

MICHAEL T. DESING'S
ARMY ANTS

**THE
ROLEPLAYING
GAME**

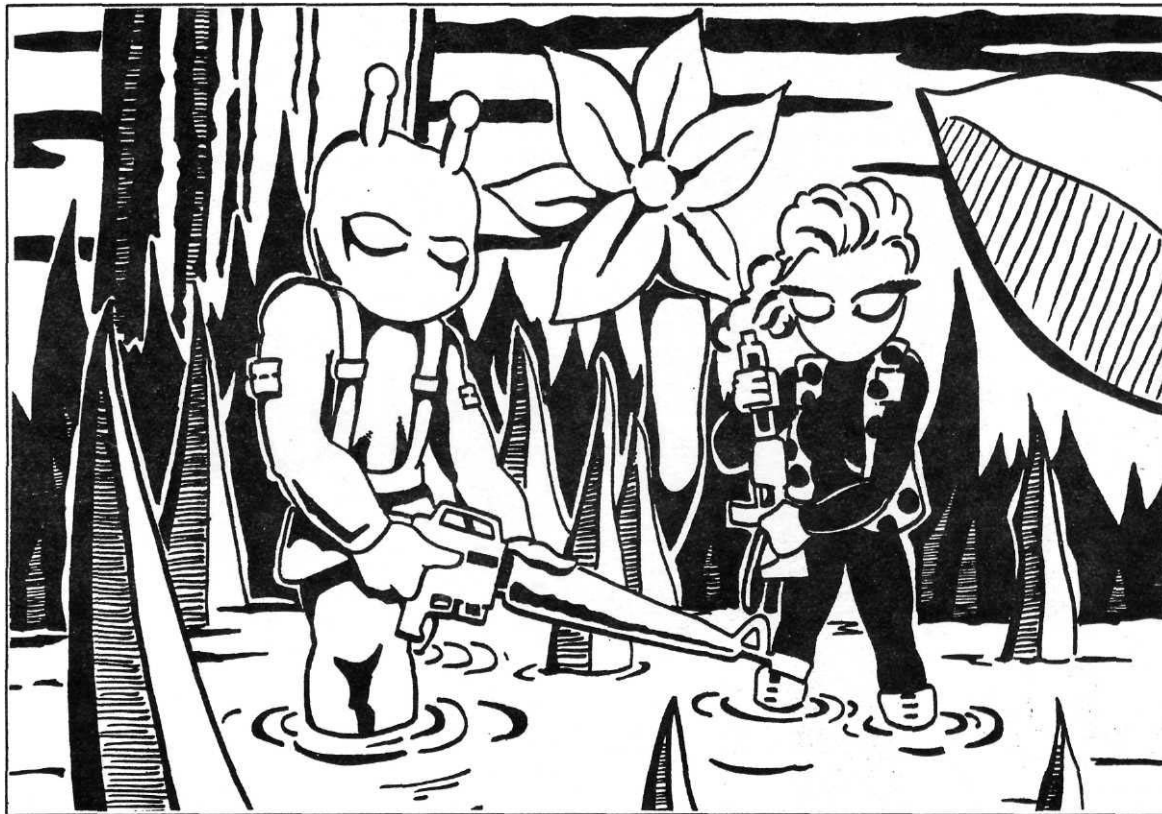
**SECOND
EDITION**

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MICHAEL T. DESING'S
ARMY ANTS
THE ROLEPLAYING GAME: 2ND EDITION



Written and Designed by:
Michael T. Desing

Contributors and Playtesting:
Mary Desing, Art Hartel, Paul Hauth, Scott Hill, Michael Kotch, Serena Kotch and Michael Maria

Special Thanks:
Chris Desing, William and Elaine Desing

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without the written consent of Michael T. Desing. These
Ants may be little, but you don't want to get on their bad side.

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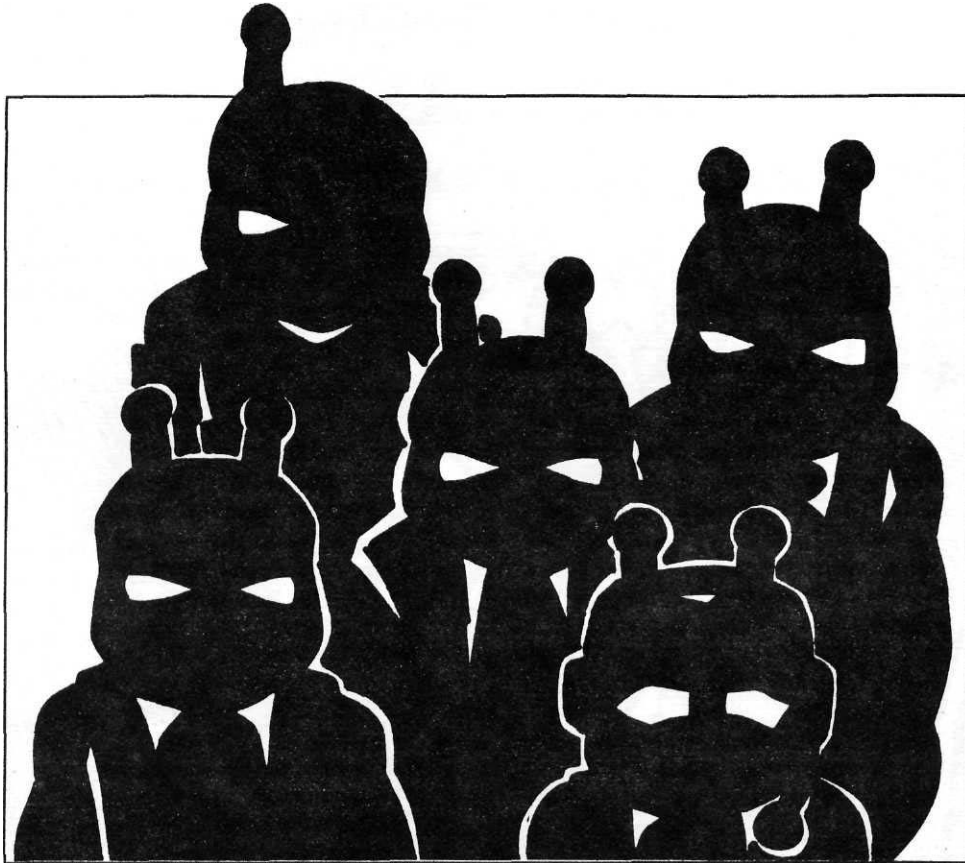
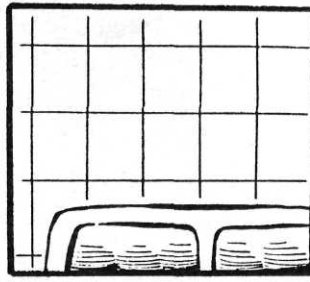
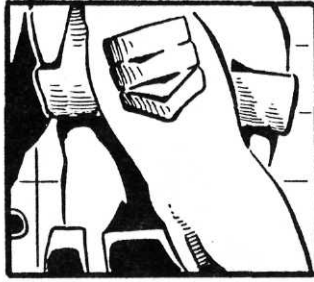


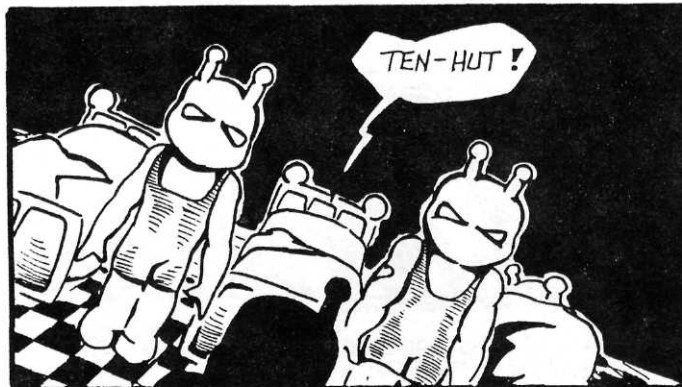
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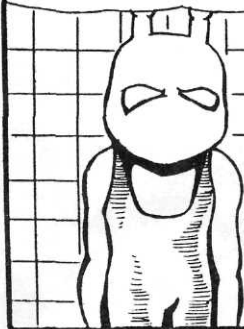
CHAPTER ONE: THE COMIC



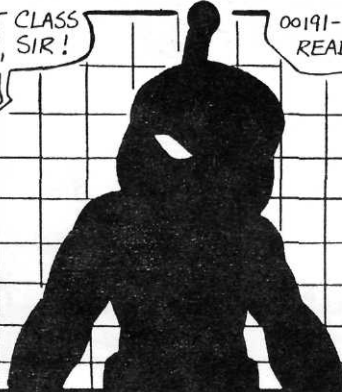
0300 hours.
We awoke to the sound
of Sarge's baton running
along our bunks.
Gunner and I
were up quick,
snapping to the
sides of our bunks
and to attention.



00217-41 PRIVATE FIRST CLASS
VINCE, READY FOR DUTY, SIR!



00191-32 CORPORAL GUNNER
READY FOR DUTY, SIR!



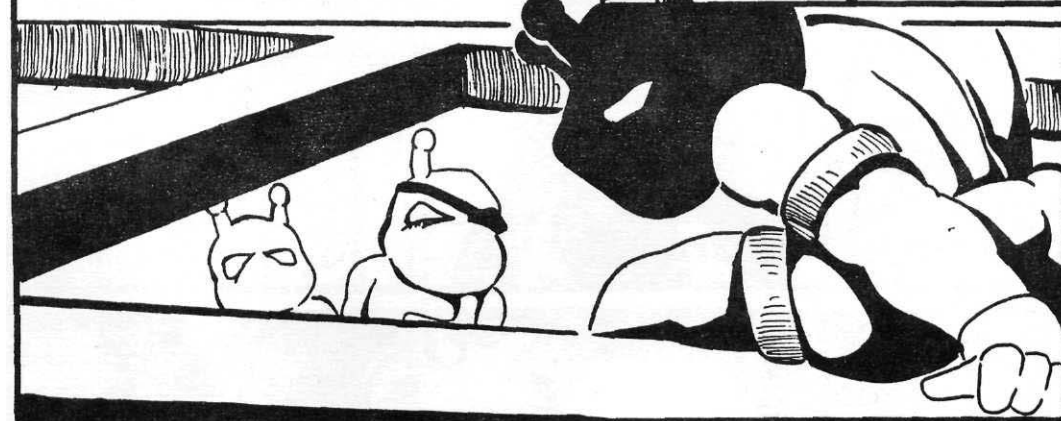
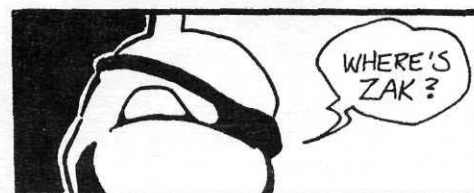
Phil, on the
other hand,
wasn't quite
so eager....



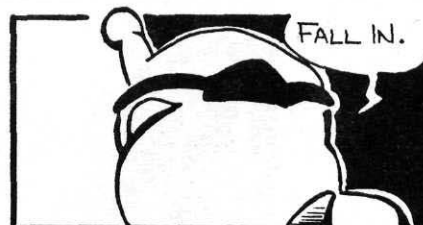


Phil dropped to the floor and started his twenty push ups. Gunner and I stood at attention, and suddenly realized that one of our squad was missing....

Sarge noticed, too.



A slight glow from the ceiling answered the question. I'd like to think that Zak was having trouble sleeping. Thinking about the big mission and maybe getting a little nervous like the rest of us. The only problem is, that would directly imply that Zak felt emotions, and that was in serious doubt....



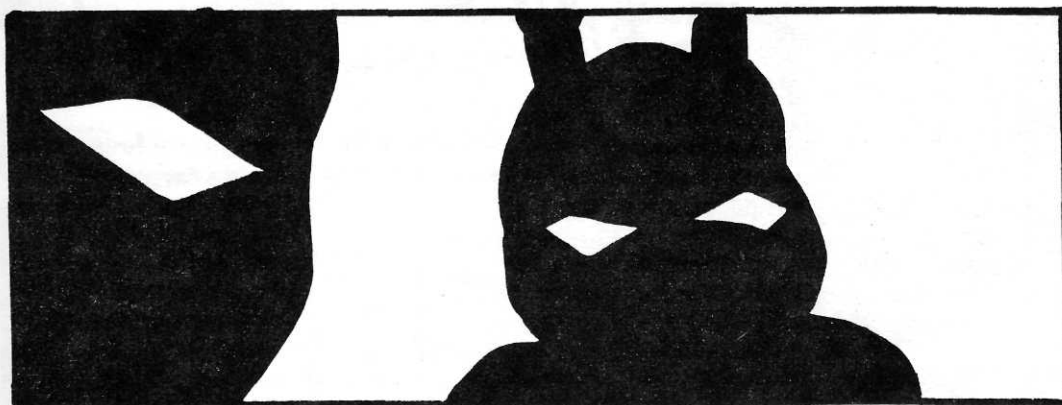
It was still two hours before dawn, the only light coming from the warm glow of the huey's engine.

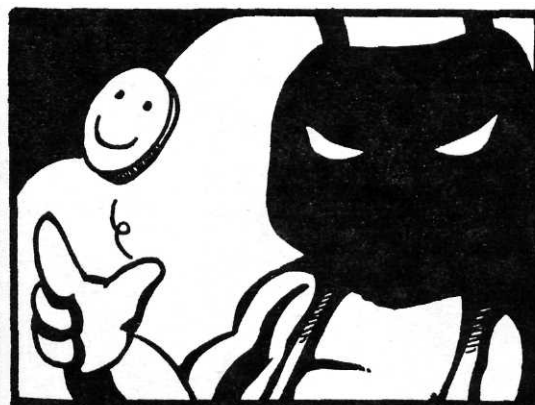
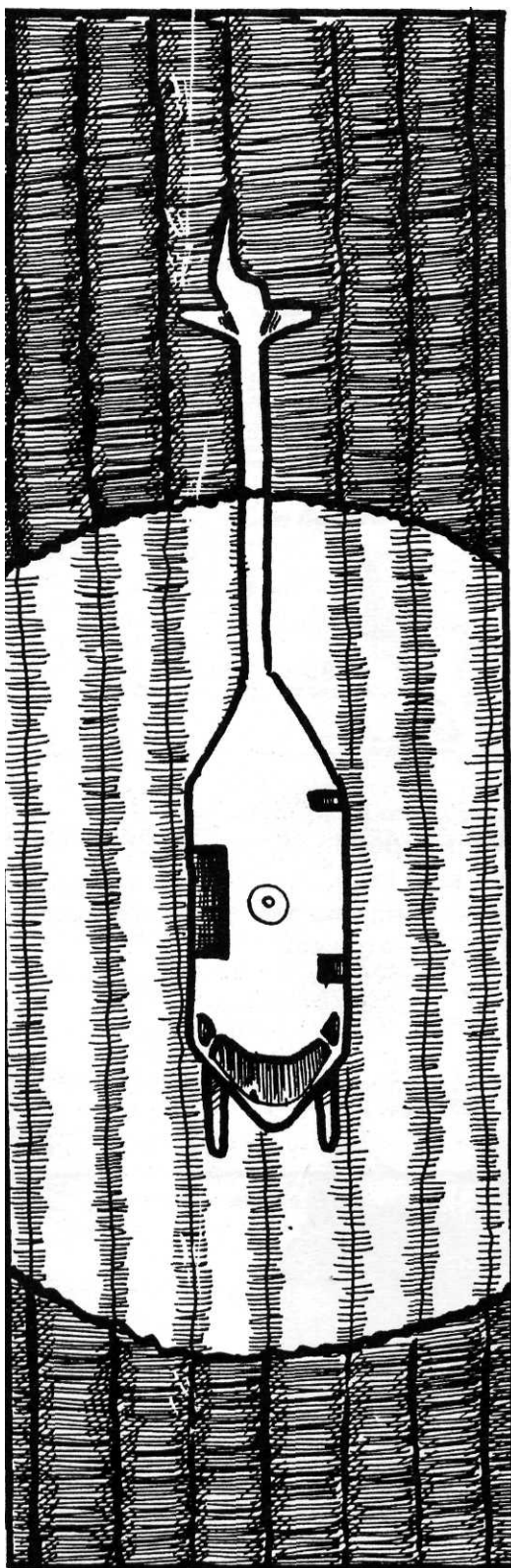


We boarded in silence, each taking our seat in the small passenger area. We'd done this a dozen times over the last two weeks.

Today was different.

Today we were on a mission.





It took almost an hour to cross the sand box. The huey stayed low, maybe ten centimeters over the ground. Sand kept whipping around, thrashing the copter and making our journey bumpy. No one said anything during the whole trip.



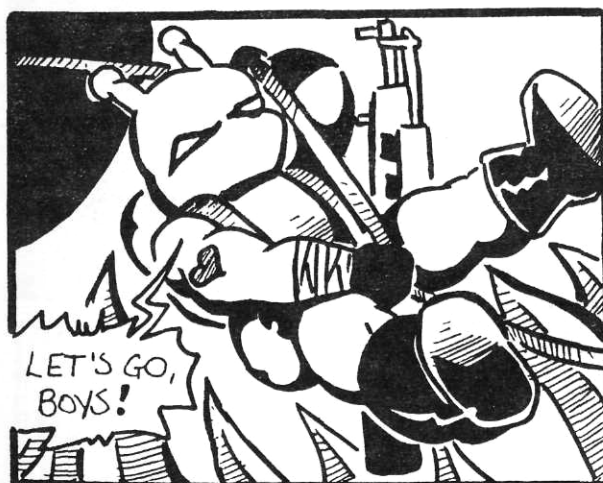
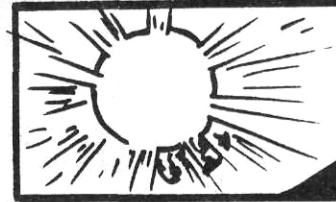
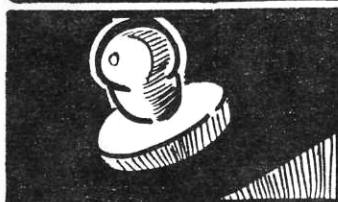
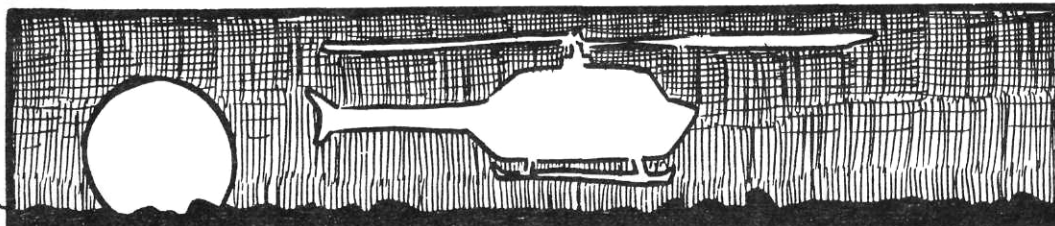
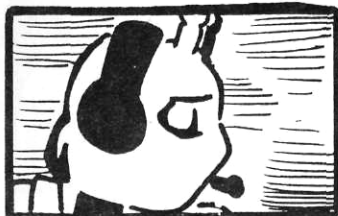
Zak kept flipping this coin that he carried.

On one side was a happy face and on the other side Mr. Yuck.

I guess it was supposed to be good luck.

A two-headed coin. Y'know?

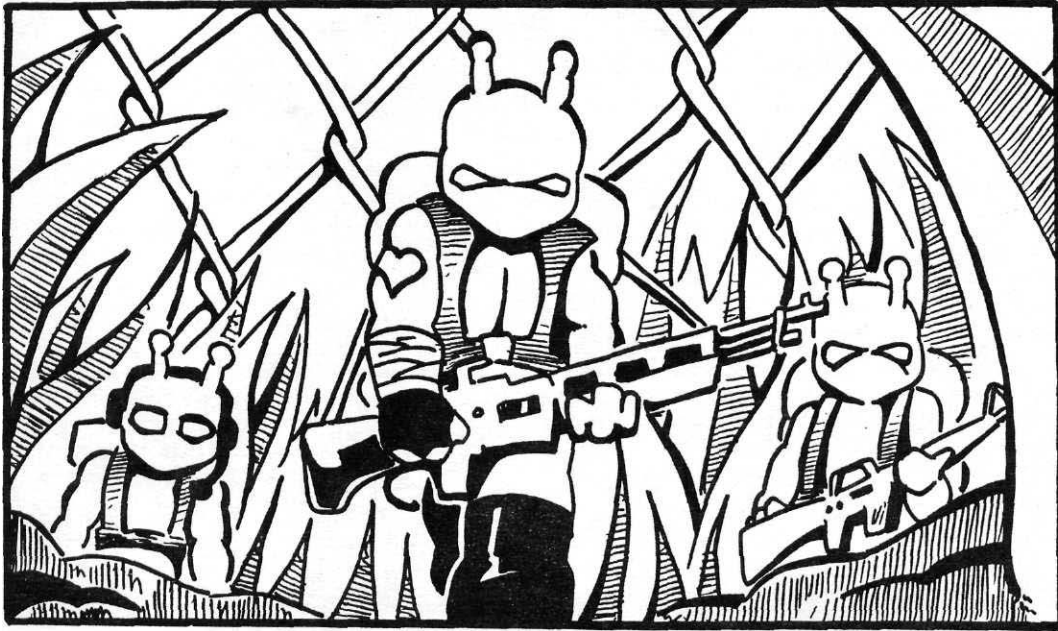
Glancing around the hold, I saw that Phil's eyes were locked on the warning light, blocking everything else out. He must have been like that for at least half an hour. I think he believed that if he kept staring at it, it wouldn't light, and we'd never reach our target. That we'd just keep on flying forever.



It didn't work. The huey hovered five millimeters over the ground, just beyond the sand box. We bailed quick, securing a ground position, establishing our bearings and taking a quick inventory. The huey passed from sight in a heartbeat and in the early morning of September 2nd, at 0537 hours, we were alone. Our mission had begun.



We hit the fence line at 0630 hours, Gunner at the Point.



He actually likes it up there.

He's crazy like that.

**After fifty millimeters,
he called for the squad
to come to a halt.
His antennae
were twitchin'.
I'd only been in the
squad for two weeks,
but I knew to trust
Gunner's instincts.**



**Everybody got hunches
in the field...
It just happened that
Gunner's were usually right.
After a long minute, he
called for Zak to move up.**



Sarge lit up a stogie while Phil and I held position. I felt bad for Phil... he was even more scared than me.



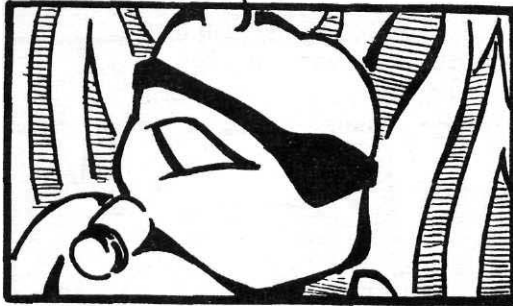
But I felt worse for Zak.
Zak was the one who got the really dangerous missions. In this case, aerial recon.



I'm not sure if Zak scared me as much as the Spiders and 'Pedes, but it was close... It was normal for an ant to eat his dead friends-- food is food, y'know... But I think Zak was the only one who looked forward to it.



Zak made it to the first branch, maybe twenty-five centimeters up, in under five minutes...



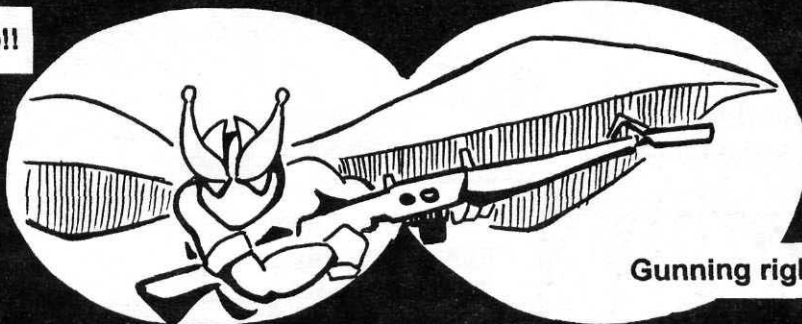
The whole ground crew was tense...
Even Sarge was chewin' on his
stogie harder than usual...

Suddenly Phil drew a sharp breath--
--Something was going down!
The whole ground crew saw it
before Zak--

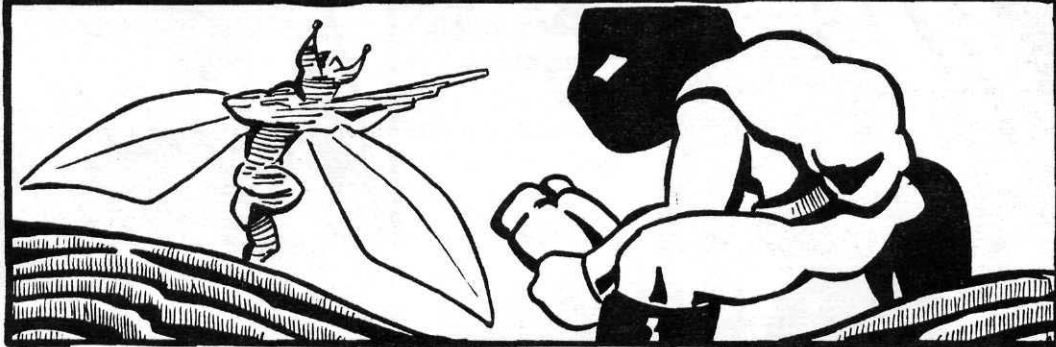


The poor fool had no idea!

A Wasp!!



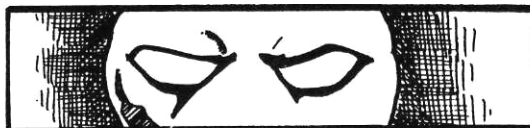
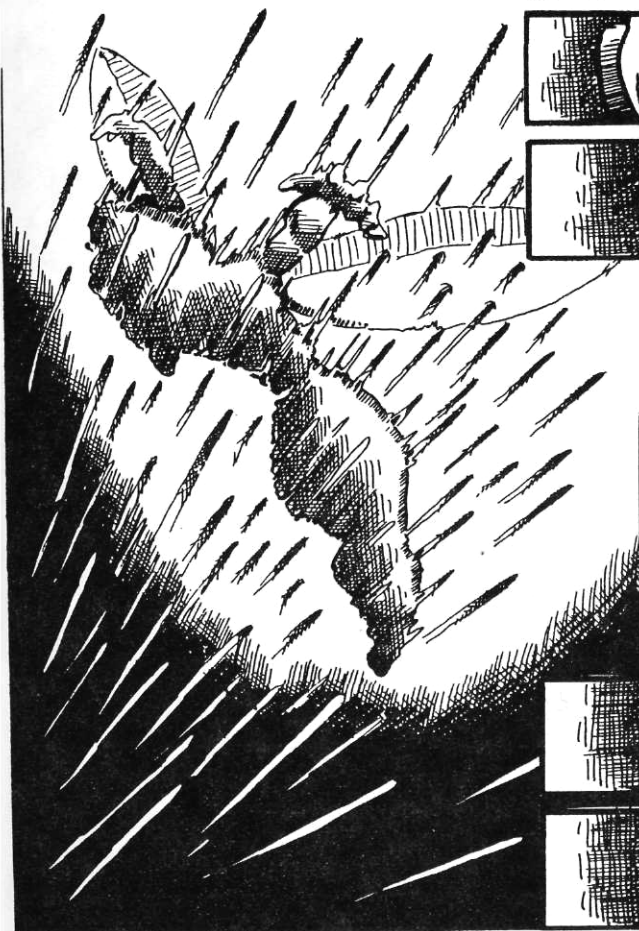
Gunning right for him.



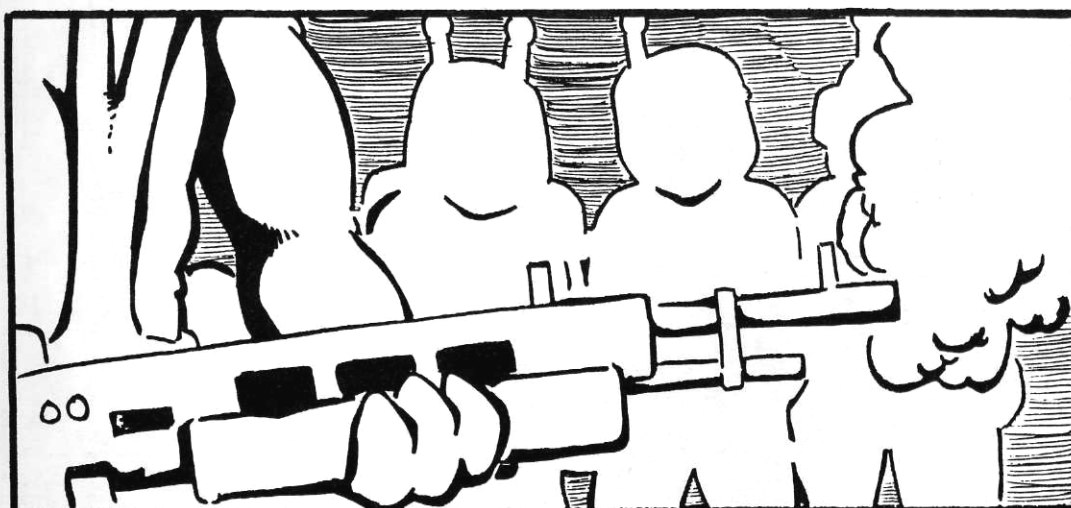
This Wasp had Zak's number, and we all knew it. We thought
as fast as we could, but there wasn't even time for that.



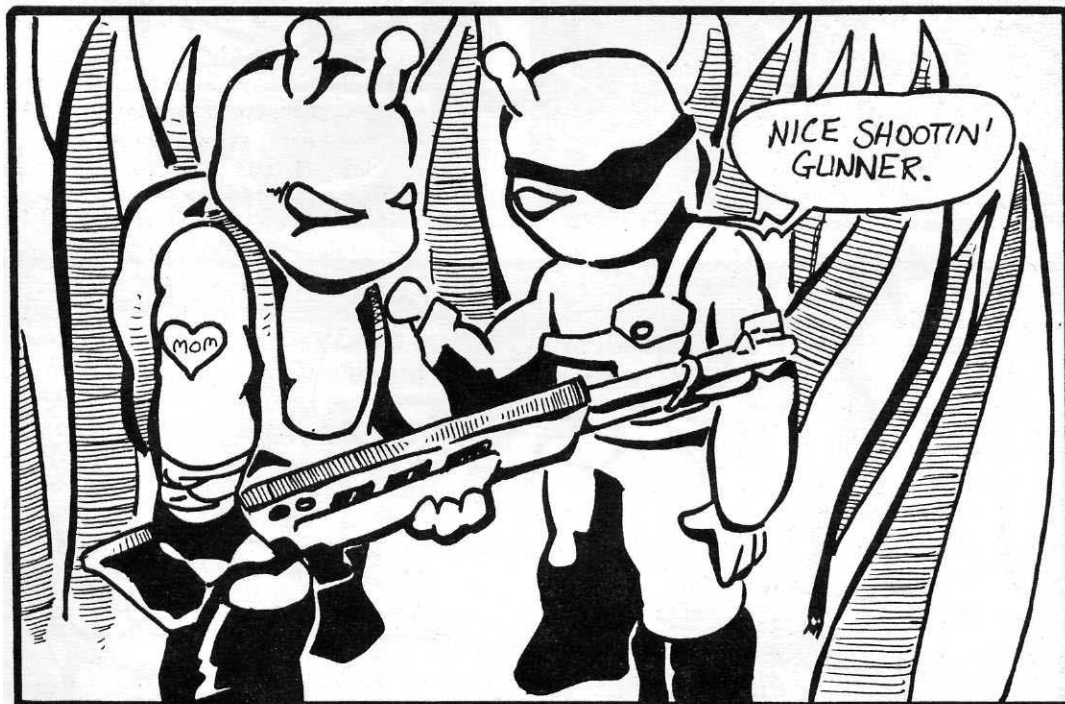
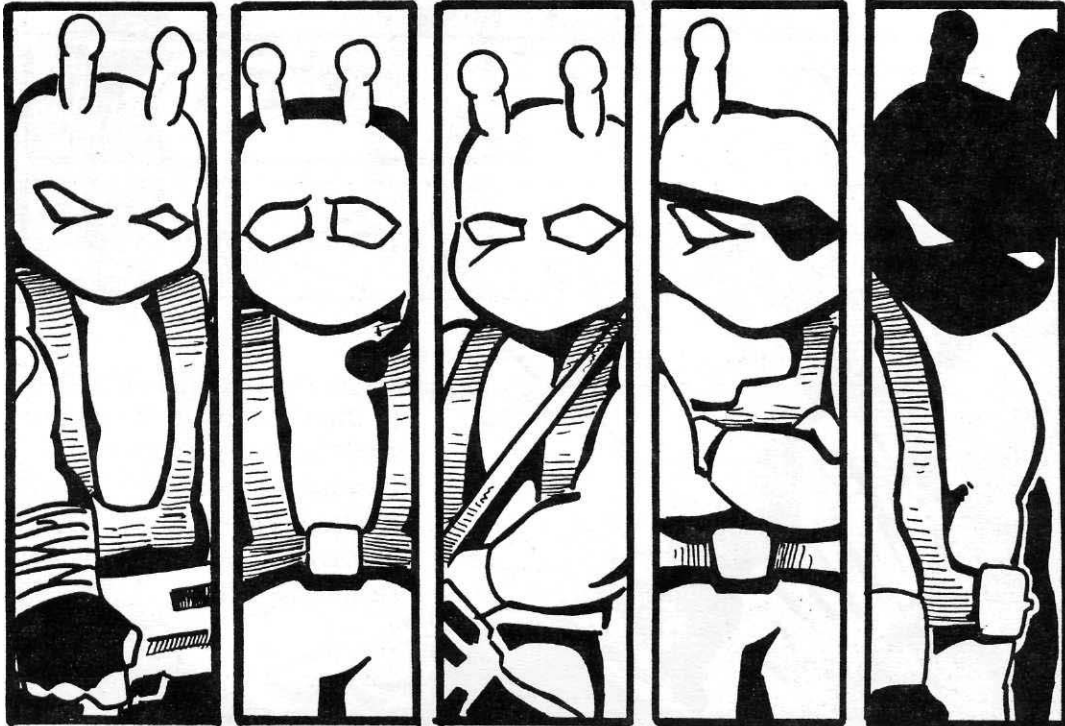
Fortunately for Zak, Gunner doesn't think, he just reacts.



In the field, as in life as an ant, there is no greater deed than to keep a cousin from becoming waspchow. Knowing Zak, he might rather be dead.



We stood transfixed,
unable to do justice to the moment with words.



Boy! Sarge sure knows how to turn a phrase!

We immediately set off south again, closing in on the house.
We were all still pretty tense...Especially Zak. I know that he
never spoke, but he was quieter than usual.



Fortunately, Phil stepped in some dog crap, lightening our spirits--



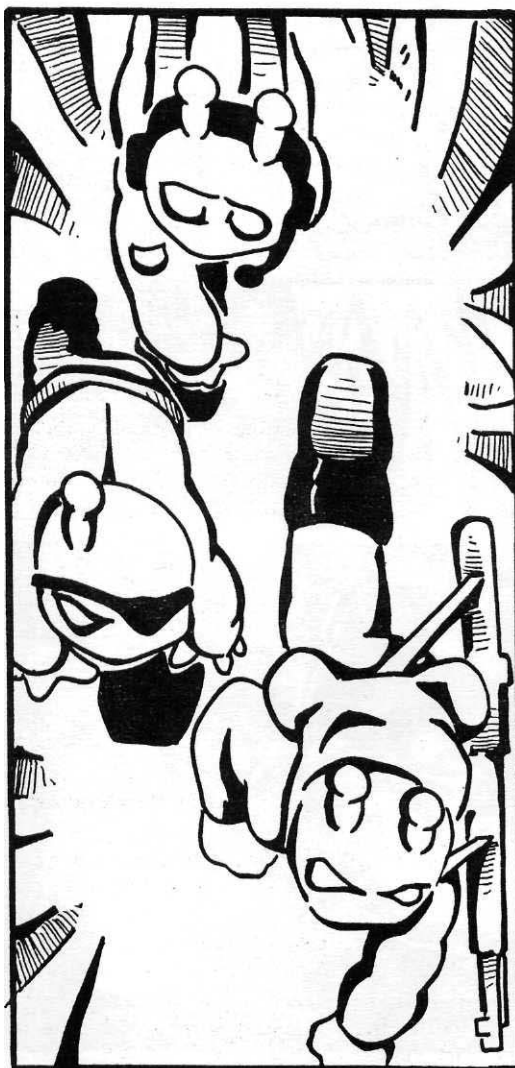
Except for Phil, of course.
And Zak.

We set up camp soon after.
I took first watch, followed by
Phil, Sarge, Gunner and Zak,
who wanted the last shift...





In the morning, I understood why.
There was no time to waste!
Zak was out to prove himself--
Even if it killed him!

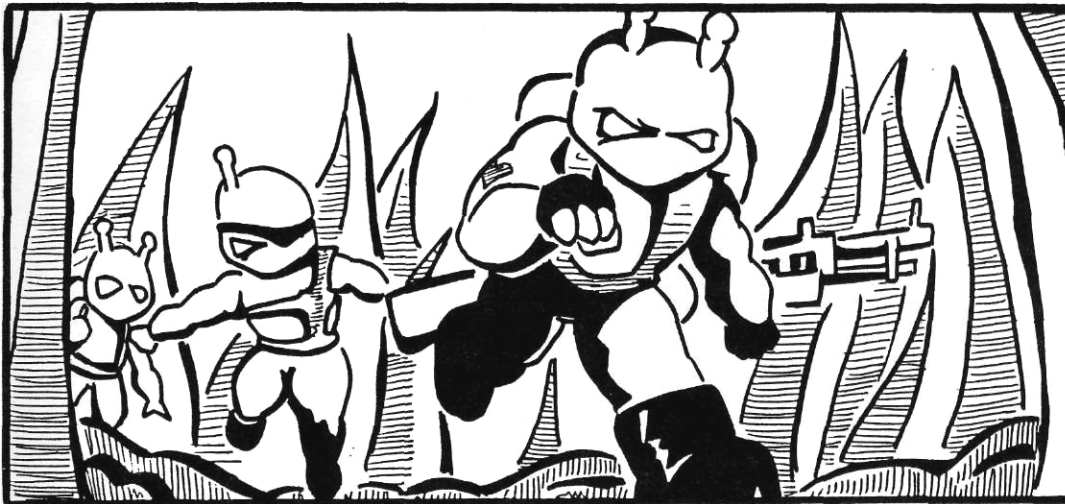


It took us about three minutes to
break camp, and we were off at
a run... Phil kept tripping over his
communications equipment,
and more than once we were
all tempted to tell him to
leave it behind...



