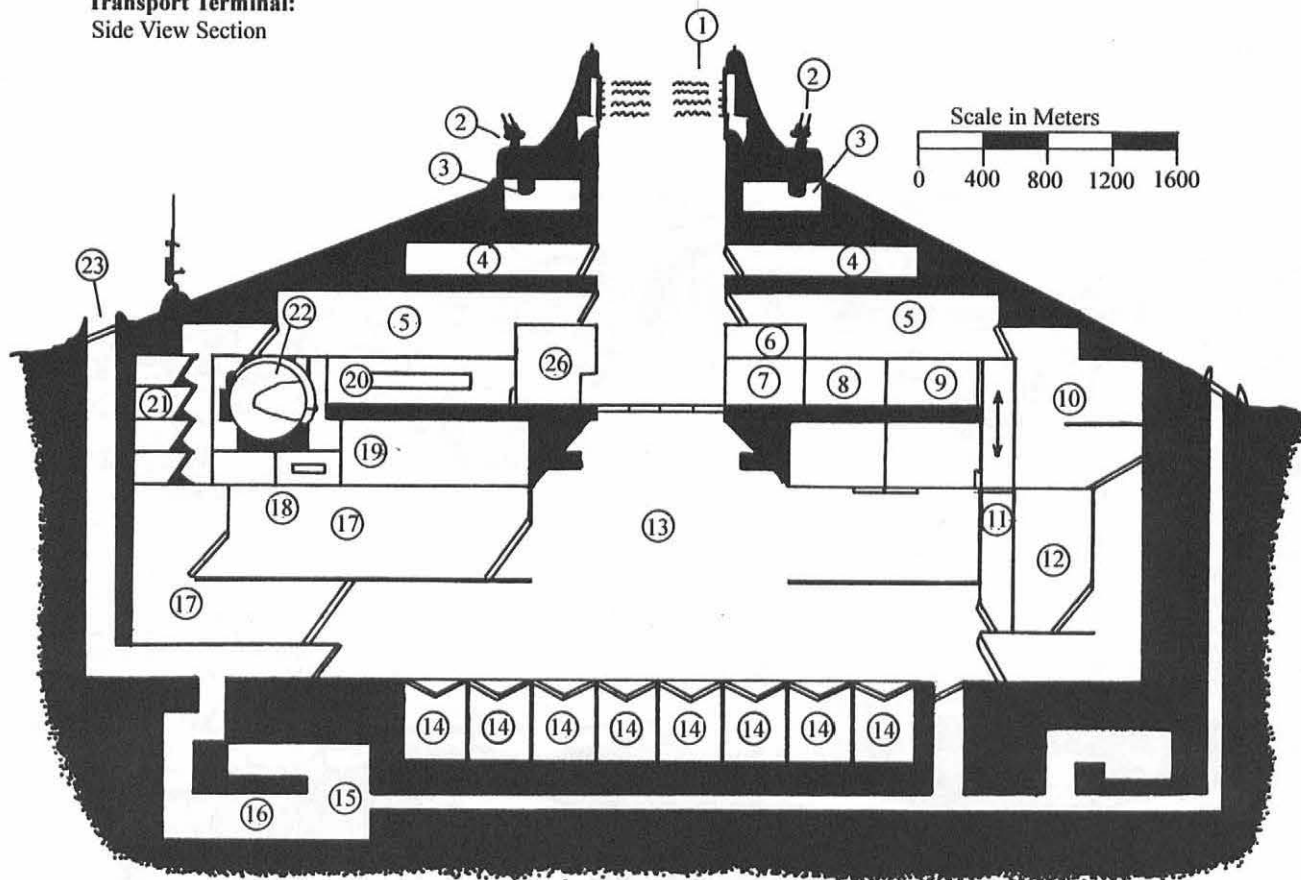
1. Energy Shield
2. Particle Beam Cannon — Range: 3200 m, Damage: 5-50+50, 4 blasts each per melee, S.D.C.: 400 each
3. Observation/Communication Deck
4. Hoverport (small vehicles)
5. Large Transport Terminal
6. Robot Storage Bay
7. Robot Maintenance
8. Robot Factory
9. Processing Plant
10. Hauler Bay (Type II)
11. Elevator Shaft
12. Hauler Maintenance
13. Cargo Terminal
14. Storage Bay
15. Wasp Tunnel System
16. Wasp Hanger
17. Spacecraft Hanger
18. Secondary Computer Network
19. Medical/Genetic Laboratory
20. Computer (Brain Pool) Network
21. Storage Bay
22. Poewr Center
23. Secondary Exit

Outer Walls S.D.C.: 600
Energy Shield S.D.C.: 12,000
Access Hatches S.D.C.: 800
Innter Hatches S.D.C.: 250
Power Center S.D.C.: 2000

Notes about Game Mastering

Game Masters should take care to develop strong environments and plot. Do *not* try to create a very exact story anticipating how the players will react (players' actions are anything but predictable). Rather, create a very strong environment. Know what is there, why it's there, how it got there, who, if anyone, wants it or seeks its destruction. Know what intelligent life lives there, why they live there, and how they feel about it. What is the social structure (if any)? What kind of fears or prejudices do these creatures have? How hostile are they? friendly? good? evil? religious? This line of thought should apply to groups of people/races, individuals, places and motives. Ah, motives. What drives a person to a particular deed, good or evil? How do they feel about it later? How does it change them? fanatic? insane? consumed? greedy? jealous? fearful? What about a person's disposition? Grumpy, arrogant, deceitful, trustworthy, trusting, innocent, treacherous, etc...?

