

Monsters

Giant Spacehamster

Type	Animal (giant) (large)
% in Lair	75%
Dungeon Enc.	1
Wilderness Enc.	2d6
Alignment	Neutral
Movement	40' (10') (burrow)
AC	2
HD	4*
Attacks	1 bite + swallow
Damage	2d4
Save As	Fighter 2
Morale	+0
Treasure	B
XP	135

This out of control creature is the result of failed mutagenic experiments, usually conducted in medical laboratories on space ships. Giant space hamsters are highly aggressive and large creatures, but are otherwise like normal hamsters. Giant space hamsters are able to **swallow whole** creatures of up to medium size on an unmodified attack throw of 19 or 20. A creature that is swallowed whole suffers 1d8 points of damage every round until it dies or the space hamster is killed. Attacking a giant space hamster from inside its belly is difficult, so the swallowed creature suffers a -4 penalty to its attack throw. The belly of a giant space hamster has AC 0. Should a swallowed creature die and remain in the monster's belly for 6 turns, it is irrecoverably digested. A giant space hamster has its treasure 50% in its lair or within its mouth bags.

Martians

Type	Humanoid (medium)
% in Lair	15%
Dungeon Enc.	3d10
Wilderness Enc.	3d100
Alignment	Any
Movement	30'
AC	0 or by armor
HD	1-2 (1d6 hp)
Attacks	1 fist or by weapon
Damage	1d3 subdual or by weapon
Save As	Fighter 1
Morale	+2
Treasure	A
XP	5

These man-sized humanoids have hairless bodies and a wiry build and their hands and feet only have four limbs. Martians have large, black eyes without pupils. Noses are longitudinal slits entered in the face midway between mouth and ear slits. Skin color ranges from nearly translucent grey to silvery black. A subspecies of martians are the green-skinned and four-armed thark. All martians consider themselves superior to all other races (which shows in their high morale).

Martians can be of the thief or psion class and advance up to level 12 in each of those classes. Psions among the martians can be treated as mages, although there is no need for spellbooks, nor do the psionic spells require the martian to use verbal, somatic or material components.

Thark (Green Martians)

Type	Humanoid (large)
% in Lair	30%
Dungeon Enc.	1d8
Wilderness Enc.	1d8
Alignment	Neutral
Movement	40'
AC	6 or by armor
HD	10
Attacks	4 fists or by weapon
Damage	1d6 subdual or by weapon
Save As	Fighter 5
Morale	+2
Treasure	C
XP	850

Thark look like large martians with green skin and four arms. Their eyes are all white instead of black. Thark are named for the pair of tusks extending from the lower jaws upwards and curving towards the face (the tusks cannot be used effectively as weapons). All martians consider themselves superior to all other races (which shows in their high morale).

Tharks can be of the fighter or barbarian class and advance up to level 8 in each of those classes.

Equipment

You may have then them in many science fiction films and read about them in many books: laser guns of various sizes; weapons that use direct energy in the form of a laser beam, to disable or kill a target with great precision. In our world, such weapons are being tested, and in some cases used, including the Advanced Tactical Laser and Active Denial System. Many other technological devices do exist as prototypes or as more advanced versions, some of them mentioned in confidential files leaked into the public, others being hinted at in conspiracy theories. So why not also use them in your roleplaying games? The following, optional rules do not take the scientific aspects of modern or near-future weapons and items too seriously, but aim for balance and playability in any pseudo-medieval fantasy setting.

Power Sources

Nearly all of the following items operate on replaceable power sources with each type of power source having a set number of charges. Each time an item's property that is powered by the source is activated or on constant operation, one or more charges are used. If a power source has no more charges left and is depleted, an item's properties that are powered by the source can no longer be used. The depleted power source has to be replaced for such properties to function once again.

The power output of many items can be adjusted as desired by the item's user to achieve various effects. Power output, use of charges and resulting effect are in direct relation. Adjusting the power output of an item requires an action that can be combined with movement. Adjusting the power output to a level that cannot be satisfied by the number of charges left, will automatically adjust the power output the next lower level that can be sustained.

There are four types of power sources available. In increasing order of capacity and powering ability they are: alpha, beta, gamma, and theta power sources. The type of a power source determines the number of charges left and the time it takes to replace it.