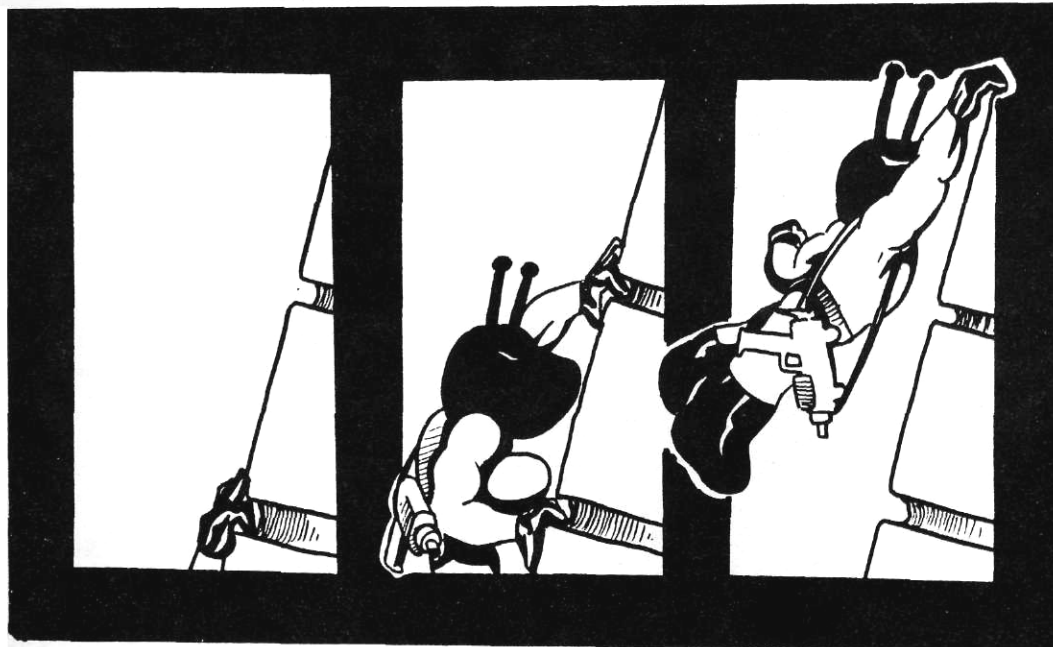
Only problem was, that
equipment was our only
way to call for a ride home.

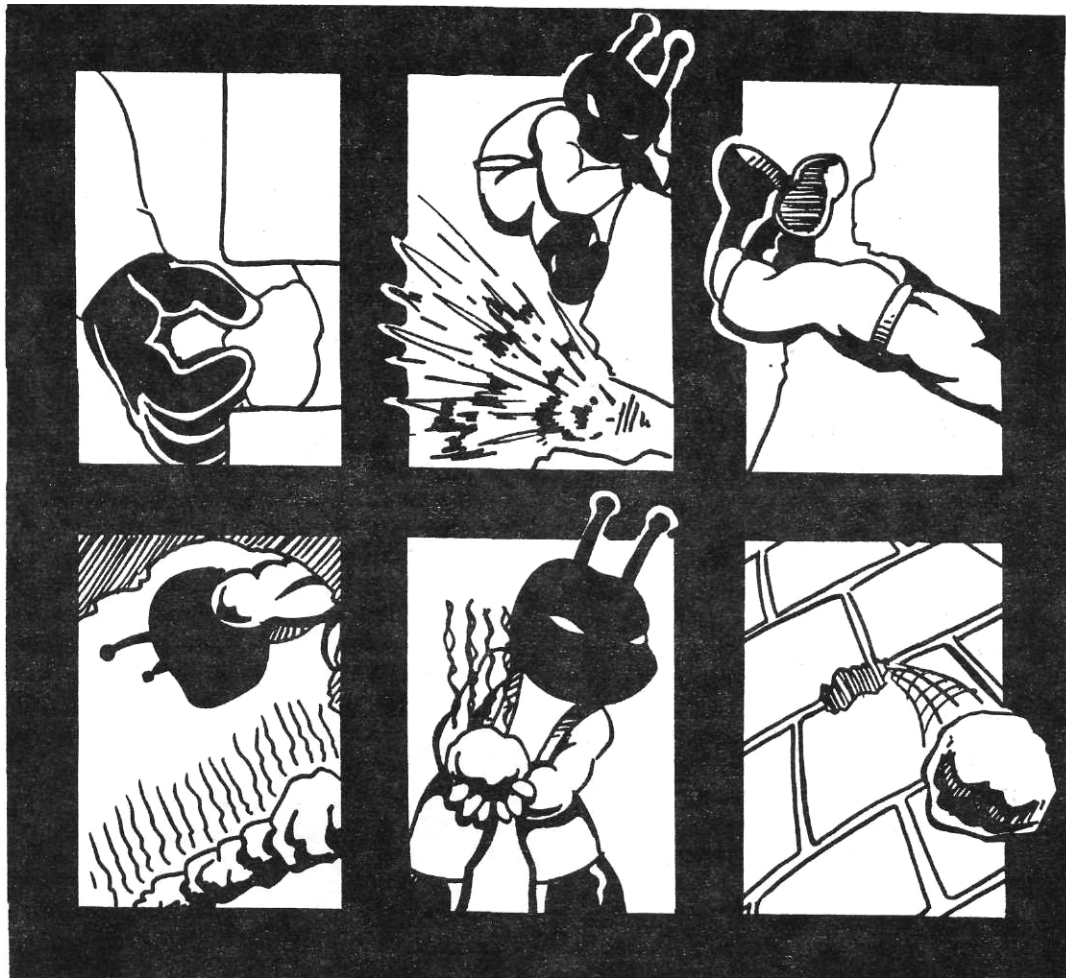




We figured that Zak had maybe an hour on us.

By the time we caught up to him, he'd only have scaled the wall.



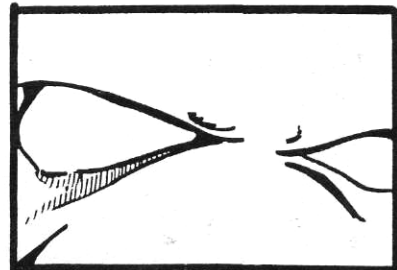


There was no way that he could have arrived at the target point, planted his demolitions, crawled over twenty centimeters, and completed the mission.



Not without any of the special equipment that we'd brought along for the mission, equipment that was still in Sarge's backpack.

There was just no way that he'd been in and out of there.



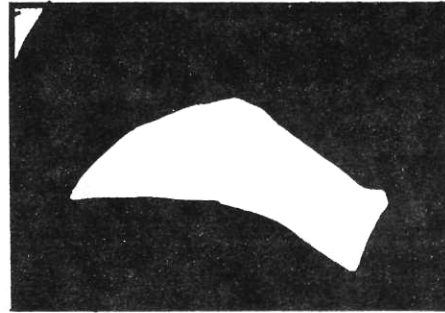
Of course, we underestimated him.

When we got to the base of the house, we couldn't believe our eyes. Zak was laying on the ground, a piece of the deadly cinnamon lying next to him.

Cinnamon can do nasty things to an ant.
It can mess you up real bad.

The scientists back at the hill knew that. That's why they needed a piece.

None of us really believed that an ant could be in the same room as cinnamon and survive.

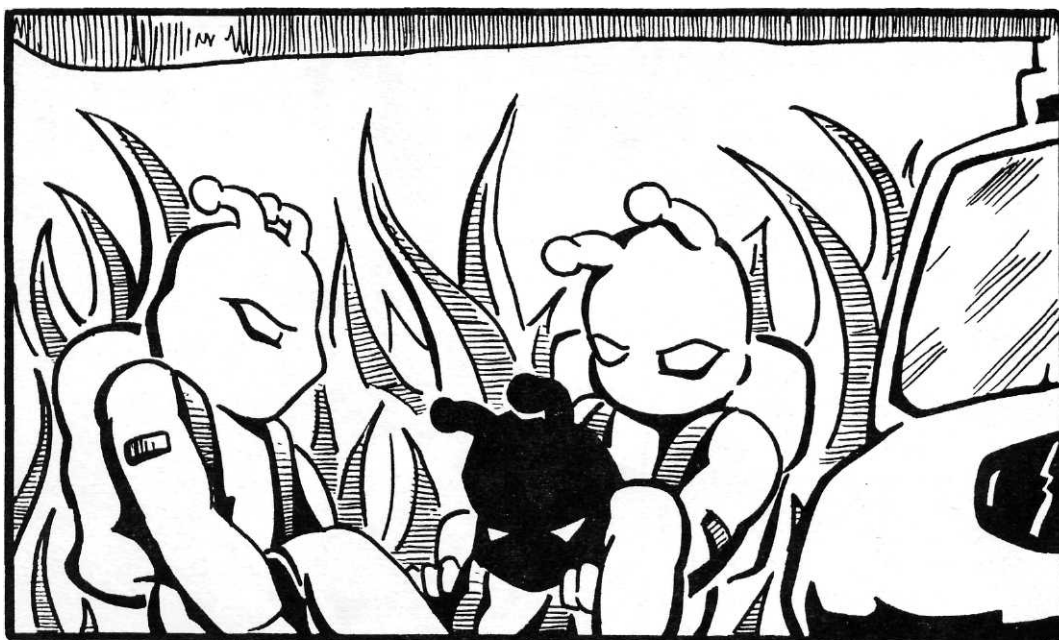


Somehow.
Zak had
done it.

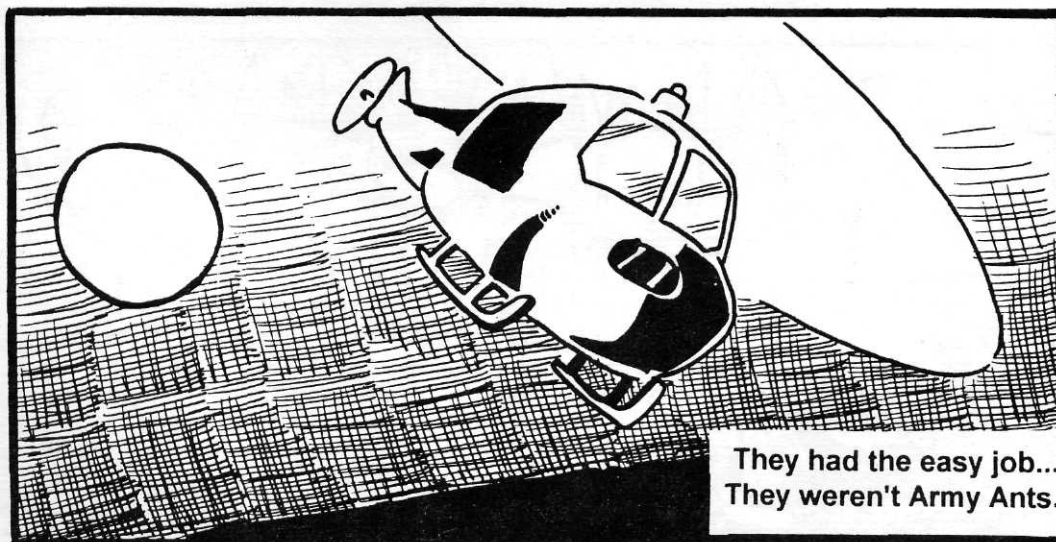
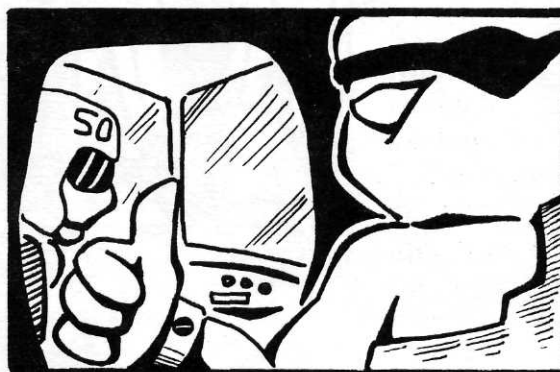
He was
right.

He was
the best.





It only took forty-five minutes for the chopper to get there. By the time we were airborne and moving, the cinnamon had been put in a sealed container and Zak had been stabilized. Now it was up to the scientists at the Hill to go to work.



They had the easy job...
They weren't Army Ants.

INTRODUCTION

In the tiny world of insects, every back yard is a nation at war and every field is an unexplored frontier. In a place where Bee Hives are impenetrable fortresses and Ant Hills are thriving cities, danger and adventure lurk around every tree, under every rock, and behind every plant. This is the world of the Great Field. This is the world of Michael T. Desing's Army Ants, the Roleplaying Game.

Player Characters

As a player in this game, you take the role of an Ant, Beetle, Cricket or Ladybug, striving to defend your Queen from the unending peril brought by scheming Centipedes, vile Assassin Bugs, ruthless Mosquitoes and power-hungry Wasps. It falls to you to take arms against your enemies, defending your Hill, attacking their Hives and Lairs, and engaging them on every front. All the while, taking care that you aren't gobbled up by some cunning lizard or hungry bat.

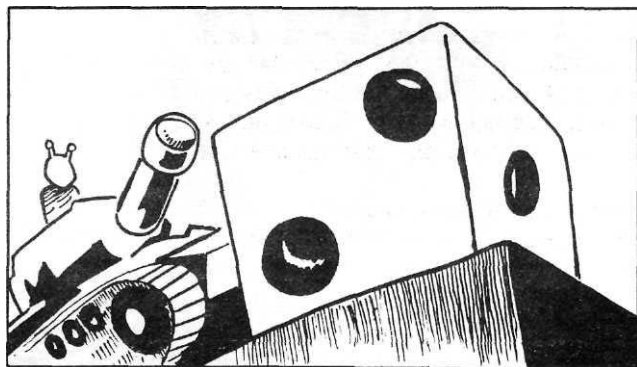
A Player Character is any character controlled by a Player. You create your character from scratch, control all of his or her actions, decide how your character will advance, and make decisions that will affect your character's growth and advancement. As a Player, you are the master of your character's destiny.

The Gamemaster

The Gamemaster is responsible for running the game. The Gamemaster creates the situations that the Player Characters find themselves in, creates the enemies and other characters not controlled by Players ("Nonplayer Characters") and sets up goals and enemies. The Gamemaster creates the outline of a story, and the Player's bring it to life.

The Dice

The primary tool used in the game is the six-sided die, or 'D'. Every time a Player has his character fire a weapon, climb a tree, or dodge a grenade blast, he or she rolls a certain number of dice to determine whether the character was successful in the attempt or failed. Dice are abbreviated as a number followed by the letter D, and possibly followed by a modifier. The number before the D is the total number of dice rolled. These dice are totaled, and then the modifier (if there is one) is added to the final result. For example, 3D means that you roll three dice and add them up. 5D+3 means that you roll five dice, add them up, and then add three to the result.



Grab Your Rifle and Let's Go!

The Great Field is a dangerous place, and you're going to need all of your skill to survive. But if you do, there are great rewards. Fame, power and influence await the character who can survive the challenges, defeat the foes and overcome the obstacles that lie ahead. Now grab your rifle, check your ammo, and let's move. It's almost dawn, the chopper's on the pad, and there's a whole world to explore.

CHAPTER TWO: CHARACTER

SECTION ONE: CHARACTER RACE



The first step in the process of character creation is the choice of an Insect Race. In the Great Field, there are four Allied Races; Ants, Beetles, Crickets and Ladybugs. These four Races have declared mutual goodwill and support in order to combat their common enemies. These are the four Races that are available to Players. Each of these Races has certain requirements, abilities and restrictions. Each Race has its own military and social structure. Each Race is thoroughly defined below, using several different categories.

Role explains the role of the insect in the Great Field. This includes the Race's basic functions, outlook and responsibilities.

Society is a brief description of how this Race lives, and gives an idea of the Race's social structure.

Military Structure gives a general overview of how this Race operates as a military power. While Races like the Ants are huge military powers with definite structures, others such as the Crickets are more loosely organized and free-willed.

Weapons and Technology is a brief synopsis of some of the military and technological advances made by this Race, as well as which weapons and equipment this Race favors.

Physical Characteristics gives information about average height and weight, body type and normal lifespan.

Gender tells the gender available to characters of this Race.

Attributes gives the minimum Attributes required to be of this Race. There are three Attributes that define a character in the most basic terms:

Body is generally how strong and healthy the character is.

Mind is generally how intelligent and perceptive the character is.

Speed is generally how fast and well-coordinated the character is.

Specialties lists the Specialties that are available to members of this Race.

Special Abilities lists any abilities possessed by this Race that other Races do not possess.

Ant

Role

Ants are the most common of the Allied Powers of the Great Field. They serve as the central authority, coordinating the exchange of information and help between the Allied Insect Races. The Ants have the only permanent bases, living in Hills, building vast complexes to house both their technology and military as well as all of the civilians.

Society

Life within the Hill is strictly structured. Every insect in a colony performs a specific function. The vast majority of Ants are workers, considerably less intelligent and able-bodied than their military brothers. The Hill is designed so that the Queen is protected, with layer upon layer of defense distancing her from the surface, and therefore from danger. There are few females in Ant society, the Queen spawning only a handful of daughters in her lifetime. The oldest of these becomes the new Queen, while the younger female offspring are sent off to form their own Hills in other territories.

Military Structure

Ants follow a strict code, their organization being known as the Army of Ants, its members called 'Army Ants.' Being the largest military force among the Allied Insects, they must also be the most organized. Each Ant has a very specific job, or Specialty. Each Ant knows his role in society and does his best to carry it out. At the very top, the Ants are ruled by a Queen. The Queen is the highest ranking individual in any Hill, and each Ant Hill is an independent, sovereign nation. Various Hills (if there are more than one in any geographic area) are typically independent yet closely allied. Rank and advancement are very important in the Army of Ants.

Weapons and Technology

The Army Ants have developed the greatest range of weapons and technology of the Allied Insects. They have at least one weapon of every category, and the greatest range and versatility of vehicles in the Great Field.



Physical Characteristics

Ants are somewhat stocky, with large, wide heads. They have one pair of antennae that are connected mostly to their hearing. These are not required for an Ant to be able to hear, however. An ant who loses his antennae will not go deaf, although may have some hearing disability which can be overcome. Ants average just under six millimeters tall, and about 150 to 200 milligrams. Ants live from 80 to 100 months. Their Queen may live up to three times this long.

Gender

All Ants in the Army are males. The only females in Ant society are the Queen and her daughters, the Princesses, who number only one to four in any Hill.

Attributes

Ants are the only race with no minimum Attributes.

Specialties

Ants are allowed to choose any Specialty from the section on Specialties.

Special Abilities

Ants have no special abilities.

Beetle

Role

The Beetles are the 'big brothers' of the Great Field, serving as protectors of their smaller Allies. Although fewer in number than the Ants, they are much larger. They have a great and storied history, and a long-standing tradition of honorable service.

Society

Beetle society is based in nobility. Beetle communities are small, typically only 30 to 50 individuals. They build castles and keeps nestled among rocks and crevices, often along the shores of creeks and near ponds. Nearly half of the Beetles in any community will be in the military, as war is a large part of their life. Throughout history, orders of Beetle Knights have defended their homes and families, and that tradition holds true today with the Beetle Brigade. Only about a quarter of the female Beetles born survive to adulthood, serving their communities exclusively as wives and mothers. Beetle societies are ruled by royalty, the larger the society, the stronger the bloodline in charge of that community. Small communities of 30 to 50 are typically ruled by a baron or duke, while larger communities of up to 300 may be ruled by an archduke or king. These larger communities are relatively rare, and are guarded jealously so as not to be attacked by outside forces.

Military Structure

The Beetle Beetle Brigade is overseen by a Prime Minister, who is assigned his



position by the highest royal in an area. Beetles believe in quality over quantity, and this shows in every aspect of their military organization. All Beetle troops are expected to be highly disciplined and are thoroughly trained for their position. Beetle squads typically number only three or four troops, but pack tremendous power.

Weapons and Technology

Beetles have developed only a few weapons and vehicles, but each of them is the most powerful and durable of its kind. They have very few weapons of small or medium size, the bulk of their weapons being heavy submachine guns and machine guns, as well as a wide array of artillery. Beetles have developed an impressive line of tanks, and have the most advanced navy of any Allied Race.

Physical Characteristics

Beetles are very large and massive. Beetles have a thick exoskeleton and wide bodies, which make them less susceptible to damage than other races. Their legs and arms are relatively short compared to their large torsos, and their heads are somewhat small compared to their frame. Beetles average nearly seven millimeters tail, and weigh between 300 and 400 milligrams. Beetles live from sixty to eighty months.

Gender

All military Beetles are males. There are very few females in Beetle society, and as such they are too precious to be wasted on military pursuits.

Attributes

Beetles must have a minimum Body of 3.

Specialties

Beetle Brigadiers may choose from the following Specialties: Armor, Artillery, Burrower, Heavy Weapons, Infantry, Marine, Reconnaissance, and Weapon Specialist.

Special Abilities

Beetles have extremely hard shells, and as such add two points to their initial roll for Stamina. They also have similarly hard heads, and as such subtract one point from the initial roll for both Smarts and Wits.

Cricket

Role

Cricket is the most loosely-organized and free-willed of the Allied Insects. They are the 'young brothers and sisters' of the Great Field, getting themselves and others into trouble as often as getting themselves and others out. They are extremely loyal, however, and are looked upon as valuable Allies.

Society

Cricket live in small, loosely-structured communities in tall grasses or gardens. Cricket society is based in romance, with more attention paid to pursuits in the arts and music than to combat and war. Crickets are generally left alone by other insects, since they are very content to live oblivious to the rest of the Great Field. Cricket societies are equally male and female, and both have an equal chance of going into the military. Crickets that join the Cricket Legion are as likely to do so for adventure, excitement, and an excuse to travel as they are for the defense of their community. Cricket towns and villas are ruled by mayors and governors, who are elected to their post.

Military Structure

The Cricket Military is a loosely organized collective known as the 'Cricket Legion'. The largest military unit is the platoon, which consists of (at most) twenty-five crickets. When different Cricket Platoons cross paths, they are as likely to join up as they are to engage in friendly competition. Joint endeavors between these Platoons never last too long, as they ultimately complete the specific task and go their separate ways. There has been no indication that there is a greater military structure beyond this, although one may exist. If it does, its location and size are a secret to all other insects except for the Crickets, and they aren't telling.

Weapons and Technology

Cricket have developed very few weapons and technology, although a few staple items have come from Cricket designs. They complement the small selection of Cricket-designed weapons with a hodge-podge of other Races' weapons and vehicles.

Physical Characteristics

Cricket is roughly the same size as Ants, although they are considerably more lithe, with a thinner torso, and longer arms and legs. Crickets have long, thin heads and small eyes. They have a pair of antennae that fall loosely and brush about. Like Ants, these antennae are connected to their hearing, although not completely responsible for it. Crickets average five and a half millimeters tall, and between 130 and 150 milligrams. Crickets live from 100 to 120 months.

Gender

Cricket Legionnaires may be either male or female.

Attributes

Cricket must have a minimum Speed of 3.

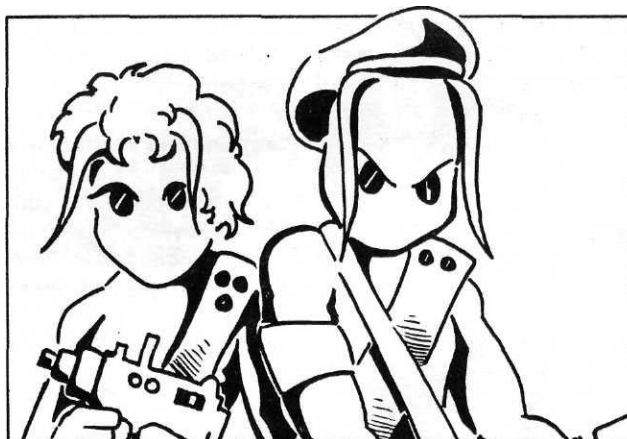
Specialties

Cricket Legionnaires may choose from the following Specialties: Airborne Ranger, Burrower, Commando, Covert Ops, Infantry, Pilot, and Weapon Specialist.

Special Abilities

Cricket have very well-developed leg muscles, giving them the ability to leap tremendous distances. Crickets possess the Leaping and Jumping Skill Automatically at the level of Trained. When using this Skill, Crickets double the final result of the Skill Roll because of this leg strength. (See the section on Skills)

Cricket also get an extra point on their initial roll for Reflex, although must sub-



Ladybug

Role

Ladybugs are the 'sisters' of the Allied Insects. They act as the arbiters of disagreements, the voice of reason in many conflicts, and the central collector and disseminator of information. Ladybugs are relatively few in number, but have tremendous influence. They are the eyes and ears of the Great Field.

Society

Ladybug societies consist of only a handful of operatives, possibly twenty at most in a single location. Each Ladybug in a particular collective is there to perform a specific duty related to the mission, and has a role to fill. As a society of professional spies, every Ladybug is trained in weapons and war from early adolescence. Their spy agency, Intellicect, is rumored to have a home base of operations which houses more than ten thousand Ladybug agents. Its existence cannot be confirmed, as no insect other than a Ladybug has ever been there. Every Ladybug born is a female. Ladybugs can choose any insect as a mate, but will always have daughters, and the daughters will always be Ladybugs.

Military Structure

Ladybugs appear to be very loosely structured, but in fact have the most rigid chain of command. This chain of command is intentionally made confusing to the other Races of the Great Field, although Ladybugs understand and follow it unquestioningly.

Weapons and Technology

The Ladybugs have developed, and continue to develop, a wide array of weapons and technology. They stress usefulness and secrecy over power. The vast majority of their innovations have been in the area of pistols, explosives and gear.



Ladybugs have the most advanced communications, radar and sonar equipment in the Great Field.

Physical Characteristics

Ladybugs are smaller and more slender than their Allied cousins. They average just over five millimeters tall, weighing between eighty and 120 milligrams. Ladybugs have rounded features, and rounded heads. Most Ladybugs have red, black or brown hair. Ladybug attire consists mostly of black dresses and body suits, usually with red and black polka-dotted accessories. Ladybugs live from 120 to 140 months.

Gender

All Ladybugs are female.

Attributes

Ladybugs must have a minimum Mind of 3.

Specialties

The following Specialties are available to Ladybug Intellicect Agents: Covert Operations, Engineer, Technology, Weapon Specialist.

Special Abilities

Ladybugs spend much of their time training their mind, reading and seeking knowledge. Because of this, they add one point to the initial rolls for both Wits and Smarts. They spend less time training with weights than other races, however, so one point is subtracted from the initial roll for Power.

Ladybugs also have a small pair of wings, too small to allow flight, but they do allow Ladybugs to glide. There are two types of Gliding for Ladybugs.

In the first type, a Ladybug must be elevated in order to Glide. For every Area of height, a Ladybug can Glide 1D Areas. A Ladybug Gliding from the top of a 5 Area tall tower can Glide 5D Areas before touching down on the ground.

Ladybugs may also attempt to Glide in a straight line. When combining their Gliding with their Leaping and Jumping, they add 3D to the final distance traveled. (See the Skills Section)

Gliding always requires a successful Leaping and Jumping Skill Check. Standard difficulty is 2D.

SECTION TWO:

SPECIALTIES

The second step in the process of character creation is the selection of a Specialty. Each character begins his or her military career in a week-long boot camp. The first half of boot camp is spent learning the basics of being in the Army. During this time, the character learns all of the Skills that are Standard to all characters. (See the section on Skills) The second half of boot camp is spent in intensive, personalized training. It is during this second half that the character learns a Specialty.

There are fourteen different Specialties available to characters. These Specialties show where the character has received the bulk of his or her personalized training, and the outlook the character has on their role in the military.

A character's Specialty determines several things. The three basic Attributes of Mind, Body, and Speed are determined by Specialty. By choosing a Specialty, a character gains a set of Skills which are learned in boot camp, Skills possessed only by members of that Specialty initially. Each Specialty has a set of categories that define it. These are listed below.

Function explains the basic purpose of the Specialty, including the type of missions characters of this Specialty may be sent on.

Race lists the Races that have the option of choosing that Specialty. To a degree, Race determines Specialty. Although Ants may be of any Specialty, other races are limited in their selection. Since the Army Ants are the most organized military unit in the Great Field, they have the greatest need for the most Specialties. The other Insect Races of the Great Field have much more specific military needs, and therefore have fewer Specialties available.

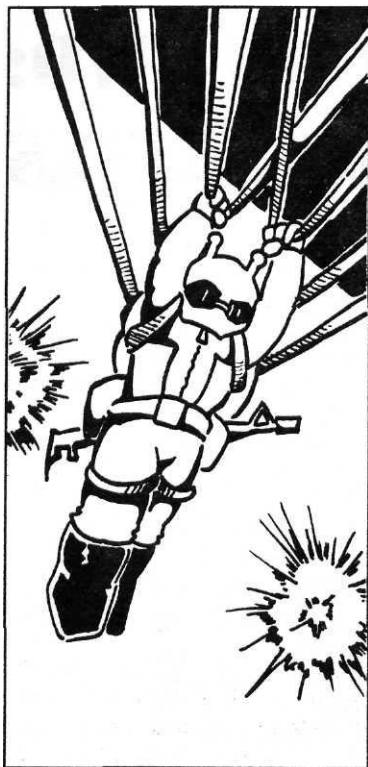
Attributes lists the three primary Attributes (Body, Mind and Speed). These three are determined by the Specialty the Player chooses for his character. Once you've picked a Specialty for your character, fill in the three Attribute spots on your character sheet with those listed. (The Character Sheet is on Page 52)

Skills listed come automatic to that Specialty. These are in addition to the Skills that are listed as automatic in the Skills section, and on the character sheet. These Skills may either be new skills not already possessed by all characters, or Skills that all characters possess, but at a higher level of proficiency. These are listed on your character sheet in the appropriate sections.

Weapons lists the Weapons that come automatic to that Specialty. These are the Weapons that the character starts his or her military career with. Additional Weapons may be purchased after the character successfully completes missions. This is explained further in the section on Clout Points. These weapons may be listed on your character sheet in the Weapons Section.

Gear lists the Gear that comes automatically with that Specialty. This is the Gear that the character starts his or her military career with. Additional Gear may be purchased after the character successfully completes missions. This is explained further in the section on Clout. (See Rank and Advancement) This Gear may be listed on your character sheet, along with the list of standard issue equipment that appears in the section on Gear.

Personality Is a short overview of the personality type that it takes to enter this Specialty. Each Specialty instills certain beliefs into its members, and these beliefs show through in the character's outlook and persona.



Airborne Ranger

Function

The primary purpose of the Airborne Ranger division is to strike a target from the air. They strike quickly, take territory, and secure it. Airborne Rangers are typically the point guard for a larger force. They are used for missions that require a degree of stealth complemented with power.

Races	Ant Cricket
Attributes	BODY 2 MIND 1 SPD 4
Skills	Skydiving (Trained) Small Arms (Trained) Tracking (Proficient)
Weapons	Medium Submachine Gun High Explosive Grenade Boot Knife (small knife)
Gear	Parachute
Personality	

Airborne Rangers tend to be very confident in their own abilities, bordering on cocky. They also tend to be somewhat reckless, which may explain their propensity for throwing their bodies out of a perfectly good airplane several meters in the air, expecting to drop into the middle of a war zone. Not exactly rational behavior.

Armor

Function

The primary purpose of the Armor division is to operate the heavy ground vehicles of the Ants and their Allies, most notably tanks, troops transports and half-tracks. The Armor Specialist must deal well with pressure. He or she may be personally responsible for making sure that entire platoons arrive at their destination safely, either because the Armor is personally operating the vehicle they are traveling in, or commanding the tank that is responsible for covering their advance.

Races	Ant Beetle
Attributes	BODY 3 MIND 2 SPD 2
Skills	Artillery (Proficient) Driving, Tracked (Proficient) Land Vehicle Tinkering (Proficient)
Weapons	Heavy Pistol High Explosive Grenade Boot Knife (small knife)
Gear	Assignment to a Scout Car
Personality	

Armor are sometimes assumed to have the easy job. Navigating mine fields with a blown-out tread, oil leaking from the valve gasket and enemy shells homing in on your butt. Easy. Many Armor are grease monkeys, treating their vehicle like a member of the family. It is the Armor's job to know every aspect of his or her vehicle.

Artillery

Function

The Artillery division is responsible for two primary aspects of war. Artillery are responsible for providing support for other military units, and for launching tactical strikes against specific targets. Artillery troops are required to hold their ground and fight to the last. Artillery can rarely afford to give up their position. Artillery Specialists must possess endurance and intelligence in equal measure.

Races	Ant Beetle
Attributes	BODY 3 MIND 3 SPD 1
Skills	Artillery (Trained) Rockets/Missiles (Proficient)
Weapons	Light Personal Artillery or Grenade Launcher (Player's Choice) 4 Rounds for Artillery or 4 Grenades for Launcher Standard Pistol Boot Knife (small knife)
Gear	Flak Jacket

Personality

Artillery troops need to possess tremendous cool under fire. It's not easy to load 50 milligram shells into a Heavy Field Cannon while Hornet Commandos crawl up your flanks and Bee Bumblecopters drop smart bombs on your head. Also, Artillery troops tend to draw the wrath of the opposition very quickly. While a Mosquito General may put up with Ant Recon moving along his borders, a Beetle Artillery Unit setting up on an opposing hillside will quickly get his attention.

Burrower

Function

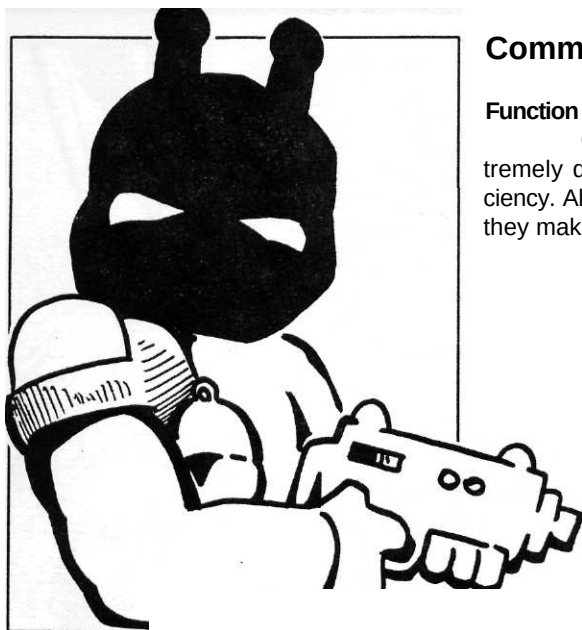
Burrowers are the Airborne Rangers of the underground. In fact, they are sometimes referred to as 'the Underground Rangers.' Whereas the Airborne is the first to get a foothold from the air, the Burrowers are the first to hit and secure a target underground. And where the Airborne has the whole sky and all the ground, Burrowers must be content with a two-millimeter wide

Races	Ant Beetle Cricket
Attributes	BODY 3 MIND 1 SPD 3
Skills	Blind Fighting (Proficient) Earth Science (Proficient) Small Arms (Trained)
Weapons	Automatic Pistol Survival Knife (large knife) High Explosive Grenade
Gear	Night Vision Goggles

Personality

It takes a different kind of insect to become a Burrower. A Burrower needs to have the recklessness of the Airborne along with the fearlessness of the Commando. Burrowers are used to spending hours and even days alone in cramped tunnels underground. Although this develops tenacity and grit, social skills and personal hygiene may be lacking.





Commando

Function

Commandos are elite troops. They are used for extremely delicate missions that require speed, silence and efficiency. Although they tend to pack less firepower than other units, they make up for it in precision.

Races	Ant Cricket
Attributes	BODY 2 MIND 2 SPD 3
Skills	Explosives (Proficient) Small Arms (Trained) Stealth (Trained)
Weapons	Light Submachine Gun High Explosive Grenade Survival Knife (large knife) Garrote
Gear	MFS Silencer

Personality

Commandos tend to be loners. Although they can sometimes be taken as distant and aloof, they are dedicated to their team. Commandos are fiercely loyal. Commandos are also greatly feared by their enemies. Rarely does the enemy know that a commando unit is nearby until it is too late to do anything about it.

Covert Operations

Function

Covert Operations Specialists serve many functions including military intelligence, spying, and undercover operations. Covert Operatives are masters of secrecy, specializing in the gathering, processing and exchange of information. Covert Operatives rely on stealth and smarts rather than force to win battles.

Races	Ant Cricket Ladybug
Attributes	BODY 1 MIND 3 SPD 3
Skills	Locks, Traps and Knots (Proficient) Stealth (Trained) Technology (Proficient)
Weapons	Automatic Pistol Smoke Grenade Boot Knife (small knife) Garrote
Gear	Silencer

Personality

Covert Operatives tend to be very strong-willed, charismatic and intelligent individuals. Covert Operatives are usually very precise and thorough in every aspect of their life. Their work involves painstaking research and unbelievable patience. These specialists sometimes assume a 'secondary specialty' to blend into a team more effectively. For instance, a Covert Ops Specialist may train with Airborne Rangers, buying skills as she progresses to pull off the facade.

Engineer

Function

Engineers are responsible for designing, building or destroying structures. They are specialists at demolitions, the setting and disarming of explosive devices. Although they may stray away from front line combat, the success or failure of a mission can depend entirely on how well the Engineer performs his or her duties.

Attributes	Ladybug
	BODY 2
	MIND 4
	SPD 1
Skills	Explosives (Proficient)
	Technology (Proficient)
	Weapon Tinkering (Proficient)
Weapons	Heavy Pistol
	Boot Knife (small knife)
	2 Small Charges
Gear	Flak Jacket
	Tool Box



Personality

The Engineer division of the Ants is sometimes referred to as the 'Carpenter Ants' because of their propensity to be designing, building, or blowing up something. Engineers love pressure, excelling in high stress situations. When a shaped charge has seven ticks left on the timer, the room is flooding with water and Wasp Recon is at the door, Engineers are in their glory.

Heavy Weapons

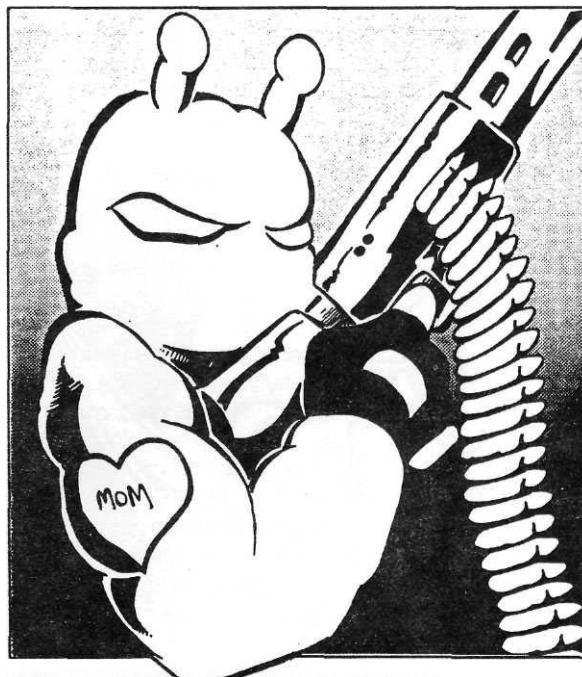
Function

The primary purpose of the Heavy Weapons division is to provide cover fire for other divisions. They supply battlefield tactical support. Heavy Weapons are trained in machine guns and anti-aircraft weapons.

Attributes	Beetle
	BODY 4
	MIND 1
	SPD 2
Skills	Machine Guns (Trained)
	Small Arms (Trained)
	Weapon Tinkering (Proficient)
Weapons	Standard Machine Gun
	Fragmentation Grenade
	Boot Knife (Small Knife)
Gear	Flak Jacket
	Muzzle Flash Suppressor

Personality

Nothing makes a Heavy Weapons Specialist happier than lying on a muddy slope with his AM-60 popping off 10 rounds a second. Nothing is more exhilarating than the ringing in his head from the noise of automatic fire, the ache in his shoulder from hours of recoil, and the sight of empty shell casings strewn across the battlefield. These specialists are usually tough as nails and big as a Hill.