If you, the G.M., create a place and people, knowing the hows and whys of its existence and the persons in it, you are ready to play. You know how Zimmermann, owner of the Stargate Tavern, will react to mercenaries entering his establishment. You know he holds Nigelian mercenaries responsible for the death of his wife and child. You know he will not tolerate their misconduct and is prone to react in a hostile, if not deadly, manner if provoked (and he is easily provoked by Nigelian merc's). You know he is a clever man who will not fight against odds he cannot win, but will follow the group and ambush them one or two at a time.

Mechanoid Base
Standard lay-out of a Mechanoid base

Wasps
Spider Fortress
Main Transport Hangar
Transport Hangers
Wasp Hangar with surface tunnel to Fortress
Communication Tower
Storage and Research
Housing Units
© 1991 KEVIN SIEMBIEDA

Cut Away of Major Mechanoid Structures.

Transport Hangers
Maintained By: 60-120 Runts
4-8 Brutes
Level 2: Holds 12-56 Wasps
in addition to 24 Wasps in Fortress

Spider Fortress

Underground Wasp Tunnel System

FUSION CORE

Main Transport Hangar
Vehicle Storage
Maintained by:50-100 Runts
12-24 Thinmen
2-6 Brutes or Runners
Storage, Laboratory

Storage of Mining Equipment
Maintained by 30-60 Runts, 4 Runners
Patrolled by 6 Brutes
Storage and Repair of all robots L1-4:
Storage 50-200 Runts, 50-300 Thinmen
100-200 Weavels, 200-500 Skimmers

L-1
L-1
L-2
L-3
L-4
L-5

Typical Housing Unit
Dome surface level
two sub-levels

Wasp Access Hatch and
tunnel network leading to Spider Fortress

Estimated Population of an Average Mechanoid Base
700-2000 Runts
700-1400 Thinmen
800 Skimmers
400 Weavels
200-700 Runners
36-72 Wasps
32-56 Brains
30-60 Tunnel Crawlers
24-150 Brutes
16-24 Mantis

Communication Tower:
Maintained and operated by Runner's
Level One: Houses 4-8 Runners, 6-12 Thinmen, 12-24 Weavels, 24-48 Skimmers.
Level Two: Runner dormatory, 32-87 Runners
Level Three: 1 Brain, 4-6 Brutes, 6 Thinmen

Note: All doors, hatches, elevators and most devices are operated through telekinesis. Consequently, very few external controls are used.

Brain Service Pool

Generator

L-1 Environmental and Planetary Research
3 Brains, 6-12 Runners, 2-4 Brutes, 2-4 Mantis, 12-24 Runts
L-2 Engineering
8-14 Mantis, 4-12 Runners, 1 Brain
L-3 Human Research, Experimentation
12-32 Runners, 2-6 Brutes and/or 1-5 Brains, 2-4 Tunnel Crawlers
L-4 Mechanoid Medical Network
Maintained by 4 Brains, 8 Brutes, 8-16 Runners, 12-24 Thinmen
L-5 Environmental Housing Units

You know how anyone your players might encounter will react because you have established strong characterization.

Characterization is crucial to role-playing. Without it, the game falls flat. This means *full* characterization, including player characters and nonplayer characters. I've had campaigns where players saw red at just the mention of a treacherous old antagonist (non-player character). Without good characterization, you lose a key element of the game (or any example of storytelling from novel to movie). Include it, nourish it, and you will never go stale.

Conflict and Pacing

As Game Master, you must stimulate the imagination and interest of the players. Try not to devote too much time to any one or two individuals. Remember, you have to satisfy a group of players. Encourage group interaction and camaraderie. Keep the plot and subplot rolling. Study any good book, movie or even comic book, and watch how they create suspense, anticipation, dread, etc. Strong characterization will help move things along here, too. **Example:** the group has been bumming around town for the last 2 hours (real time). The players have no real direction, they haven't taken the bait to go to the Northern caves where you have a really terrific scenario plotted for them. You're bored, they're bored....oh, you know that they'll do something sooner or later, but *later* is really blowing the whole atmosphere and pacing of this adventure. Suddenly, one of the players' Nigelian mercenary is accosted by a drunken merchant. "I don't sink yer sso tough," he sneers abusively. This rogue goes on to brag how his friend Zimmermann will avenge his wife and child upon swine like them once he returns from the Northern caves with a special suit of battle armor and weapons that will make him virtually invincible. Then everybody will pay. The group now has something tangible to mull over, sparked by emotion because Zimmermann had nearly killed two

of them only a few weeks ago and accidentally killed a woman and her 2 children. This terrible accident drove Zimmermann insane, vowing to wipe out the entire town of murderers. The group is somewhat responsible for the incident. They know Zimmermann will hunt them down and kill who knows how many innocent bystanders in the process. Hell, they had some interest in the Northern caves anyway. What did they hear earlier?... Ultimately, the players decide to investigate the Northern caves and see if they can find Zimmermann before he finds the armor and weapons. And the plot thickens...