Table 1: Power Sources

Type	Charges ¹	Replace
Alpha	1d10	1 round
Beta	2d10	2 rounds
Gamma	4d10	4 rounds
Theta	10d10	1 turn

¹ In a fantasy setting, it is assumed that the power sources are rather old and somewhat depleted (thus the low number of charges). In pure science fiction setting, the Judge may increase the number of dice used to determine a discovered power source's number of charges and / or can assign the maximum possible number of charges for a new and un-depleted power source.

Shields

Force Shield

A deactivated force shield resembles an iron handle. When activated, a semi-transparent field of energy fans out to form a circle around the handle. This energy field is powered by one beta power source.

When activated, 1 charge is used from the power source per round. If the power source is depleted, the shield can no longer produce an energy field. The shield remains active until deactivated or the power source is depleted.

Force shields are treated like normal shields with the exception that they provide a +2 bonus to a wielder's AC when activated.

Force shields are light-weighted and count as one item for the purpose of determining encumbrance.

Things

Automatic Slide

These metal doors automatically open whenever a corporeal creature approaches within 10 feet and remains open as long as at least one creature remains within range. In no creatures are within 10 feet, the door automatically closes.

Some doors (25%) behave erratically. If a creature passes the opening of such a door, there is a 10 in 20 chance that the door will suddenly close. The passing creature must make a saving throw vs. wands or will be crushed for 1d6 points of damage and forced back to from where it came. A successful saving throw allows the creature to slip through to the other side unharmed.

Especially heavy or large automatic slides will crush for 2d6 or 3d6 points of damage. Others open and close very slowly or quickly, so that a passing creature has a bonus or penalty to the saving throw.

Backjet

This backpack-like item is worn on straps over the shoulders and back and when activated allows its wearer to fly as per the *fly* spell with the exception, that the wearer must constantly use one hand to operate the control unit to adjust and set direction and speed. If not using a hand to control the device, the item allows the wearer to hover in place at whatever height already was obtained. The maximum attainable height of a backjet is 150 feet. A backjet operates on a beta power source that fuels the main flying jet controlling speed and height and smaller jets controlling direction.

When activated, a backjet uses 1 charge per round if used by a small creature, 2 charges per round when used by a medium creature and 3 charges per round when used by a large creature. A backjet remains active until deactivated or its power source is depleted. When deactivated in mid-air whether consciously or because of a depleted power source, a creature will plummet to the ground from whatever height was achieved and takes falling damage.

The wearer of an activated backjet can make a jump attack. A jump attack is treated as a charge attack, but has a maximum distance of only 75 feet. Because of the great precision required, the attacker must make a saving throw vs. wands at the end of his jump used to close in or land **prone** right in front of his opponent. He can then follow through with his attack, albeit with a -4 penalty to the attack throw and normal damage. If the save succeed, a successful attack deals double damage, regardless of the weapon used.

A backjet counts as a heavy item for the purpose of calculating encumbrance.

MSDT

The mobile short distance teleporter, or MSDT for short is bracelet that generates a *teleportation* effect via a disassembly/re-assembly particle field generator. The field is powered one alpha power source.

When activated, the wearer's form will be disassembled and immediately re-assemble within 240' in a location of the wearer's choice (but not inside an object or creature in which case the re-assembling will fail and the wearer *disintegrates*).

Activating the teleportation field uses 1 charge if the wearer is small, 2 charges if the wearer is of medium size, and 3 charges of the wearer is large.

Some MSDT (25%) are malfunctioning. Each time such a bracelet is activated, roll 1d6. On a 1-2, nothing happens. Others are even worse: on a 1 the wearer is transported 3d8x10 feet in a random direction which may lead to disaster if the wearer is teleported into an object or creature and on a 2 nothing happens.

Some more powerful MSDTs (25%) are able to teleport their wearer up to a distance of 480 feet, but teleporting more than 240' disorients the wearer who must make a saving throw vs. paralysis or be stunned for 1 round.

ACKS - Future

Powercord

This wand-like device can shoot a cord of energy out to a distance of up to 60 feet. The cord is maintained by one beta power source.