Infantry

Function

Infantry are the core of any military unit. The Infantry forms the main body of any fighting force, filling the role of central attack unit in any insect-to-insect combat. The Infantry is also the most common Specialty in any army, over half of any force is typically composed of Infantry Specialists.

Races

Ant
Beetle
Cricket

Attributes

BODY 3
MIND 1
SPD 3

Skills

Small Arms (Trained)
Thrown Weapons (Trained)
Weapon Tinkering (Proficient)

Weapons

Medium Submachine Gun
Frag Grenade
Boot Knife (Small Knife)
Standard Issue Only

Gear

Personality

Infantry are the grunts, and they know it. The Recon may have to scout ahead to it, the Commandos may have to sneak around it, and the Airborne may have to drop into it, but when all is said and done, it's the Infantry that go up the middle and take it on.

Marine

Function

Marines are the military insects of the waterways. Marine is a general category that includes any soldier primarily assigned to a water-born vehicle. Marines can be the navigators, operators, gunners or deckhands for anything from a small sailboat to a large cruiser.



Races

Ant
Beetle

Attributes

BODY 3
MIND 2
SPD 2

Skills

Cartography (Proficient)
Sailing (Proficient)
Swimming (Proficient)

Weapons

Standard Pistol
High Explosive Grenade
Boot Knife (small knife)

Gear

Small Inflatable Raft
Life Preserver

Personality

Marines love the sea. They love the smell of freshwater, the tug of the current, and the tranquility of a still pond at midnight. They also love combating raging storms, treacherous rapids, and minnows five times the size of a sailboat. Marines must overcome an insect's natural aversion to water, and use that tendency to an advantage.

Pilot

Function

Pilots operate all of the aerial vehicles used by the Army Ants and their Allies. The Pilot serves many functions in the contemporary military. Pilots transport forces and equipment from one location to another. They can fly bombers which lay down battlefield support or take out specific targets. Pilots can also challenge other Pilots in dogfights for control of the airspace of a specific area.

Races

Ant
Cricket

Attributes

BODY 1
MIND 2
SPD 4

Skills

Air Vehicle Tinkering (Proficient)
Pilot, Jet or Helicopter (Proficient)
Rockets and Missiles (Proficient)

Weapons

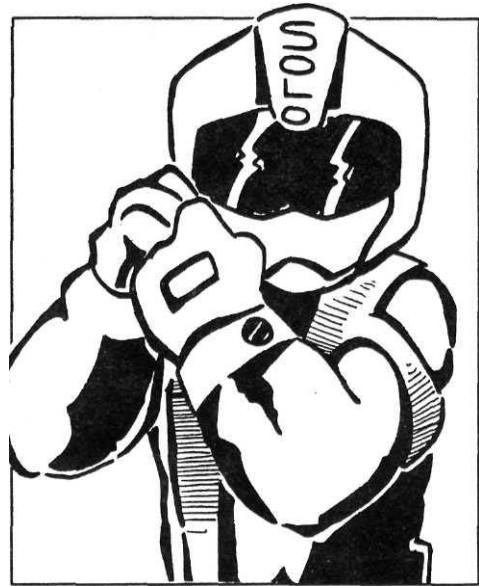
Standard Pistol
Boot Knife (Light Knife)

Gear

Assignment to either a T-10 Helicopter (light combat helicopter)
or an A-77 Sparrow (light combat fighter)

Personality

Pilots tend to be brash, cocky and arrogant. Pilots feel that theirs is the most important division in the military. Considering how important a single aircraft can be to the successful completion of a mission, it is difficult to argue with this philosophy.



Reconnaissance

Function

Recon exists as a combination of Airborne Ranger, Heavy Weapons and Artillery. Recon usually packs more firepower than the Airborne, although not as much as Heavy Weapons or Artillery would. While Airborne acts as the point guard for a larger force, Recon is often required to complete an entire mission alone, or scope out a position for a long period of time. The Recon needs to have the most versatility of any Specialty.

Races

Ant
Beetle

Attributes

BODY 3
MIND 2
SPD 2

Skills

Small Arms (Trained)
Artillery (Proficient) or Tracking (Proficient)
Cartography (Proficient)

Weapons

Either a Heavy Submachine Gun and Fragmentation Grenade
or a Medium Submachine Gun/ Grenade Launcher combination
Grenade Launcher comes with two Grenades

Gear

Survival Knife (large knife)
Muzzle Flash Suppressor

Personality

Recon Specialists take pride in being the toughest group in the Army. They are second in firepower to only the Artillery and Heavy Weapons, while being competitive with the Airborne in terms of striking quickly. Recon troops are sometimes arrogant, adopting a 'survival of the fittest' mentality. This is often justified, since it takes tremendous determination to serve in the Recon.

Technology

Function

Those in the Technology division are responsible for all communications, radar, sonar and computer equipment in the military. They are an extremely important group, since it is their efforts that coordinate and facilitate all other units in the Army.



Races	Ant Ladybug
Attributes	BODY 1 MIND 4 SPD 2
Skills	Rockets and Missiles (Proficient) Technology (Trained)
Weapons	Light Submachine Gun High Explosive Grenade Boot Knife (small knife)
Gear	Comm Field Pack (Standard Comm Kit) Tool Box
Personality	

Technology specialists go by several nicknames including 'geeks', 'computer nerds', and 'bookworms.' Unfortunately, the Technology Specialists do little to help their case, finding a greater fascination with computer chips, hard drives, relays and circuit boards than with other insects.

Weapon Specialist

Function

Weapon Specialist is a broad term for any number of very specialized individuals. Weapon Specialists focus on one weapon or group of weapons specifically, mastering not only the use of the weapon(s), but its repair and improvement as well. Weapon Specialists can take any number of forms, including (but not limited to) Flame-Thrower Operator, Sniper, or Demolitions Expert. Whichever route the character takes, the relevant Skill for that area is automatically assigned at two ranks higher than a standard soldier. If the Skill is a Standard Skill (possessed by all characters at Proficient) the Weapon Specialist would receive it at Expert. If the Skill is a Simple or Complex Skill, the Weapon Specialist would receive it at Trained. The character also receives weapons and gear that would logically go with that Specialty. For example, a Sniper would get Small Arms Skill at Expert Level, a Sniper Rifle, a Boot Knife, A Standard Scope, A Silencer and a Muzzle Flash Suppressor. It is up to the Gamemaster and the Player to work together to come up with a logical combination that is in balance with the other character Specialties.

Races	Any
Attributes	BODY 2 or 3 (Player's discretion) MIND 2 or 3 (Player's discretion) SPD 2 or 3 (Player's discretion)

Skills

Weapons Gear

Personality

Weapon Specialists tend to be perfectionists. Since no insect can be good at everything, Weapon Specialists feel that they can become nearly flawless in one or two. Part of the challenge for these characters is not only gaining mastery of the weapon, but improving the weapon to its ultimate potential through Weapon Tinkering.

(note that the three Attributes must total seven)
see Function, above
see Function, above
see Function, above

SECTION THREE: ABILITIES

At this point, you've determined the Race of your character, as well as your character's Specialty. You now have a general idea of what your character is about. The next step in the process of character creation is the generation of Ability Scores.

There are six Abilities, two based on each of the Attributes. The six Abilities are Power and Stamina (based on Body); Smarts and Wits (based on Mind); and Agility and Reflex (based on Speed). These six Abilities are explained below:

Power is a measure of how strong your character is. Power is used to determine how much a character can lift, as well as determining damage with melee attacks and some thrown weapons. A character can lift his or her Power Score x100 milligrams.

Stamina indicates how much damage a character can withstand. Stamina is very important, as characters with low Stamina will not be able to absorb much damage in combat, becoming injured more easily.

Smarts is a measure of a character's intelligence. Smarts indicates how well a character solves problems and thinks things through.

Wits is a general indicator of how much common sense your character has, as well as the strength of his or her personality.

Agility indicates how athletic the character is. Agility is used to determine success in both melee combat attack forms, as well as avoiding all forms of attack. Characters with a low Agility tend to get hit more often.

Reflex is a measure of hand-eye coordination. Reflex is used to determine success when firing weapons and operating vehicles.

Each of the six Abilities is assigned a score between 1 and 25. No Player Character will ever have an Ability below 2 or higher than 17. These ranks, along with their relative meanings, are listed on the following chart.

Ability Descriptions

Score	Description of Ability
1-2	Below average Ability. The character has some trouble with this Ability.
3-4	Average Ability. The character possesses Ability on par with most insects.
5-6	Above Average . The character has more Ability than the average insect.
7-9	High Ability. The character possesses Ability beyond most characters.
10-12	Exceptional . The character is particularly gifted with this Ability.
13-15	Superior . The character is incredibly gifted with this Ability.
16-18	Peak . The character is among the most gifted with this Ability.
19-23	Supreme . The character possesses Ability beyond that possible for most insects.
24-25	Ultimate . The character is the among the greatest insects in the Great Field with regards to this Ability.

Generating Ability Scores

In order to determine your character's six Ability Scores, you roll 6D, recording each die roll separately. These six scores are then distributed among the six Abilities, as the Player desires, modified by Race, if applicable. This die roll is added to the base Attribute Score, resulting in the Ability Score. For example, a character has a 2 Body and rolls a 5 for his Power. The resulting Power Score would be 7. Once you decide where to distribute these scores, record them on your character sheet in the appropriate boxes.

At the Gamemaster's option, Players may re-roll '1's that come up while creating a character. Player Characters should be among the best and the brightest, and re-rolling '1's will help to make sure that all characters are off to a solid start.

SECTION FOUR:

SKILLS

The following is the list of Skills available to characters. Some of these Skills are automatically possessed by characters, while others must be purchased before a character may attempt to use them. How these Skills are purchased, and the various levels of Skill Proficiency, are explained below.

Skill Types

There are three different types of Skills; Automatic, Simple, and Complex

Automatic Skills are possessed by every character. While some characters may be better at a Skill in this category than another character, all characters can use these Skills with some degree of success. Automatic Skills are held by all characters at the level of Proficient without the Player having to spend any Skill Points. The Automatic Skills are already listed on the character sheet.

Simple Skills are Skills that must be purchased before a character can use them. They require some training before the character has a possibility of success. These Skills are relatively easy to gain a rudimentary knowledge of.

Complex Skills require that the character has a good deal of training before they may be attempted. These Skills are challenging to learn, and very difficult to master.

Skills also fall into five levels of Proficiency. These levels define how many dice the character uses when making Skill Checks (explained below). The higher the level of Proficiency, the more dice the Player rolls, and the greater the chance of success.

Skill Proficiency Levels

Proficient	1D	The character has a basic understanding of the Skill.
Trained	2D	The character has professional-level knowledge of the Skill.
Expert	3D	The character is recognized as an authority with the Skill, sought to train others in it.
Master	4D	The character is generally acknowledged as one of the greatest of insects with regard to this Skill.
Grand Master	5D	The character possesses consummate Skill, among the best in the Great Field.

Skill Points

In order to purchase Skills, players must spend Skill Points, or SkPs. SkPs are earned along with Victory Points, or ViPs. (see the section on Rank and Advancement for information on Victory Points) For every ViP a character earns, he earns an equal number of SkPs. While ViPs are totaled to determine Victory Level, SkPs are spent in order to improve or buy Skills. The SkP cost for each of the Skill Levels, and for all three types of Skills, are listed on the Skill Cost Chart.

Skill Cost Chart

Skill Type	Proficient	Trained	Expert	Master	Grand Master
Automatic	free	50	250	1250	6,000
Simple	35	70	350	1750	9,000
Complex	50	100	500	2500	12,000

A character may only advance one Skill Level per Victory Level. For example, an Ant character at Victory Level Two with a Small Arms Skill of Proficient earns enough ViPs to progress to Victory Level Three. The Player decides to spend some of the earned SkPs to bring his character's Small Arms to Trained. Even though he may earn enough Skill Points during his tenure at Victory Level Three to increase the Skill level once again, he may not do so until attaining Victory Level Four.

Also, note that costs are cumulative. To progress from Trained to Expert in an Automatic Skill costs 250 points. If you wanted to purchase Expert outright (For example, creating high-ranking characters for a high-level game) the cost would be 300 SkPs. (250 + 50)

Skill Checks

In order to determine success with a Skill, the Player rolls the character's Skill Dice (determined by the level of the Skill) and adds that result to the character's companion Ability score. Each of the Skills is connected to one of the six Primary Abilities; Power, Stamina, Smarts, Wits, Agility or Reflex. This total is then compared to the opposing result, as determined by the Gamemaster (for non-combat Skills) or the opposing character's defense roll (see the combat section). A character with a Reflex of 7 who is Proficient in Small Arms would roll 1D+7 to determine success with Small Arms attacks.

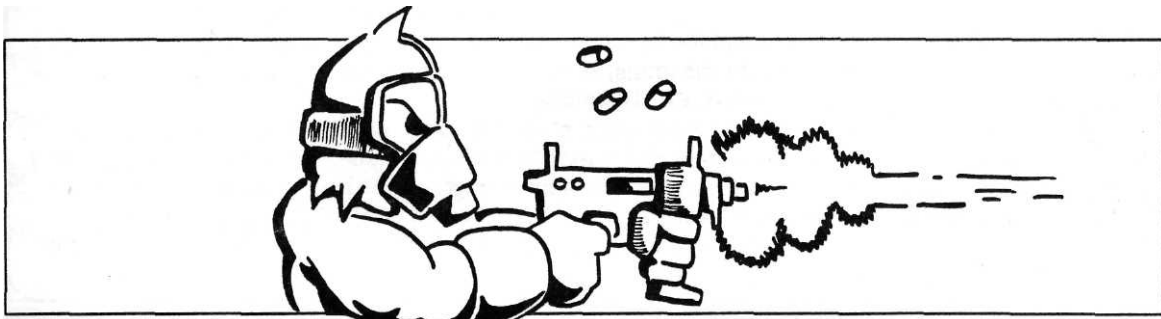
Combining Skill Checks

Sometimes, characters will attempt to help one another accomplish a Skill Check. It is up to the Gamemaster to decide if the Skill Check is something that another character may help with. While two characters diffusing a bomb or modifying a helicopter may have a better chance than just one character, two characters attempting to fire one weapon are going to get in each other's way.

When combining Skill Checks, the Skill Level of the character with the greatest Skill is used as the base, and modified +2 for every level of Skill Proficiency of the helper or helpers. Only the Player whose character is being used as the base character rolls the Skill Check. The Check counts as an attempt for every character involved.

For example, the crew for a small gunship helicopter is attempting to modify its speed. One of the characters has a Smarts of 7 and is an Expert with Air Vehicle Tinkering, while both of the other (helping) characters are Trained. The total Skill Roll would be 3D+15. (3D+7 for the leader, +4 from each of the helpers) This would count as an attempt at Vehicle Tinkering for all three of these characters, whether or not the check was successful.

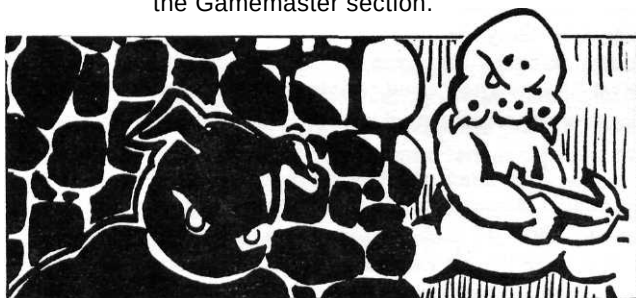
It is up to the Gamemaster to set logical limits on this. While every character in the group may have Explosives, only two can fit into the narrow air vent to disarm the bomb.



Difficulty Levels

Skills are checked against the difficulty of the Opposing Action, as decided by the Gamemaster. The Gamemaster must weigh all of the factors involved in the Skill Check. For example, the Gamemaster may decide that Skydiving is normally 1D difficulty. Unless the character twists wrong in flight or pulls the ripcord wrong, the Skydive will be successful. However, the Gamemaster decides that since it is raining heavily and the wind is blowing, difficulty is increased to 3D. Each of the Players then rolls their character's Skydiving Skill, and the Gamemaster rolls 3D. Each of the Players that equals or beats the Gamemaster's roll is successful. Each character that rolls less than the Gamemaster's roll is unsuccessful, and takes falling damage from the chute not opening correctly.

Typical Dice Values are listed below. A character earns ViPs for successful Skill Checks. Guidelines for awarding ViPs are in the Gamemaster section.



Ability Checks

Although relatively expansive, the Skills on the next few pages cannot cover every situation. Sometimes in play, a character will attempt something that is not covered by a Skill. In this case, it is up to the Gamemaster to decide which of the six Primary Abilities the attempt most closely relates to. The Gamemaster then assigns the attempt a number of difficulty dice, and rolls. The Player rolls 1D, and adds it to the relative Ability. As with any other Skill Check, if the Player equals or beats the Gamemaster, the Check is successful.

The Skills

The next few pages contain an alphabetical listing of all of the Skills in MTDA the RPG. These Skills are defined using the following categories:

Ability lists the companion Ability for that Skill. Small Arms, for example, is a Reflex Skill. Therefore, Reflex is listed as the companion Ability.

Difficulty lists whether the Skill is Automatic, Simple or Complex.

Description explains what this Skill is used for, and in what situations it may be important.

Notes fills in the gaps, and gives further information about the Skill, if necessary.

Standard Skill Difficulties

- | | |
|----|--|
| 1D | Everyday, common use of the skill. Little if any challenge. This would include all situations that, under normal conditions, the character would automatically succeed at. Using standard technology, driving on a dirt road, fixing a jammed weapon, and climbing a 45 degree slope would all be 1D difficulty. |
| 3D | Normal use of a Skill under challenging conditions, or a more challenging use of the Skill. Taking off or landing in stormy weather, dealing with foreign technologies, repairing major equipment, and tracking a small group through medium terrain would all be 3D difficulty. |
| 5D | Skill Checks of this level are at the limit of what would normally be expected. Flying through a storm with a damaged engine, disarming complex explosives, climbing a 90 degree rocky slope and overhauling entire systems are 5D difficulty. |
| 7D | These would be beyond the ordinary realm of what is expected Skill use. Jury-rigging from complex technologies, disarming intricate explosive devices within a limited time frame, landing in storms with no engines and navigating a tank through a mine field would all be 7D difficulty. |
| 9D | Skill Checks in this area are nearly impossible. Climbing a sheer, unblemished 90 degree surface, repairing complex foreign technology with incompatible parts, and flying a plane through a keyhole in a blizzard would all be 9D difficulty. |

Air Vehicle Tinkering

Ability Smarts

Difficulty Complex

Description Air Vehicle Tinkering is a moderately expansive skill. It includes common maintenance of all aircraft including both helicopters and jets, as well as normal repair. It also includes the ability to improve the performance or overall usefulness of the vehicle. Tinkering allows the character to increase the statistics for his vehicle in any of these areas:

Speed The character can increase the aircraft's Speed.

Maneuver The character can increase the aircraft's Maneuver.

Armor The character can increase the aircraft's Armor.

The more modifications that a character makes to a specific area of an aircraft, the more difficult it becomes to make future modifications in the same area. Each time a character attempts a new modification to the same area, more difficulty dice are rolled.

Modification Number	Difficulty Dice	Time Needed
First	2D	1D hours
Second	4D	2D hours
Third	6D	3D hours
Fourth	8D	4D hours

Speed Modification

1st Success	Original Speed increased by 10%
2nd Success	Original Speed increased by 25%
3rd Success	Original Speed increased by 50%
4th Success	Original Speed doubled

Maneuverability Modification

1st Success	Original Maneuverability increased by 1 point
2nd Success	Original Maneuverability increased by 2 points
3rd Success	Original Maneuverability increased by 3 points
4th Success	Original Maneuverability increased by 4 points
5th Success	Original Maneuverability increased by 5 points
6th Success	Original Maneuverability increased by 6 points

Armor Modification

1st Success	Original Armor Increased +1 per die
2nd Success	Original Armor increased +2 per die
3rd Success	Original Armor increased +3 per die
4th Success	Original Armor increased +4 per die

Limits on Air Vehicle Tinkering

A character may only make one successful modification per Victory Level, per vehicle. If a Ladybug of Victory Level Three attempts to increase the Speed of her combat fighter and fails, she may not try again until the next Victory Level (four) is earned. She may, however, still attempt to improve its armor. If successful, the character cannot attempt another modification on the same vehicle until gaining another Victory Level.

If a character fails, the results may be disastrous. The Player compares their Skill Check roll to the Difficulty Roll, the results determined on the following chart:

Air Vehicle Tinkering Results

Player's Roll vs. Gamemaster's	Result
+10 or more	Incredible success. Vehicle modified up two ranks in that category.
0 to +9	Success. Vehicle modified one rank.
-1 to -5	Unsuccessful check. May try another category. May not try this category again until next Victory Level is earned.
-6 to -15	Very unsuccessful check. Vehicle drops one modification level in that category. May try another category. May not try this category again until next Victory Level.
-16 or more	Disastrous. The vehicle is damaged beyond repair. The vehicle will no longer operate in any capacity.

Tinkering The Same Vehicle Type

Once a character has made a successful modification to one type of vehicle, that character may make the same modification to other vehicles of the same make and model at +2D on the Skill Check. For example, a character successfully makes a first level modification on the Armor of a T-11 Backbiter Light Combat Fighter. That character can now go to every T-11 in the base and make the same modification at +2D on the Skill Check. This does not apply to different vehicle makes or models (the character could not do this to a T-17 Skyseeker, since it is a different model, even though it is also a Light Combat Fighter)

Artillery

Ability Smarts
Difficulty Simple

Description Artillery is a Combat Skill that determines success at hitting a target with indirect fire weapons such as grenade launchers, mortars, and field cannons. The Gamemaster determines difficulty based on the distance from the target and the size of the target. All stationary targets start at 1D difficulty and normal modifiers apply, including range and size of the target. Moving targets use Defensive Skill Dice to avoid Artillery attacks.

Artistic Ability

Ability Wits
Difficulty Simple

Description Artistic Ability is a general category for any one of the fields of art. This skill encompasses the character's ability to create works in their artistic field of lasting merit and worth. The character must choose one field of artistic knowledge. Some examples include painting, writing, theater, dance, sculpture, and design. Players and the Gamemaster should feel free to invent others.

Biology

Ability Smarts
Difficulty Simple

Description Biology is a general category for the study of any form of living creature or plant. Biology enables a character to attempt to identify plants and creatures that they come across. This Skill can be useful in determining whether a particular creature is hostile, a particular plant is edible, and possible weaknesses of adversaries.

Blind Fighting

Ability Reflex
Difficulty Complex

Description Blind Fighting enables a character to either partially or completely negate the effects of fighting in complete darkness in melee combat. Normally, a character fighting blind suffers a 2D Penalty (added to opposing character's action rolls). Blind Fighting decreases this penalty. At Grand Master, the character is able to function with no penalty in complete darkness.

Blind Fighting is a mystical art that is taught by Potato Bugs and Spiders. Blind Fighting is not usable with distance attack forms.

Blind Fighting Modifiers

Skill Level	Modifier
None	+2D to Opposing Rolls
Proficient	+1D+1 to Opposing Rolls
Trained	+1D to Opposing Rolls
Expert	+2 to Opposing Rolls
Master	+1 to Opposing Rolls
Grand Master	No modifier. The character functions as if in full light.

Cartography

Ability Smarts
Difficulty Simple

Description Cartography is the science of map making. This Skill enables characters both to create accurate maps and to decipher existing maps. The more difficult the area is to map or the map is to read, the higher the difficulty of the attempt.

Cartography also indicates a character's direction sense and navigational abilities.

Charisma

Ability Wits
Difficulty Automatic

Description Charisma is a combination of leadership, attractiveness, persuasiveness, and overall presence. Charisma determines a character's ability to get things their way and get others to do things for them.

Charisma is normally rolled against the opposing Character's Willpower Skill.

Charisma is used as the basis for Clout, as modified by the character's Rank. Whenever a character attempts a Clout Roll, the Player rolls the character's Charisma, and adds the modifier for Rank, as listed on the Rank Title Chart.

Charisma Skill checks may never be attempted on other Players' characters, only on characters controlled by the Gamemaster. Roleplaying should determine interactions between players.

Climbing

Ability Power

Difficulty Automatic

Description Climbing is the ability to ascend various surfaces. Objects such as rope and climbing spikes increase a character's chances of climbing successfully.

Standard Climbing Difficulties

45 degree slope	1D
rope, blade of grass	3D
tree bark	4D
coarse wall	5D
solid wall	8D
polished wall	10D

Climbing also includes rappelling, which is using a rope to descend quickly. Rappelling has a standard difficulty of 2D.

Dodge

Ability Agility

Difficulty Automatic

Description Dodge is a Combat Skill that determines success avoiding distance attacks. This Ability is used as the Opposing Roll for distance attacks made on the character

Driving. Tracked

Ability Reflex

Difficulty Simple

Description Tracked Driving is a Skill that encompasses all land vehicles that ride on tracks. This includes the operation of all tanks, some personnel carriers, and all construction vehicles. A character's Driving Skill Dice are used as the Opposing Value (combined with the Vehicle's Maneuverability rating) against other character's attack rolls against the vehicle.

Driving. Wheeled

Ability Reflex

Difficulty Automatic

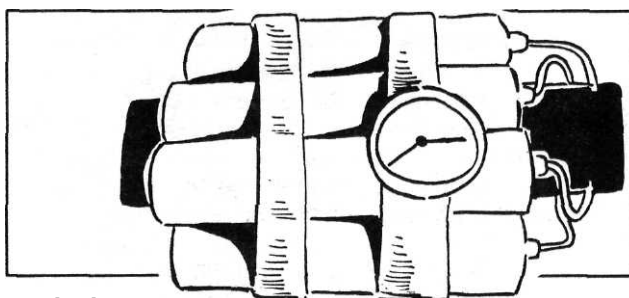
Description Wheeled Driving is a Skill that encompasses all land vehicles that ride on wheels. This includes the operation of all ATVs, motorcycles, jeeps, trucks and scout/armored cars. A character's Driving Skill Dice are used as the Opposing Value (combined with the Vehicle's Maneuverability rating) against other character's attack rolls against the vehicle. All characters learn how to drive wheeled vehicles in Boot Camp.

Earth Science

Ability Smarts

Difficulty Simple

Description Earth Science is the study of underground formations, rocks and minerals, and weather. Characters with Earth Science Skill can make deductions about certain rocks, figure out the paths of underground waterways, determine the stability of underground caves, ledges, and bridges, and make deductions about the weather and its effects.



Explosives

Ability Smarts

Difficulty Simple

Description Explosives is the setting and disarming of explosive devices. Characters with this Skill know how to create, activate and dismantle various explosives. They also have a knowledge and understanding of structural integrity, including the best place to put an explosive device to get the greatest results.

Once a character has set a charge, the character may attempt a second Skill Check, this check at 2D greater difficulty. If successful, the character who set the Explosive device has done so in a manner that pinpoints a structural weakness. A device set in this manner will cause an extra point of damage per die. For example, a Small Charge would cause 6D+16 damage.

Feign Death

Ability Wits
Difficulty Complex

Description Feign Death allows a character to appear completely dead. The character all but stops breathing, has no noticeable heart rate, and cools to the touch. Success is rolled against the opposing character's Perception Ability. Feign Death is a mystical art taught only by Spiders and Potato Bugs.

Forgery

Ability Reflex
Difficulty Simple

Description Forgery is the creation of falsified documents and signatures. This may be very useful for tricking your enemies as well as 'helping along' the requisition process. While forging the signature of the quartermaster for a few extra ammo clips may not be a big problem, (+1D to the Forgery Roll) borrowing a light tank 'as per the General's order' may be trickier (+2D to the Opposing Roll). Forgery is rolled against the reading character's Perception.

History

Ability Smarts
Difficulty Simple

Description History is knowledge of the past. Characters with the History Skill have knowledge about both recent local history and older, broader historical knowledge. The more obscure the historical fact, the more difficult the Skill Check. History can be very useful for gathering information about specific locales and individuals, as well as guessing the future actions of a group or individual based on what they have done in the past.

Intimidation

Ability Wits
Difficulty Automatic

Description Intimidation is the ability to get enemies and neutrals to do what you want. While the Gamemaster may have you make a Charisma roll to see if the Major buys your story that you missed KP duty because the tank ran out of gas, Intimidation is used to get that Mosquito to tell you where he hid the plans for the new Bee Hive. Intimidation is rolled against the opposing character's Willpower, modified by the situation. (The Heavy Weapons Specialist standing behind you laughing maniacally may be worth an extra die or two)

Land Vehicle Tinkering

Ability Smarts
Difficulty Complex

Description Land Vehicle Tinkering is a moderately expansive skill. It includes common maintenance of all land vehicles including both wheeled and tracked vehicles, as well as normal repair. It also includes the ability to improve the performance or overall usefulness of the vehicle. Tinkering allows the character to increase the statistics for his or her vehicle in any of these three areas:

Speed	The character can increase the vehicle's Speed
Maneuver	The character can increase the vehicle's Maneuver
Armor	The character can increase the vehicle's Armor

The more modifications that a character makes to a specific area of a land vehicle, the more difficult it becomes to make future modifications in the same area. Each time a character attempts a new modification to the same area, more difficulty dice are rolled.

Modification Number	Difficulty Dice	Time Needed
First	2D	1D hours
Second	4D	2D hours
Third	6D	3D hours
Fourth	8D	4D hours

Speed Modification

1st Success	Original Speed increased by 10%
2nd Success	Original Speed increased by 25%
3rd Success	Original Speed increased by 50%
4th Success	Original Speed doubled

Maneuverability Modification

1st Success	Original Maneuverability increased by 1 point
2nd Success	Original Maneuverability increased by 2 points
3rd Success	Original Maneuverability increased by 3 points
4th Success	Original Maneuverability increased by 4 points

Armor Modification

1st Success	Original Armor increased +1 per die
2nd Success	Original Armor increased +2 per die
3rd Success	Original Armor increased +3 per die
4th Success	Original Armor increased +4 per die

Limits on Land Vehicle Tinkering

A character may only make one successful modification per Victory Level, per vehicle. If an Ant character of Victory Level Four attempts to increase the Armor of his tank and fails, he may not try again until the next Victory Level (Five) is earned. He may, however, still attempt to improve its Maneuverability. If successful, the character cannot attempt another modification on the same vehicle until gaining another Victory Level.

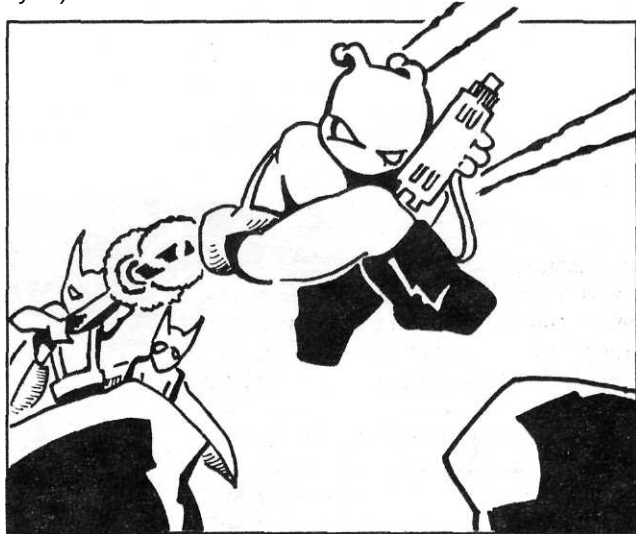
If a character fails, the results may be disastrous. When the Player compares their Skill Check roll to the Gamemaster's Difficulty Roll, the results are determined on the Land Vehicle Tinkering Results Chart.

Land Vehicle Tinkering Results

Player's Roll vs. Gamemaster's	Result
+10 or more	Incredible success. Vehicle modified up two ranks in that category.
0 to +9	Success. Vehicle modified one rank.
-1 to -5	Unsuccessful check. May try another category. May not try this category again until next Victory Level.
-6 to -15	Very unsuccessful check. Vehicle drops one modification level in that category. May try another category. May not try this category again until next Victory Level.
-16 or more	Disastrous. The vehicle is damaged beyond repair. The vehicle will no longer operate in any capacity.

Tinkering The Same Vehicle Type

Once a character has made a successful modification to one type of vehicle, that character may make the same modification to other vehicles of the same make and model at +2D on the Skill Check. For example, a character successfully makes a first level modification of the Speed of a Z-95 Motorcycle. That character can now go to every Z-95 in the base and make the same modification at +2D on the Skill Check. This does not apply to different vehicle makes or models (the character could not do this to a Rangedriver 75, since it is a different model, even though it is also a Motorcycle)



Leaping and Jumping

Ability	Power
Difficulty	Automatic

Description The Leaping and Jumping Skill determines how high and how far a character can jump. Both require a running start equal to the character's height. Leaping and Jumping have no opposing dice. The Player simply rolls the Skill Dice for distance.

Leaping and Jumping Distance (in millimeters)

Horizontal	2x Character Height + Power Score + Skill Dice
Vertical	Character Height + Power Score + Skill Dice

Locks, Traps and Knots

Ability Smarts

Difficulty Simple

Description Locks, Traps and Knots is an all-encompassing Skill for everything from simple knots to key and combination locks, to multiple step traps and computerized locking mechanisms. The more advanced the lock, trap or knot, the higher the Difficulty Dice. Different quality locks are listed with their relative Difficulty Dice in the Gear Section.

Machine Guns

Ability Reflex

Difficulty Automatic

Description Machine Guns is the Combat Skill that determines success when firing Machine Guns and Anti-Aircraft Cannons. The character's Skill Roll is used as the Attack Roll, compared to the Defender's Dodge Skill Dice. The Attacker must equal or beat the Defender to hit.



Medicine

Ability Smarts

Difficulty Automatic

Description Medicine encompasses two things. The first is the ability to stabilize a character at Unconscious. Stabilizing a character in this fashion is always 2D difficulty. Stabilizing a Dead Character at Unconscious also requires a Medicine Skill Check, only at 6D difficulty. (see the section on Combat) Characters with the Medicine Skill can also reduce or negate the effects of poisons. The stronger the poison, the more difficult it is to neutralize. See the Poison listing in the Enemies and Neutrals section for difficulty dice of neutralizing poisons.

Melee. Armed

Ability Agility

Difficulty Automatic

Description Armed Melee is a Combat Skill that determines success in armed personal combat. The character's Skill Dice are used as the attack roll when the character is using a sword, staff, club, knife or similar melee weapon. This roll is compared to the defender's Parry Skill Dice Roll. The Attacker must equal or beat the Defender in order to hit. The higher the Skill Level of the attacker, the more damage the attack causes. Armed Melee Attacks cause damage based on the character's Power Score added to the weapon's damage modifier (see the Weapons Section) added to the Skill Dice. (the character's Agility does not figure into damage in Armed Melee) In other words, Agility is used to determine if the attack hits, but Power is used to determine damage.

Melee. Unarmed

Ability Agility

Difficulty Automatic

Description Unarmed Melee is a Combat Skill that determines success in unarmed personal combat. The character's Skill Dice are used as the attack roll when the character is using an open hand, fist, kick or similar attack. This roll is compared to the defender's Parry Skill Dice Roll. The Attacker must equal or beat the Defender in order to hit. The higher the Skill Level of the attacker, the more damage the attack causes. Unarmed Melee attacks cause damage based on the character's Power added to the Unarmed Melee Skill Dice (the character's Agility does not figure into damage in Unarmed Melee) In other words, Agility is used to determine if the attack hits, but Power is used to determine the damage.

Military Code

Ability Smarts

Difficulty Automatic

Description Military Code includes the knowledge of the laws and procedures of the Army of the character's Race. All characters receive basic training in this area relating to rank, duties and rules. Characters with more advanced Skill in Military Code know military law, crime and punishment, and formal ceremony, as well as other Races' military codes.



Parry

Ability Agility

Difficulty Automatic

Description Parry is a Combat Skill that is used as the opposing roll for the Combat attack forms of Armed and Unarmed Melee. The Player rolls their character's Parry Skill Dice to avoid being hit in personal combat. If the Parry Roll beats the Attack Roll, the attack misses.

Perception

Ability Wits

Difficulty Automatic

Description Perception is a very important Skill. Perception is a measure of a character's overall awareness. Perception includes all five senses. Perception is often used as the opposing value for other character's Skill attempts. Note that Perception is always functioning, and a character doesn't necessarily have to concentrate to use it. If a character actively searches (using one Action) the Player receives an additional +1D on the Perception Skill Check. (See the Game Mechanics and Combat Section for further information about Actions)

Pilot. Helicopter

Ability Reflex

Difficulty Complex

Description This Skill encompasses all forms of helicopter operation. This Skill also acts as the Defensive Skill Dice (modified by the vehicle's Maneuverability) against attacks made upon the vehicle.

Pilot. Jet

Ability Reflex

Difficulty Complex

Description This Skill encompasses all forms of jet operation. This Skill also acts as the Defensive Skill Dice (modified by the vehicle's Maneuverability) against attacks made upon the vehicle.

Rockets and Missiles

Ability Smarts

Difficulty Simple

Description Rockets and Missiles is a Combat Skill that determines success with rockets and missiles. The Skill Dice are used as the attack roll against the defender's Pilot or Driving Skill, modified by the vehicle's Maneuverability, if applicable. If fired at an individual, the character's Dodge Skill Dice are used as the Opposing Dice.

Sailing

Ability Reflex

Difficulty Simple

Description Sailing encompasses all forms of operating water vehicles. Sailing covers everything from an inflatable raft to a battleship. This Skill also acts as the Defensive Skill Dice for attacks made on a vehicle the character is operating, modified by the vehicle's Maneuverability.

Sign Language

Ability Smarts

Difficulty Simple

Description Sign Language allows characters to communicate in complete silence, through the use of hand signals. Sign language requires that the characters are able to see each other, and that the signing character's hands are free. The amount of sign language the character knows is determined by the Skill Level. Note that success is based on the character with the lowest Skill Level involved in Signing. (A character with Expert Level Sign Language communicating to a character with Proficient Level can only communicate at Proficient)

Sign Language Proficiency

Proficient	Simple directions and commands
Trained	Full sentences. Slightly complex ideas or concepts
Expert	Can communicate complex directions and ideas.
Master	Can communicate fully as if speaking
Gr Master	Can communicate faster than if speaking

Skydiving

Ability Power

Difficulty Automatic

Description Skydiving determines success at paratrooping from an airplane, helicopter or other elevated location. There can be several modifiers that make the jump more difficult. Each modifier should be added to the base dice determined by height of the jump. The higher the jumping point, the more time the character has to open their chute correctly.

Skydiving Standard Difficulties

Height	Difficulty
3 or more meters	1D
2 to 3 meters	2D
1 to 2 meters	3D
75 to 100 areas	4D
50 to 75 areas	5D
25 to 50 areas	7D
10 to 25 areas	9D
under 10 areas	10D

Sleight of Hand

Ability Reflex

Difficulty Automatic

Description Sleight of Hand is an all-encompassing Skill for manual dexterity. This can include picking another character's pocket, drawing a weapon quickly, or snatching a report from the Colonel's desk unnoticed. Sleight of Hand is normally rolled against the opposing character's Perception, modified by difficulty at the Gamemaster's discretion.