Encounter Tables

Remote Areas
Roll percentile every 3 hours.

1-13	Mechanoid genetic experiment (use your imagination.)
14-20	1-Brute
21-26	Dionii, 2-Scouts
27-35	Dionii, 1-Warrior Beetle
36-50	Hostile thieves/Scavengers (2-12)
51-60	Slavers (2-12)
61-70	1-Runner, 4-Thinmen
71-80	1-Black Widow
81-86	Hostile aliens
87-93	Exterminator Squad
94-100	4-Wasps

Near Mechanoid Base
Roll percentile every 30 minutes.

1-8	Wasps
9-18	Exterminator Squad
19-28	4-Thinmen
29-35	1-Brute, 6-Runts
36-42	2-Runners, 2-Thinmen
43-48	1-Mantis, 2-Thinmen
49-54	1-Octopus, 1-Hauler III
55-64	2-Brutes
65-75	Exterminator, 4-Assault Pods
76-84	1-Brute, 6-Thinmen
85-93	1-Brute, 1-Warrior Beetle
94-100	6-Wasps

Abandoned Mechanoid Structure
Roll percentile every 30 minutes.

1-17	Mechanoid genetic experiment (use your imagination)
18-23	1-Brute
24-38	Hostile Scavengers (2-12)
39-47	Dionii: 1-Scout
48-58	Dionii, 1-Warrior Beetle
59-69	1-Exterminator, 4-Assault Pods
70-75	Hostile aliens (2-12)
76-82	Dionii, 2-Scouts, 1-Warrior Beetle
83-90	1-Tunnel Crawler, 2-Assault Pods, 1-Runner
91-96	2-Warrior Beetles
97-100	2-Wasps

Mechanoid Transport Terminal
Roll percentile every 20 minutes.

1-10	Black widow
11-18	2-Wasps
19-26	1-Hauler II
27-39	1-Brute, 6-Runts
40-50	1 Tunnel Crawler, 2-Assault Probes
51-60	2-Dionii Scouts
61-70	1-Runner, 4-Thinmen
71-80	1-Mantis, and Freighter
81-87	1-Octopus, 2-Thinmen
88-90	Oracles (50% chance friendly)
91-97	4-Wasps
98-100	1-Overlord

Dionii Transport Terminal
Roll percentile every 20 minutes.

1-8	2-Scouts and Freighter
9-16	2-Drones
17-22	1-Brute, 2-Thinmen
23-32	1-Scout, 2-Drones
33-43	1-Warrior Beetle
44-52	1-Vanguard
53-64	4-Scouts
65-75	2-Warrior Beetles
76-85	2-Vanguards
86-90	1-Vanguard, 6-Drones
91-100	4-Warrior Beetles

Near Dionii Base
Roll percentile every 20 minutes.

1-17	1-Scout
18-24	2-Drones
25-35	1-Warrior Beetle (50% in armor)
36-44	1-Vanguard, 1-Drone
45-60	Hostile thieves/Scavengers (2-12)
61-66	1-Runner, 6-Thinmen
67-75	2-Warrior, Beetles (70% in armor)
76-83	2-Tunnel Crawlers and 1-Scout
84-90	1-Scout, 4-Drones
91-96	1-Vanguard and Brain
97-100	1-Vanguard, 4-Runners

Psychological Research Facility

This is an active Mechanoid psychological research complex. Contained within its walls are all manner of stated atrocities, aliens, humanoids (for experimentation), Dionii and Mechanoids. Other than the attendants and Mechanoid scientists (Runners, Brains, and Oracles), all other inhabitants suffer from some sort of insanity (usually extreme). **G.M. Note:** use your imagination and the insanity tables freely.

1. Reception Area
2. Ground & Simple Hover Vehicle Garage/maintenance
3. Vehicle Maintenance
4. Transport Terminal
5. Security Post
6. Security Post
7. Storage Area
8. Garage
9. Robotics Factory

10. Storage
11. Robot Maintenance
12. Robot Processing Plant
13. Security
14. Storage
15. Computer Network (Brain Pools)
16. Life Support
17. Life Support
18. Engineering
19. Power Generator
20. Monitor Unit
21. Power Storage Units
22. Engineering
23. Liquid Nutrients
24. Processing Facility
25. Food Storage
26. Food Storage
27. Security Post
28. Purified Water
29. Computer Complex
30. Robot Maintenance
31. Security Post
32. Laser Supply
33. Laboratory
34. Medical Center
35. Housing
36. Security Post
37. Genetic Engineering
38. Cloning Center
39. Cryogenic Complex
40. Isolation yard I/hostile & unstable patients
41. Isolation yard II/patients extremely hostile
42. Security Post
43. Mechanoid Attendants
44. Patient Housing
45. Robot Maintenance
46. Energy Field: S.D.C. 10,000
47. Robot Security
48. Mutant Oracle under heavy sedation/confinement

(Super psionic/all levels of ability. I.S.P. 190,500; can link with all Mechanoids within 200 million km; can control all of them and add their psionic power to his own.

Loves humans and will capture and place them in natural environment (no technology); believes humans must be cared for like pets.)