The wand can be used to entangle opponents. When activated the cord shoots out towards the intended target. The victim must make a saving throw vs. blast or the cord wraps around the victim's body as if it were under the effect of a *hold* spell.

The cord uses 1 charge from its power source per round that the cord is fired or maintained. The cord is maintained until the wand is deactivated or the power source is depleted.

The wielder of the wand can shorten the cord by 10' per round with an action. This will pull the victim towards the wielder. Deactivation of the cord releases a victim held entangled.

A power cord is light weighted and counts as one item for the purpose of calculating encumbrance.

Stasis Chamber

This tube-like container is used to hold a corporeal, living creature in temporal stasis – either horizontally or vertically. A stasis chamber can be activated from the outside and only if it is closed. It will then be sealed airtight and a contained creature enters stasis. A creature in stasis is in a deep slumber and trance-like state and does not age, nor does it need to breathe, eat, or drink. A stasis chamber is powered by a theta power source.

When activated, 1 charge is used per 1 year. Deactivation is done automatically when the power source is depleted, manually from the outside or after a predetermined amount of time has passed. Deactivation releases a contained creature from stasis and (normally) opens the chamber.

Some chambers (25%) are malfunctioning and do not open properly. The creature is released from stasis, but the chamber does not open and is still locked airtight. This means that the creature contained will begin to suffocate.

Some stasis chambers (25%) are able to heal hit points of damage at a rate of 1 hp per turn which will drain 1 additional charge per hit point healed. The healing process is activated automatically after the chamber is closed and stops when the power source is depleted, the creature contained in the chamber is fully healed or the stasis chamber is deactivated.

A creature leaving stasis is disoriented and dizzy and must make a saving throw vs. paralysis or be **stunned**. This save is repeated every round until the creature is no longer stunned on a successful save.

A stasis chamber is normally fixed to a floor or wall. If dismantled, a stasis chamber weighs about 240 stone.

Weapons

Anti-Grav Mace

This one-handed melee weapon is able to emit an anti-gravitational field powered by one alpha power source. The power output can be adjusted, allowing the grav-field to operate at different strengths.

An anti-grav mace uses the same statistics as a normal club. On a successful hit, the wielder can choose to activate the grav-field by pressing a small button. This is a free action that is part of the attack.

Each time the grav-field is activated, 1 charge is used if the power source operates on low power, 2 charges are used if the power source operates on medium power, and 3 charges are used if the power source operates on high power. If the power source is depleted, the anti-grav field can no longer be activated, but the weapon still functions as a normal club.

On a successful hit, the victim takes damage and (if the grav-field was activated) is **forced back** (ACKS CR p.109) a maximum number of feet according to table 2.

An anti-grav mace is light-weighted and counts as one item for the purpose of determining encumbrance.

Laser Guns

This group of ranged weapons shoots beams of energy powered by one alpha power source. The power output can be adjusted, allowing the beam to operate at different strengths. A laser pistol can be fired in one hand, while a rifle and canons are two-handed weapons.

Each time a laser gun is fired, 1 charge is used if the power source operates on low power, 2 charges are used if the power source operates on medium power, and 3 charges are used if the power source operates on high power. If the power source is depleted, the laser gun can no longer be fired.

On a successful hit, a victim is paralyzed, stunned, or takes damage, depending on the power output the weapon is currently operating at. If used to stun, a victim must make a saving throw vs. paralysis or be **paralyzed** for a number of rounds given on table 2. On a successful save the victim is **stunned** for the same number of rounds instead.

Laser guns have no short, medium, or long range. Any target within the range listed on table 2 can be shot without a bonus or penalty to the attack throw because of distance.

Although damage from laser guns is devastating against creatures, these weapons cannot actually damage structures because their beam lacks an actual area of effect or width. As such, laser guns are treated as hand-held weapons for the purposes of dealing structural hit point damage (1 point of shp damage per 5 points of hp damage). The Judge may make an exception for laser canons.

Laser guns are light-weighted and count as one item for the purpose of determining encumbrance, with the exception of the laser canon which counts as a heavy item.