In a quick-draw contest, the characters involved would both roll sleight of hand, the winner drawing more quickly and winning Initiative in the first round. (see the Combat Section for standard Initiative rules)

Small Arms

Ability Reflex

Difficulty Automatic

Description Small Arms is the Combat Skill used to determine success with small arms including all forms of pistol and submachine gun. The character's Small Arms Skill Dice are used as the Attack Roll, and compared to the defender's Dodge Skill Dice. The Attacker must equal or beat the Defender's Dodge Roll in order to hit.

Special Weapons

Ability Gamemaster's Discretion

Difficulty Simple

Description Special Weapons is the Combat Skill used to determine success with a particular special weapon. The weapon is assigned a companion ability by the Gamemaster. The Gamemaster must also determine the opposing Defense Skill Dice, either the opposing character's Dodge or Parry Skill Dice, depending on the form of attack.

The Crossbow and the Flamethrower are two weapons that would require the character to take the Special Weapons Skill.

Stealth

Ability Agility

Difficulty Automatic

Description Stealth is the ability to move about undetected. The Player rolls his or her character's Stealth Skill Dice against the opposing character's Perception Dice. Stealth may be modified based on situation, at the Gamemaster's discretion. Some common modifiers are listed below:

Standard Stealth Modifiers

Complete darkness	+2D to Skill roll
Shadowy	+1D to Skill roll
Noisy Environment	+1D to Skill roll
Dusk	no modifier
Complete Silence	+1D to Opp. Roll
Bright Light	+2D to Opp. Roll

Swimming

Ability Power

Difficulty Simple

Description Swimming encompasses everything from floating and the doggy paddle to the backstroke and breath stroke. The ability to move through water without drowning can sometimes be useful.

Characters who do not have the Swimming Skill must make a base 2D difficulty Power Check to stay afloat every round that they are in the water. Once a character fails this check, the rules regarding holding one's breath apply. See the Gamemaster Section for rules on holding breath.

Technology

Ability Smarts

Difficulty Simple

Description Technology is a general category for the use, maintenance and repair of all forms of computers and communications equipment. Characters with this Skill can analyze and modify both conventional and foreign technologies, at the discretion of the Gamemaster.

Thrown Weapons

Ability Power

Difficulty Automatic

Description Thrown Weapons is the Combat Skill that determines success with weapons including grenades, throwing knives and shuriken. The character's Thrown Weapons Skill Dice are used as the Attack Roll, and the Defender's Dodge Skill Dice are used as the defense roll. The attacker must equal or beat the defender's roll in order for the attack to be successful.

Tracking

Ability Smarts

Difficulty Simple

Description Tracking is the Skill of following the trails of groups or individuals through various terrain. The more members in a group, the easier it is to track, (base 2D or 3D difficulty) The fewer individuals, the more difficult. (base 5D or 6D difficulty) Terrain also plays a significant role in determining the difficulty to track. Very muddy areas or dense foliage make tracking easier, (+2D to the Tracking Roll) Unremarkable pavement and shifting sand can make it nearly impossible. (+3D to the Difficulty Roll)

Weapon Tinkering

Ability Smarts

Difficulty Complex

Description Weapon Tinkering is a moderately expansive Skill. It includes common maintenance of all conventional weapons including personal weapons, mounted weapons and weapons systems, as well as normal repair. It also includes the ability to improve the performance or overall usefulness of the weapon. Tinkering allows the character to increase the statistics for his or her weapon in any of these three areas:

Damage

The character can increase the damage the weapon does

Range

The character can increase the distance the weapon fires

Targeting

The character can increase the targeting of the weapon. *Note that this is only applicable for tactical or mounted weapons. Personal weapons do not have a targeting statistic.

The more modifications that a character makes to a specific aspect of a weapon, the more difficult it becomes to make future modifications to the same aspect. Each time a character attempts a new modification to the same aspect, the number of difficulty dice increase.

Modification Number	Difficulty Dice	Time Needed
First	2D	1D hours
Second	4D	1D+1hrs
Third	6D	1D+2hrs
Fourth	8D	1D+3hrs

Damage Modification (improves all attack forms; shot, burst, etc.)

1st Success	Original Damage increased by +1 per die
2nd Success	Original Damage increased by +2 per die
3rd Success	Original Damage increased by +3 per die
4th Success	Original Damage increased by +4 per die

Range Modification (improves for all range types; short, medium and long)

1st Success	Original Ranges increased by 10% for each range
2nd Success	Original Ranges increased by 25% for each range
Success	Original Ranges increased by 50% for each range
4th Success	Original Ranges doubled for each range

Targeting Modification (only applicable for weapons that have the targeting statistic)

1st Success	Original Targeting increased by +1
2nd Success	Original Targeting increased by +2
3rd Success	Original Targeting increased by +3
4th Success	Original Targeting increased by +4

Limits on Weapon Tinkering

A character may only make one successful modification per Victory Level, per weapon. If a Beetle character of Victory Level Two attempts to increase the damage his Heavy SMG does and fails, he may not try again until the next Victory Level (Three) is earned. He may, however, still attempt to improve its Ranges. If successful, the character cannot attempt another modification on the same weapon until gaining another Victory Level.

If a character fails, the results may be disastrous. When the Player compares their Skill Check roll to the Gamemaster's Difficulty Roll, the results are determined on the Weapon Tinkering Results Chart.

Weapon Tinkering Results

Player's Roll vs. Gamemaster's	Result
+10 or more	Incredible success. Weapon modified up two ranks in that category.
0 to +9	Success. Weapon modified one rank.
-1 to -5	Unsuccessful check. May try another category. May not try this category again until next Victory Level.
-6 to -15	Very unsuccessful check. Weapon drops one modification rank in that category. May try another category. May not try this category again until next Victory Level.
-16 or more	Disastrous. The weapon is damaged beyond repair. The weapon will no longer operate in any capacity.

Tinkering The Same Weapon Type

Once a character has made a successful modification to one type of weapon, that character can make the same modification to other weapons of the same make and model at +2D on the Skill Check. For example, a character successfully makes a first level modification on the damage of an AM-16 SMG. That character can now go to every AM-16 in the base and make the same modification at +2D on the Skill Check. This does not apply to different weapon makes or models (the character could not do this to a AK-27, since it is a different model, even though it is also a



Willpower

Ability Wits
Difficulty Automatic

Description Willpower is effectively a defensive Skill, used as the opposing value to other Skill Checks, including Intimidation and Hypnosis (a special skill possessed only by Enemy Races).

Note that Willpower is not used as the opposing value for Gas or Poison attacks. Both of those attack forms are rolled as Stamina Ability checks by the defender.

SECTION FIVE: RANK AND ADVANCEMENT

The goal in any RPG is to have your character grow, become more powerful, and gain greater influence. This is measured in the game using Victory Level and Rank Title. These are indicative of how much power the character has. The more the character accomplishes, the greater his or her Victory Level and Rank Title will be, and subsequently the more Abilities and Skills the character will have.

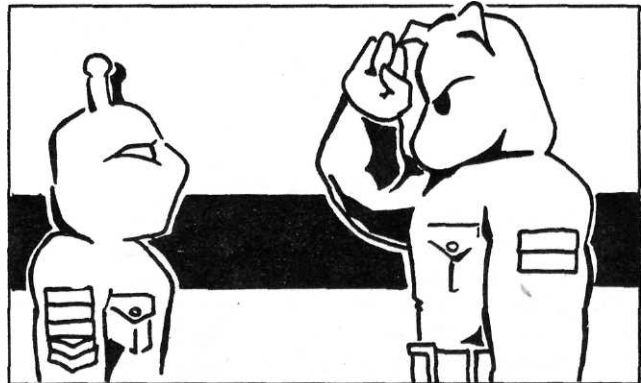
In the world of the Great Field, all Player Characters are part of the Ant Army. Although they may be members of other races, they have enlisted in the Army of Ants. A Beetle may be the last member of a family of Beetles who made his way to an Ant Hill. A Cricket may be a wanderer who decided to enlist for adventure. A Ladybug may be an emissary, part of an agreement to forge stronger ties between the Ants and Ladybugs. All are enlisted in the Army of Ants.

There are two different types of Advancement.

Victory Level indicates how much experience the character has. The number of missions the character has gone on, the more he or she has learned, and the quality of his or her experiences determine Victory Level. Victory Level is directly determined by how many Victory Points (abbreviated ViPs) the character has earned by going on missions and accomplishing tasks. The Gamemaster awards a certain number of Victory Points at the end of every gaming session. These ViPs are added to a character's previous ViP total. Once the character reaches the next ViP plateau, he or she progresses to the next Victory Level. Note that a character earns an equal number of Skill Points (SkPs) for every ViP earned. While ViPs are totaled to determine Victory Level, SkPs are earned and then spent to buy additional Skills (see the section on Skills).

Rank Title is the name Rank of the character. The higher the character's Rank Title, the more influence, responsibility and power that

character has. Rank Title is loosely based on Victory Level. While some characters may move up quickly, becoming officers in a relatively short time, other characters may rise in Rank Title more slowly, never attaining a



career.

Victory Level and Rank Title advancement are measured on the charts on page 48.

Victory Points lists the required number of Victory Points required to advance to that Level. Note that Ants advance on one Victory Point column while the Other Races (Beetles, Crickets and Ladybugs) advance on another. Beetles, Crickets and Ladybugs advance more slowly because they are enlisted into the Ant Army, and also because they have Special Abilities not possessed by Ants.

Minimum Rank Title lists the minimum Rank Title that characters of that Victory Level will be. For example, when a character advances to Victory Level three, he or she will automatically be promoted to Private First Class if that character has not already been promoted. (See Promotion, below)

Maximum Rank Title lists the maximum Rank Title characters of that Victory Level may attain. For example, a character of Victory Level of Three may be no higher in Rank Title than Lance Corporal.

Clout Bonus is explained in the Clout section.

Victory Levels

Victory Level	Victory Points Ant Characters	Victory Points Other Insects	Min. Title	Max. Title
1	0	0	A	B
2	100	100	A	C
3	250	300	B	D
4	500	750	B	E
5	1000	1500	C	F
6	2500	3000	C	G
7	5000	7500	D	H
8	10,000	15,000	D	I
9	25,000	30,000	E	J
10	50,000	N/A	F	K

Officers have decided to take a more active role in the politics of the Hill and the administration of the Army. Although these characters by no means retire from front-line duty, they are equally concerned with planning, strategy, and the general mechanics of the Army itself. Typically characters in Mind-oriented Specialties move towards becoming Officers (Artillery, Covert Operations, Pilot, Technology)

Although Rank Titles of the Same stature (for example, Master Sergeant and Captain) are considered equal, the Enlisted Soldier will normally defer to the Officer. Although a Master Sergeant will usually take orders from a Captain, a Sergeant Major won't.

Rank Titles

Title Code	Rank Title Enlisted	Rank Title Officer	Clout Bonus
A	Private Second Class	N/A	none
B	Private First Class	N/A	+2
C	Corporal	N/A	+1D
D	Lance Corporal	N/A	+2D
E	Sergeant	2nd Lieutenant	+4D
F	Staff or Gunnery Sgt.	1st Lieutenant	+5D
G	Master Sergeant	Captain	+6D
H	Sergeant Major	Major	+7D
I	Command Sgt. Major	Lt. Colonel	+9D
J	Sgt. Major of the Army	Colonel	+12D
K	N/A	General	+15D

Ants may advance one Victory Level higher than Beetles, Crickets and Ladybugs may. (Ants max out at Victory Level 10, while Beetles, Crickets and Ladybugs max out at Victory Level 9) No insect other than an Ant has ever been a General in the Army of Ants.

Promotion

When a character has completed boot camp (and therefore is just beginning the game), that character is assigned his or her Starting Rank. Advancement in Rank Title is always determined by a 2D roll added to the character's Mind Attribute. When a character is starting out, this 2D+ Mind is rolled, with the result determining Starting Rank Title.

2D+ Mind Roll Starting Rank Title

1-10. Private Second Class
11+ Private First Class

As shown on the Rank Title Chart, all characters begin as enlisted troops, advancing in the first column. During a character's tenure as a Lance Corporal, he or she will have to decide between remaining an enlisted soldier in the Army, or becoming an Officer.

Enlisted Soldiers are generally career troops. Although they continue to advance, they are battlefield fighters, first and foremost. They are less interested in the day-to-day activities of the Hill than in being at the forefront of battle. Typically, characters in the combat oriented Specialties are more likely to remain enlisted (Airborne, Commando, Recon, Heavy Weapons, etc.)

Every time the character advances a Rank Level, he or she becomes eligible for Promotion. Promotion is based on the character's 2D+ Mind roll, compared to a 3D roll by the Gamemaster. If the Player's Roll equals or beats the Gamemaster's, the character advances one Rank Title. If the Gamemaster's roll beats the Player's Roll, the

character remains at the current Rank Title. Note that at certain Rank Levels, characters of relatively low Title will automatically be bumped up to the next Rank Title, without having to roll.

The Promotion Roll may be heavily modified, as determined by the Gamemaster. The Gamemaster awards points to the Character or adds points to the Difficulty roll based on Roleplaying during that character's previous Rank. If the character has displayed leadership and good judgment, the Promotion Roll will be higher. If the character has displayed cowardice or a lack of judgment, the Difficulty Roll will be higher. These modifiers are listed on the Promotion Modifiers Table.

Demotion

If a character has performed exceptionally poorly (suffering a +3 to +5 Penalty) on two consecutive reviews (at two consecutive Victory Level increases) that character will not advance in Rank Title, and may be demoted, at the Gamemaster's discretion. In this case, the minimum Rank Titles on the Rank Title Chart do not apply. If a character is an exceptionally poor performer (a rebel with a complete disregard for authority, for example) that character may stay a Private First Class while his peers advance to Sergeant, Captain and higher.

This is not meant to punish the Player, but rather to reflect how the military would deal with rebellious soldiers. Some Players may enjoy playing characters that have a disregard for authority. While this may make the game more interesting, that character will not advance as quickly as other characters, if at all.

Stamina Bonus

At higher Victory Levels, characters gain additional Stamina levels. This is explained more fully in the section on combat.

- * At Victory Level Four, all characters gain one additional Stamina Level at Winded.
- * At Victory Level Seven, all characters gain a second additional Stamina Level at Winded.

Promotion Modifiers

+5 to the Promotion Roll	The character has displayed incredible leadership and heroism.
+4 to the Promotion Roll	The character has displayed exceptional leadership and heroism.
+3 to the Promotion Roll	The character has displayed excellent judgment and leadership.
+2 to the Promotion Roll	The character has displayed good judgment and leadership qualities.
+1 to the Promotion Roll	The character has displayed good judgment or leadership qualities.
no modifier	The character has performed satisfactorily.
+1 to the Difficulty Roll	The character has displayed questionable judgment.
+2 to the Difficulty Roll	The character has displayed poor judgment.
+3 to the Difficulty Roll	The character has displayed poor judgment and cowardice.
+4 to the Difficulty Roll	The character has displayed bad judgment and cowardice.
+5 to the Difficulty Roll	The character has displayed exceptionally bad judgment and cowardice.

Clout Dice

In the military world where all Player Characters find themselves, money has little (if any) value. Characters are generally not allowed to carry non-issue weapons and gear. If while on a mission your character recovers a Fly rocket launcher, he or she must turn it in to the Base Commander upon completion of the mission. Your character normally isn't allowed to keep it. The way that characters go about getting more and better weapons, equipment and vehicles is through the use of Clout.

Clout is assigned a Dice Value, based on a character's Charisma Skill, and modifier by Rank Title (see the Rank Title chart). The higher a character's Rank Title, the more Clout Dice that character has. Clout Dice are rolled like any other action, the Opposing Dice are the value of the item.

For example, an Ant Corporal wants to buy a heavy submachine gun. This particular character is Proficient in Charisma and has a Smarts of 5. This gives him a base Clout of 1D+5. Being Corporal in Rank, this character receives a +1D bonus, giving him an overall Clout of 2D+5. A heavy submachine gun has a Clout Value of 4D+1. The Player rolls 2D+5 and the Gamemaster rolls 4D+1. If the Player equals or beats the Gamemaster, the character is assigned a heavy submachine gun, and it is his to keep. Once the character has been assigned this weapon, the character will be issued ammunition for it normally. Note that if the weapon is destroyed or lost, it will not be replaced. The character will be issued what any starting character of that character's Specialty would be issued as a replacement. Several factors can increase a character's Clout Dice, or can increase the opposing clout value. These factors are listed below:

Clout Attempt Modifiers

Factor	Modifier
First Clout attempt in three+ game sessions	+2D to Clout attempt
First attempt in two game sessions	+1D to Clout attempt
First attempt this game session	no modifier
Second attempt this game session	+1D to Clout Cost
Three or more attempts this game session	+2D to Clout Cost
Target is same race	no modifier
Target is Friendly or Allied Race	+1D to Clout Cost
Target is Neutral Race	+2D to Clout Cost
Target is Enemy Race	no chance of success

Pooling Clout

Characters may attempt to help each other out in getting weapons or equipment. One character is chosen as the one making the request (typically the character with the highest Rank Title), and the other characters go along to help out. The Clout Dice Value would be the Dice Value of the requesting character, plus two points for every die of Clout Dice helping out. For example, three Corporals like the character in the example before who go to the General to ask for a Medium Personal Rocket Launcher would have a combined Clout Dice Value of 2D+13 (2D+5 for the

requesting character, +4 points from each of the two helping out). This attempt would be modified normally, based on the requesting character. Pooling Clout counts as a request for each of the characters involved in the pool.

Increasing Ability Scores

As characters advance in Victory Level, they are also able to increase their Ability scores. All characters begin at Victory Level One, with 0 ViPs. With each Victory Level attained, the character receives one Ability Point. This may be spent in any of the six Abilities, improving it. The higher an Ability becomes, the more difficult it is to increase. The Cost in Ability Points is listed below:

New Ability Score	Ability Point Cost
2-5	1/2
6-14	1
15+	2

For example, an Ant character advances from Victory Level Two to Victory Level Three. His current Agility is 3, and this concerns him greatly, since he's been routinely getting pummeled in combat. He's earned one Ability Point, and so spends it in Agility. Since the point cost for five and under is 1/2, he can increase his Agility from 3 to 5 with one point. He does so, hoping that this will keep him alive a little longer.

It works, and he survives to Victory Level Four. Earning another point, he decides to bring his Stamina up. Although he is getting hit less often now, he also wants to be able to withstand more damage. His current Stamina is seven, so he spends a point, increasing it to eight. Note that it takes time for a character to increase an Ability score beyond fifteen, as the character is approaching his or her natural limits.

SECTION SIX:

ROUNDING OUT THE CHARACTER

At this point, you have the character sheet mostly filled out. You've picked a Specialty, you know all of your character's Attributes and Abilities, and you've listed all of the Skills that your character possesses. Each of your character's Weapons is listed in the appropriate area. All of the Gear you possess has been recorded. Now it's time to take that list of statistics and make it into a character.

Name

Each of the four Allied Races has a very specific tradition in the types of names that they pick for their children. Race can have a profound impact on the name your character was given.

Ants

Ants favor common, simple sorts of names. Phil, Tom, and Joe are popular Ant names.

Beetles

Beetles consider themselves more high brow, and name their children appropriately. Common Beetle names are Edward, Richard, and Marcus.

Crickets

Crickets choose more elaborate names for their children. Pierre, Jacques and Francis are common male names, while Monique and Cosette are common female names.

Ladybugs

Ladybugs normally name their daughters after either flowers or precious gems. Daisy, Rose, and Ruby are popular Ladybug names.

Nicknames

It is popular, especially within military circles, to take on nicknames. These can either be related to the character's personality ('Nailz' for a really tough character), relate to the character's Specialty ('Boom-Boom' for an Engineer), or be derived from the character's given name ('Mark-1' in place of 'Marcus'). These nicknames may actually replace the character's real name, so that no one in the circle of the military would refer to the character by their given name. It should be remembered that no mother would ever name her child 'Red Rover'¹ (well, not many mothers would)

Serial Number

Within the Army of Ants, the Serial Number is a seven-digit code. This code is always five digits, followed by a dash and then two more digits. Non-Ant characters would then follow this with another dash, and then a letter. This letter would be 'B' for Beetles, 'C' for Crickets, and 'L' for Ladybugs. For example, an Ant might have the serial number 40245-96, while his teammate, a Cricket, may have a serial number of 48020-22-C.

Finishing Touches

It's usually a good idea to give your character a distinguishing characteristic or personality trait. Does your character wear a mask? Does she have a tattoo? Does he have an eye patch? Is your character brave to the point of taking unnecessary risks, always charging into combat first, or is she a thinker and planner, holding off and forming a strategy before leaping into the fray? Is your character able to speak? Is your character missing an antenna? Any of these will help you to flesh your character out, taking that step from a piece of paper to a living, breathing insect of your very own. Have fun and be inventive!

ARMY ANTS CHARACTER SHEET

Player
Character
Race
Specialty
Victory Level
Rank Title
Serial Number

Skills

[illegible]

BODY

**Power
Stamina**

MIND

[illegible]

SPEED

**Agility
Reflex**

Stamina Ranks

Stamina



Winded
Dazed (-1D)
Stunned (-2D)
Unconscious
Dead

Victory Points (Total)
Skill Points (Current)
Clout Dice
Actions Per Round

Weapons

Weapon	Damage

Gear

CHAPTER THREE:

TECHNOLOGY

SECTION ONE: WEAPONS

This section outlines the basic weapons used by the Insect Races of the Great Field. While there are hundreds, and possibly thousands, of different styles of weapons in the Great Field, each of these can be categorized in one of the weapon types listed in this section. For example, an AM-16 is the Ant standard issue medium submachine gun. The AM-16 is not listed in this section, but the medium submachine gun is.

Each of these weapons is defined using a few basic categories.

Damage lists the dice rolled to determine the base damage the weapon causes. Some weapons have the option of firing in different ways, and damage may be modified by the attack type. The damage listed here is for a single shot, (or a single burst, if a machine gun or anti-aircraft weapon)

Rate of Fire (ROF) gives the number of times per combat round that the weapon may be used. Note that if a character has more actions than the rate of fire for his or her weapon, that character may still make other actions, (see the Combat section for more information)

Range lists the ranges of effectiveness for that weapon. Most Ranges are listed in Areas. A weapon with a short range of 5 can be fired up to 5 areas and still be considered short range, (see the combat section for a description of Areas and ranges) Weapon Ranges listed with an 'm' are in meters instead of areas.

Clip or Belt gives the standard number of rounds held in a clip or belt for that weapon.



Clout Cost lists the cost of buying the weapon. Characters who receive weapons as part of their Specialty (see the section on specialties) do not have to make a Clout Roll to buy these weapons initially.

Trgt, An abbreviation for targeting, gives the attack bonus this weapon provides. These weapons have automatic targeting systems and special scopes, giving the attacker a greater chance to hit.

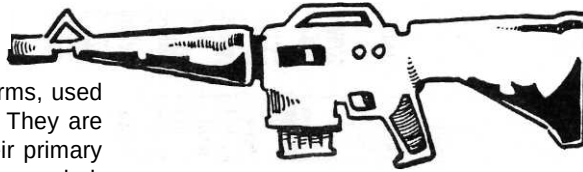
Personal Weapons

Pistols

Pistols are hand held firearms, used primarily for close-quarters combat. They are not intended for battlefield use. Their primary strengths are that they are easily concealed, that they allow free movement in constricted areas, and that they can be used with one hand. The drawbacks to pistols are their limited range and low damage they cause. A Player uses their character's Small Arms Skill to determine success when firing Pistols.

Submachine Guns

Submachine guns are the heart of military firearms. Submachine guns are the most versatile and flexible weapons produced. They provide good firepower and adequate range while remaining relatively light to carry and inexpensive to produce. All submachine guns may fire semi-automatic (one shot per pull of the trigger) or automatic (several rounds discharged per pull of the trigger). Submachine guns require that the operator uses both hands to fire. A Player uses their character's Small Arms Skill to determine success when firing Submachine Guns.



Rifles

Rifles are weapons that fill a very specific function. Sniper rifles provide more power and range than submachine guns, but sacrifice speed and are more expensive. Shotguns provide greater power at lower cost, but sacrifice speed and range. A Player uses their character's Small Arms Skill to determine success when firing Rifles.

Machine Guns

Machine guns are the heaviest weapons of the infantry. Machine guns provide tremendous firepower with excellent range. Machine guns are relatively heavy and somewhat expensive, as well as requiring two hands to operate. Machine guns always fire bursts standard, firing spray or full auto, a Player uses their character's Machine Guns Skill to determine success when firing Machine Guns.

Personal Firearms

Type	Dmg	ROF	Auto	S	Ranges		Clip	Clout Cost
					M	L		
Pistols								
Standard	2D	3	no	5	10	25	10	3D-1
Heavy	3D	3	no	8	15	40	10	3D
Automatic	3D	3	yes	8	15	40	20	3D+1
Submachine Guns								
Light	3D	3	yes	10	20	50	20	3D+2
Medium	4D	2	yes	15	30	75	30	4D
Heavy	5D	2	yes	20	40	100	30	4D+1
Rifles								
Shotgun, Medium	5D	1	no	5	10	25	6	3D+1
Shotgun, Heavy	6D	1	no	6	12	30	6	4D
Sniper Rifle	5D+10	1	no	40	80	200	5	5D
Machine Guns								
Standard	7D*	2	yes	25	50	120	100	5D
Heavy	8D*	1	yes	30	60	150	100	5D+2

Anti-Aircraft Cannons

Anti-aircraft cannons are large machine guns that are used to defend against airborne vehicles including planes and helicopters. Anti-aircraft cannons are also mounted on most combat aircraft, in order to

engage other aircraft. Anti-aircraft cannons must be mounted in order to be fired effectively. AA cannons that are not mounted give the defender +2D on all defensive rolls. Anti-aircraft guns always fire bursts standard, and may fire spray or full auto. Damage listed is for a burst. Players use their character's Machine Guns Skill to determine success when firing Anti-Aircraft Cannons.

Anti-Aircraft Cannons							
Type	Trgt	Dmg	ROF	Ranges			Clout Cost
				Short	Med	Long	
Light	+1	8D+5	1	30	60	150	5D+2
Standard	+1	8D+10	1	35	70	175	6D
Heavy	+2	8D+15	1	40	80	200	6D+2

Artillery Personal

Artillery

Personal Artillery is a category of weapons that are used by troops against enemy vehicles and bases. Typically, Personal Artillery is a cylinder or tube with a

launching or firing mechanism. The Clout Cost for each of the Personal Artilleries listed below is for the weapon as well as a case of four rounds. Each additional case of rounds for the weapon may be purchased at half the listed clout cost. Note that once a weapon is purchased, the character will be issued one case of ammunition at the start of every mission. A Player uses their character's Artillery Skill Dice to determine success with Personal

Personal Artillery								
	Trgt	Damage	ROF	Ranges			Blast (Areas)	Clout Cost
				Short	Med	Long		
Grenade Launcher	N/A	as Grenade	1	50	1m	2m	as Grenade	4D
Light	N/A	6D+10	1	50	1m	2m	1	3D+2
Med	+1	7D+10	1	60	1.2m	3m	4	4D+2
Heavy	+2	8D+10	1/2	75	1.5m	4m	4	5D+2

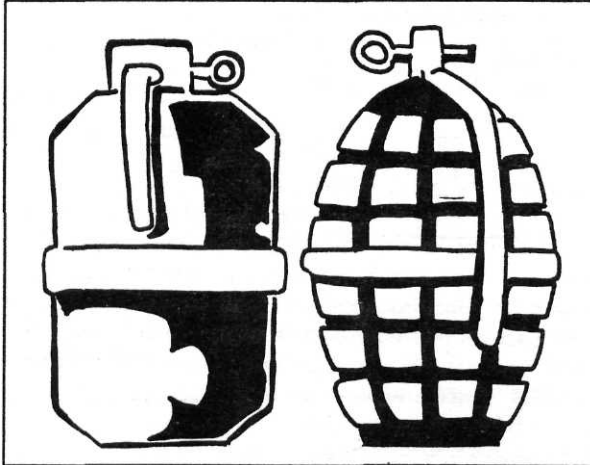
to reduce these negatives. The Clout Cost

Field Artillery is very heavy weaponry used to attack enemy vehicles and positions. The strength of Field Artillery is the damage it dishes out and the range at which it can do it. The weaknesses of Field Artillery are its lack of mobility, inability to change direction quickly, and lack of speed. Field Artillery is sometimes mounted on a vehicle like a tank or jeep in order

rounds. Additional cases may be purchased at half the listed Clout Cost. Note that once the weapon is purchased, the character will be issued a case of ammunition at the beginning of every mission. Players use their character's Artillery Skill to determine success when firing Field Artillery.

Field Artillery

Type	Trt	Damage	ROF	Ranges			Blast (Areas)	Clout Cost
				Short	Med	Long		
Light	+2	9D+10	1/2	1m	2m	5m	9	6D
Med	+3	10D+10	1/2	1.5m	3m	6m	16	7D
Heavy	+1D	12D+10	1/3	2.5m	5m	8m	25	8D



Grenades

Grenades are thrown weapons. While most are explosive, some are more functional in design. Grenades for use in grenade launchers are of different design than those used as a thrown weapon, although both have the same damage/effect ratings. The two types are not interchangeable. Note that grenades always explode or go off in the round after they were thrown (If a throwing grenade) or at the end of the round in which they were fired (if a weapon grenade), if a thrown grenade, the Gamemaster rolls initiative for the Grenade in the following round, assigning it a Reflex of 10, to determine in what order it detonates. A Player uses their character's Thrown Weapons Skill to determine success when throwing Grenades.

Grenades

Grenade Type	Damage/Effect	Blast (Areas)	Clout Cost
Fragmentation	5D+10	4	2D
Gas, Knockout	5D Intensity, incapacitated for 1D+5 rounds	1	2D
Gas, Smoke	4D Intensity, all actions -2D for 5+1D rounds	1	2D-1
High Explosive	6D+10	1	2D
Incendiary	5D+10, flammable objects will catch fire	1	2D+1

Ranges on all Grenades and Thrown Weapons (In Areas):
Short: Power Medium: 2xPower Long: 4xPower

Rockets and Missiles

Rockets and missiles are weapons used to attack enemy vehicles and positions. While artillery is intended to gradually wear down a target with repeated shelling over a period of time, rockets and missiles are intended to destroy enemy targets with a single, powerful attack. Personal rockets and missiles are in a disposable, single-use canister that cannot be refilled. Tactical rockets and missiles are fired from a launcher that is

typically mounted on a vehicle or free-standing unit. Clout costs are per rocket or missile. The launching platform for Tactical Rockets and missiles are typically the same as the cost for a single rocket or missile, +1D. For example, while a medium tactical missile has a Clout Cost of 5D, the staging platform for these missiles would be 6D. Players use their character's Rockets and Missiles Skill Dice to determine success when firing Rockets and Missiles.

Rockets and Missiles

	Damage	Trgt	ROF	Ranges			Blast (Areas)	Clout Cost
				Short	Med	Long		
Personal Rockets and Missiles								
Light	8D+10	+1	1	2m	5m	10m	1	3D
Medium	10D+10	+2	1	3m	6m	12m	4	4D
Heavy	12D+10	+1D	1	4m	8m	15m	4	5D
Tactical Rockets and Missiles								
Light	12D+10	+1D	1	4m	10m	25m	4	5D
Medium	14D+10	+1D+2	1/2	6m	15m	35m	16	6D
Heavy	16D+10	+2D	1/3	8m	20m	50m	25	7D

Torpedoes

Torpedoes are used in ship-to-ship combat, in order to sink enemy vessels, and may only be fired underwater. Torpedoes have no long range, only short and medium. Players use their character's Rockets and Missiles Skill to determine success with Torpedoes.

Torpedoes

Type	Dmg	Trgt	ROF	Ranges		Blast (Areas)	Clout Cost
				S	M		
Stand.	6D+15	+2	1/2	1m	2m	4	4D
Heavy	9D+15	+1D	1/2	2m	4m	9	5D

Bombs

Bombs

Bombs are large explosive devices that are dropped on to a target from an airborne vehicle. Bombs are intended to destroy whatever they hit, causing tremendous damage over a wide area. Bombs detonate on impact with the ground. Obviously, bombs are a very heavy-handed attack form. They are not used for any sort of mission that requires accuracy or delicacy.

A Player uses their character's Artillery Skill Dice to determine success when dropping Bombs.

Type	Damage	Trgt	ROF	Blast (Areas)	Clout Cost
Small	10D+20	+2	3	25	3D+2
Medium	15D+20	+1D	2	49	4D+2
Heavy	20D+20	+2D	1	100	5D+2

Explosives

Explosives are weapons that blow things up. Explosives come in a variety of shapes and sizes. Many explosives have a specific trigger or tripwire that sets them off (mines) while others may have a timer that sets the weapon off at a predetermined time. Still others have a remote trigger that allows the operator to set off the weapon when desired. Most remote triggers have a maximum range of one meter. A character's Explosives Skill is used to determine success with Explosives.

Explosives

Explosive Type	Damage	Complexity		Blast (Areas)	Clout Cost
		Set	Disarm		
Land Mine	10D+10	2D	4D	1	3D
Personnel Mine	5D+10	2D	4D	4	2D
Small Charge	6D+10	2D	4D	4	2D
Medium Charge	8D+15	3D	5D	9	3D
Large Charge	10D+20	3D	6D	16	4D

Melee and Thrown Weapons

Melee and thrown weapons are used in close personal combat. Most are antiquated, considered obsolete since the advent of the firearm. Some of these still serve a ceremonial purpose for several insect Races, as well as still being very important for close-quarters combat or missions that require silence and stealth. All melee and thrown weapons may be used as many times per round as a character has actions. Note that Damage Values use the character's Power in place of the relative Attribute.

Melee Weapons

Weapon	Damage	Clout Cost
Knife, Small	Power + Armed Melee Skill Dice +2 (Power + Thrown Weapons Skill Dice +2 if thrown)	1D+1
Knife, Large	Power + Armed Melee Skill Dice +4	1D+2
Sword, Short	Power + Armed Melee Skill Dice +6	1D-2
Sword, Long	Power + Armed Melee Skill Dice +8	2D
Club	Power + Armed Melee Skill Dice +3	1D+1
Nunchakas	Power + Armed Melee Skill Dice +3	2D
Staff	Power + Armed Melee Skill Dice +4	1D+1
Shuriken	Power + Thrown Weapons Skill Dice +2	1D

Special Weapons

These special weapons are used for specific types of missions and have limited, yet highly-specialized, applications. Special weapons are limited in availability, and your Gamemaster may require some searching before these weapons may be attained.

Crossbow

Damage	3D
Rate of Fire	1
Ranges	Short 4 areas Med 8 areas Long 20 areas
Clout Cost	4D

The crossbow is popular among Covert Operatives and Commandos, since it is a completely silent, deadly weapon. Crossbows also have no muzzle flash. The crossbow is also the only distance weapon that may be poisoned.

Unarmed Attacks

Unarmed attacks may be made as many times per round as a character has actions.

Unarmed Damage

Unarmed Attack	Damage
Open Hand / Punch	Power + Unarmed Melee Dice
Kick / Knee	Power + Unarmed Melee Dice +2

This would require a character to extract the poison from the stringer of an enemy, however, which may be a challenge in itself.

Flame-thrower

Damage	5D
Rate of Fire	1
Ranges	Short 2 areas Med 4 areas Long 10 areas
Clout Cost	5D

The flame-thrower is a weapon used to destroy enemy encampments, drive off enemy forces and generally create havoc behind enemy lines. The flame-thrower fires a stream of fire up to ten areas from the weapon in a straight line. Everything in this line will catch fire and burn (if combustible).

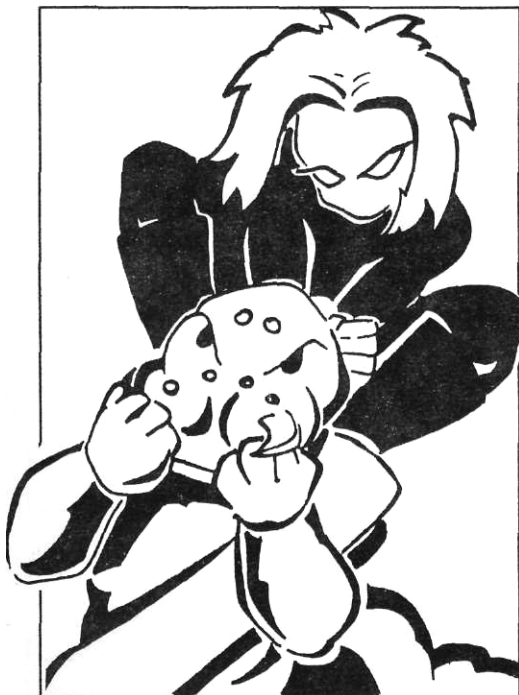
The Special Weapons Skill must be purchased to use either the crossbow or flame-thrower.

Garrote

Clout Cost 1D

A garrote is a personal combat weapon. Characters attack with a garrote by wrapping it around the neck of an adversary and choking them. A character attacking with a Garrote uses their Armed Melee Skill Dice for the attack roll, against the defender's Parry Skill Dice. The attacker must get close enough to the defender without the defender noticing. The attacker needs to make a successful Stealth roll against the defender's Perception to get close enough. Once within range, the attacker makes a normal Armed Melee Attack Roll at +1D (attacking an unsuspecting target). The defender still rolls Parry normally.

Once a character has successfully hit another character with a garrote attack, the defender is helpless to act. The attacker must hold the garrote attack for 1D rounds, after which time the defender drops to Unconscious status. Holding the attack for one round beyond that will kill the defender. If the defender is freed any time before the 1D rounds are up (by another character attacking the garrote user, for example) then the defender has suffered no damage. A garrote attack is an all or nothing attack form, and may only be used on insect-sized creatures.



Automatic and Semi-automatic Weapons

Automatic and Semi-automatic weapons give characters several options. For weapons such as pistols and submachine guns, the listed damage is assumed to be one shot at a single target. For weapons such as machine guns and anti-aircraft guns, the damage is based on a single three-round burst at one target. Characters have different options that effect how much damage a weapon can cause, as well as how easy it is to hit a target.

Burst

A burst is used to increase damage by firing a number of rounds into one target. The attacker loses one action in firing a burst, but the weapon causes an extra 1D on damage. A burst exhausts three rounds.

Spray

A spray is used to increase the odds of hitting a specific target, by firing a number of rounds into an area. The attack is made at +1D on the attack dice. The character loses one action in firing a spray. No additional damage is done to the target. Any other targets in the same area as the prime target also must roll Dodge, only at +2D on the Defense Roll. A spray exhausts three rounds.

Full Auto

Full auto is fired at a target in order to max out the damage the weapon causes. The attack is made at a specific target, but all other characters in the same area as the target must also roll defense. The target Dodges at +1D, and all others in the area Dodge at +2D, due to the lack of control of the attacker. Any target hit takes +2D damage from the weapon. This action takes one full round, and empties a weapon's clip or belt. Full auto exhausts ten rounds.

Machine Guns and Anti-aircraft Guns are assumed to fire bursts. Spray attacks with these weapons are at -1D on the damage roll. These weapons may fire full auto normally.

It is important to keep track of ammunition. Decisions between which enemies to attack, and in which manner, will often be decided by the amount of ammo you have left.