49. Power Generator for Energy Field
50. Patient Housing
51. Mechanoid Yard
52. Mechanoid and Robot Attendants
53. Security Post
54. Kitchen
55. Robot Attendants
56. Patient Housing
57. Patient Housing

The **Exterminator Squad** consists of: One Exterminator One Tunnel Crawler, One Seeker Pod, and Four Assault Probes.

A pair of ads from 1982

**Major Mechanoid and
Dionii Occupation**
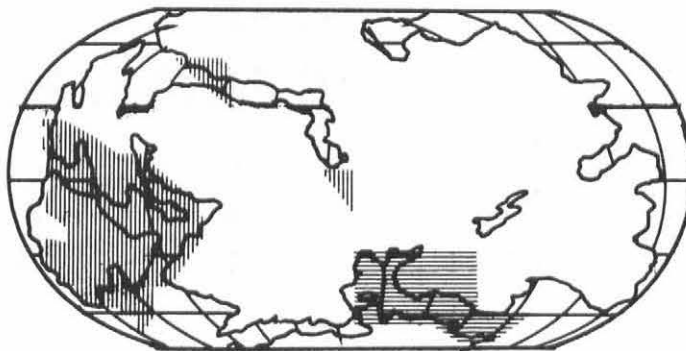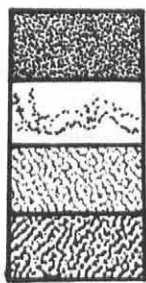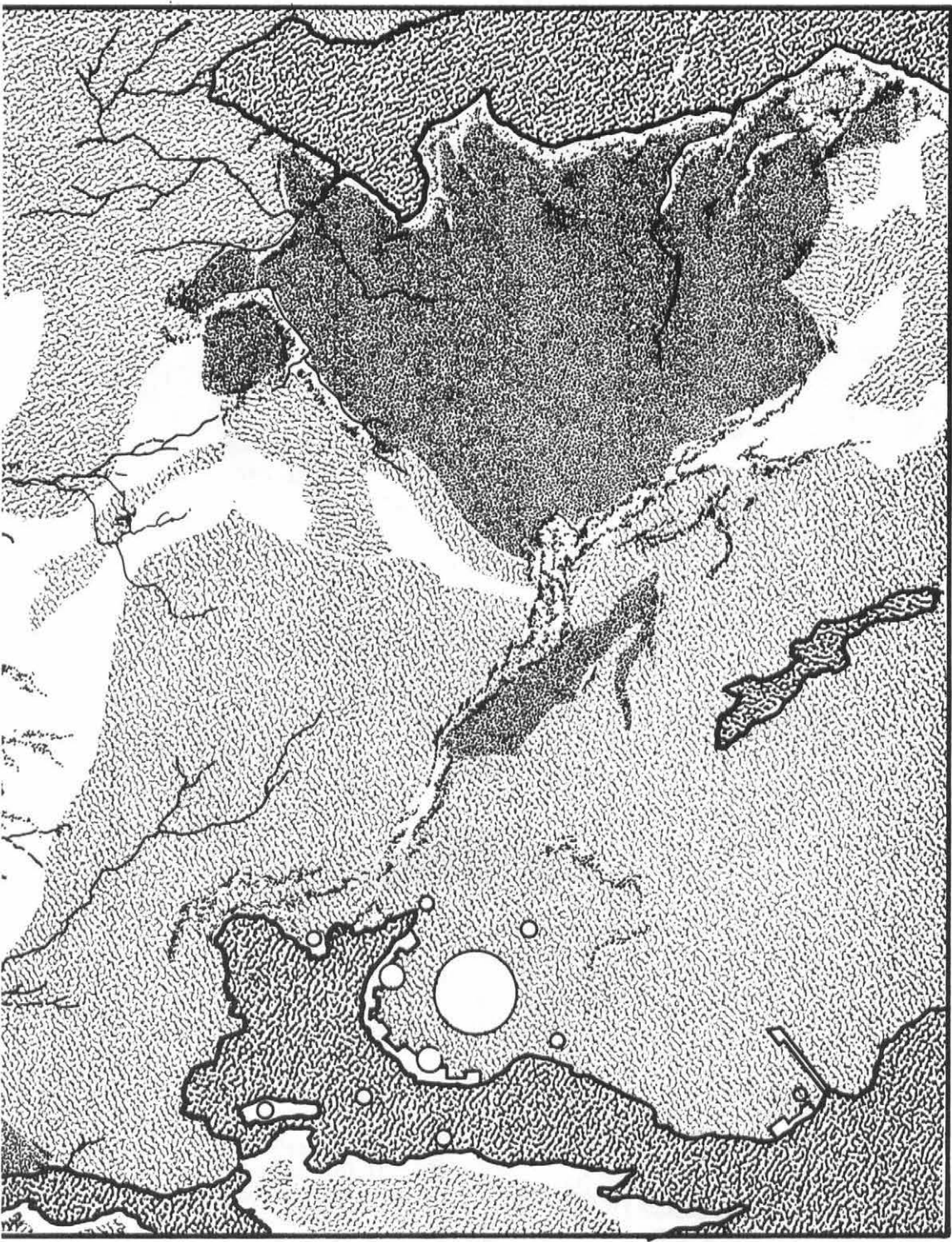
	Extremely Rocky		Desert
	Mountains		Known Mechanoid Bases (active and abandoned)
	Rocky Lowlands		Dionii (white blocks)
	Dried Oceans/Seas		