Sentry Gun

This laser canon is mounted on a turret and is powered by one gamma source, powering the sensors, movements and firing. It is synchronized with one or more voice patterns used to activate or deactivate the device. Any commands must be issued within 300 feet of the canon and re-synchronization takes 1 turn. A sentry gun's power output can be adjusted, allowing the beam to operate at different strengths.

While active, the sentry gun's sensors scan their surroundings, expending 1 charge from the power source per year. Each time a

sentry gun is fired, 1 charge is used if the power source operates on low power, 2 charges are used if the power source operates on medium power, and 3 charges are used if the power source operates on high power. If the power source is depleted, the sentry gun can no longer use its sensors or fire.

Any visible creature coming within 300 feet of an active sentry gun will automatically be targeted by the sensors. The creature then has 1 round to completely deactivate the gun or to identify itself through its voice which the sentry gun compares with its stored patterns. If identification is successful, the gun ignores that creature, targeting another one if one is present within 300 feet. Failing to deactivate the gun or failing identification, a creature will be shot at and remain the target of future shots as long as it is within 300 feet of the gun. If more than one creature is coming to or remains within 300 feet of the gun, the canon will target the nearest one.

A sentry gun will not react to items that are thrown into its range of fire and cannot sense and target invisible creatures.

Some sentry guns (25%) have infravision and / or the ability to see invisible within range. Some sentry guns (25%) are twin guns and are able to fire two times per round at the same target.

Sentry guns are fixed to a wall or ceiling. When dismantled, a sentry gun weights about 120 stone.

Laser Swords

A group of melee weapons looks like an iron handle while deactivated. The wielder of a laser sword can activate the weapon as a free action on his initiative and a blade of energy is then projected from the handle, powered by one beta power source. The power output can be adjusted, allowing the energy blade to cut at different strengths. A laser short sword is a one handed weapon, a laser long sword is a one- or two-handed weapon, and a laser great sword is a two-handed weapon.

Each time that a laser sword's blade is activated it uses 1 charge per round if operating on low power, 2charges if operating at medium

power, and 3 charges if operating on high power. The blade remains active until deactivated or the power source is depleted.

On a successful hit, a laser sword deals damage. Damage from a laser sword, however, is not affected by the wielder's Strength.

Laser swords are light-weighted and count as one item for the purpose of determining encumbrance, with the exception of the laser great swords which counts as a heavy item.

Stunner Staff

This two-handed melee weapon is able to emit an electrical discharge powered by one alpha power source. The power output can be adjusted, allowing the electrical discharge to operate at different strengths.

A stunner staff uses the same statistics as a normal staff. On a successful hit, the wielder can choose to activate the electrical discharge by pressing a small button. This is a free action that is part of the attack.

Each time the electrical discharge is activated, 1 charge is used if the power source operates on low power, 2 charges are used if the power source operates on medium power, and 3 charges are used if the power source operates on high power. If the power source is depleted, the electrical discharge can no longer be activated, but the weapon still functions as a normal staff.

On a successful hit, the victim takes damage and (if the electrical discharge was activated) must make a saving throw vs. paralysis or be **paralyzed** for 1d4 rounds. On a successful save, the victim is **stunned** for 1d4 rounds instead. The saving throw is made with a penalty as given on table 2.

A stunner staff is light-weighted and counts as one item for the purpose of determining encumbrance.

Table 2: Weapons

Name	Power Source	Damage			Range	Notes
		Low	Med.	High		
Anti-grav mace	1 alpha	Force back: 10'	Force back: 20'	Force back: 40'	Melee	Club
Laser gun, pistol	1 alpha	Stun: 1d8 rounds	1d8+1	1d8+2	240'	2-handed
Laser gun, rifle	1 alpha	ST 1d10	1d10+2	1d10+4	360'	2-handed
Laser gun, canon	1 alpha	1d12	1d12+4	1d12+8	480'	
Laser sword, short	1 beta	1d8	1d8+1	1d8+2	Melee	
Laser sword, long	1 beta	1d10 / 1d12	1d10+2 / 1d12+1	1d10+4/1d12+2	Melee	2 handed
Laser, sword, great	1 beta	1d12	1d12+4	1d12+8	Melee	Staff, 2 handed
Stunner staff	1 alpha	Stun: Save +0	Stun: Save -2	Stun: Save -4	Melee	