SECTION TWO: GEAR

This section includes a list of general equipment available to characters. Not all of this gear is available in all Hills, and Clout Costs are always at the Gamemaster's discretion. Also, some missions may require specific gear, and this may be loaned to the Players for the course of the mission at no cost. For example, troops skydiving into enemy terrain need to have a parachute, and shouldn't have to pay for it. At the Gamemaster's discretion, Gear may be loaned to Player Characters for one or two missions at a reduced clout cost. Obviously some items (such as explosive ammunition) may not be loaned in this manner, since they are not reusable.

Standard Issue

The following Gear is standard issue to all characters. Standard issue Gear that is lost or used up will be replaced at the start of the next mission at no cost to the character. Clout costs for Standard Issue items are for additional quantities of the same item.

Ammo, Standard (Four clips or belts for Primary Weapon, Two clips or belts for each secondary weapon. For Artillery, a case with four shells for primary weapon and two shells for secondary weapon)

Aid Kit, Basic
Backpack
Belt Pouches (Two)
Canteen
Flashlight
Rope (50 mm)
Utility Knife

Ammunition. Standard

Cost 1D for two clips or belts

Notes This is the standard ammunition for weapons of the Allied Races. All Pistols and Submachine Guns of the Allied Races use the same ammunition. Small Arms of all other races are of a different caliber, and are not interchangeable with Allied Weapons. Machine Guns use a similarly standardized Ammunition, which is also not compatible with enemy weapons.

Ammunition. Armor Piercing

Cost 2D per clip or belt

Notes Armor Piercing Rounds cause an additional 1D of damage per attack, added to the normal damage for the weapon.

Ammunition. Explosive

Cost 3D per clip or belt

Notes Explosive Rounds cause an additional 2D of damage per attack, added to the normal damage for the weapon.

Air Tank

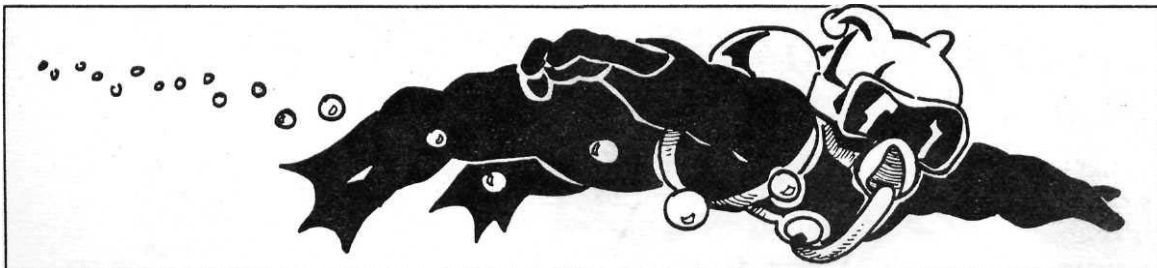
Cost 2D

Notes An air tank is worn on a character's back for underwater and hostile environment missions. An air tank holds enough air for a character to breathe for up to two hours. An air tank has a Body of 15 and a Core of 1.

Aid Kit. Basic

Cost 1D

Notes A basic aid kit allows characters to make Medicine Skill Checks up to 3D difficulty. A basic aid kit can be fit into a belt pouch.



Aid Kit. Standard

Cost 3D

Notes A standard aid kit allows characters to make Medicine Skill Checks up to 5D difficulty. A standard aid kit takes up about half of a backpack.

Aid Kit. Advanced

Cost 5D

Notes An advanced aid kit allows characters to make Medicine Skill Checks up to 7D difficulty. An advanced aid kit typically takes up two or more backpacks. An advanced aid kit is typically carried in a vehicle dedicated to first aid, a large troop transport, or a tent in a small outpost.

Aid Kit. Base

Cost 8D

Notes A base aid kit allows characters to make Medicine Skill Checks of any difficulty. A base aid kit typically takes up an entire room or large tent. This type of kit is stationary, with several large pieces of equipment.

Backpack

Cost 1D

Notes A backpack can hold up to 50 milligrams of gear.

Belt Pouch

Cost 1D

Notes A belt pouch can hold up to 10 milligrams of gear.

Binoculars

Cost 2D

Notes Binoculars increase a character's visibility by 10x. See 'Vision and Distance' in the Gamemaster's section for more information.

Bulletproof Vest

Cost 3D

Notes A bulletproof vest increases a character's Stamina by 3 points for purposes of taking damage. A character moves through Stamina Levels normally, although with an effective Stamina of 3 points higher.

Canteen

Cost 1D

Notes A canteen holds up to 20 milliliters of fluid.

Climbing Spikes

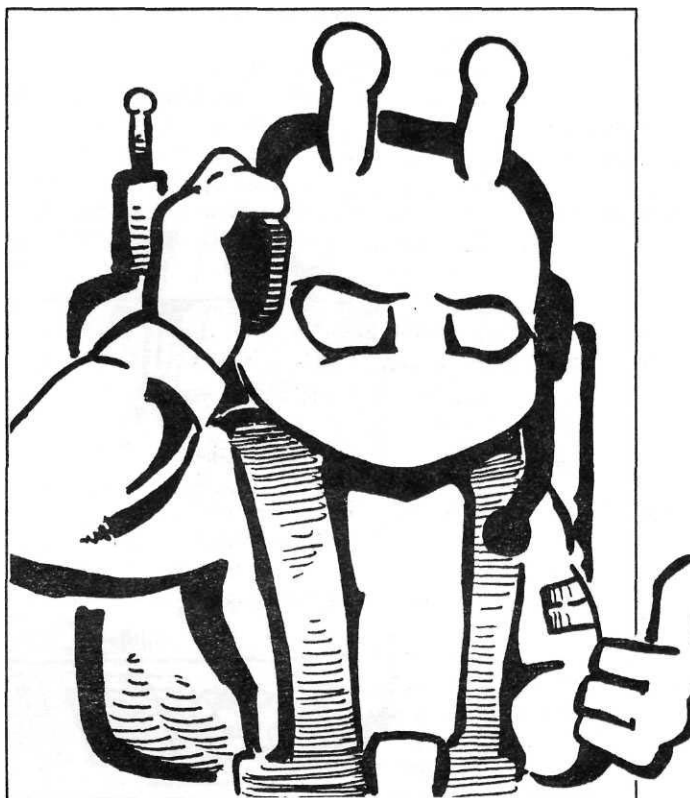
Cost 2D

Notes Climbing Spikes increase a character's Climbing Speed to one area per Action, (see the section on Game Mechanics for more information on Movement) Climbing Spikes also give a character +2D on all Climbing Skill Checks.

Comm Kit. Basic

Cost 2D

Notes A basic communications kit is typically a hand-held unit (walkie-talkie) or headset unit. A basic comm kit has a range of 2 meters.



Comm Kit. Standard

Cost 4D

Notes A standard communications kit is typically a backpack or small mounted unit. A standard comm kit has the ability to both decode and jam enemy transmissions. Both are at the Character's Technology Skill Level. Standard comm kits do not have anti-jamming devices, and cannot encode their own transmissions. Standard comm kits have a range of 10 meters.

Comm Kit. Advanced

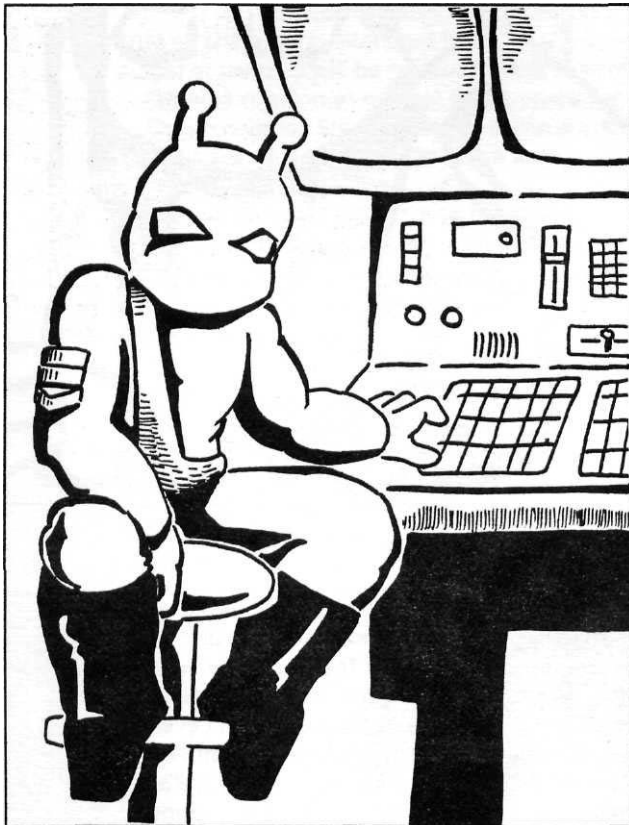
Cost 6D

Notes An advanced communications kit is typically mounted in a larger vehicle or is the main communications center for a small camp or base. An advanced comm kit has the ability to encode transmissions, as well as decode and jam enemy transmissions, and has anti-jamming devices. All of these are at the Character's Technology Skill Level +1D. Advanced comm kits have a range of 25 meters. If relayed, range is unlimited. There must be a base comm kit set up within 25 meters for the character to do this.

Comm Kit. Base

Cost 8D

Notes A base communications kit is typically the central communications center for a large camp or base. A base comm kit has the ability to encode transmissions, decode and jam enemy transmissions, and has anti-jamming devices. All of these are at the Character's Technology Skill Dice +1D. Base comm kits have an unlimited range.



Base comm kits may also act as a relay for other advanced comm kits, extending their range as well.

Computer. Basic Cost

2D

Notes A basic computer has an effective Smarts and Wits of 5, and possesses one Smarts or Wits Skill at Proficient. A basic computer of this sort performs one specific task, and does it well (Example, a calculator would have Technology at Proficient, able to solve simple numerical problems). This type of computer adds 1D to Skill Checks made by characters with the same Skill using the computer. For example, a character with a basic Cartography computer and Cartography Skill makes Cartography Skill checks at +1D.

Computer. Standard

Cost 4D

Notes A standard computer has an effective Smarts and Wits of 7, and possesses two Smarts or Wits Skills at Trained. An example of this would be the security computer for a base, which would have Perception and Locks, Traps and Knots at Trained. This computer would detect enemies within the base, and lock doors or set of traps to stop them. This type of computer adds 1D to Skill Checks made by characters with the same Skill using the computer. For example, using the computer above, a character with Perception Skill of Trained would use this computer at 3D (2D from the Skill + 1D from the computer)

Computer. Advanced

Cost 6D

Notes An advanced computer has an effective Smarts and Wits of 10, and possesses three Smarts or Wits Skills at Expert. A computer of this type may be the central computer for a large motor pool. This computer may have Land Vehicle Tinkering, Rockets and Missiles, and Weapon Tinkering all at Expert Level to aid with the repair, modification and upkeep of the vehicles of a large force. This type of computer adds 2D to Skill Checks made by characters with the same Skill using the computer. For example, using the computer above, a character with Land Vehicle Tinkering at Proficient would make Skill Checks with this computer at 3D (1D from the Skill + 2D from the Computer)

Computer. Base

Cost 8D

Notes A base computer has an effective Smarts and Wits of 15, and possesses one Smarts or Wits Skill at Master, as well as four at Expert. A computer of this type would have Cartography (Expert), Locks Traps and Knots (Expert), Perception (Master), Rockets and Missiles (Expert), and Technology (Expert) Skills. This computer would oversee the defense of an entire Hill and aid in mission planning, coordination of forces and day-to-day operations. This type of computer adds 2D to Skill Checks made by characters with the same Skill using the computer for its Expert Level Skills, and 3D to Skill Checks made by characters using its Master Level Skill. For example, using the computer above, a character with Cartography Skill at Trained would make Skill Checks with this computer at 4D (2D from the Skill + 2D from the Computer)

Grapple

Cost 1D

Notes A grapple hooks to objects to anchor a rope and allow climbing. Throwing a grapple is like making a thrown weapons attack, the defense value based on the difficulty of the target to hook onto

Easy	2D
(Large rocks and stones, branches)	
Medium	4D
(some stones, a few branches)	
Hard	6D
(few grooves or holes to attach to)	

Flak Jacket

Cost 2D

Notes A flak jacket increases a character's Stamina by 2 points for purposes of taking damage. A character moves through Stamina Levels normally, although with an effective Stamina of 2 points higher.

Flare. Standard

Cost 1D

Notes A flare is used for signaling allies. Different colors of flares have different meanings. A flare burns for one hour. Light from a flare can be seen within normal sight. If used in combat (using Armed Melee), a flare does 1D+2 damage, although this is far from its intended purpose.

Flare Pistol

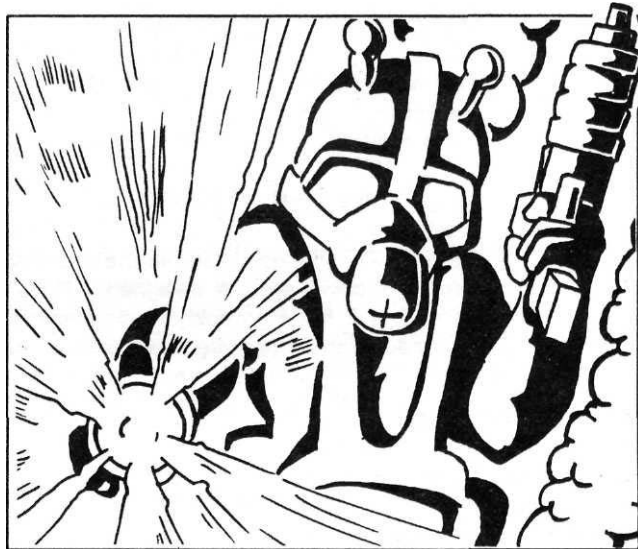
Cost 2D

Notes A flare pistol fires a signal flare into the air, which can be seen up to three times normal sight distance. A flare pistol fires up to a meter into the air. If used in combat, a flare does damage like a light pistol, with the same ranges, (using the character's Small Arms Skill) A flare pistol has a rate of fire of 1. It is not intended to be used in combat.

Flashlight

Cost 1D

Notes A flashlight illuminates a cone in front of the character 5 areas long and 1 area wide at its end.



Gas Mask

Cost 2D

Notes A gas mask allows a character to breathe normally in any sort of gas attack. The filters in a gas mask will work for up to thirty minutes.

Life Preserver

Cost 2D

Notes A life preserver allows a character to stay afloat in water, and also allows them to move through water. Characters in a life preserver without the Swimming Skill are assigned the Skill at Proficient while they have it on. Characters with the Swimming Skill have an effective Skill one Level higher while the life preserver is on. (+1D on all Skill Checks)

Lock. Simple**Cost** 1D

Notes A simple lock is a basic combination or key lock. This type of lock is relatively simple to pick for characters with the Locks, Traps and Knots Skill. (2D difficulty)

Lock. Standard**Cost** 2D

Notes A standard lock is slightly more advanced and heavier than a simple lock, although it follows the same principles. A standard lock is 4D difficulty to pick.

Lock. Complex**Cost** 3D

Notes A complex lock is considerably more intricate than a standard lock, with several internal releases and levers that must all align in order for the lock to open. Locks of this level are typically built into a door or similar unit, and are a challenge to pick. (6D difficulty)

Lock. Advanced**Cost** 4D

Notes An advanced lock is the most advanced locking system designed. An advanced lock most probably is electronically operated, with a separate power supply that cannot be disabled from outside the door. This form of lock is incredibly difficult to crack. (8D difficulty)

Muzzle Flash Suppressor**Cost** 3D

Notes A muzzle flash Suppressor (or MFS) negates the flash given off by firearms when they discharge. This allows weapons to be fired at night without the flash giving away their position. Muzzle flash suppressors are not interchangeable. (An MFS for an AM-16 will

**Night Vision Goggles****Cost** 3D

Notes Night vision goggles allow a character to see normally in partial or complete darkness. These goggles do not rely on infrared, as insects are not warm-blooded.

Parachute**Cost** 2D

Notes A parachute allows a character to Skydive successfully, (without becoming a splatter mark on the pavement)

Rope

Cost 1D per 50 mm **Notes** A rope is a pretty standard piece of equipment, used for climbing, binding and connecting various objects. Rope has a structural resistance of 2D and a structure of 10. (see the section on structural values) Standard rope can support up to one kilogram of weight. Climbing with a rope allows a character to move at 1 Area per Action, (see the section on Game Mechanics for information on movement) Rope also gives a character +2D on Climbing Skill Checks.

Scope. Standard**Cost** 2D

Notes A standard scope adds 1D to a character's attack roll with the weapon it is mounted on.

Scope. High Power**Cost** 4D

Notes A high power scope adds 2D to a character's attack roll with the weapon it is mounted on.

Scope. Infrared Standard**Cost** 3D

Notes An infrared standard scope combines the characteristics of night vision goggles and a standard scope, allowing the operator of the weapon to see targets in complete darkness and add 1D to attack rolls.

Scope. Infrared High Power**Cost** 5D

Notes An infrared high power scope combines the characteristics of night vision goggles and a high power scope, allowing the operator of the weapon to see targets in complete darkness and add 2D to attack rolls.

Silencer

Cost 3D

Notes A silencer muffles the sound of a weapon discharging. This prevents others from hearing the weapon fire, which may be very important for delicate missions. Silencers are not interchangeable, (a silencer for an AM-16 will not fit the U-Z SMG)

Snorkel

Cost 1D

Notes A snorkel allows a character to be completely submerged and still breathe normally. A character must be near the surface (within two millimeters) for the snorkel to work.

Suit. Heat

Cost 3D

Notes A heat suit increases a character's Stamina by six points against fire and heat-based attacks. A heat suit decreases a character's Speed (and therefore the character's Agility and Reflex) by one point each. A heat suit has no effect against normal attacks. A heat suit is typically used by flame-thrower operators.

Suit. Wet

Cost 2D

Notes A wet suit doubles a character's Base Move while swimming. A wet suit is a full-body suit with a mask and fins for the feet.

Tool Kit. Basic

Cost 1D

Notes A basic tool kit is required to attempt Weapon or Vehicle Tinkering. Attempts up to 3D difficulty may be attempted with a basic tool kit. A basic tool kit can be carried in a belt pouch.

Tool Kit. Standard

Cost 3D

Notes A standard tool kit is required to attempt Weapon or Vehicle tinkering of up to 5D difficulty. A standard tool kit is typically carried in a backpack or large box.



Tool Kit. Advanced

Cost 5D

Notes An advanced tool kit is required to attempt Weapon or Vehicle Tinkering of up to 7D difficulty. An advanced tool kit is typically kept at a bench or in a large rolling chest or several cases. It would require several individuals to carry around an advanced tool kit.

Tool Kit. Base

Cost 8D

Notes A base tool kit is required to attempt Weapon or Vehicle Tinkering of over 7D difficulty. A base tool kit typically takes up an entire garage or motor pool area. A base tool kit may include hydraulic lifts and various large machines.

Utility Knife

Cost 1D

Notes A utility knife contains basic useful items for use in the field, including a small blade, can opener, screw driver and fork. This is not a combat weapon, but if used as such (Armed Melee roll) causes Power +2 damage.

SECTION THREE:

VEHICLES

There are as many shapes, sizes, styles and designs of vehicles as there are of weapons. Each race has dozens of different designs, with hundreds of modifications, alterations, generations and derivations of those. A complete listing of every vehicle, or even every major vehicle, used by all races would be impossible. For this reason, several general vehicle types are listed on the next few pages. Individual vehicles may vary from these specifications slightly, although most vehicles of the same type will have similar statistics. Note that Weapon and Vehicle Tinkering can change these statistics dramatically. All vehicles are defined using a few basic categories.

Skill lists the Skill that is required for a character to operate this vehicle.

Speed is measured in Areas per round. The listed Speed is the normal combat movement for the vehicle. Vehicles may move at twice this speed, although at maximum Speed, Maneuverability drops five points, and all Skill Checks are at +2D difficulty. Note that Speed Rank multiplied by six is the vehicle's speed in meters per hour. For example, a vehicle with a Speed of ten moves 60 meters per hour.

Maneuverability shows how nimble the vehicle is and how quickly it reacts. Maneuverability is added to or subtracted from the Operator's Skill Dice when attempting a dodge in combat or other Skill Check, such as an emergency landing or maneuvering through a mine field.

Armor is the outer protection of the vehicle. The Armor Rating is subtracted from every attack made on the vehicle before the inner workings of the vehicle are damaged. A vehicle with an Armor of 3D absorbs the first 3D points of every attack, those points doing no real damage to the vehicle. Armor being a dice value accounts for the different Armor Values of different parts of the vehicle. While a jeep may have roughly 5 points of Armor on the tires and 15 points on the hood, the overall Armor

is 3D. If the Armor roll is low, obviously a weak or soft point was hit. If the Armor roll is high, obviously a strong or well-armored point was attacked. Armor is rolled independently for every attack made upon a vehicle.

Core is a measure of the amount of damage the inner workings of a vehicle can take before the vehicle is disabled. Once this number is surpassed, the vehicle will shut down, and crash if a flying vehicle.

Computer tells what type of computer is on board the vehicle. Many vehicles have a computer with Perception, for detecting other vehicles or adversaries such as birds, lizards or rodents.

Communications lists the type of communications unit the vehicle is equipped with. (Communications kits are explained in the section on Gear)

Tool Kit lists the type of tool kit the vehicle carries. (Tool kits are explained in the section on Gear)

Weapons shows which weapons the vehicle typically has. This can vary wildly depending on the needs of a particular military unit. It is possible to see heavy tanks with several anti-aircraft guns and armored cars with a single tactical missile and no other weapons.

Crew tells how many insects are needed to operate the vehicle.

Passengers shows how many insects can be carried inside the vehicle, beyond the crew.

Weight gives the weight of the vehicle, in grams. (Note that one gram is equal to 1000 mg) For water vehicles, the length is given instead.

Clout Cost lists the standard Clout cost to purchase this type of vehicle.

Paraglider

The Paraglider is a single-engine glider made of several lightweight metals and advanced plastics. It is relatively lightweight and nimble. It provides no protection for the operator, who hangs underneath. The machine gun is mounted on top, and can only be fired forward.

Paraglider

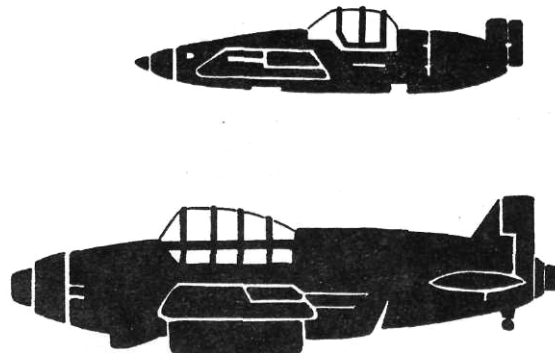
Skill	Pilot (either)
Speed	20
Maneuver.	0
Armor	2D
Core	10
Computer	None
Comm.	Basic
Tool Kit	Basic
Weapons	Standard Mach. Gun
Crew	1
Passengers	None
Weight	1 gram
Clout Cost	6D

Combat Fighters

	Light	Medium	Heavy
Skill	Pilot, Jet	Pilot, Jet	Pilot, Jet
Speed	75	85	100
Maneuver.	+8	+7	+6
Armor	5D	6D	7D
Core	30	40	50
Computer	Basic (Perception: 5 meters)	Basic (Perception: 8 meters)	Standard (Perception: 10 meters, Cartography)
Comm.	Standard	Standard	Advanced
Tool Kit	Standard	Standard	Standard
Weapons	Light AA Cannon, 4 Sm. Tactical Rockets	Standard AA Cannon, 2 Med. & 4 Sm. Tactical Rockets	Heavy AA Cannon, 4 Small Tact Rockets 2 Med Tact Rockets
Crew	1	1	2
Passengers	None	1	0
Weight	4 grams	6 grams	8 grams
Clout Cost	10D	11D	12D

Combat Fighters

Combat Fighters serve several functions in the conventional military. A light combat fighter is a single-engine, single seat short range airplane, used primarily for interception and defending land bases against aerial attacks. A medium combat fighter is typically a single or dual-engine aircraft with a seat for both a pilot and a seat for a passenger. Either the pilot or passenger can have fire control, at the pilot's option. It is a versatile aircraft, and can be used both for interception of attacking air forces and for medium range missions including recon and attack. A heavy combat fighter is primarily a long range attack/ reconnaissance vehicle, it is intended for extended missions, packing considerable firepower and defensive capabilities. The pilot is solely responsible for operation of the vehicle, while the second crew-insect is responsible for fire control. The windshields of all types of combat fighters provide full protection for the pilot and passenger/gunner. All combat fighters are equipped with ejection seats (with built-in parachute) for pilot and passenger/gunner.



Two examples of Ant Combat Fighter Design

At top, the A-77 Sparrow is typical of Light Combat Fighters, emphasizing utility of form and function.

At bottom, the A-99 Pedebuster is the most powerful of the Heavy Combat Fighters currently in the Ant arsenal.

Cargo and Passenger Jets

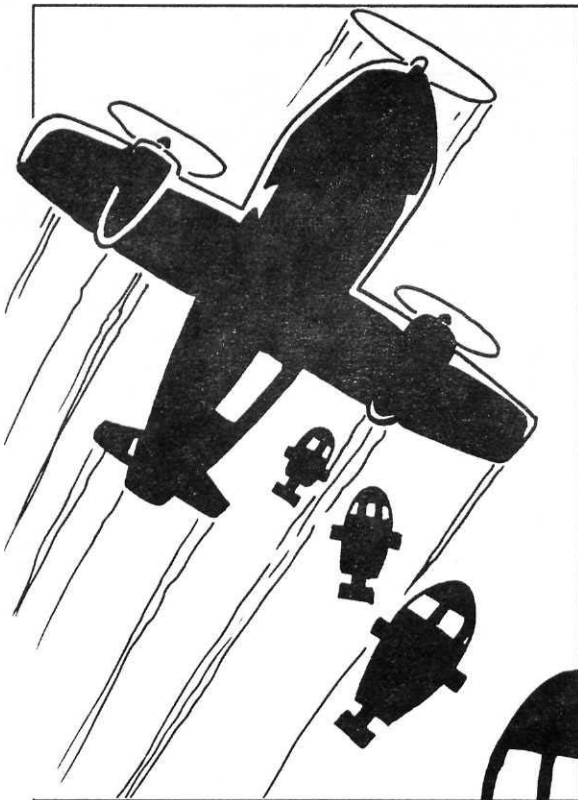
	Standard	Heavy
Skill	Pilot, Jet	Pilot, Jet
Speed	60	70
Maneuver.	+4	+3
Armor	6D	7D
Core	40	50
Computer	Standard (Perception: 10 meters, Cartography)	Standard (Perception: 10 meters, Cartography)
Comm.	Standard	Advanced
Tool Kit	Standard	Advanced
Weapons	2 Standard AA Cannons	2 Heavy AA Cannons
Crew	3	4
Passengers	15 (or 50g cargo)	30 (or 100g cargo)
Weight	20 grams (80 grams full)	30 grams (130 grams full)
Clout Cost	11D	13D

Cargo and Passenger Jets

Cargo and passenger jets are used to move troops or equipment from one location to another. These aircraft are designed to withstand attack, although not to engage in combat. The weapons systems are primarily defensive. A cargo or passenger jet usually has an escort of at least one other aircraft, typically a medium combat fighter. The windshield of both cargo and passenger jets provides full protection for the cockpit crew.

Bombers

Bombers are attack vehicles, used to cause major damage to enemy positions, bases and camps. A bomber has few defensive weapons, as it typically maintains a safe height from actual combat. Bombers usually have an escort of at least two other aircraft, typically medium combat fighters. The windshield of a bomber provides full protection to the cockpit crew.



Bombers

	Standard	Heavy
Skill	Pilot, Jet	Pilot, Jet
Speed	65	75
Maneuver.	+2	+1
Armor	7D	8D
Core	50	65
Computer	Standard (Perception: 10 meters; Cartography)	Standard (Perception: 12 meters; Cartography)
Comm.	Advanced	Advanced
Tool Kit	Standard	Advanced
Weapons	2 Standard AA Cannons, 12 Lt Bombs, 4 Med Bombs	2 Heavy AA Cannons, 24 Lt Bombs 8 Med Bombs 2 Hvy Bombs
Crew	3	4
Passengers	2	2
Weight	30 grams (50 loaded)	40 grams (70 loaded)
Clout Cost	12D	14D

Combat Helicopters

Combat Helicopters are used in many of the same functions as Combat Fighters, although typically at considerably shorter ranges. Combat Helicopters are used for interception and engagement of enemy forces at short to medium ranges. Combat Helicopters typically pinpoint specific targets, including enemy vehicles and weapons positions. They are relatively susceptible to damage, and therefore strike quickly and leave combat just as quickly. They are becoming more popular, as they are less expensive than their combat fighter cousins, serving many of the same roles. Combat Helicopters provide full protection for the crew.

Transport Helicopters

	Standard	Heavy
Skill	Pilot, Helicopter	Pilot, Helicopter
Speed	25	35
Maneuver.	+4	+2
Armor	5D	6D
Core	30	35
Computer	Basic (Percep. 5 meters)	Standard (Percep. 10 meters, Cartography)
Comm.	Standard	Advanced
Tool Kit	Standard	Standard
Weapons	None (MG Mounting Post)	Light AA Cannon MG Mounting Post
Crew	1	2
Passengers	10 (20g cargo)	20 (40g cargo)
Weight	5g (25g full)	8 grams (48g full)
Clout	10D	11D

Combat Helicopters

	Light	Medium	Heavy
Skill	Pilot, Helicopter	Pilot, Helicopter	Pilot, Helicopter
Speed	30	35	40
Maneuver.	+6	+5	+4
Armor	4D	5D	6D
Core	25	30	40
Computer	Basic (Perception: 3 meters)	Basic (Perception: 5 meters)	Standard (Perception: 8m; Cartography)
Comm.	Standard	Standard	Advanced
Tool Kit	Standard	Standard	Standard
Weapons	Light AA Cannon, 2 Light Tactical Rockets	Standard AA Cannon, 4 Light Tactical Rockets	Heavy AA Cannon, 6 Lt Tactical Rockets, 2 Med Tactical Rockets
Crew	1	1	2
Passengers	1	1	1
Weight	3 grams	5 grams	8 grams
Clout Cost	9D	10D	11D



Transport Helicopters

A Transport Helicopter is designed to move troops and equipment from one location to another. A Standard Transport Helicopter has no built-in defensive capabilities, although typically a gunner will be assigned to the mission. A machine gun post is mounted in the hold of the helicopter, to provide defensive fire. The Heavy Transport Helicopter has this option, as well as a forward-mounted light AA cannon, for additional support.

These helicopters rarely stay in the middle of combat for very long, usually just bringing troops and equipment in or taking wounded and prisoners out of a warzone. The windshield provides full protection for the cockpit crew. The hold has a door that may be open or shut. If open, the machine-gunner may engage enemy targets, but the hold offers only light cover. If closed, the machine-gunner may not engage, but the hold offers full protection.

Scout Vehicles

Scout Vehicles are single-operator vehicles used for forward scouting and infiltration. While the ATV (All Terrain Vehicle) has three or four wheels, the motorcycle has two wheels. Scout vehicles are not designed for combat, providing the operator with only light cover, and having no offensive capabilities. A motorcycle may have a mounted side car, which allows an extra passenger, and may have a mounted machine gun. This side car reduces maneuverability to +3.

Scout Vehicles

	ATV	Motorcycle
Skill	Driving, Wheel	Driving, Wheel
Speed	10	12
Maneuver.	+5	+4
Armor	2D	2D
Core	15	20
Computer	None	None
Comm.	None	None
Tool Kit	Basic	Basic
Weapons	None	None
Crew	1	1
Passengers	1	1
Weight	500 mg	750 mg
Clout Cost	7D	8D

Passenger Vehicles

	Dune Buggy	Jeep	Transport
Skill	Driving, Wheel	Driving, Wheel	Driving, Wheel
Speed	15	20	20
Maneuver.	+3	+2	+1
Armor	2D	3D	3D
Core	25	25	35
Computer	None	None	None
Comm.	Basic	Basic	Basic
Tool Kit	Basic	Basic	Standard
Weapons	Heavy Machine Gun	Light AA Cannon	Light AA Cannon
Crew	1	1	1
Passengers	2	4	up to 24
Weight	2 grams	3 grams	6 grams
Clout Cost	8D	8D	9D

Passenger Vehicles

Passenger Vehicles are designed to transport from one to twenty-four troops (or comparable supplies) between locations. Generally, these are not used in mainline combat. A dune buggy is an open-topped, low-riding vehicle used for rough, off-road terrain. Although it holds a driver and up to two passengers, it offers no protection. The only thing above the driver is a roll bar. Typically there is no windshield on a dune buggy, although some models have them. The Heavy Machine Gun can either be Demounted on the front and fire forward, or be mounted on top and fire on a turret.

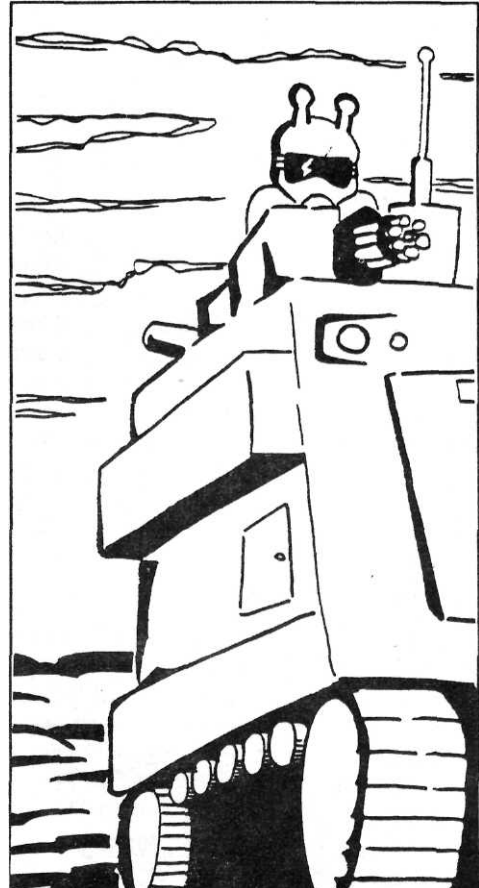
A jeep is either an open-top or closed-top vehicle, and comes in all styles and shapes. Most open-top varieties have a driver's seat, a passenger's seat and an open cab, typically with a Light AA cannon mounted on a post that can be fired by an operator standing in the cab. This style offers no protection for the gunner, although the driver and passenger are assumed to be behind Light Cover for defense purposes. A more advanced style is fully enclosed, offering full protection for the driver and all passengers. This style has front and back seats, and the AA Cannon is mounted on a swivel turret on top of the vehicle, controlled from inside.

A transport is a truck (cab) with an attached trailer. This trailer may be an open-top car with a canopy (transporting troops or equipment) or the trailer could be a tanker container fuel. The third option could be a flat-bed, carrying another vehicle like a tank or helicopter. While the cab of a transport offers full protection for the driver and passenger(s) (up to two) the trailer offers only light cover at best (in the canopy situation). A transport typically has from six to ten wheels.

Amphibious Personnel Carriers

Amphibious Personnel Carriers are used to transport troops into battle. Amphibious Personnel Carriers are fully armored, protecting the crew and passengers. The Amphibious Personnel Carrier also has the ability to float, increasing its usefulness tremendously. In the water, the speed of an APC is half normal. The heavy AA Cannon is controlled from inside, and offers the operator full protection.

Amphibious Personnel Carriers		
	Standard	Heavy
Skill	Driving, Wheel	Driving, Wheel
Speed	12	15
Maneuver.	-1	-3
Armor	7D	8D
Core	40	50
Computer	Basic (Cartography)	Standard (Perception: 5m, Cartography)
Comm.	Standard	Advanced
Tool Kit	Standard	Standard
Weapons	Heavy AA Cannon	2 Heavy AA Cannons
Crew	2	3
Passengers	12	20
Weight	12 grams	20 grams
Clout Cost	10D	11D



Armored Cars

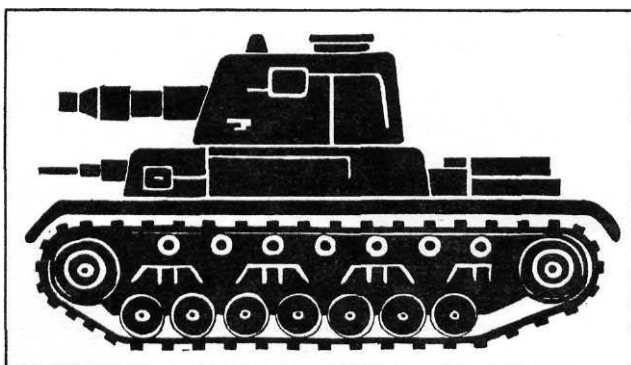
Armored Cars are the lightest of the 'tank family' of vehicles. They are primarily short to medium range reconnaissance vehicles, with some offensive and defensive capabilities. A scout car typically has either four or six wheels. The cannon on top is operated from inside, but the machine gun can only be used if the character in the upper position opens the top hatch. The upper gunner in this case is assumed to be under light cover for purposes of defense. An armored car typically has either six or eight wheels, or in some cases two wheels and a half-track. The top cannon is operated from inside, but the machine gun can only be used if the character in the upper position opens the top hatch. The upper gunner in this case is assumed to be under light cover.

Armored Cars

	Scout Car	Armored Car
Skill	Driving, Wheel	Driving, Wheel (if all wheels) Driving, Tracked (if half-track)
Speed	16	15
Maneuver.	-1	-2
Armor	6D	7D
Core	30	35
Computer	None	None
Comm.	Standard	Standard
Tool Kit	Standard	Standard
Weapons	Medium Personal Artillery Cannon, Standard Machine Gun	Heavy Personal Artillery Cannon, Light AA Cannon
Crew	2	2
Passengers	1	2
Weight	9 grams	12 grams
Clout Cost	9D	10D

Tanks

	Light	Medium	Heavy
Skill	Driving, Track	Driving, Track	Driving, Track
Speed	15	12	10
Maneuver.	-4	-5	-6
Armor	8D	10D	12D
Core	40	50	60
Computer	Basic (Perception: 3 meters)	Standard (Perception: 5 meters; Cartography)	Standard (Perception: 10 meters; Cartography)
Comm.	Standard	Advanced	Advanced
Tool Kit	Standard	Standard	Advanced
Weapons	Light Field Cannon, Heavy Machine Gun	Medium Field Cannon, 2 Heavy Machine Guns	Medium Field Cannon, Standard AA Cannon, 2 Heavy MGs
Crew	2	3	4
Passengers	1	2	3
Weight	20 grams	50 grams	100g
Clout Cost	11D	12D	13D



Construction Vehicles

	Standard	Heavy
Skill	Driving, Track	Driving, Track
Speed	7	5
Maneuver.	-7	-8
Armor	3D	5D
Core	30	50
Computer	None	None
Comm.	Basic	Standard
Tool Kit	Standard	Standard
Weapons	None	None
Crew	1	2
Passengers	None	None
Weight	40 grams	75 grams
Clout Cost	8D	9D

Tanks

Tanks are medium to long-range attack vehicles used to engage the enemy directly, forcing their way through combat and taking out enemy targets. Tanks have considerable firepower and defensive capabilities. The cannon of a Light Tank may be operated from within, but the upper character must open the hatch to use the machine gun. When a character does this, he or she is considered to have Light Cover for purposes of defense rolls. The cannon of both Medium and Heavy Tanks may also be operated from within, as can one of the machine guns (by the 'shotgun' character, who can only fire this weapon to the front of the tank) but the upper character must open the hatch to use the upper machine gun.