Defensive Bunker:
Side View
Section

Scale in Meters

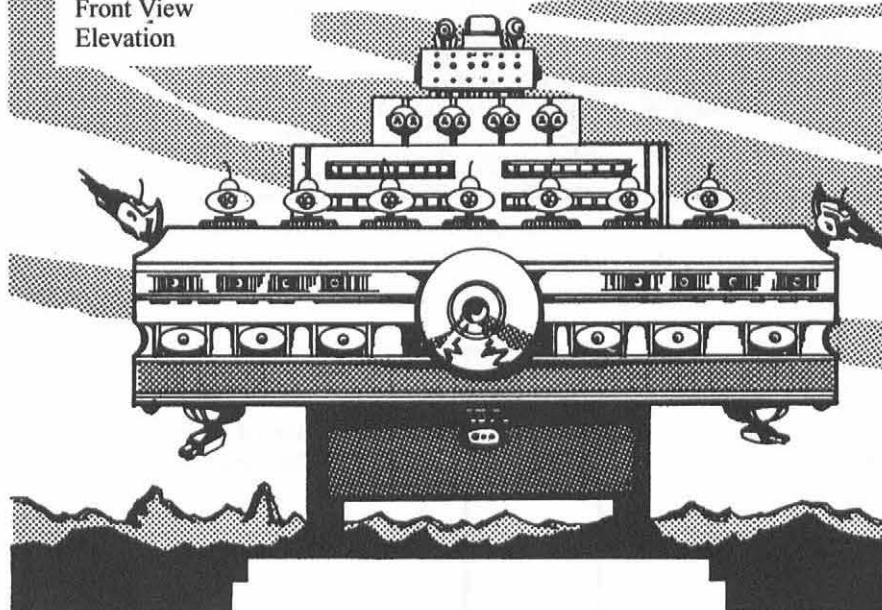0   40   80   120   160

Upper
Tower
Fully
Automated

Hidden
Access Hatch
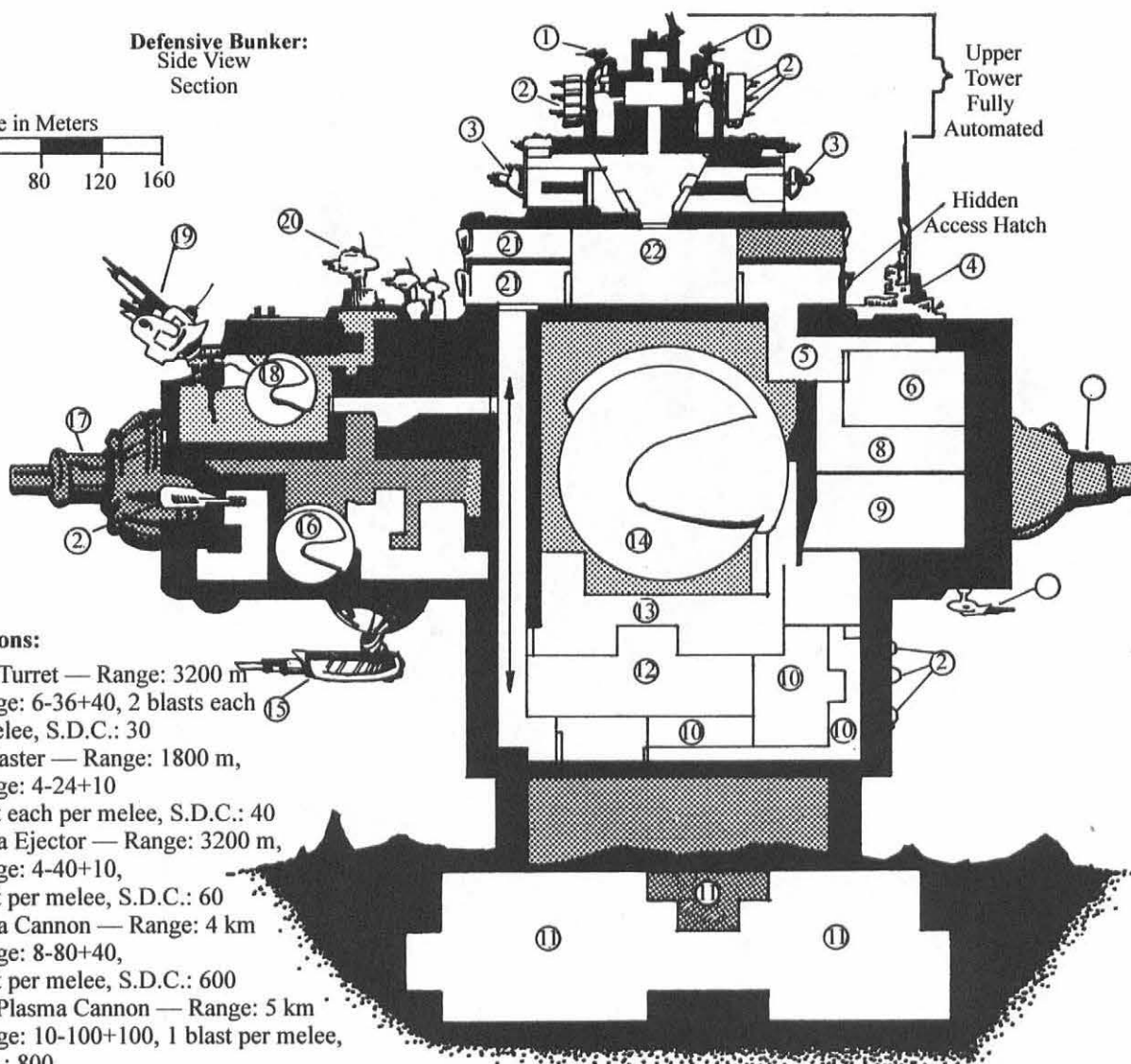
Weapons:

Laser Turret — Range: 3200 m
Damage: 6-36+40, 2 blasts each
per melee, S.D.C.: 30
Ion Blaster — Range: 1800 m,
Damage: 4-24+10
1 blast each per melee, S.D.C.: 40
Plasma Ejector — Range: 3200 m,
Damage: 4-40+10,
1 blast per melee, S.D.C.: 60
Plasma Cannon — Range: 4 km
Damage: 8-80+40,
1 blast per melee, S.D.C.: 600
Main Plasma Cannon — Range: 5 km
Damage: 10-100+100, 1 blast per melee,
S.D.C.: 800
Particle Beam — Range: 3200 m, Damage:
5-50+25, 2 blasts each per melee, S.D.C.: 150
Ion Turret — Range: 2200 m, Damage:
4-24+10, 1 blast each per melee, S.D.C.: 40

Outer Walls S.D.C.: 4000 each
Access Hatch S.D.C.: 800
All Inner Hatches S.D.C.: 250
All Inner Walls S.D.C.: 400
Main Power Reactor S.D.C.: 5000

1. Laser Turret
2. Ion Blaster
3. Plasma Ejector
4. Sensors
5. Communication Deck
6. Computer Deck
7. Plasma Cannon
8. Genetic/Medical Lab
9. Robot Storage/Maintenance
10. Storage/Supply
11. Bunker Turret Engine
12. Main Computer Deck —
    Brain Pool
13. Engineering
14. Main Power Reactor
15. Particle Beam
16. P-Beam Power Generator
17. Main Plasma Cannon
18. Laser and Ion Turret
    Power Generator
19. Main Laser Turret
20. Ion Turret
21. Observation Deck
22. Weapon Control Bank

Defensive Bunker:
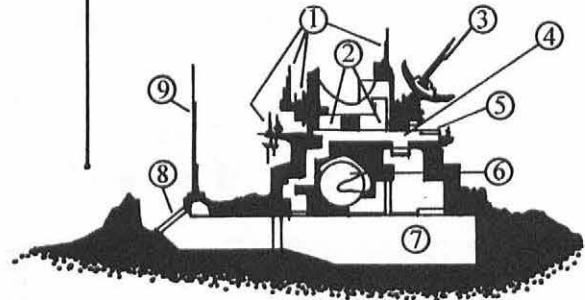Front View
Elevation

Mechanoid Outer Perimeter Defenses:

Automated Surveillance Mound

1. Sensor Devices
2. Computer Control
3. Radar
4. Service Tunnels
5. Access Hatch
6. Power Bank
7. Data Storage
8. Main Access
9. Transmitter/ Receiver
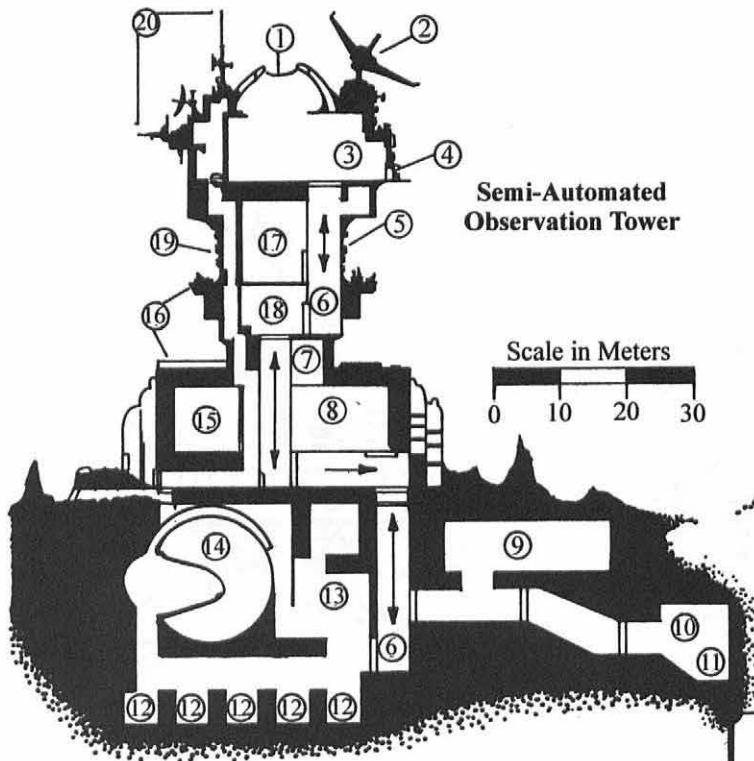
Semi-Automated Observation Tower