Of all Tanks designs, the Light Tank is the most popular, as it is available to most races, several of the lesser races having come up with their own Light Tank designs. 60% of all tanks in service throughout the Great Field are light tanks. Medium Tanks make up the bulk of the Ant tank force, although are rarer among less technologically advanced races. About 30% of the tanks in service throughout the Great Field are Medium Tanks. Only the most advanced races have devised a Heavy Tank design, currently having them in service. Only about 10% of tanks in service in the Great Field are Heavy Tanks.

Construction Vehicles

Construction vehicles is a general category for any number of different, functional vehicles. These types of vehicles include, but are not limited to, bulldozers, bridge layers, and similar vehicles. Most vehicles of this type have very specific functions, and few if any defensive capabilities. They are not intended to be used in war, but rather to prepare for it or clean up after it.

Raft and Canoe

Rafts are used for emergency escape from larger boats and for missions that require stealth or the movement of a small group. Inflatable Rafts and Canoes without a motor travel 1 Area per round per character who is paddling. Canoes are older vehicles used for transporting small groups. Rafts and Canoes with a motor move 10 Areas per round. Rafts and Canoes can sustain very little damage. Once they are punctured or take their full Core in damage, they will rupture quickly and sink in 1D rounds.

Speedboat

Skill	Sailing
Speed	35
Maneuver.	+4
Armor	3D
Core	10
Computer	None
Comm.	Basic
Tool Kit	Basic
Weapons	1 Heavy Machine Gun
Crew	2
Passengers	up to 6
Length	2 Areas
Clout Cost	8D

Raft and Canoe

	Raft, Inflatable none (Power Check)	Canoe none (Power Check)
Skill		
Speed	1 per character or 10 (engine)	1 per character or 10 (engine)
Maneuver.	-2	-3
Armor	2D	2D
Core	1	5
Computer	None	None
Comm.	None	None
Tool Kit	None	None
Weapons	None	None
Crew	1 to 6	1 to 6
Passengers	up to 8 total	Up to 8 total
Length	1 Area	1 Areas
Clout Cost	3D	4D

Speedboat

Speedboats are the smallest of the boats that are intended for combat use. Their strength is in their speed and maneuverability. Their weakness is that once hit, they can sustain very little damage before being destroyed. Speedboats are used primarily for interception of water forces, and for attacking en masse. Once a speedboat has sustained its full core in damage, it will sink in 1D rounds.

Gunboats

Gunboats are used to engage small enemy targets, patrol waterways and escort larger vessels. Small Gunboats are the smallest craft equipped with torpedo tubes. A Small Gunboat typically comes equipped with four inflatable rafts for emergency escape. Once a Small Gunboat has sustained its full core in damage, it will sink in 3D rounds. Medium Gunboats have several offensive and defensive capabilities, a single Medium Gunboat often responsible for a large section of a pond or waterway. A Medium Gunboat typically comes equipped with four inflatable rafts for emergency escape. Once a Medium Gunboat has sustained its full core in damage, it will sink in 4D rounds. Large Gunboats often travel with an escort of two Small Gunboats or Speedboats. A Large Gunboat typically has six inflatable rafts for emergency escape. Once a Large Gunboat has sustained its full core in damage, it will sink in 6D rounds.



Gunboats

	Small	Medium	Large
Skill	Sailing	Sailing	Sailing
Speed	20	25	30
Maneuver.	+3	+2	+1
Armor	6D	7D	8D
Core	30	40	50
Computer	Basic (Perception: 5 meters)	Standard (Perception: 8 meters, Cartography)	Standard (Perception: 10 meters, Cartography)
Comm.	Standard	Standard	Standard
Tool Kit	Standard	Standard	Standard
Weapons	2 Light AA Cannons 1 Torpedo Tube (Standard Torpedoes)	2 Standard AA Cannons 2 Torpedo Tubes (Standard Torpedoes)	4 Standard AA Cannons 4 Torpedo Tubes (Standard Torpedoes)
Crew	4	6	8
Passengers	up to 20	up to 30	up to 40
Length	4 Areas	6 Areas	8 Areas
Clout Cost	10D	12D	15D

Cutter

Cutters are the largest boats used by the Army Ants and their cousins. Although larger warships do exist, they are used only in lakes and similarly large bodies of water. A Cutter normally has from one to two helicopters on a landing tarmac located at the tail end. A Cutter comes equipped with eight inflatable rafts, for emergency escape.

Cutters normally travel with an entourage of up to four smaller craft, typically Small and Medium Gunboats. Once a Cutter has sustained its full core in damage, it will sink in 10D rounds.

Barges

Barges are used to transport weapons and troops along waterways. A Barge may carry up to one Large Tank, or up to thirty troops. Once a Barge has sustained its full core in damage, it will sink in 6D rounds.

Cutter

Skill	Sailing
Speed	30
Maneuver.	-3
Armor	8D
Core	70
Computer	Advanced (Perception: Range 10 meters; Cartography, Weapon Repair)
Comm.	Advanced
Tool Kit	Standard
Weapons	1 Light Field Cannon 6 Heavy AA Cannons 4 Torpedo Tubes (Heavy Torpedoes)
Crew	12
Passengers	up to 50
Length	10-12 Areas
Clout Cost	20D

Barge

Skill	Sailing
Speed	10
Maneuver.	-6
Armor	5D
Core	50
Computer	Basic
Comm.	Standard
Tool Kit	Standard
Weapons	2 Light AA Cannons
Crew	4
Passengers	up to 30
Length	5 Areas
Clout Cost	10D

SECTION FOUR: STRUCTURES

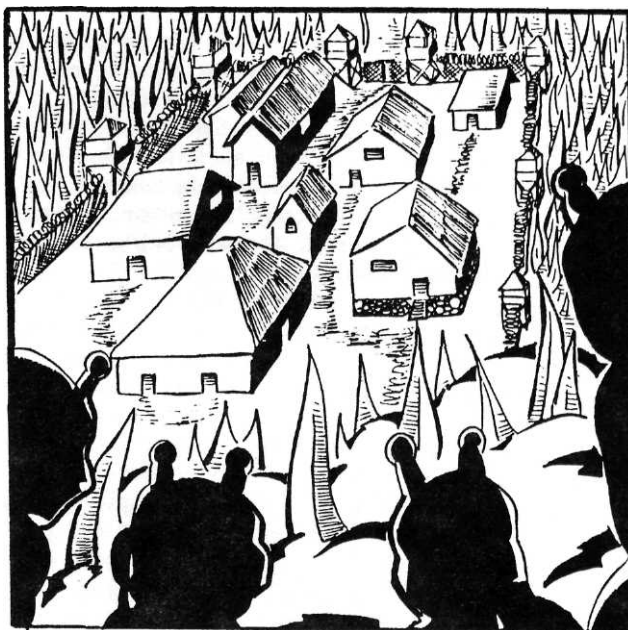
Every character in the game has a Stamina score that indicates how much damage that character can withstand. Every vehicle has an Armor and Core rating that determine how much punishment it can withstand. And every inanimate object has a Structural Value. Whether that object is a blade of grass, chain link fence, wooden wall or blast door, the item has a Structural Value. Obviously, the more durable the item, the more damage it can withstand, and the higher its Structural Value.

The way that Structural Points work is that each item is assigned a Structural Value. This value is for one area, or a 10mm by 10mm square. This is also assumed to include up to 1 mm of thickness. Additional millimeters of thickness will increase an object's Structural Value.

Structural damage can be done to an object with any weapon, although weapons with a blast radius are the most effective. Items without a blast radius do damage to the object, but each subsequent attack is assumed to be against a different part of the object. For example, three shots at a wall do damage to three spots on the wall, each figured separately. A grenade, however, will do damage to the whole wall within the blast area of the grenade. Structural value is broken down into two categories.

Resistance is a Dice Value that indicates how much damage the exterior of the object can withstand. Damage absorbed by the item's resistance doesn't actually do damage to the object's structure, but is absorbed into its surface. Every time an attack is made upon an object, its resistance dice are rolled. The result indicates how many points of damage are absorbed by the object.

Structure is a point value that shows how much damage the actual structure of the object can withstand before being compromised. Once this number is passed, the object breaks, crumbles or shatters.



Some sample Structural Values, and items with those values, are listed on the Structural Values chart.

Structural Values		
Resistance	Structure	Items
1D	5	Blade of Grass
		Normal Glass
2D	10	Tent Canvas
		Plant Stalk
3D	15	Normal Wood
		Bulletproof Glass
		Normal Door
4D	20	Chain Link Fencing
		Reinforced Wood
5D	25	Reinforced Door
		Sand Bags
6D	30	Stone or Concrete
		Blast Door
8D	40	Reinforced Stone or Concrete
		Armor Plating
10D	50	

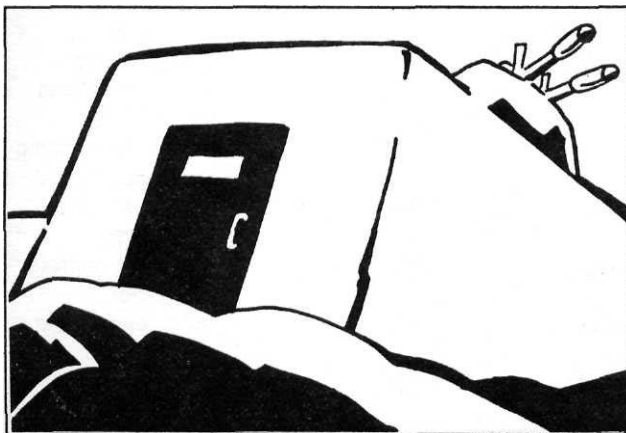
Using the Structural Values Chart as a guideline, you can create any number of structures and objects. Some samples of standard military structures are listed below.

Building, Small

A small building can be a shed or shelter used as a latrine, communications shed, storage area or similar function. It is normally no more than 15 millimeters tall, and no more than 15 millimeters in length or width. Small buildings are normally built 5 millimeters off of the ground, supported on several foundation struts. The walls of a small building have a Structural Value of 3D/15, as do the doors. Windows either have flaps that drop down or regular glass, both with a Structural Value of 1D/5. The door to a small building usually has a simple lock (2D difficulty)

Building, Medium

A medium building is normally used for one specific purpose, either a barracks, command center, kitchen or similar function. A medium building is typically one story, although may be two. The outer walls of a medium building have a Structure of 4D/20, and inner walls have a Structure of 3D/15. All doors of a medium building have a Structure of 3D/15. A medium building may be anywhere from twenty to forty millimeters in length or width, and fifteen to twenty millimeters tall. A medium building may be one common area, or have several smaller rooms. Medium Buildings may have a foundation, along with a basement or underground passageways. Most medium buildings have normal windows, with a Structural Value of 1D/5.



Building, Large

A large building is normally used for one or more purposes. These can include the barracks for a number of troops, a large command center, an administrative building or any combination of these. A large building may be from one to three stories. The outer walls of a large building typically have a Structure of 4D/20, and the inner walls a Structure of 3D/15. The exterior doors to a medium building have a Structure of 4D/20, while interior doors have a Structural Value of 3D/15.

A large building may be up to 100 millimeters in length or width, and may be up to fifty millimeters tall. A large building has many different rooms, possibly dozens, and almost always has a foundation. This usually includes a basement, and may also include several passageways and tunnels. Most large buildings have bulletproof glass windows, with a Structural Value of 3D/15.

Bunker

A bunker is designed as a command center, central stronghold and bomb shelter. It is a small, squat building, typically 10 to 15 millimeters tall, and anywhere from 10 millimeters to 100 millimeters in both length and width. The entire surface of a bunker is made of reinforced concrete, having a Structural Value of 8D/40. The door of a bunker (usually located on the side or in the rear) is a blast door with a Structural Value of 6D/30. Typically, a Bunker has some form of defensive weaponry located on the roof, most often an anti-aircraft gun position. This is accessed from a roof hatch that is also a blast door (Structural Value of 6D/30). This roof hatch may only be opened from the inside. The front door has a complex locking system (6D difficulty to pick). The front door also has a peep hole, so that characters within can see characters outside, but not the other way around.

A bunker is typically ventilated from several shafts that lead away from the bunker in all directions. These shafts are no more than half a millimeter in diameter, and run dozens of centimeters. These open to the surface, but are very well camouflaged, and difficult to find. Even if an air duct to a bunker is found by invading forces, troops inside can seal it off, using alternate ducts.

A bunker normally holds anywhere from 5 to 50 insects, depending on size, and is fully equipped with foodstuffs and supplies to hold its normal insect capacity for up to two weeks. More advanced Bunkers are equipped with communications and computer systems.

Some bunkers also serve as the entrance to underground tunnels and passageways, or have tunnels dug beneath them. These can offer other escape routes, hold additional supplies, or even serve as the headquarters for a larger force.

Control Tower

A control tower is the center of operations for an air base. A control tower is several stories tall, with the main body of the tower located at the top. Control towers come in many shapes and sizes, although a basic one is outlined below:

The walls of the control tower are of reinforced wood, having a Structural Value of 4D/20. The door to the tower is at the base, also having a Structural Value of 4D/20. Interior walls are less durable, having a Structure of 3D/15. There is a staircase that wraps around the inside, going to the upper level. This lower area is normally a common room, used to hold tools and older equipment.

The upper level (normally forty to sixty millimeters up) is the actual control center. The control center has normal walls (Structure 4D/20) up to waist high, and bulletproof glass (Structure 3D/15) wrapping around the whole tower. The roof itself has a Structural Value of 5D/25, and there is a hatch to the roof. (Structural Value 4D/20) A search light with at least one and maybe two anti-aircraft gun positions are typically on the roof. Within the command center are several Computers and Communications kits, with at least one of each of Advanced design.

A control tower normally has a crew of anywhere from six to ten insects, only half of whom are trained combatants.

Hangar Bay

A hangar bay is normally a metallic oval cut in half and laying on its side. The hangar bay is large enough to store one aircraft. (typically a combat fighter or helicopter) Also inside are a tool box of at least standard rank, and usually several spare parts and

pieces. The actual body of the hangar has a Structural Value of 4D/20, as do the front garage door and side entry door. Both doors have 4D difficulty locks. Normally a guard is posted in or near a hangar bay as well, for additional security.

Pill Box

A Pill Box is a small bunker-type structure. It is normally very small, only five to ten millimeters in either length or width. A Pill Box rarely rises more than three to five millimeters above ground, as the bulk of it is underground. A Pill Box is purely a defense position, a concrete box on the ground with a gunner or pair of gunners inside. The gunner or gunners within provide support fire to the front of the Pill Box. Characters within may only fire forward, not to the sides, behind, or on top. Normally a Pill Box will be built so that the only approach possible is from the front. In more advanced defensive systems, Pill Boxes will be strung along, one every twenty to thirty millimeters in a row, to provide protection for a large area. The only entrance is a hatch in the back. The body of the PillBox has a Structural Value of 6D/ 30, while the hatch has a Structural Value of 5D/25. In the front of the Pill Box is a murder slot, cut most of the width of the front of the Pill Box, but no more than a tenth of a millimeter wide. This slot is only wide enough to slide the barrel of a machine gun through, and impossible to get a grenade or similar object into. A Pill Box can hold up to four troops, although only two comfortably. It has provisions for two insects for up to three days.

Tent, Small

A small tent normally covers one area. This sort of tent is normally six to eight millimeters tall, housing a small squad, latrines or lesser provisions. A small tent has a Structural Value of 1D/5.

Tent, Large

A large tent normally covers between two and six areas. This sort of tent is normally eight to ten millimeters tall, housing several troops, or a major function such as the kitchen, medical or communication facilities or the command center. A large tent normally has a Structural Value of 2D/10.

CHAPTER FOUR:

GAME MECHANICS

Stamina and Healing

The way that a Player determines how much damage a character can withstand is through Stamina. A character may take a number of points of damage up to and equal to his or her Stamina Score before that character is actually injured. Attacks that cause damage equal to or less than the character's Stamina Score are considered to be glancing blows and surface wounds that do not impede the character in anyway.

Once the character takes more than his or her Stamina Score in damage, the character begins to drop along the Stamina Chart, as listed on the character sheet. Each time a character takes more than his or her Stamina Score in damage, the character drops one additional Stamina Rank. If an attack does more than twice the character's Stamina Score in damage, the character drops two Ranks, if more than three times the character's Stamina Score, the character drops three Ranks, and so forth.

Stamina Rank Chart

Normal	The character is at normal health, and is operating at his or her peak.
Winded	The character has sustained some damage, although not enough to actually impede the character in any meaningful way.
Dazed	The character is moderately injured, and his or her abilities are somewhat impaired. All Action Rolls against this character receive a +1D bonus. All Opposing Rolls are at +1D difficulty for this character.
Stunned	The character is seriously injured. His or her ability to function is greatly impaired. All Action Rolls against the character receive a +2D bonus. All Opposing Rolls are at +2D difficulty for this character.
Unconscious	The character is critically injured, is most likely in shock, and is dying. The character will live for a number of rounds equal to twice his or her Stamina. Another character must intervene, Stabilizing the character. This action is a 2D difficulty Medicine attempt. Once the character is Stabilized, he or she will remain Unconscious.
Dead	The character is dead. The character can only be revived by a 6D difficulty Medicine Skill Check. This attempt must be made within a number of rounds equal to the dying character's Stamina score. If this fails, the character is dead. If the Skill Check is successful, the character is stabilized at Unconscious.

For example, a Cricket Airborne Ranger with a Stamina of five is fired upon by a Flea Sniper. The Flea hits, causing twelve points of damage. The Cricket drops two Stamina Ranks to Dazed (twelve points being

more than twice but not three times his Stamina Score). The Cricket now has a 1D Penalty on all Action Rolls. When he attempts to fire back at the Sniper, the Flea will get a +1D on the Defense Roll.

At higher Ranks, characters receive additional Stamina Ranks at Winded, and are able to withstand many times their Stamina Score in damage before actually becoming seriously injured. Higher ranking characters may be able to withstand two or even three times their Stamina Score in damage before these injuries begin to take a toll on the character's effectiveness. See the Rank and Advancement section for more information.

Recovering Stamina

Stamina is recovered using the following chart. Note that Stamina is only recovered if the character is completely at rest. If a character continues to act, Stamina is not recovered, but remains at its current rank until the character rests.

A character will normally recover several Stamina Ranks with a good night's sleep, and will completely recover with a full day's rest.

The Action Roll

Whenever a character attempts to do something, success or failure is determined by the Action Roll. The Action Roll may be a Skill Check (determined by the character's Skill Level), an Attack Roll (determined by the character's Skill Dice in that combat form), or an Ability Check (1D + the Ability score).

The result of the Action Roll is compared to the Opposing Roll. The Opposing Roll may be the difficulty of a particular Skill Check (as determined by the Gamemaster), the Defensive Skill Dice of a character against a particular attack form, or the difficulty of an Ability Check (also as determined by the Gamemaster).

The acting character makes the Action Roll, and the Opposing Roll is then made. If the Action Roll equals or beats the Opposing Roll, the Action is successful. If the Opposing Roll beats the Action Roll, the Action is unsuccessful.

Recovering Stamina

Stamina Rank Change	Time
Unconscious to Stunned	5-11 (1D+4) hours
Stunned to Dazed	1-6 (1D) hours
Dazed to Winded	10-60 (1Dx10) minutes
Winded to Winded or Winded to Normal	10-60 (1Dx10) rounds

Time

Time is measured in units called rounds. A round is equal to six seconds. In this round, a character may perform several simple actions, one moderately difficult action, or part of a complex action. How many times the character may act is determined by several factors.

Speed and Actions

A character's Speed is the primary determinant of how often the character may act in any given round. The higher the character's Speed Score, the more often the character will act.

Speed and Actions

Speed Score	# of Actions per Round
1-2	2
3-5	3
6-9	4
10+	5

Rates of Fire

Every mechanical weapon in the Weapons section is listed with a Rate of Fire. This is the maximum number of times that weapon may be used in a round. A character may always make the number of actions per Round as determined by Speed above, despite a weapon's ROF. For example, a character with a Speed of three may fire a small pistol three times, but may only fire a Heavy Machine Gun once per round.

Rate of Fire does not eat up other actions, however. The same character may only fire the Heavy Machine Gun once per round, but still has two Actions to perform other activities. For example, a character with a Speed of three may fire a Heavy Machine Gun for his first Action, Run two Areas for his second Action (see Distance and Movement, both below), and draw his Survival Knife for his third Action. At the beginning of the next Round, the character would then attack with the Survival Knife.

Non-mechanical weapons (knives, swords, etc.) are not listed with a rate of fire, and may be used as many times as the character has Actions. Unarmed attacks fall into the same category, and unarmed attacks may be made as many times per Round as the character has Actions. Normal defense rolls do not require a character to use up actions. A character may make normal defensive rolls against every attack made against him or her in any given round with no loss of



Initiative

The Round begins with all involved parties rolling Initiative. The Initiative Roll is 2D + the character's Reflex Score. The character with the highest result goes first, the second highest second, etc.

Typically, the Gamemaster will make one roll for all Nonplayer characters, although may make individual rolls if there are only a few opponents or if their Reflex Scores are very different. If there are a large number of Players or the combat is especially complicated, the Gamemaster may make the Player Character with the highest Reflex Score roll on behalf of all the characters in the group, and all would go on the same result.

In the combat round, all characters make their first action, in the order of the Initiative Roll results, and then all characters act again, in that same order. Characters with a third Action may then act, in the same order, and if any characters have a fourth Action, they take this action, once again in the same order as the Initiative result. If any character has a fifth action, they would then act at the end of the Round. Once every character has used every Action they are allowed, Initiative is re-rolled and a new round begins.

Surprise

If one side in a combat knows that another side is coming, or successfully sneaks up on another side, they may attempt surprise. Characters who position themselves successfully (by rolling Stealth) get one free action (at +1D for attacking an unsuspecting target) before Initiative is rolled. The surprising character(s) also receive +1D on the subsequent Initiative Roll.

Distance

All distances are rounded off into units called Areas. An area is roughly a 10mm (1cm) cube. A weapon with a blast radius of one area explodes 10mm in every direction. A character who moves one Area moves 10mm. A vehicle with a Speed of 20 travels 20 Areas per Round.

Movement

A character may normally travel one Area per Action taken for movement. This assumes the character to be walking

normally. Different situations increase or decrease the number of Areas traveled per Action, as shown on the movement chart.

Movement		
Movement Type	Travel	Notes
Normal Movement	1 Area Per Action	None.
Run*	2 Areas Per Action	Character can run for Stamina + 4D Rounds
Sprint*	3 Areas Per Action	Character can sprint for Stamina + 1D Rounds
Normal Swim*	1 Area Per Action	Base 2D difficulty Swimming Check
Fast Swim*	2 Areas Per Action	Character can swim for Stamina +5D Rounds Base 3D difficulty Swimming Check
Climbing*	1/2 Area Per Action	Character can swim for Stamina +1D Rounds Climbing upward
Rappelling	1 Area Per Action	Character can climb for Stamina +1D Rounds
Rappelling Fast	2 Areas Per Action	Base 2D difficulty Climbing Skill Check
Terrain Modifiers		Base 4D difficulty Climbing Skill Check
Normal Terrain	Normal Movement	Character moving over normal terrain
Rugged	1 Area per 2 Actions	Rocky or broken terrain, sand, snow, mud
Difficult	1 Area per 3 Actions	Thick brush and weeds, swamps, deep mud

Movements with an (*) require that the character rests after the maximum movement has been made. If a character moves fewer rounds than his or her Stamina Score, no rest is required before other Actions may be attempted. If a character moves more than his or her Stamina Score, and up to the maximum movement rolled, the character needs rest.

Immediately following the movement, the character drops one Stamina Rank, and must completely rest for 1D rounds to recover this Stamina Rank. The character may make no actions during the rest period. If the character continues to act, it is at one Stamina Rank lower until the character stops to rest.

Modifiers to the Action Roll

Any number of factors may modify the Action Roll. Note that dice are never taken away. These modifiers either increase the number of Action Dice rolled or increase the number of Opposing Dice rolled. These factors are listed on the Action modifiers chart.



Action Modifiers

Action or Situation	Time Required	Modifier or Result
Active Defend	1 Round	+1D to All Defensive Rolls for that round. May make no other actions that round.
Aiming	1 Action	+1D to subsequent Attack Roll.
Blindness or Darkness	N/A	+2D to all Opposing or Defensive Rolls.
Change Weapons	1 Action	Character switches between weapons.
Reload	1 Action	Character changes clip or belt.
Stabilizing at Unc.	1 Round	2D difficulty Medicine Skill Check. Prevents an Unconscious character from Dying.
Stabilizing Dead Char.	1 Round	6D difficulty Medicine Skill Check. Stabilizes a Dead character at Unconscious.
Search	1 Round	+1D to Perception Skill Check.
Unsuspecting Target	N/A	+1D to Attack Roll.
Target is at:		
Short Range	N/A	None
Medium Range	N/A	+1D to Opposing (Defensive) Roll
Long Range	N/A	+2D to Opposing (Defensive) Roll
Target has:		
Light Cover	N/A	+1D to Opposing (Defensive) Roll
Medium Cover	N/A	+2D to Opposing (Defensive) Roll
Heavy Cover	N/A	+3D to Opposing (Defensive) Roll
Weapon's Blast Radius is:		
1 Area	N/A	+1D to the Attack Roll
2-4 Areas	N/A	+2D to the Attack Roll
5-10 Areas	N/A	+3D to the Attack Roll
11 or more Areas	N/A	+4D to the Attack Roll
Target Size is:		
under .1 millimeter	N/A	+3D to Opposing Roll
.1 millimeter to 1 mm	N/A	+2D to Opposing Roll
1 to 3 millimeters	N/A	+1D to Opposing Roll
3 mm to 1 Area	N/A	no modifier
1-2 Areas	N/A	+1D to the Attack Roll
3-5 Areas	N/A	+2D to the Attack Roll
6-10 Areas	N/A	+3D to the Attack Roll
11 or more Areas	N/A	+4D to the Attack Roll
Special Attacks and Modifiers to the Action Roll		
Attack Form	Time	Modifier or Result
Disarm	1 Action	Attack Roll versus the Defender's Sleight of Hand. Opponent drops weapon.
Tackle	1 Action	Unarmed Melee Attack versus Defender's Parry. Opponent is knocked down.
Bind	1 Action	Unarmed Melee Attack versus Defender's Parry. Opponent is bound. Attacker rolls Power +2D to hold against Defender's Power +1D to escape every round. Neither character may make other actions.

SECTION TWO: VEHICLE COMBAT

Vehicle combat operates under the same basic guidelines as standard combat. The primary difference between vehicle and personal combat is that in vehicle combat, the operator's Skill Dice are used as the Defensive Value for all attacks made upon the vehicle. These dice are modified by the vehicle's Maneuverability.

Vehicle combat also differs from regular combat in the way that initiative works. In regular combat, Initiative is used to determine in what order characters act. From there, factors such as what the characters are doing, how they do it, and the protection they have determine modifiers to the attack and defense rolls.

Vehicle combat begins with determining detection range. It is up to the Gamemaster to determine which side detects the other first, the distance between the two sides when this detection occurs, and how long it will take for the two sides to close upon one another.

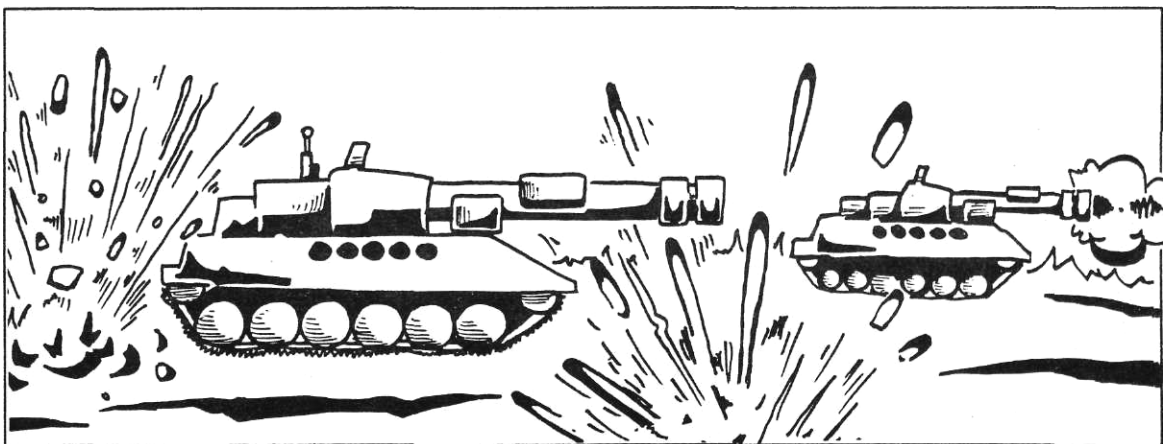
If both sides detect each other in the same round, Initiative is rolled normally.

If one side detects the other from 1 to 2 rounds before the other, the first side gains a free round of attack before rolling initiative.

If one side detects the other 3 or more rounds before the other would, the first side gains a free round of attack before rolling initiative, as well as a 1D bonus on the Initiative Roll for the following round.

Initiative in vehicle combat is based on the vehicle operator's Skill Dice modified by the vehicle's Maneuverability. The higher result goes first, the lower results go after, in descending order of the die result.

Once initiative is determined, combat proceeds normally, with each pilot, driver, and weapons system operator making the normal number of actions. Note that a pilot or driver who also operates the guns of a craft gets a number of actions as determined by his or her Speed score. Piloting or driving normally does not require the character to use up Actions, so the character may make a Skill Check and Fire a Weapon while piloting or driving. Movement for vehicles does not require the use of an action like it would for a character, (see the Gamemaster section for information on Movement) Dodging Enemy Fire is considered part of piloting or operating a Vehicle, and does not require the use of extra actions unless the driver or pilot is Actively Evading and not attacking, (getting +1D on Defensive Skill Checks for that combat round) A pilot or driver Actively Evading may not attack.



Vehicle Damage

As listed in the section on Vehicles, all vehicles have an Armor and Core rating. The Armor rating indicates how many points of damage are absorbed by the outer surface of the vehicle, points that don't damage its internal workings.

Once the Armor is bypassed, the vehicle's Core rating begins to drop. The more core that the vehicle loses, the greater the damage it has sustained. As vehicles take damage, internal systems malfunction, engines are lost, and Armor is penetrated. The Vehicle Damage Chart is set up so that vehicles with a low core, such as a motorcycle, suffer damage in one or two areas before being disabled. Vehicles with a high core rating, such as a heavy tank, have many systems to lose, and therefore roll many more times before being disabled, if a result comes up on the Damage charts for a system that the vehicle doesn't have (for example, Computer for a Paraglider) re-roll on the same chart until a result comes up that matches a system the vehicle has. Every subsequent attack is rolled independently on the chart.

Vehicle Damage

Core Damage	Result
1-10 Points	1 Roll on Minor Damage Column
11-20 Points	1 Roll on Minor Damage Column
21-30 Points	1 Roll on Major Damage Column
31-50 Points	1 Roll on Major Damage Column
51-70 Points	1 Roll on Major Damage Column

Vehicle Damage Results

1D Roll	Minor Damage Result	Major Damage Result
1	1D of Armor lost	2D of Armor lost
2	Speed drops by 25%	Speed drops by 50%
3	Maneuverability drops 1 Point	Maneuverability drops 3 Points
4	Computer lost	Computer and Communications lost
5	Communications lost	All weapons systems lost
6	1 Weapon lost (roll for weapon randomly)	Fuel systems hit Explosion for an additional 3D Core Damage (not absorbed by Armor. Does not require an additional roll on Damage result chart.)

Repairing Damage

Repairing Damage requires that the character has the appropriate Vehicle Tinkering Skill for Speed, Maneuverability and Armor repair. Weapons systems repair require that the character has Weapon Tinkering. Computer and Communications system repair require that the character has the Technology Skill.

The more seriously the vehicle is damaged, the more difficult it is to repair the damage, and the more time it takes to repair.

Minor Damage has a standard difficulty of 3D to repair and takes 1D hours, per area damaged. A Basic Tool Kit is required to repair Minor Damage.

Major Damage has a standard difficulty of 6D to repair and takes 3D hours, per area damaged. An Advanced Tool Kit is required to repair Major Damage.

Air Vehicle Combat

In air vehicle combat, Initiative is rolled as it would be for any other vehicle combat. The major difference in Air Vehicle Combat is that Initiative determines not only who goes first, but who engages more effectively and who has the upper hand. Initiative in Air Vehicle Combat is rolled as it would be for any other vehicle combat; the Pilot's Skill Dice added to the vehicle's Maneuverability. This roll is compared to the opponent's Initiative Roll, the winner becoming the Attacker, and the loser becoming the Defender.

Air Vehicle Initiative Results

Attackers Initiative Beats Defender by

Result

+1 to +5

Normal Combat. Both attacker and defender roll normally.

+6 to +10

Attacker advantage.

Attacker makes Attack and Defense Rolls at +1D.

+11 to +15

Attacker at great advantage.

Attacker makes Attack and Defense Rolls at +2D.

Attacker receives +1D bonus on subsequent Initiative Roll.

+16 or greater

Attacker in control.

Attacker is behind the defender, and the defender cannot attack.

Attacker makes Attack Rolls at +3D.

Attacker receives +2D on subsequent Initiative Roll.

Each party involved in air vehicle combat must declare a target at the beginning of combat. If there are additional numbers on either side, they will always act last, attacking normally and not being involved in this Initiative Roll. For example, a single large combat fighter diving into a swarm of three smaller combat fighters may only engage one, the other two not rolling initiative, attacking last.

In Air Vehicle Combat, as in standard combat, both the attacker and defender are allowed a number of Actions based on Speed. Although most vehicle weapons have a Rate of Fire of 1, it is possible to fire multiple weapons in the same round. For example, firing one of two Anti-aircraft cannons on the first Action, the other on the second Action, and a rocket on the third Action.

Note that a defender may choose to Actively Defend (as in normal combat) and receives +1D on all defense rolls for that round, unable to launch offensive attacks.

Attacking Stationary Targets

Sometimes, a vehicle will attempt to attack a stationary target. In this case, the Pilot rolls Initiative as per above, and any weapon positions on the target roll initiative as they would for normal combat. The Pilot will most likely win this roll, since the Pilot typically has many more points and dice. Combat proceeds normally from there, Initiative being rolled in each subsequent round in the same manner. The Air Vehicle Initiative Table is used only for aircraft-to-aircraft combat.



CHAPTER FIVE: OTHER CREATURES

SECTION ONE: ENEMIES AND NEUTRALS

This section outlines several races that are either enemies of or neutral towards the Allied Races of Ants, Beetles, Crickets and Ladybugs. These Non-Player Characters are created and run by the Gamemaster. Enemies and Neutrals use the same basic game statistics as Player Characters. These are outlined below:

Outlook

Outlook tells whether this Race is an Enemy of or Neutral towards the Allied Races. While Enemy Races hate the Allied Races (typically attacking them on sight) the Neutral Races shift alliances, working with the Allied Races, the Enemy Races, or setting off on their own. The Neutral Races are the wild card of the Great Field. Though not forming any large force on their own, the participation of the Neutral Races in the conflicts of the Allied and Enemy Races can sometimes make the difference between who wins and who loses a particular conflict.

Victory Maximum

Victory Maximum (abbreviated Victory Max) indicates the maximum Victory Level that this race can attain. While all Player Characters use the Victory Level Table in the section on Rank and Advancement, the Enemy and Neutral Races use another. A race with a listed Victory Max of 8 may only advance to Victory Level 8. After this point, members of this race no longer gain Ability Points or extra Stamina Ranks. A character may continue to earn SkPs and ViPs up to the point value of the next Victory Level. Once this plateau is reached, the character may no longer earn ViPs or SkPs. For example, a character with a Victory Max of 5 may earn up to 1200 ViPs and SkPs in his or her military career. This reflects the relative strengths and weaknesses of Races.

Victory Table

Victory Level	Victory Points	Clout Bonus
1	0	0
2	75	+1
3	150	+2
4	300	+1D
5	600*	+2D
6	1200	+3D
7	2400	+4D
8	4500	+5D
9	9000**	+6D
10	18,000	+8D
11	35,000	+10D
12	70,000	+12D
13	150,000***	+15D

* At Victory Level five (600 ViPs), Enemy and Neutral insects gain one additional Stamina Level at Winded. This is explained in the Combat Section.

** At Victory Level nine (9000 ViPs), Enemy and Neutral insects gain a second additional Stamina Level at Winded. This is explained in the Combat Section.

*** At Victory Level thirteen (150,000 ViPs), Enemy and Neutral insects gain a third additional Winded Stamina Level.

Attribute Points

As outlined in the Specialties Section, the Attributes of each of the Player Characters are determined by the Specialty each Player selects. The Attributes for the Enemy and Neutral Races, however, are left to the discretion of the Gamemaster. Whereas all Player Characters have seven Attribute Points, the Enemy and Neutral Races have anywhere from three to twenty-six Attribute Points.

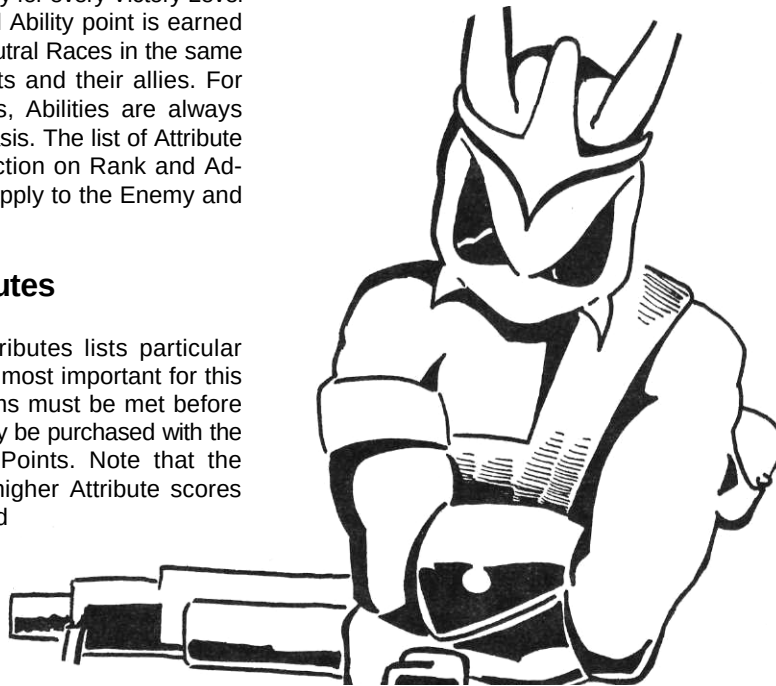
Player Characters must have at least one point in each of the three Attributes, but the same is not true for Non-Player Characters of the Enemy and Neutral Races.

It is possible for a Non-Player Character to have a zero in one Attribute, especially among the weaker races. Attributes lists how many Attribute Points members of this Race receive to distribute among their Attributes.

Note that every for every Victory Level earned, one additional Ability point is earned for the Enemy and Neutral Races in the same fashion as for the Ants and their allies. For enemies and Neutrals, Abilities are always purchased on a 1:1 basis. The list of Attribute Point Costs in the section on Rank and Advancement does not apply to the Enemy and Neutral races.

Minimum Attributes

Minimum Attributes lists particular Attributes that are the most important for this Race. These minimums must be met before the other Attributes may be purchased with the rest of the Attribute Points. Note that the character may have higher Attribute scores than the listed minimum.



Bounty Hunter

Function

Bounty Hunters have one purpose, to hunt down and kill other insects. Bounty Hunters are professional killers, their services going to the highest bidder and their allegiance lasting for the duration of the job.

Primary Attribute

Speed

Skills

Small Arms (Trained)

Stealth (Trained)

Tracking (Proficient)

Weapons

Medium Submachine Gun

High Explosive Grenade

Survival Knife (large knife)

Garrote

Silencer

Gear

Personality

Bounty Hunters tend to be single-minded and ruthless. They are true loners, even their close friends and relatives being fair game if the price is right.

Specialties

Specialties is a list of the Specialties that are available to Non-Player Characters of this Race. Note that the Attribute minimums listed in the Specialties Section do not apply to Non-Player Characters. Also, Non-Player Characters have additional available Specialties that are not available to Player Characters. These four new Specialties are Bounty Hunter, Mercenary, Scavenger, and Shock Trooper.

Mercenary

Function

Mercenaries are professional soldiers. They are the core of most Enemy and Neutral Armies, forming the bulk of their combat forces. For the most part, Mercenaries are not especially highly trained or well-equipped.

Primary Attribute	Body
Skills	Small Arms (Trained)
Weapons	Light Submachine Gun Boot Knife (small knife)
Gear	Standard Issue only

Personality

Mercenaries are grunts, their alliance to a particular leader often directly related to the value of their last meal and the fear of their superior's wrath. Mercenaries have typically received little if any formalized training.

Scavenger

Function

Scavengers go around after battles, gathering the remains of enemy armies and patching the pieces together into things they can sell. Scavengers serve an important role, however, as they are the chief suppliers of smaller armies and units. Whereas the Allied Races, Wasps and Flies make their own weapons and equipment, lesser forces such as Mosquitoes and Ticks rely on Scavengers to supply them with vehicles and weapons.

Primary Attribute	Mind
Skills	Weapon or Vehicle Tinkering (Proficient) Tracked Driving (Proficient)
Weapons	Heavy Pistol Boot Knife (small knife)
Gear	Basic Tool Kit

Personality

Scavengers are dirty, greedy, and shifty. They make the bulk of their living rummaging through the remains of destroyed vehicles and dead insects. Most of the lesser races deal with Scavengers out of necessity, but would just as soon not have to. If there were another way to get the weapons and vehicles that they so desperately need, they would.

Shock Trooper

Function

The primary purpose of Shock Troopers is to attack. Stealth and secrecy are unimportant to Shock Troops. The only things that matter are forging ahead as quickly as possible and neutralizing as many enemies along the way as possible.

Primary Attribute	Body
Skills	Small Arms (Trained) Artillery (Proficient)
Weapons	Medium Submachine Gun Fragmentation Grenade Boot Knife (large knife)
Gear	Flak Jacket

Personality

Shock Troops are fearless fighters, throwing themselves into the middle of combat. Shock troops never retreat, typically forging toward the target with reckless abandon. Races with vast resources (Such as the Wasps) will sometimes send waves of shock troops on suicide missions at enemy targets merely to soften up the enemy, diminishing their ammunition and supplies before sending in artillery or armor units to finish them off.

Skills

Skills lists any Skills which this race gets automatically. Some races have special abilities which allow them some Skills at higher levels than usual, or Skills which are available only to their particular race. The new Non-Player only Skills are explained below:

Flight

Ability Agility
Difficulty Complex (Cannot be bought by characters who do not possess it innately)

Description Flight is only available to races with wings. Flight is assigned a level of proficiency as any other skill. A character's Skill level with flight is used as the character's defensive roll when flying. Speed in flight is listed under each race's Base Move. Flight may be improved as a Complex Skill. Note that characters must spend actions to move in flight, but may hover in place with no action cost.

Hypnotism

Ability Wits
Difficulty Complex (Cannot be bought by characters who do not possess it innately)

Description Hypnotism is the Ability to control another insect's mind. This control is dependent on how well the hypnotizing character makes their Skill Roll vs. The defender's Willpower Roll, which is used as the defense.

Hypnotism roll vs. Willpower Roll

equal or less	Unsuccessful attempt
+1 to +5	Light hypnotism. The target regards the attacker as a friend, but will not do things the character would normally be opposed to.
+6 to +15	Moderate hypnotism. The target regards the attacker as a close friend, and will defend them. The target will do things they are normally against, but not things they are violently opposed to. (such as attacking an ally)
+16 or better	Strong hypnotism. The target regards the attacker as family, and will defend the attacker with their life. They will do things they are normally violently opposed to, including attacking and killing allies, on the command of the hypnotic character.

Hypnotism lasts for a number of rounds equal to the Skill Dice of the Hypnotic character. Once this time expires, the attacker must make another roll to renew the hypnotism. Hypnotizing a character that is already hypnotized is at +1D on the attack roll.

Characters must make eye contact for hypnotism to work.

Hypnotism will break if the hypnotist is knocked unconscious or killed.

Webspinning

Ability Stamina
Difficulty Simple (Cannot be bought by characters that do not possess it innately)

Description Webspinning allows a character to create webs to hold or bind other characters. These webs must be set as the character creates them, and cannot be fired at a character from a distance or thrown. They may be built over a stationary target, or planted in a doorway, pit, or similar open area. How fast webs can be spun, and how strong they are, is based on the proficiency level.

Proficiency Level	Resist	Struct.	Time to create one Area of web
Proficient	2D	10	10 Rounds
Trained	3D	15	5 Rounds
Expert	5D	20	2 Rounds
Master	7D	25	1 Round
Grand Master	9D	30	1 Action

In order to pull free of a web, a character rolls Power +1D against the Resistance Dice of the web. If the character equals or beats the Resistance Roll, the character breaks free.

Webs also have a Structural Point value, which is how many points of damage a web can take before being destroyed. Note that webs are especially susceptible to fire attacks, taking an additional point of damage on every die rolled. (A fire attack that normally causes 3D damage would cause 3D+3 against a web)

Base Move

Base Move lists the base number of areas this race may move in one action. While most Races (including the Ants and their Allies) move one area per action spent, some races are much quicker, moving upwards of two or even three areas per action spent. If a race has an alternate travel form (for example, flight) that will be listed here.

Special Attacks

Special Attacks indicates whether this Race has any special attack form not available to other Races. If so, the attack form, along with its combat information, is listed here.

Poison

There are several different forms of poison that are used by the Insect Races of the Great Field. These poisons are:

Type A Paralysis Poison. This poison is 3D intensity. The Player Rolls a Stamina Check, comparing it to the 3D difficulty. If the Player's roll equals or beats the Gamemaster's, the poison has no effect. If the Gamemaster's roll beats the Player's, the Player Character is paralyzed for 2D rounds, and can make no actions. Neutralizing this poison is a 3D difficulty Medicine Roll.

Type B Paralysis Poison. This poison is 4D intensity. The Player Rolls a Stamina Check, comparing it to the 4D difficulty. If the Player's roll equals or beats the Gamemaster's, the poison has no effect. If the Gamemaster's roll beats the Player's, the Player Character is paralyzed for 3D rounds, and can make no actions. Neutralizing this poison is a 4D difficulty Medicine Roll.

Type C Paralysis Poison. This poison is 5D intensity. The Player Rolls a Stamina Check, comparing it to the 5D difficulty. If the Player's roll equals or beats the Gamemaster's, the poison has no effect. If the Gamemaster's roll beats the Player's, the Player Character is paralyzed for 4D rounds, and can make no actions. Neutralizing this poison is a 5D difficulty Medicine Roll.

Type D Paralysis Poison. This poison is 6D intensity. The Player Rolls a Stamina Check, comparing it to the 6D difficulty. If the Player's roll equals or beats the Gamemaster's, the poison has no effect. If the Gamemaster's roll beats the Player's, the Player Character is paralyzed for 6D rounds, and can make no actions. Neutralizing this poison is a 6D difficulty Medicine Roll.

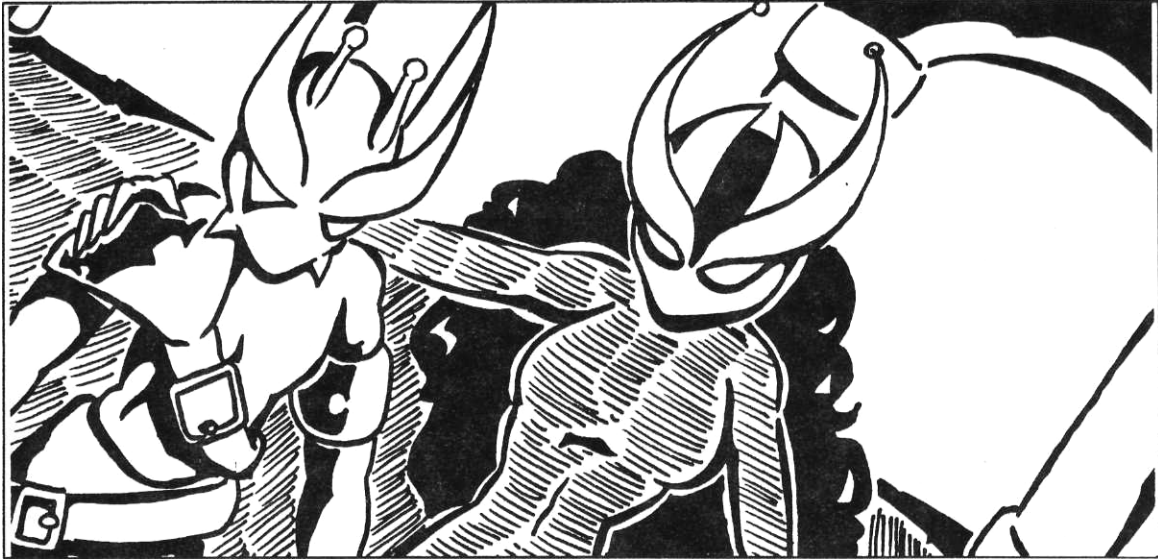
Type E Killing Poison. This poison is 3D intensity. The Player Rolls a Stamina Check, comparing the result to the 3D difficulty. If the Player's roll equals or beats the Gamemaster's, the poison has no effect. If the Gamemaster's roll beats the Player's, the Player Character drops to Unconscious. In 2D rounds, the character will be dead. During this time, a 3D difficulty Medicine Roll is required to neutralize the poison. This will stabilize the character at unconscious.

Type F Killing Poison. This poison is 4D intensity. The Player Rolls a Stamina Check, comparing the result to the 4D difficulty. If the Player's roll equals or beats the Gamemaster's, the poison has no effect. If the Gamemaster's roll beats the Player's, the Player Character drops to Unconscious. In 2D rounds, the character will be dead. During this time, a 4D difficulty Medicine Roll is required to neutralize the poison. This will stabilize the character at unconscious.

Type G Killing Poison. This poison is 5D intensity. The Player Rolls a Stamina Check, comparing the result to the 5D difficulty. If the Player's roll equals or beats the Gamemaster's, the poison has no effect. If the Gamemaster's roll beats the Player's, the Player Character drops to Unconscious. In 1D rounds, the character will be dead. During this time, a 6D difficulty Medicine Roll is required to neutralize the poison. This will stabilize the character at unconscious.

Bite Attacks

Bite attacks are made as an Unarmed Melee attack. Bites cause damage as per either a Small Knife, Large Knife, Short Sword, or Long Sword, modified by the attacker's Unarmed Melee Skill Dice normally, (see the Weapons Section)



Sting Attacks

Sting attacks are made as an Unarmed Melee attack. Stings cause damage as per either a Small Knife, Large Knife, Short Sword or Long Sword, modified by the attacker's Unarmed Melee Skill Dice normally, (see the Weapons Section) Sting attacks also inject a Poison, as per the Poison listing above. Unless otherwise noted, characters with a sting attack may only use it once per day.

Life Span

Lists the average life expectancy for a member of this race. This is assuming that the character isn't caught in a firefight or has their house shelled, which may shorten life span considerably.

Average Height / Weight

Lists the average height and weight for a member of this race.

Notes

Notes gives a brief overview of the race. This section includes general information on the race's military structure, general tendencies, and any other relevant information for the Gamemaster to use when creating characters of this race.

Aphid

Outlook	Neutral (Tend towards Allied)
Victory Max	5
Attribute Pts	3
Min Attributes	Body 1
Specialties	Mercenary, Scavenger
Skills	Climbing (Trained).
Aphids Scavengers receive Biology (Trained) in place of Weapon or Vehicle Tinkering. They are relatively stupid, but have an innate talent with agriculture.	
Base Move	1
Special Attack	none
Life Span	15-20 months
Avg Height	4 mm
Avg Weight	80 mg
Clout Bonus	none
Notes	Aphids are farmers. They live on various plants, harvesting honeydew and other foodstuffs. They typically form alliances with nearby Ant communities. Although some Aphids become Mercenaries (acting as the guards for their communities) their ability to defend themselves is very limited. The nearby Ants act as their guard in exchange for food. Aphids are relatively dim-witted and simple. Aphid communities typically number between 10 and 60 Aphid adults, with an equal number of young who do not fight. Approximately 1 in 10 Aphids is a soldier, and carries weapons. The rest are typically unarmed.

Ambush Bug

Outlook Enemy
Victory Max 9
Attribute Pts 10 Min
Attributes Body 2
Speed 4
Specialties Bounty Hunter, Burrower,
Commando, Infantry,
Mercenary, Recon,
Weapon Specialist

Skills Stealth (Expert)
Base Move 1
Special Attack Bite (as a Small Knife)
Life Span 50-60 months
Avg Height 5 mm
Avg Weight 125 mg
Clout Bonus none

Notes Ambush Bugs are predatory, hunting other insects for both food and sport. Ambush Bugs are prized as assassins and bounty hunters, although not nearly as much as the infamous Assassin Bugs. Ambush Bugs are usually available at much lower rates than their more renowned cousins, and are often employed by less-powerful forces.

Ambush Bugs never travel in large groups, with a family unit of father and mother having 2-6 children, and then moving on once the children reach maturity. Ambush Bugs usually prefer to work alone, but will join forces with each other or other insects if the price is especially high or the target especially difficult.

Ant Lion

Outlook Enemy
Victory Max 11
Attribute Pts 25 Min
Attributes Body 10
Mind 3
Speed 9
Specialties Burrower
Skills Stealth (Master)
Base Move 2
Special Attack Attacks from underneath.
Bite (as a Long Sword)

Life Span 150-200 months
Avg Length 25 mm
Avg Weight 700 mg
Clout Bonus +1D

Notes Ant Lions are hunters that hide in sand, waiting for smaller, unsuspecting insects to come along. They attack by making a stealth roll, and attacking by surprise from underneath. (at +1D on the attack)

Ant Lions are greatly feared by Ants especially, who are their favorite food.

Ant Lions are normally solitary, although groups of 2 to 3 individuals have been found. This is typically during mating time and during the early life of an offspring. Within a week, the father typically moves on, and the mother stays with the child until it reaches maturity. After that time, she departs as well.

Assassin Bug

Outlook Enemy
Victory Max 12
Attribute Pts 14
Min Attributes Body 4
Mind 3
Speed 4
Specialties Bounty Hunter
Skills Intimidation (Trained)
Stealth (Expert) Willpower (Trained)

Base Move 2
Special Attack Bite. (As a Large Knife)
Life Span 100-120 months
Avg Height 7 mm
Avg Weight 180 kg
Clout Bonus +1D

Notes Assassin Bugs are among the most feared insects in the Great Field. They are incredibly gifted fighters, and the most respected Bounty Hunters anywhere. Assassin Bugs are solitary, even mother and father only remaining together for a short period. Every Assassin Bug that has been reported has been male, although it is possible that female Assassin Bugs also may become professional assassins.

Assassin Bug households are particularly difficult, as only one brood of every house may become a professional Bounty Hunter, the others killed by their sibling. Even the father must be killed by the brood before it may rise to the title of Assassin Bug. There are only one to three Assassin Bugs operating in a particular area of the Great Field at anytime. They serve only the most powerful masters



Bee

Outlook	Enemy
Victory Max	8
Attribute Pts	6
Min Attributes	Body 2
Specialties	Airborne, Armor, Heavy Weapons, Infantry, Mercenary, Pilot, Recon, Shock Trooper
Skills	Flight (Trained)
Base Move	1 (5 in Flight)
Special Attack	Sting (As a Large Knife) Poison Type E
Life Span	60-80 months
Avg Height	4.5 mm
Avg Weight	160 mg
Clout Bonus	none
Notes	Bees are the weakest of the

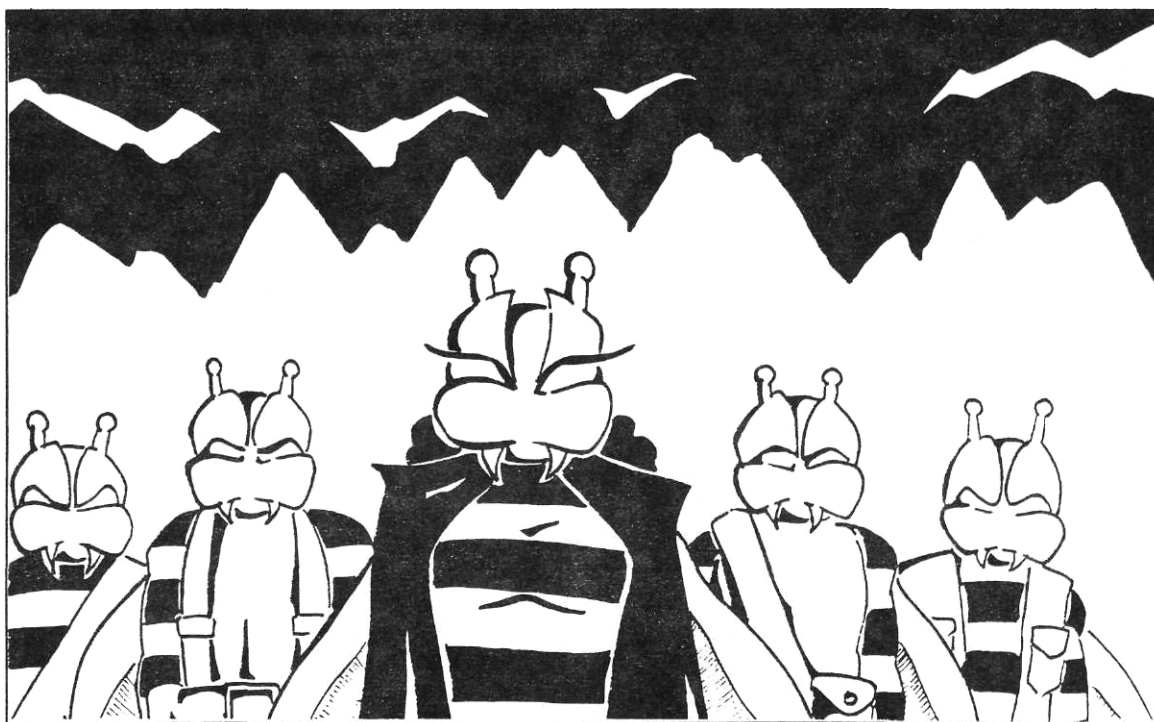
Wasp Family of Bees, Hornets and Wasps. They have a moderately developed air force, but are most commonly deployed as Airborne and Shock Troopers. The Wasp Empress will send dozens of waves of Bees against an enemy to wear it down before sending in Wasp Commandos or the Hornet Air Force.

Bees form their own Hives, headed by a Bee Queen. This Queen pales in comparison to the Wasp Empress, and most often swears fealty to the Wasp Empress in a particular section of the Great Field.

Bee Queen

Outlook	Enemy
Victory Max	10
Attribute Pts	12 Min
Attributes	Body 4 Mind 4 Speed 1
Specialties	Covert Operations
Skills	Flight (Expert) Intimidation (Trained) Willpower (Trained)
Base Move	1 (5 in Flight)
Special Attack	Sting (As a Short Sword) Poison Type F
Life Span	120-150 months
Avg Height	5 mm
Avg Weight	120 mg
Clout Bonus	+2D
Notes	There is only one Bee Queen per Bee Hive. The Bee Queen is the only female in a Bee Hive, the others killed as larvae to prevent them from usurping her power. As she grows old, she will let one live to succeed her as Queen of the Hive.

Once in a while, the Wasp Empress will order that new Hives are to be built. In this case, the Bee Queen will let a handful of her female offspring survive to adulthood, sending them off to become Queens of their own Hives.



Butterfly

Outlook Neutral
(Tends toward Allied)
Victory Max 7
Attribute Pts 18 Min
Attributes Body 3
Mind 5
Speed 6
Specialties Airborne, Covert
Operations, Technology
Skills Flight (Proficient)
Base Move 1 (3 in Flight)
Special Attack none
Life Span 50-70 months
Avg Height 8 mm
Avg Weight 180 mg
Clout Bonus +1D Notes Butterflies are regal and beautiful, and they know it. Most butterflies are arrogant and stuffy, rarely becoming involved in the petty squabbles of lesser races. Butterflies have a good relationship with Ladybugs, and occasionally a Butterfly suitor will seek the hand of a Ladybug.

Butterflies are fascinated by technology, and have developed many conveniences, although few weapons and vehicles. A butterfly technician would much rather devise a central air unit than a high-tech targeting system.



Centipede

Outlook Enemy
Victory Max 13
Attribute Pts 22 Min
Attributes Body 6
Mind 5
Speed 8
Specialties Burrower, Commando,
Covert Operations,
Mercenary, Scavenger,
Weapon Specialist
Skills Charisma (Expert)
Intimidation (Expert)
Perception (Expert)
Stealth (Expert)
Willpower (Expert)
Base Move 3
Special Attack Bite (as a Short Sword)
Injects Poison Type C
Life Span 200-250 months
Avg Height 8 mm (30 mm long)
Avg Weight 750 mg
Clout Bonus +2D

Notes The Centipede may very well be the most powerful, feared and respected race in the Great Field. Centipedes are loners, a single insect usually laying claim to as much as twenty square meters. Centipedes are incredibly intelligent, quick and powerful. Centipedes surround themselves with guards and agents, typically building a core of Spiders and enhancing this with Assassin Bugs, Stink Bugs, Cockroaches and Ambush Bugs. Centipedes typically dwell in large fortresses underground or with a connection to the underground. The influence of a centipede may be felt throughout a back yard or field without the centipede ever leaving the confines of his palace.

Centipedes have a number of bonuses and special abilities. Centipedes are tremendously quick, moving at a base of three areas for every Action spent. Centipedes have a very powerful bite, a bite which injects a poison into the target. Centipedes also possess a number of Skills inherently.

Centipedes will attack other centipedes and millipedes almost on sight, as they know how powerful an adversary their rival could be. If a Centipede senses a threat to his personal power, he will take immediate measures to have the threat removed.

Cockroach

Outlook	Enemy
Victory Max	10
Attribute Pts	11 Min
Attributes	Body 4 Mind 1 Speed 4
Specialties	Bounty Hunter, Heavy Weapons, Mercenary, Scavenger
Skills	Willpower (Expert)
Base Move	2
Special Attack	Bite (as a Small Knife)
Life Span	150-170 months
Avg Height	7 mm
Avg Weight	200 mg

Clout Bonus none Notes Cockroaches are normally solitary, fancying themselves would-be conquerors and rulers. Cockroaches typically gather lesser insects around them, in an attempt to build an army and wrest some power for themselves. Occasionally, a group of Cockroaches will work together as an elite guard or force for a more powerful insect. Cockroaches are renowned for their endurance and ability to withstand adverse conditions. They gain an additional +2 on their initial roll for Stamina.

Dragonfly

Outlook	Neutral
Victory Max	11
Attribute Pts	13 Min
Attributes	Body 4 Mind 2 Speed 4
Specialties	Airborne, Covert Operations, Mercenary, Recon, Scavenger
Skills	Flight (Grand Master)
Base Move	1 (20 in Flight)
Special Attack	none
Lifespan	150-170 months
Avg Height	8 mm (10 mm long)
Avg Weight	250 mg
Clout Bonus	+1D

Notes Dragonflies are among the most powerful of the Neutral Insect Races. Most Dragonflies are distant and aloof, considering themselves above the petty affairs of the Great Field. Some Dragonflies fancy themselves movers and shakers, but will rarely become personally involved in combat, instead trying to trick or goad other races into doing its dirty work for it.

Firefly

Outlook	Neutral
Victory Max	8
Attribute Pts	6 Min
Attributes	Body 1 Speed 2
Specialties	Airborne, Infantry, Mercenary, Pilot, Wpn Specialist
Skills	Flight (Trained)
Base Move	1 (5 in Flight)
Special Attack	none
Life Span	60-80 months
Avg Height	5 mm
Avg Weight	130 mg

Clout Bonus none Notes Fireflies can light up at will, illuminating everything within 3 areas. When lit, Fireflies cause 1D heat damage to anything that touches them. Fireflies are highly resistant to fire and heat based attacks, absorbing 3D of any fire-based attack launched at them. (Example, a Firefly is caught in the blast of an incendiary grenade. The blast causes 5D+10 damage, and the Gamemaster rolls 23 points. The Firefly rolls 3D, getting 13. Therefore, the Firefly only takes 10 points of damage)

Flea

Outlook	Enemy
Victory Max	7
Attribute Pts	5 Min
Attributes	Mind 2 Speed 2
Specialties	Covert Operations, Driver, Mercenary, Pilot, Technology
Skills	Leaping and Jumping (Trained) (results are in Areas, not Millimeters)
Base Move	1
Special Attack	none
Life Span	50-70 months
Avg Height	5 mm
Avg Weight	130 mg

Clout Bonus none Notes Fleas are the techno-geeks of the enemy insect races. They have developed considerable technology, and are among the chief suppliers to lesser militant races, including Fleas, Mosquitoes and Gnats. They have a reputation as hackers and thieves, and are sometimes caught trying to break into high-tech installations to steal data and secrets, either for trade or to use against the race they were stolen from.

Fruit Fly

Outlook	Neutral (Enemy tendencies)
Victory Max	6
Attribute Pts	6
Min Attributes	Speed 2
Specialties	Airborne, Mercenary, Pilot
Skills	Flight (Proficient)
Base Move	1 (5 in Flight)
Special Attack	Bite (as a Small Knife)
Life Span	10-15 months
Avg Height	4.5 mm
Avg Weight	70 mg

Clout Bonus none Notes Fruit Flies are the smallest of the Fly family, including the Fruit Flies, Horse Flies and House Flies. They have historically been used as the core infantry, serving much the same function in the old Fly Army that the Bees currently serve in the Wasp Empire. See the listing under House Flies for more information.

Fruit Flies typically travel in groups of 10-30 insects, forming small communities inside fruit or attacking Aphids for their harvest. They are mostly nomadic, staying in one location for only a few days or weeks.



Gnat

Outlook	Enemy
Victory Max	5
Attribute Pts	3
Min Attributes	Speed 2
Specialties	Mercenary
Skills	none
Base Move	1
Special Attack	none
Life Span	15-25 months
Avg Height	4 mm
Avg Weight	50 mg
Clout Bonus	none

Notes Gnats, or Midges as they are also known, are the weakest of the insect races in the Great Field. They have a poorly developed military, acting as freelance mercenaries to other armies. Gnats are prized as soldiers by would-be conquerors such as Mosquitoes and even Fleas and Termites, who will use them as guards and foot soldiers for their operations. Gnat militias typically number 10-60 troops.

Grasshopper

Outlook	Neutral
Victory Max	11
Attribute Pts	12 Min
Attributes	Body 5 Mind 1 Speed 3
Specialties	Mercenary, Scavenger
Skills	Leaping and Jumping (Master) (Results are doubled)
Base Move	1
Special Attack	Sonic Chirp (4D) (see below)
Life Span	120-140 months
Avg Height	7 mm (10 mm long)
Avg Weight	200 mg

Clout Bonus none Notes Grasshoppers are mostly disassociated from the affairs of the rest of the Great Field. Although most prefer to stay out of the conflicts of the other insect races, some have seen that there is a profit to be made from the conflict, either hiring themselves out as mercenaries or traveling about as Scavengers. Regardless, Grasshoppers travel in groups of less than ten, although rarely alone.

Grasshoppers possess a special attack form of a Sonic Chirp. This attack takes one action to perform. When a grasshopper does this, all characters within a 5 area radius must make a Willpower Roll against the Grasshopper's Attack Dice. (4D) Those that fail the roll have a **+2D** penalty imposed on all opposing actions for the next 2D rounds, due to disorientation from the high-pitched squeal. Those that equal or beat the Grasshopper's roll are unaffected.

Grasshoppers are cousins to Mantids, although Grasshoppers are not nearly as power-hungry as their voracious relatives.

Hornet

Outlook	Enemy
Victory Max	11
Attribute Pts	12 Min
Attributes	Body 3
	Mind 2
	Speed 4
Specialties	Any but Burrower or Scavenger
Skills	Flight (Expert)
Base Move	1 (10 in Flight)
Special Attack	Sting (as a Large Knife) Injects Poison Type F
Life Span	100-120 months
Avg Height	7 mm
Avg Weight	200 mg

Clout Bonus none Notes Hornets are the most powerful of the Wasp Family of insects, including Bees, Hornets and Wasps. Hornets are less colonial than their cousins, not forming their own hives but rather moving in with nearby Wasps and Bees. Hornets have an exceptionally well-developed air force, by far the most advanced in the Great Field. Fortunately, the relatively low number of Hornets keep this air force from completely dominating all other races. This air force is a complement to the vast Wasp Empire, making it the single largest force in the Great Field.

Hornets do not have a Queen like the Bees, instead having a Baroness who is their mother and leader. She has statistics like a normal Hornet, although typically is based on 15 Attribute Points instead of 12. This Baroness rules anywhere from 10 to 30 Hornets, all of them her children or brothers. In her lifetime, she will have only one daughter, who will become Baroness after she dies. This Baronesses swears fealty to the Wasp Empress, and all live within a Bee or Wasp Hive.

Horse Fly

Outlook	Enemy
Victory Max	10
Attribute Pts	10 Min
Attributes	Body 5
	Speed 2
Specialties	Artillery, Heavy Weapons, Mercenary, Recon, Shock Trooper
Skills	Flight (Trained)
Base Move	1 (7 in Flight)
Special Attack	Bite (as a Large Knife)

Life Span	100-120 months
Avg Height	8 mm
Avg Weight	250 mg

Clout Bonus none Notes Horse Flies are the larger cousins of House Flies, and the largest among the cousins of Fruit Flies, Horse Flies and House Flies. They have historically been the Heavy Weapons and Artillery of the Fly Army, their fate mirroring that of the House Flies, below.

House Fly

Outlook	Enemy
Victory Max	10
Attribute Pts	7
Min Attributes	Body 2
	Speed 2
Specialties	Airborne, Artillery, Commando, Engineer, Heavy Weapons, Infantry Marine, Mercenary, Pilot, Recon, Scavenger, Shock Trooper, Technology, Weapon Specialist
Skills	Flight (Trained)
Base Move	1 (8 in Flight)
Special Attack	Bite (as a Small Knife)
Lifespan	90-110 months
Avg Height	6 mm
Avg Weight	200 mg

Clout Bonus none Notes At onetime, the House Flies and their cousins the Fruit and Horse Flies were the rulers of the Great Field in the same way that the Wasps and their cousins are now. Their system of socialism and tradition ruled the Great Field for nearly a decade. Their downfall began with the rapid expansion of technology. They were slow to make advances, and fell behind other races such as the Ants and the Wasps. Though still a force in the many areas of the Great Field, their weapons and technology are considerably out of date, making a return to power doubtful. They will need to form an alliance with a race such as the Fleas or the Termites, incorporating their technological advances, in order for any attempt to return to power.

House Flies live in communities of 30-100 insects, typically living in older structures such as castles and forts. For the most part, they live by older codes, and are ruled by Generals of the old army.

Lice (Louse)

Outlook	Enemy
Victory Max	6
Attribute Pts	4
Min Attributes	Body 1
Specialties	Mercenary, Scavenger
Skills	none
Base Move	1
Special Attack	none
Life Span	20-30 months
Avg Height	4.5 mm
Avg Weight	60 mg
Clout Bonus	none
Notes	Lice are related to Gnats, being a slightly stronger cousin. They are used in the same way as their cousins, forming the bulk of mercenary armies controlled by lesser would-be dictators such as Cockroaches or Mosquitoes. These Lice militias typically number between 10 and 60 mercenary soldiers.

Mantis

Outlook	Enemy
Victory Max	11
Attribute Pts	16 Min
Attributes	Body 4 Mind 3 Speed 6
Specialties	Armor, Bounty Hunter, Infantry, Mercenary, Recon, Scavenger
Skills	Flight (Proficient) Leaping and Jumping (Trained) (Results are in Areas, not Millimeters)
Base Move	1 (4 in Flight)
Special Attack	Bite (as a Small Sword)
Life Span	120-150 months
Avg Length	10 mm
Avg Weight	250 mg
Clout Bonus	+1D
Notes	Mantis are hunters and scavengers, devouring everything in their path. They love the taste of other insects, and are ruthless hunters. They are valued as allies, although all alliances with a Mantis are subject to termination when the Mantis gets hungry and the employer looks tasty.

Although Mantis are normally solitary, one may form a huge force of 10-100 Mantis who then go on a massive feeding frenzy, devouring all that they come across. In especially rare instances, these armies can number in the hundreds, with forces of tanks,

cannons, and personnel carriers that forge across an area, leaving it in ruin and despair. Although Mantis may not be as common as Wasps, their hunger for power and ruthlessness may be greater than even that of the vile Hornets.

Mantis possess a special attack form of a Sonic Chirp. This attack takes one action to perform. When a Mantis does this, all characters within a 5 area radius must make a Willpower Roll against the Mantis' Attack Dice. (5D) Those that fail the roll have a +2D penalty imposed on all actions for the next 2D rounds, due to disorientation from the high-pitched squeal. Those that beat the Mantis' roll are unaffected.

Millipede

Outlook	Enemy
Victory Max	12
Attribute Pts	24 Min
Attributes	Body 12 Mind 6 Speed 2
Specialties	Burrower, Commando, Covert Operations, Scavenger, Weapon Specialist
Skills	Charisma (Expert) Intimidation (Trained) Perception (Expert) Willpower (Trained)
Base Move	2
Special Attack	Bite (as a Small Sword) Injects Poison Type F
Life Span	180-220 months
Avg Height	7 mm (30 mm long)
Avg Weight	900 mg
Clout Bonus	+2D

Notes Millipedes are completely solitary, and are never encountered more than one at a time. Two millipedes within the same territory will quickly hunt each other down and battle for control of the area. Millipedes are related to centipedes, although the two steer clear of one another. Millipedes have similar goals and aims as their Centipede cousins, although the forces they gather are usually smaller, and Millipedes are more nomadic. Millipedes are not nearly as fast as their cousins the Centipedes, although are considerably more physically powerful. Millipedes are equally as likely to be found on the surface as they are to be found underground.

Mosquito

Outlook	Enemy
Victory Max	9
Attribute Pts	8 Min
Attributes	Body 2 Speed 4
Specialties	Airborne, Artillery, Bounty Hunter, Heavy Weapons, Mercenary, Scavenger
Skills	Flight (Trained)
Base Move	1 (5 in Flight)
Special Attack	Bite (as a Small Sword)
Life Span	50-70 months
Avg Height	7 mm
Avg Weight	120 mg

Clout Bonus none Notes Mosquitoes are vile, disgusting creatures. They are greedy, selfish and power-hungry to the core. Mosquito armies are constantly changing, as leaders are always rising to power, being assassinated, replaced and devoured over the course of days and weeks.

Once in a great while, a very powerful leader will emerge to control a mosquito force, and will bring together several rogue groups. This leader's control typically lasts only as long as the specific conflict. If the Mosquitoes win, the lesser leaders will decide that they are each now most worthy to rule, attempting to overthrow the new leader. If the Mosquitoes lose, the leader is often thrown down as a failure and civil war ensues. Only the most powerful insects will employ large numbers of Mosquitoes, and only then for missions requiring neither tremendous trust nor delicacy. Mosquito forces can range anywhere from 10 to 500 insects, although the size of the army is usually inversely proportional to its life expectancy.

Moth

Outlook	Neutral
Victory Max	7
Attribute Pts	11
Min Attributes	Body 2 Mind 2 Speed 4
Specialties	Mercenary, Scavenger
Skills	Flight (Proficient)
Base Move	1 (3 in Flight)
Special Attack	none
Life Span	70-90 months
Avg Height	7 mm
Avg Weight	130 mg

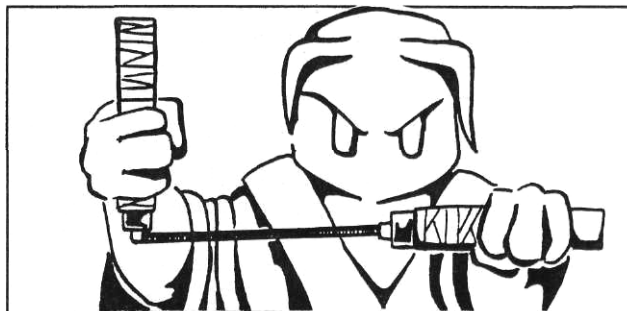
Clout Bonus none Notes Moths are mostly Scavengers, trying to stay out of conflict while also profiting from it. Many Moths act as smugglers (same stats as Scavenger), running supplies and weapons between groups. Moths are relatives of Butterflies, but hold them in contempt. While Butterflies are arrogant and aloof, Moths are ail-too realistic, living among the basement of insects. They find themselves often scraping for food and shelter. Moths are mostly nomadic, and travel about either alone or in small groups of two to five.

Potato Bug

Outlook	Neutral
Victory Max	10
Attribute Pts	7 Min
Attributes	Body 1 Mind 1 Speed 3
Specialties	Burrower, Commando, Covert Ops, Weapon Specialist
Skills	none
Base Move	1
Special Attack	none
Lifespan	80-100 months
Avg Height	5.5 mm
Avg Weight	150 mg

Clout Bonus none Notes Potato Bugs dwell underground. They live in large communities, and practice the mystical combat arts of ancient times. They have resisted changes in technology, living in the same manner as they have for decades. Potato Bugs detest firearms, their weapons being knives, swords, nunchakas, shuriken, and crossbows. Potato Bugs are masters of the martial arts.

Potato Bugs are the sworn enemies of all Spiders, and attack them on sight. This hatred is decades old.





Scorpion

Outlook	Enemy
Victory Max	12
Attribute Pts	26 Min
Attributes	Body 12
	Mind 4
	Speed 6
Specialties	Bounty Hunter, Covert Ops, Mercenary, Scavenger, Weapon Specialist
Skills	Intimidation (Trained)
	Stealth (Expert)
	Willpower (Expert)
Base Move	2
Special Attack	Tail Sting (as a Large Sword +1D damage)
Injects Poison Type G	
Life Span	200-220 months
Avg Height	10 mm (15 mm long)
Avg Weight	400 mg
Clout Bonus	+2D

Notes Scorpions are distant relatives of Spiders, and work with them on occasion. Scorpions normally travel about in small groups of three to five individuals, although sometimes a stronger Scorpion will become an independent agent, offering his services to the highest bidder.