Scale in Meters
0   10   20   30

Scale in Meters
0   10   20   30

1. Docking Bay
2. Radar Disc
3. Small Hangar
4. Access Hatch
5. Multi-Scanners
6. Elevator Shaft
7. Computer
8. Monitors — Surveillance Mounds
9. Robot Maintenance
10. Master Computer Network
11. Brain Pool
12. Power Storage Unit
13. Power Plant
14. Fusion Core
15. Storage
16. Observation Deck
17. Communication — Manual Contact Center
18. Computer Bank
19. Multi-Scanners
20. Communication Network
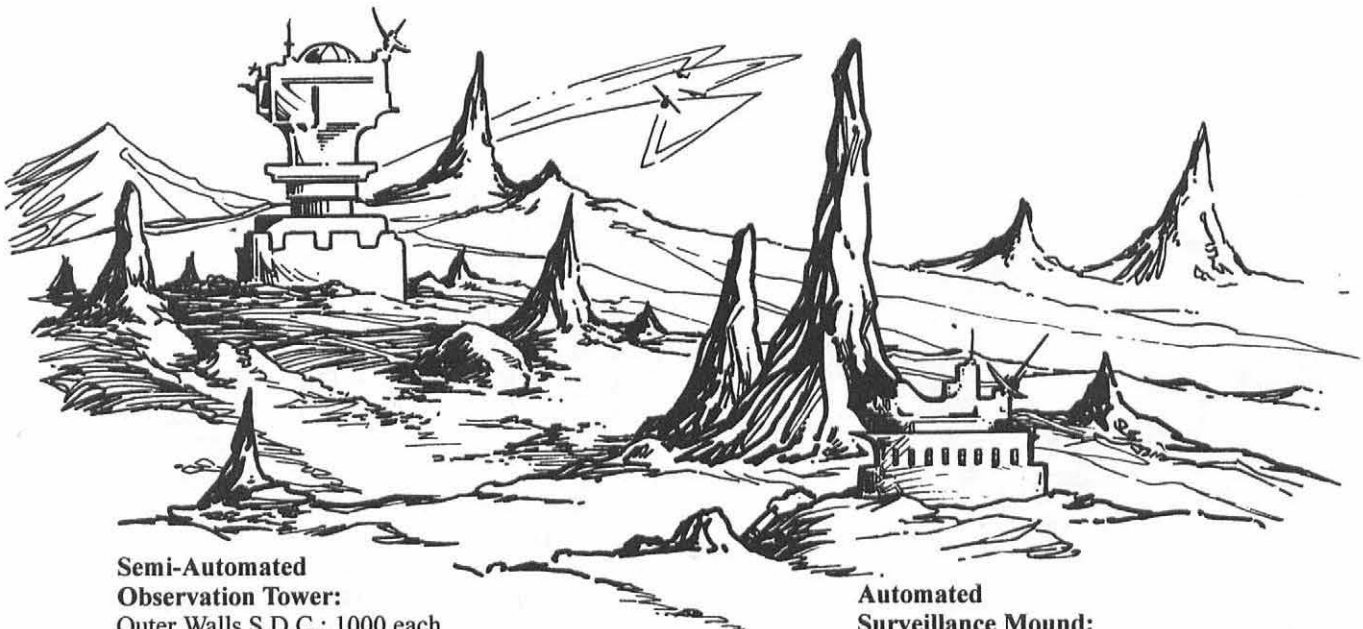
Semi-Automated Observation Tower:
Outer Walls S.D.C.: 1000 each
Inner Walls S.D.C.: 250
All Hatch S.D.C.: 250
Inner Hatches S.D.C.: 50
Fusion Core S.D.C.: 2000
Scanners S.D.C.: 50 each

Automated Surveillance Mound:
Outer Walls S.D.C.: 500
Inner Walls S.D.C.: 250
Access Hatch S.D.C.: 400
Inner Hatches S.D.C.: 250
Power Bank S.D.C.: 1000
Radar S.D.C.: 200

FULLY AUTOMATED

**Fully Automated
Defensive Bunker:**

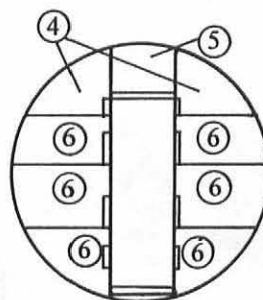Outer Walls S.D.C.: 2000 each
Inner Walls S.D.C.: 250
Access Hatch S.D.C.: 400
Inner Hatches S.D.C.: 250
Fusion Core S.D.C.: 2000

Front
View
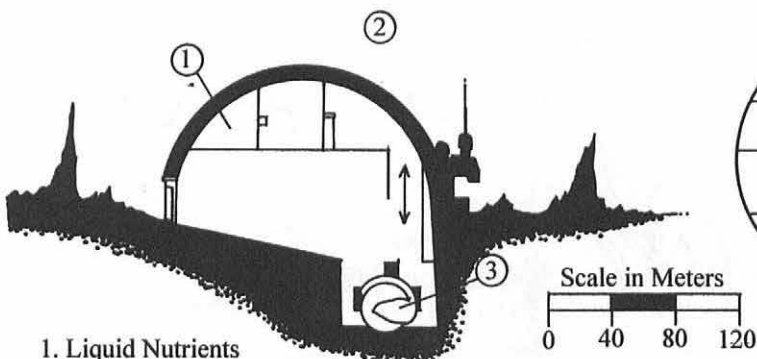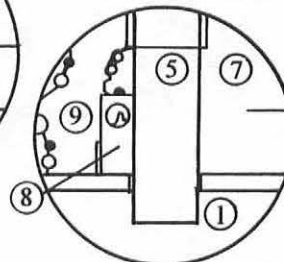Elevation

Scale in Meters

0   10   20
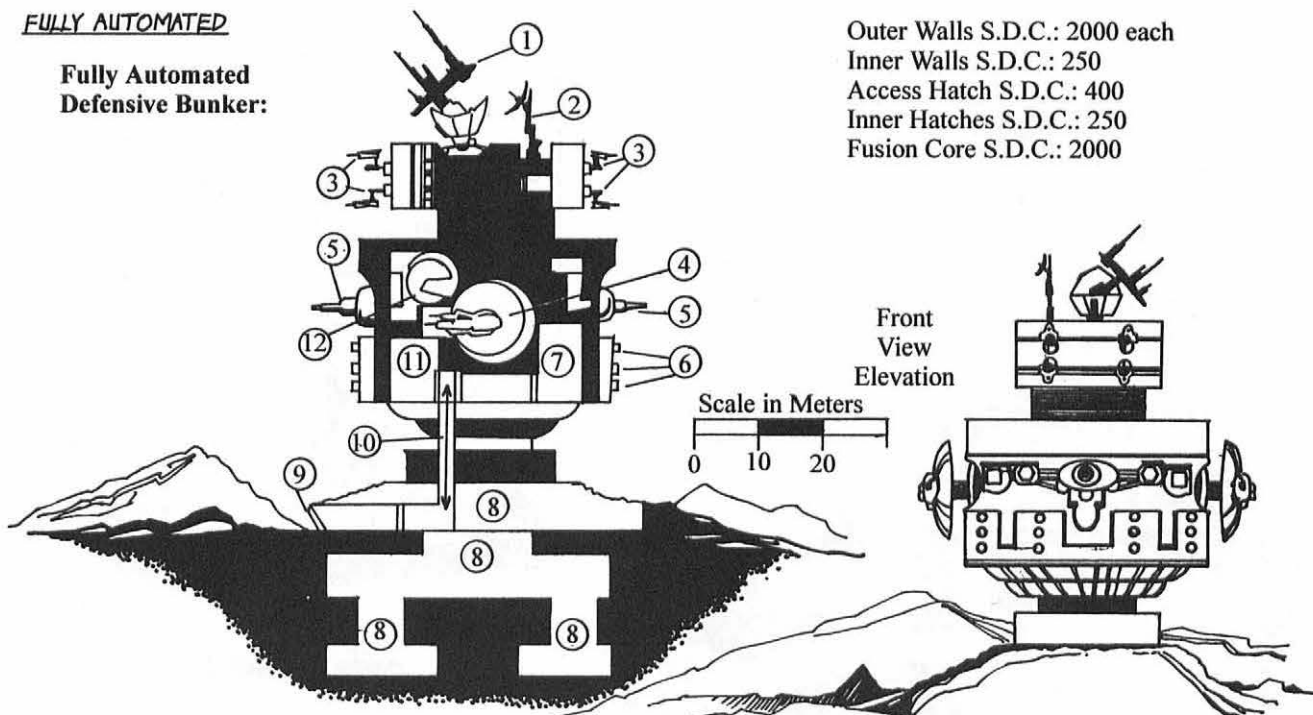
1. Anti-Aircraft Laser Turret — Range: 3200 m, Damage: 6-36+40, 4 blasts per melee, S.D.C.: 200
2. Radar/Sensory System
3. Secondary Laser Banks — Range: 2200m, Damage: 4-24+10, 1 blasts each, S.D.C.: 40
4. Main Laser Turret — Range: 3200 m, Damage: 6-36+40, 2 blasts per melee, S.D.C.: 300
5. Plasma Cannon — Range: 4 km, Damage: 8-80+4, 1 blast, S.D.C.: 400
6. Ion Blaster — Range: 1800 m, Damage: 4-24+10 each, 1 blast, S.D.C.: 40
7. Computer
8. Bunker Turret Engine
9. Access Hatch
10. Elevator Shaft
11. Manual Override
12. Fusion Core

**Mechanoid/Dionii
Shelter**

Floor Plan — Level 1

Floor Plan — Level 2

Scale in Meters

0   40   80   120

1. Liquid Nutrients
2. Computer (Brain Pool) Communications
3. Power Unit
4. Storage
5. Elevator
6. Living Quarters
7. Laboratory
8. Brain Pool
9. Communication and
   Sensory Equipment

Outer Walls S.D.C.: 500 each
Access Hatch S.D.C.: 300
Inner Hatches S.D.C.: 250
Brain Pool S.D.C.: 50
Power Unit S.D.C.: 200

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