Scorpions are especially feared for the poison stinger they possess, a stinger which no insect is known to have survived. Scorpions are also tremendously quick and powerful, and have an armored exoskeleton. Because of this exoskeleton, a Scorpion receives +2 on the initial roll for Stamina.

Scorpions can sometimes be found in the service of a Black Widow Spider, a Centipede or Millipede warlord.

Spider. Black Widow

Outlook	Enemy
Victory Max	13
Attribute Pts	20 Min
Attributes	Body 4
	Mind 7
	Speed 6
Specialties	Covert Operations, Weapon Specialist
Skills	Climbing (Expert)
	Hypnotism (Expert)
	Intimidation (Expert)
	Perception (Expert)
	Stealth (Trained)
	Web spinning (Expert)
	Willpower (Trained)
Base Move	2
Special Attack	Bite (as a Large Knife)
Injects Poison Type D	
Life Span	160-180 months
Avg Height	7 mm
Avg Weight	160 mg
Clout Bonus	+2D

Notes Black Widows are among the smartest, most manipulative insects in the Great Field. In addition to the considerable personal power a Black Widow possesses, she normally surrounds herself with powerful, loyal allies. Black Widows are tremendous schemers, their machinations rivaling those of the Wasp Empress, Centipedes and Millipedes. Black Widows have a reputation as heart-breakers, and this reputation is well-earned. Black Widows use their seductive abilities to the utmost, forming partnerships and marriages with powerful insect overlords, only to attempt to slay them and take all power for their own.

Spider. Daddy Longlegs

Outlook	Enemy
Victory Max	10
Attribute Pts	11 Min
Attributes	Body 2 Mind 1 Speed 5
Specialties	Mercenary, Recon, Scavenger
Skills	Climbing (Expert) Stealth (Expert)
Base Move	3
Special Attack	Bite (as a Large Knife)
Life Span	70-90 months
Avg Height	15 mm
Avg Weight	175 mg

Clout Bonus none Notes Daddy Longlegs Spiders are the oddities of the Spider Family. They are exceptionally tall and long-legged (hence their name). Daddy Longlegs are employed as Recon almost exclusively, since they are exceptionally fast and relatively powerful. Unlike the other members of the Spider Family, the bite of a Daddy Longlegs is not poisonous.

Spider. House

Outlook	Enemy
Victory Max	10
Attribute Pts	9 Min
Attributes	Body 2 Speed 4
Specialties	Burrower, Covert Ops, Mercenary, Scavenger, Weapon Specialist
Skills	Climbing, Expert Webspinning (Proficient)
Base Move	1
Special Attack	Bite (as a Small Knife) Injects Poison Type B
Lifespan	90-110 months
Avg Height	7 mm
Avg Weight	250 mg

Clout Bonus none Notes House Spiders are the weakest of the Spider Races, but also the most numerous. House Spiders are still considerably more powerful than the typical insect in the Great Field, commanding a healthy respect. House Spiders hate Potato Bugs, their sworn enemies, and will attack them on sight. Like the Potato Bugs, the Spiders have developed an advanced system of martial arts, and practice these while incorporating new technologies.

Spider. Hunter

Outlook	Enemy
Victory Max	11
Attribute Pts	13 Min
Attributes	Body 3 Speed 5
Specialties	Bounty Hunter, Burrower, Commando, Covert Ops, Weapon Specialist
Skills	Climbing (Master) Tracking (Expert) Webspinning (Trained) Willpower (Trained)
Base Move	2
Special Attack	Bite (as a Large Knife) Injects Poison Type B
Lifespan	110-130 months
Avg Height	8 mm
Avg Weight	350 mg
Clout Bonus	+1D

Notes Hunting Spiders are greatly feared throughout the Great Field. They are gifted warriors and ruthless adversaries. Exceptionally cunning, Hunting Spiders are highly prized as allies. As all Spiders do, Hunting Spiders hold Potato Bugs in complete contempt, attacking them on sight.

Spider. Tarantula

Outlook	Enemy
Victory Max	12
Attribute Pts	18 Min
Attributes	Body 7 Mind 2 Speed 6
Specialties	Bounty Hunter, Burrower, Commando, Covert Ops, Weapon Specialist
Skills	Climbing (Master) Intimidation (Trained) Tracking (Expert) Willpower (Expert)
Base Move	2
Special Attack	Bite (as a Short Sword) Injects Poison Type C
Life Span	120-150 months
Avg Height	9 mm
Avg Weight	450 mg
Clout Bonus	+2D

Notes Tarantulas are the largest of the Spider Family, and are extremely rare, much to the relief of the rest of the Great Field. There may be only one or two tarantulas in a particular area at any time, but whoever has this insect in his or her camp has a definite trump card.

Stnk Bg

Outlook	Enemy
Victory Max	8
Attribute Pts	5
Min Attributes	Body 2
Specialties	Bounty Hunter, Mercenary, Scavenger
Skills	none
Base Move	1
Special Attack	Gas attack. (See below)
Life Span	60-80 months
Avg Height	6 mm
Avg Weight	140 mg

Clout Bonus none Notes Stink Bugs are mostly solitary, used as elite soldiers and bounty hunters by lesser warlords and leaders. At most a half-dozen Stink Bugs will be encountered at one time. Stink Bugs emit a foul gas that acts as a gas grenade. They may do this up to three times per day. This activity takes one action. They are immune to this, and all gas-based attacks. Although they can control their gas attack, Stink Bugs always give off an unpleasant odor, which makes it difficult for them to get close to intended targets without being noticed. Perception checks against Stink Bugs are at +1D if the Stink Bug is in the same area as the character.

Stne Fy

Outlook	Neutral
Victory Max	7
Attribute Pts	6
Min Attributes	Body 3
Specialties	Armor, Burrower, Heavy Weapons, Infantry, Marine, Mercenary
Skills	Flight (Trained)
Base Move	1 (5 in Flight)
Special Attack	Bite (as a Short Sword)
Life Span	70-90 months
Avg Height	6 mm
Avg Weight	200 mg

Clout Bonus none Notes Stone Flies dwell near streams, creeks, and ponds, typically forming burrows near or under rocks. Stone Fly communities typically number only 6-30 insects, about half of whom are fighters.

Stone Flies are distant cousins of house and horse flies, although they have no particular allegiance to them.

Teria

Outlook	Enemy
Victory Max	6
Attribute Pts	4
Min Attributes	Mind 2
Specialties	Armor, Burrower, Artillery, Engineer, Mercenary
Skills	None
Base Move	1
Special Attack	none
Life Span	60-80 months
Avg Height	5 mm
Avg Weight	150 mg

Clout Bonus none Notes Termites are the Engineers of the lesser Enemy Races. They have made considerable advances in the areas of construction, explosives, and land vehicle design. Their services are highly prized by would-be conquerors of lesser races, such as Cockroaches or Mosquitoes, who use Termite technology. Termites have their own moderately-developed military, and live in communities of 50-300 insects. These communities are ruled by a king and queen, who have Attributes as a normal Termite. Termites typically dwell within rotted woodwork, building elaborate tunnel systems with incredible defenses, trapped false passageways and similar deterrents. Termites have a long-standing hatred of Beetles, and the two have had many conflicts.

Tick

Outlook	Enemy
Victory Max	5
Attribute Pts	3
Min Attributes	Body 2
Specialties	Burrower, Mercenary
Skills	Leaping and Jumping (Expert) (Results are doubled)
Base Move	1
Special Attack	Bite (as a Small Knife)
Life Span	20-30 months
Avg Height	4 mm
Avg Weight	40 mg

Clout Bonus none Notes Ticks, like Gnats, are among the weakest insect races in the Great Field. They are prized by weaker leaders such as Mosquitoes as mercenary troops. A Tick's greatest strength is its Body. (if a Body of 2 can be considered a strength...) Ticks are nomadic, and travel about in groups of 12-20 insects.

Wasp

Outlook Enemy
Victory Max 10
Attribute Pts 9 Min
Attributes Body 2
Mind 1
Speed 3
Specialties Any except Burrower or Scavenger
Skills Flight (Trained)
Base Move 1 (10 in Flight)
Special Attack Sting (as a Large Knife)
Poison Type E
Life Span 80-100 months
Avg Height 6 mm
Avg Weight 130 mg
Clout Bonus none Notes Wasps are the most numerous of the three Wasp Cousins of Bees, Hornets and Wasps. Wasps are more powerful than the Bees, although not as powerful as the Hornets. They are the most plentiful, more than 60% of the Wasp Empire consisting of Wasps. They have a highly advanced military, with cutting-edge technology, vast resources, and incredible diversity. They are thorax-and-tho-rax with the Ants as the mightiest army in the Great Field.

Wasps reside in great Hives, typically built high among tree branches or the at the highest point of structures such as houses and garages. These hives may consist of anywhere from 200 to 1000 Wasps, along with dozens of vehicles, hundreds of heavy weapons and impenetrable defenses. Only a handful of insects other than Bees, Hornets and Wasps have ever been inside of a Wasp Hive and lived to tell of it.

The Wasps are ruled by the Wasp Empress.

Wasp Empress

Outlook Enemy
Victory Max 13
Attribute Pts 21
Min Attributes Body 5
Mind 8
Speed 5
Specialties Covert Operations
Skills Charisma (Expert)
Flight (Expert) Intimidation (Expert) Willpower (Expert)
Base Move 1 (10 in Flight)

Special Attack Sting
Use Unarmed Melee for attack
Damage is as per Large Knife
Poison in Stinger, Type F
Life Span 150-200 months
Avg Height 6 mm
Avg Weight 100 mg
Clout Bonus +5D
Notes The Wasp Empress may very well be the most powerful creature in the Great Field. Although not possessing as many Attribute Points as a handful of other creatures, the scope of her power and the might of her armies makes her title supreme. There is only one Wasp Empress in any particular area at one time, although she keeps several Ladies in Waiting. Their function is to have children and assist her in her tasks, acting as counselors. These ladies have statistics as a normal Wasp. As she comes toward the end of her life, she will chose one of the Ladies to succeed her as the Empress. During this time, the Lady-in-Waiting chosen molts to become the next Empress, typically devouring her master.

Water Strider

Outlook Neutral
(Enemy tendencies)
Victory Max 8
Attribute Pts 10 Min
Attributes Body 2
Mind 1
Speed 4
Specialties Marine, Mercenary, Scavenger
Skills Swimming (Grand Master)
Base Move 1 (2 on the surface of water)
Special Attack Bite (as a Small Knife)
Life Span 60-80 months
Avg Height 7 mm
Avg Weight 80 mg
Clout Bonus none Notes Water Striders are nomadic, traveling about in groups of five to twenty. They live on the surface of small bodies of water or slow-moving creeks and streams. They move about, attacking flying insects who get close enough to the surface of the water to be within reach. They also attack swimmers and small boats. Water Striders are sometimes used by forces with water bases or large boats as defenders and forward troops.

SECTION TWO: PREDATORS

This section outlines the various Predators that are native to the Great Field. These creatures are not like other insect races, forming military powers and competing with the Ants and their allies for land and power. Instead, Predators are the thundering lizards, burrowing mice and swooping birds that keep the Allied Powers on their toes.

All Predators are defined using the following categories:

Type lists the general category that this Predator falls into.

Amphibians are equally at home on land or in the water.

Aquatics live underwater, and are helpless on land.

Fliers are equally at home in the air or on land.

Livestock are not actually predators, but dumb beasts that are hunted by insects for food or used as pack and work creatures. Livestock always have a Cunning of one.

Mammals are warm blooded creatures that live on land.

Reptiles are scaly, cold-blooded beasts that are a bane to insects everywhere.



Attribute Points lists the number of Attribute Points that the Predator type is based on.

Body lists the Body Score for all Predators of that type. All Predators have the Power and Stamina Abilities, both based on Body.

Mind lists the Mind Score for all members of that species. Predators do not have a Smarts or Wits Ability, but rather have a Cunning Ability, which replaces them. Predators act completely on instinct, and Cunning is a measure of that. Cunning is used in place of Smarts or Wits for Skills that would use those Abilities.

Speed lists the Speed Score for all members of that Predator type. All Predators have the Agility and Reflex Abilities.

Actions per Round (abbreviated Actions/Rd) indicates how many actions that creature makes per round.

Base Move lists the base movement rate (in areas) for members of that Predator type. This would be how many areas the Predator moves for every action spent. While the base move for most insects is 1, the base move for Predators may be much higher. In a single action, a Snake may move many more areas than an Ant or Beetle. When more than one Base Move is listed, the Predator may operate in different environments. (For example, a bat may walk on land or fly). When this is the case, the first Base Move is for land, and the second (in parenthesis) is for the other movement type.

Skills lists the Skills that are automatically possessed by this Predator, along with the base number of dice. As with Skills for characters, these dice are added to the companion Ability score.

Attacks lists the attack forms used by this Predator, along with the standard damage for the attack form. The Melee Skill listed is used to determine success with melee attack forms.

Age Categories

There are three different age categories that Predators may fall into. The older a Predator is, the more powerful it is, and the more difficult it is to defeat. The three age categories are Young Adult, Adult, and Mature.

Young Adult

Young Adults are the most common of the Predators encountered. They have recently reached adulthood, and have set off from their parents.

Young Adults possess all Abilities at one point higher than the related Attribute. (A young adult with a Body of 10 has a Stamina of 11)

Young Adults possess all of the listed Skills at the Dice Values listed.

Young Adults have normal Stamina Rank Progression (one level of Winded)

Young Adults cause damage as per the listed Value. For defeating a Young Adult, 3x the Predator's Attribute Total in Victory Points are awarded.

Adult

Adults are relatively uncommon. Only one in four Predators survives to adult status. They have typically built nests, and are breeding young.

Adults possess all Abilities at four points higher than the related Attribute. (An Adult with a Body of 10 has a Stamina of 14) Adults possess all of the listed Skills at +1D.

Adults possess all of the listed Skills at +1D.

Adults receive one additional Stamina Rank at Winded. (for a total of two levels of Winded)

Adults cause 1D greater damage on all attacks than the listed Value. For defeating an Adult Predator, 6x the creature's Attribute Total in Victory Points are awarded.



Mature

Mature Predators are rare. Only one in twenty Predators survives to full Maturity. They typically have large nests, and are surrounded by several young adults and possibly one or two adults. Some Mature Predators may achieve legendary status within their hunting ground, becoming the stuff of bedtime stories for young insects.

Mature Predators possess all Abilities at eight points higher than the related Attribute. (A Mature Predator with a Body of 10 has a Stamina of 18)

Mature Predators possess all of the listed Skills at +2D.

Mature Predators receive two additional Stamina Ranks at Winded, (for a total of three levels of Winded).

Mature Predators cause 2D greater damage on all attacks than the listed Value. For defeating a Predator of Mature age, 10x that creature's Attribute Total in Victory Points are awarded.

Bat

Bats are flying mammals. They hunt mostly at night, devouring dozens of insects every evening. They are greatly feared by all insect races, holding a mythological significance among many. There are several legends of old insect Bat Slayers who hunted bats to their nests and defeated them, capturing their hordes of shiny baubles and riches.



Bat		
Type	Flier	
Attribute Pts	35	
Body	15	
Mind	2	
Speed	18	
Actions/Rd	5	
Base Move	1 (10 Flight)	
Skills	Climbing	2D
	Dodge	2D
	Flight	2D
	Melee	3D
	Parry	2D
	Perception	2D
	Stealth	2D
	Tracking	1D
	Willpower	2D
Attacks	Bite	
	(3D + Power Damage)	

Blue Jay

Blue Jays are the largest of the fliers that hunt insects. Blue Jays hunt mostly during the day. Blue Jays are ruthless, willing to battle

other creatures over prey and steal insects from other Predators after the work of hunting and killing is done. Blue Jays build nests high up in trees and buildings, far away from the abilities of most insects to travel.

Blue Jay		
Type	Flier	
Attribute Pts	50	
Body	20	
Mind	5	
Speed	25	
Actions/Rd	5	
Base Move	2 (12 Flight)	
Skills	Climbing	2D
	Dodge	2D
	Flight	3D
	Melee	3D
	Parry	2D
	Perception	3D
	Stealth	1D
	Tracking	3D
	Willpower	3D
Attacks	Bite (4D + Power)	

Chameleon

Chameleons are very stealthy hunters. Not only do they move silently and quickly over even the most rugged terrain, but they possess an ability to blend in with their surroundings, accounting for their high Stealth. More than one Commando unit has taken the moniker 'The Chameleons' due to the Chameleon's ability to attack prey suddenly and quietly, disappearing just as quickly.

Chameleon		
Type	Reptile	
Attribute Pts	15	
Body	5	
Mind	2	
Speed	8	
Actions/Rd	4	
Base Move	4	
Skills	Climbing	3D
	Dodge	2D
	Leaping	2D
	Melee	3D
	Parry	2D
	Perception	2D
	Stealth	4D
	Tracking	3D
	Willpower	2D
Attacks	Bite (3D + Power)	

Crab

Crabs are small shelled creatures, living in shallow waters near the shores of creeks and ponds. Crabs have very hard shells, affording them excellent protection but also making them relatively slow. Crabs normally attack swimmers and small vessels, but have been known to come on land and attack small communities along shores if especially hungry.

Crab		
Type	Aquatic	
Attribute Pts	15	
Body	10	
Mind	1	
Speed	4	
Actions/Rd	3	
Base Move	1	
Skills	Dodge	1D
	Melee	2D
	Parry	2D
	Perception	1D
	Stealth	1D
	Swimming	2D
	Tracking	2D
	Willpower	2D
Attacks	2 Claws (4D + Power)	

Crayfish

Crayfish are much larger cousins of crabs. Crayfish are also shelled, although their shell is somewhat malleable, affording them a greater range of movement but equal protection. Crayfish dwell in similar areas as Crabs, although typically in deeper waters.



Crayfish rarely come to land, finding the hunting in the water just fine. Crayfish attack larger vessels than Crabs will, since they're able to withstand more damage.

Crayfish		
Type	Aquatic	
Attribute Pts	45	
Body	30	
Mind	5	
Speed	10	
Actions/Rd	5	
Base Move	1	
Skills	Dodge	2D
	Melee	3D
	Parry	2D
	Perception	2D
	Stealth	1D
	Swimming	3D
	Tracking	2D
	Willpower	2D
Attacks	2 Claws (6D + Power)	

Field Mouse

Field Mice are the smallest of mammals, but also the most numerous. They eat many things besides insects, including vegetation. A field mouse will attack an insect if it appears to be a relatively easy target, but will search out another meal if the target provides too much resistance (for instance, shooting the mouse). Occasionally, Field Mice hunt in packs, attacking larger prey and staying in the fight much longer.

Field Mouse		
Type	Mammal	
Attribute Pts	10	
Body	6	
Mind	1	
Speed	3	
Actions/Rd	3	
Base Move	2	
Skills	Climbing	2D
	Dodge	2D
	Melee	2D
	Parry	2D
	Perception	2D
	Stealth	3D
	Swimming	1D
	Tracking	2D
	Willpower	1D
Attacks	Bite (3D + Power)	

Frog

Frogs are the smallest and most numerous of Amphibians. They dwell in marsh areas and similar wetlands, although sometimes venture out away from their watering hole, especially if it is search of a good meal. Frogs subsist almost exclusively on an insect diet. Their most feared attack is a tongue strike, which wraps an insect up and pulls it into the Frog's awaiting mouth. This tongue strike causes a base 3D+Power damage, as well as pulling the insect in. Once an Insect has been hit by the tongue strike, the character must roll Unarmed Melee vs. the Frog's Melee in order to break free. If this fails, the frog will cause an additional 4D damage by swallowing the insect. An insect who has been swallowed will take 4D damage every round until that character dies or the Frog is killed. The Tongue Strike has a range of two areas.

Frog		
Type	Amphibian	
Attribute Pts	20	
Body	9	
Mind	2	
Speed	9	
Actions/Rd	4	
Base Move	2 (3 Swimming)	
Skills	Dodge	2D
	Leaping	3D
	(distance in Areas)	
	Melee	2D
	Parry	2D
	Perception	2D
	Stealth	2D
	Swimming	3D
	Tracking	2D
	Willpower	1D
	Tongue Strike (3D + Power)	
Attacks		



Garter Snake

Garter Snakes are possibly the most feared of all predators. They are incredibly quick and powerful, with multiple attack forms. Garter Snakes have a vicious bite, which causes a base 6D + Power damage. The Garter Snake may also perform a tongue strike. The tongue strike causes a base 4D + Power damage, as well as pulling the insect into the Snake's mouth. Once an insect has been hit by the tongue strike, the character must roll Unarmed Melee vs. the Snake's Melee in order to break free. If this fails, the Snake will cause an additional 4D damage by swallowing the insect. An insect who has been swallowed will take 4D damage every round until that character dies or the Garter Snake is killed. The tongue strike has a range of three Areas.

The final attack form involves the snake constricting the target. This is normally reserved for larger targets like moles, although the Garter Snake will use it on an especially pesky insect, as well as smaller vehicles. The Snake makes a Melee Roll against the opponents Parry. (or the Skill Roll for the vehicle) If the Snake is successful, the opponent has been wrapped up. The Snake causes a base 5D + Power Damage every round until the Snake or target is dead, or the target breaks free. Living targets roll 2D + Power every round to break free, vs. the Garter Snake's 2D + Power roll to hold. Vehicle operators make a Skill roll vs. the Snake's 2D + Power roll.

Garter Snake		
Type	Reptile	
Attribute Pts	45	
Body	15	
Mind	5	
Speed	25	
Actions/Rd	5	
Base Move	6 (land or water)	
Skills	Dodge	3D
	Melee	3D
	Parry	3D
	Perception	3D
	Stealth	3D
	Swimming	1D
	Tracking	3D
	Willpower	3D
	Attacks	Bite (6D + Power)
	Tongue Strike/Constrict	

Hummingbird

Hummingbirds are the smallest but also the most nimble of the flying Predators. They strike incredibly quickly, darting off in search of the next target equally quickly, often before the target has a chance to react. Hummingbirds subsist on an equal diet of insects and nectar, and will search out easier prey if an insect or group of insects proves too difficult to

Hummingbird		
Type	Flier	
Attribute Pts	20	
Body	5	
Mind	2	
Speed	13	
Actions/Rd	5	
Base Move	1 (25 Flight)	
Skills	Climbing	1D
	Dodge	4D
	Flight	5D
	Melee	2D
	Parry	2D
	Perception	2D
	Stealth	4D
	Tracking	2D
	Willpower	1D
Attacks	Bite (3D + Power)	

Minnow

Minnows are the smallest of fish, creatures. They dwell in deeper waters of ponds and slow-moving creeks, attacking swimmers and water craft. They swallow their prey whole on a successful melee attack. (for a base 5D + Power damage) Once a creature has been swallowed, it takes a base 5D damage every round until either the target or the Minnow is dead. Minnows will attack vessels by ramming them (attempting to get at the chewy morsels inside). This ram attack causes a base 5D + Power damage to target vessels. Minnows are hunted by many insect races, and fishing villages tend to spring up near any waterway where Minnows are numerous. A single Minnow may be able to feed an entire village of 20 to 30 insects for a week.



Minnow

Type	Aquatic	
Attribute Pts	30	
Body	15	
Mind	5	
Speed	10	
Actions/Rd	5	
Base Move	5	
Skills	Dodge	2D
	Melee	3D
	Parry	2D
	Perception	2D
	Stealth	2D
	Swimming	3D
	Tracking	2D
Attacks	Willpower	2D
	Swallow (5D + Power)	
	Ramming (see above)	

Mole

Moles live in burrows in fields, building a complex series of underground passageways. They are highly adapted to living underground, and are able to get along relatively well with little or any light.

The diet of moles consists mostly of insects, complemented with rotting vegetation. They are considerably more daring than their smaller cousins the Field Mice. Moles normally only come to the surface at night, when elements are in their favor.

Mole

Type	Mammal	
Attribute Pts	25	
Body	12	
Mind	3	
Speed	10	
Actions/Rd	5	
Base Move	3	
Skills	Blind Fighting	3D
	Climbing	2D
	Dodge	2D
	Melee	2D
	Parry	2D
	Perception	2D
	Stealth	3D
	Tracking	3D
	Willpower	2D
Attacks	Bite (4D + Power)	

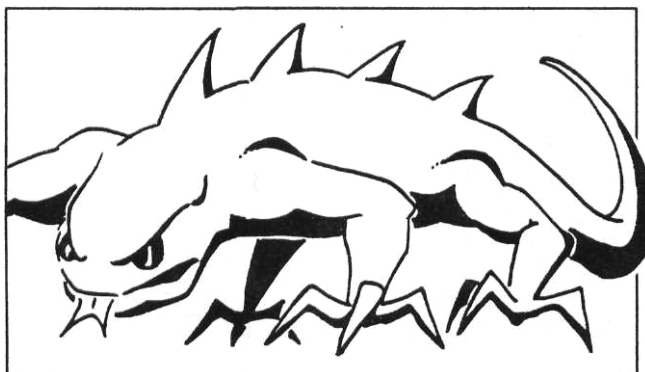
Bat

Rats are the largest of the mammals, hunting mostly larger insects and also raiding the nests of reptiles and amphibians for their eggs. Rats are very cunning, knowing when to strike and when to leave a target alone. Rats normally hunt in packs, often fighting over the kill once it has been made. Rats live in rotting vegetation and garbage, hunting mostly at night.

Rat	
Type	Mammal
Attribute Pts	40
Body	25
Mind	5
Speed	10
Actions/Rd	5
Base Move	4 (5 Swimming)
Skills	Blind Fighting 2D
	Climbing 3D
	Dodge 2D
	Melee 3D
	Parry 2D
	Perception 2D
	Stealth 2D
	Swimming 2D
	Tracking 3D
	Willpower 3D
Attacks	Bite (5D + Power)

Salamander

Salamanders are very large amphibians, nearly as feared as Garter Snakes, although without as many forms of attack. Salamanders rend their prey with their massive jaws. They live in damp areas near creeks and marshes, surviving almost exclusively on a diet of insects.



Salamander

Type	Amphibian
Attribute Pts	50
Body	22
Mind	6
Speed	22
Actions/Rd	5
Base Move	5 (3 Swimming)
Skills	Climbing 3D
	Dodge 2D
	Leaping 3D
	Melee 3D
	Parry 3D
	Perception 3D
	Stealth 3D
	Swimming 2D
	Tracking 3D
	Willpower 1D
Attacks	Bite (7D + Power)

Slug

Slugs are the smallest of livestock, herded in underground areas and bred for food by many insect races. Slugs are slow and stupid. They are relatively small (usually only 2 or 3 millimeters long) but considered universally appealing.

Slug	
Type	Livestock
Attribute Pts	5
Body	3
Mind	1
Speed	1
Actions/Rd	1
Base Move	1/2
Skills	Dodge 1D
	Melee 1D
	Parry 1D
	Perception 1D
	Stealth 1D
	Willpower 1D
Attacks	Bite (1D + Power)

Snail

Snails are primarily a source of food for insects, much like Slugs and Worms. While Slugs are herded and grown as cattle, Snails are mostly hunted in the wild, found under rocks and in caves and tunnels. Snails have few offensive abilities (a decent bite) but their shell makes them relatively tough to kill.

Snail		
Type	Livestock	
Attribute Pts	15	
Body	12	
Mind	2	
Speed	1	
Actions/Rd	1	
Base Move	1	
Skills	Climbing	2D
	Dodge	1D
	Melee	2D
	Parry	1D
	Perception	1D
	Stealth	2D
	Tracking	1D
	Willpower	1D
Attacks	Bite (1D + Power)	

Toad

Toads are larger relatives of Frogs. They exist on a diet of fresh insects. Like Frogs, a Toad's primary attack form is a tongue strike. This attack wraps an insect up and pulls it into the Toad's mouth. The tongue strike causes a base 4D + Power damage, as well as pulling the insect in. Once an Insect has been hit by the tongue strike, the character must roll Unarmed Melee vs. the Toad's Melee to break free. If this fails, the Toad will cause an additional 5D damage by swallowing the insect. This insect will take 5D damage every round until that character or the Toad is killed. The Tongue Strike has a range of two areas.

Toad		
Type	Amphibian	
Attribute Pts	35	
Body	20	
Mind	5	
Speed	10	
Actions/Rd	5	
Base Move	3 (3 Swimming)	
Skills	Climbing	1D
	Dodge	2D
	Leaping	4D
	(distance in Areas)	
	Melee	3D
	Parry	2D
	Perception	2D
	Stealth	2D
	Swimming	1D
	Tracking	3D
	Willpower	2D
Attacks	Tongue Strike	

Turtle

Turtles are very slow reptiles, with exceptionally hard shells. Turtles are methodical hunters, picking their prey carefully, confident in the ability of their shells to protect them. They often attack vehicles like tanks, pulling them apart with their powerful jaws and eating the insects inside. Turtles are able to swim, although live on land.

Turtle		
Type	Reptile	
Attribute Pts	30	
Body	20	
Mind	5	
Speed	5	
Actions/Rd	3	
Base Move	1 (3 Swimming)	
Skills	Dodge	1D
	Melee	3D
	Parry	1D
	Perception	1D
	Stealth	1D
	Swimming	1D
	Tracking	2D
	Willpower	1D
Attacks	Bite (7D + Power)	

Worm

Worms are dumb creatures, traveling through the ground, subsisting on nutrients in the soil. They are hunted by Ants and other insects, and are considered a primary source of protein for most Races. Worms are sometimes tricky to catch, as they can turn and charge at an attacker, and are many times the size of any insect, making them dangerous just in terms of mass. When a stampeding Worm bowls you over, you're going to feel it in the morning.

Worm		
Type	Livestock	
Attribute Pts	35	
Body	20	
Mind	5	
Speed	10	
Actions/Rd	5	
Base Move	4	
Skills	Dodge	2D
	Melee	2D
	Parry	2D
	Perception	1D
	Stealth	1D
	Tracking	1D
	Willpower	1D
Attacks	Charge (3D + Power)	

CHAPTER FIVE: THE GAMEMASTER

SECTION ONE: THE FINE ART OF GMING

The Gamemaster has both the most difficult and most rewarding role in the game. It is his or her responsibility to set up the story, involve the characters, challenge, surprise, entertain and inform. A good Gamemaster is imaginative and flexible.

The best rule that a Gamemaster can live by is that there are no hard and fast rules.

Every statistic in this book is a guide, which the Gamemaster should feel free to discard at any moment. You think that there is no way that little Tick sniper could have taken out the Major with one shot, ruining the entire game session? Fudge the roll. You think that the ace pilot shouldn't have to roll to attempt the 90 degree U-turn he wants to attempt, since he's done it a hundred times? Don't make him roll. You realize that you've backed the players into the corner and they have no hope of winning? Have the calvary show up. It is up to the Gamemaster to be completely prepared for the game session, including maps, statistics, and an idea of how the scenario is going to work. It is also the job of the Gamemaster to be willing to take the whole thing, crumple it up in a ball and toss it in the garbage. Players will surprise you. Be prepared for that. But also be prepared to surprise them back. You didn't think that they would try to hide underneath the tower where your sniper is stationed? Get imaginative. What would the sniper do?

Creating the World

A big part of the fun of the game is in creating the environment. Two of the greatest things you have in your favor are the scale and universality of the game. Everyone has a back yard. Everyone has had ants in their kitchen, raiding their cupboards. Most people have seen a centipede scurry across their basement. Use that. The basement becomes a thriving under-

world of spider and centipede intrigue. The kitchen is a bountiful harvest of food for the taking, for those daring enough to cross the great carpet, climb the cupboard door, and evade the lure of roach motels hidden in dark corners and false passageways.

Using your imagination, your back yard becomes an untamed wilderness where dozens of forces clash for control of constantly shifting borders, every rock and flower a military position to take or hold from enemy forces. Play up the scale of the game. You can make a map of a flea camp or wasp hive that is actually to scale. When your characters are less than half as tall as a six-sided die, crossing the sidewalk can be an evening's adventure.

Special Situations

There are a number of special situations that may arise in play. These are various factors that can be detrimental to living a long, healthy life as a little bugger.

Electricity and Fire

Electricity and Fire are similar, in that both have varying degrees of intensity, indicating how much damage the electricity or fire causes. Intensities are rolled as damage on any character who comes into direct contact, damage rolled for every round of contact.

Intensity	Electricity	Fire
1D	Battery	Candle
2D	Lizard Prod	Lantern
3D	Wall Socket	Campfire
5D	Power Lines	Bonfire/ Flame-thrower
7D	Electric Fence	Burning Building
10D	Electric Chair	Inside a BBQ Grill

Falling

Falling characters take damage. It's a fact of life. The farther you fall, the more damage you take. For every area a character falls, he or she takes 1D of damage. At 10D, the character has reached terminal velocity. Falling never causes more than 10D damage.

Holding Your Breath

There are two types of holding one's breath. The first is when a character intentionally holds their breath. This requires the character to spend one Action taking a deep breath and preparing to hold it. When a character does this, he or she can hold their breath for a number of rounds equal to his or her Stamina Score. Every round beyond that, the character must make a Stamina Check (rolling 1D + Stamina). The base difficulty of this is 2D, increasing by 1D every round after that. If the character does not take a breath before failing a Stamina Roll, the character loses control and takes a breath. If the character is attempting to avoid the result of a gas grenade or similar attack, the character will immediately feel that attack's effects. If the character is underwater, that character immediately drops to unconscious, and is dying.

The second type of holding one's breath is where the character does not have the chance to take a deep breath. In this case, the character immediately begins making Stamina Checks as above, with the difficulty increasing 1D every round. Otherwise, this type of holding breath is the same.

Vision and Distance

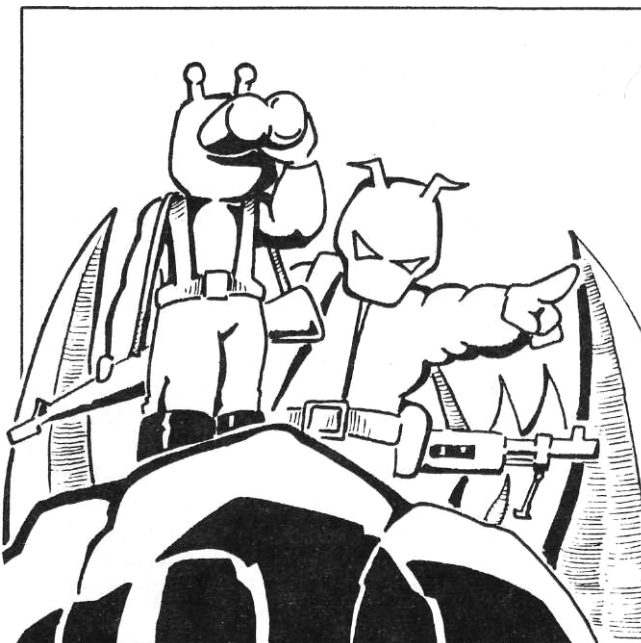
A character can normally see up to eight meters maximum under normal conditions. The further away something is from the viewer, the harder it is to see and identify.

Distance from Viewer	Perception Check Penalty
up to 50 Areas	none
50 Areas to 1 meter	+1D to difficulty
1-2 meters	+2D to difficulty
3-5 meters	+4D to difficulty
6-8 meters	+8D to difficulty

Awarding Victory Points

At the end of the game session, the Gamemaster awards each of the Players Victory Points (as well as an equal number of Skill Points). It is recommended that characters earn enough ViPs that they advance in rank every two to three game sessions in the beginning, gradually slowing to every four or five game sessions. Advancement every game session is too fast, while advancing every ten game sessions may be frustrating for players, as their characters aren't getting better fast enough. The total number of Victory Points awarded for a mission is divided equally among all of the characters in the group. The total number of points awarded is at the discretion of the Gamemaster, although a few guidelines are listed below:

Enemies Defeated	Rank Level x Attribute Points x2
Accomplished Mission	+10%
Failed Mission	-10%
Mission was Easy	-10%
Mission was Moderate	no modifier
Mission was Difficult	+10%
Mission Impossible	+25%
Skill Checks required:	
Some Challenging	no modifier
Some Difficult	+10%
Many Difficult	+20%



For example, two Ant Commandos of Corporal Rank infiltrate a Bee Prison Complex. Their goal is to free one of the prisoners (another Ant Commando) and get him to safety. Along the way, they take out six Bee guards (all at Victory Level 2) and their Section Commander (at Victory Level 4). They also perform a few Challenging Skill Checks along the way. They get the prisoner out without alerting the whole prison. They are awarded the following:

24 Points for each Bee guard
 (6 Ability Points x Victory Level 2x2) 48 Points for the Section Commander
 (6 Ability Points x Victory Level 4x2) Total Points for Enemies: 192

Since the commandos completed the mission, they get a 10% bonus.

The Gamemaster also decides that since this mission required some delicacy, and things could have gone horribly wrong with one sounded alarm, the commandos also get an additional 10% for that. No bonus is awarded for the Skill Checks.

20% of 192 is roughly 38, so the Gamemaster awards the commandos a total of 230 Victory Points. Divided between the two of them, each of the commandos receives 115 Victory Points, and 115 Skill Points. 115 is just under half of what each needs to attain the next Victory Level, which is appropriate.

Clout Points

One of the areas that requires the most Gamemaster influence is the use of Clout Points. Players naturally want to get the most and best weapons, vehicles and equipment they can. The listed Clout values are a guideline, but it is up to the Gamemaster to decide if the Players getting something will unbalance the game. If a Private wants a Heavy Tank, and somehow rolls really well, the Gamemaster doesn't have to give it to him. All Tanks may be currently assigned to others, the General could need to approve it (which could take weeks) or the Quartermaster could just laugh at the character. He's not going to put his job on the line by loaning a 100 Milligram Tank to a grunt fresh out of boot camp.

Clout is a way for Players to improve what they have over time, becoming more powerful. It is not intended to let the Players overbalance the game in their favor.

It is important to note that each Clout Dice Value is roughly double the Clout Dice Value before it. Therefore, while purchasing a Medium Submachine Gun costs 4D in Clout, buying two of them would be 5D, not 8D. Carrying this forward, for 6D Clout, you should be able to get four of them, and 7D in Clout would get you a case of 8 Medium Submachine Guns. This also requires the Gamemaster to use some discretion. It's highly advisable that you don't let a group of Privates decide to requisition a case of 16 Fragmentation Grenades because they have a chance at making a successful 6D difficulty Clout Roll.

Clout and Money

Clout is used within the military to determine if a character can 'afford' something. Outside of the military (in non-military communities and among other Races) money takes the place of Clout for purposes of buying and selling items. There is an indirect correlation between money and clout, as there is an indirect correlation between different forms of money. While in one field the Wasp Mark may be equal to the Beetle Pound, in another the Beetle Pound may be worth twice as much. In most back yards and fields, the Wasp Mark is looked to as the standard monetary unit, most other currency based on it. If the Gamemaster finds it necessary to convert Clout Points to standard currency, use the following as a guide for setting values (note that values may range from half to double the listed value):

Clout Dice	Wasp Mark Value	Clout Dice	Wasp Mark Value
1D	10	10D	10,000
2D	25	11D	25,000
3D	50	12D	50,000
4D	100	13D	100,000
5D	250	14D	250,000
6D	500	15D	500,000
7D	1000	16D	1 million
8D	2500	18D	5 million
9D	5000	20D	25 million

The Role of the Player Characters

The Gamemaster and the Players must work together to decide why this particular group of characters has been put together. During the process of character creation, they should decide what the function of the Player Characters is, as well as the types of missions that they will be sent on. Some examples are listed below:

Reconnaissance

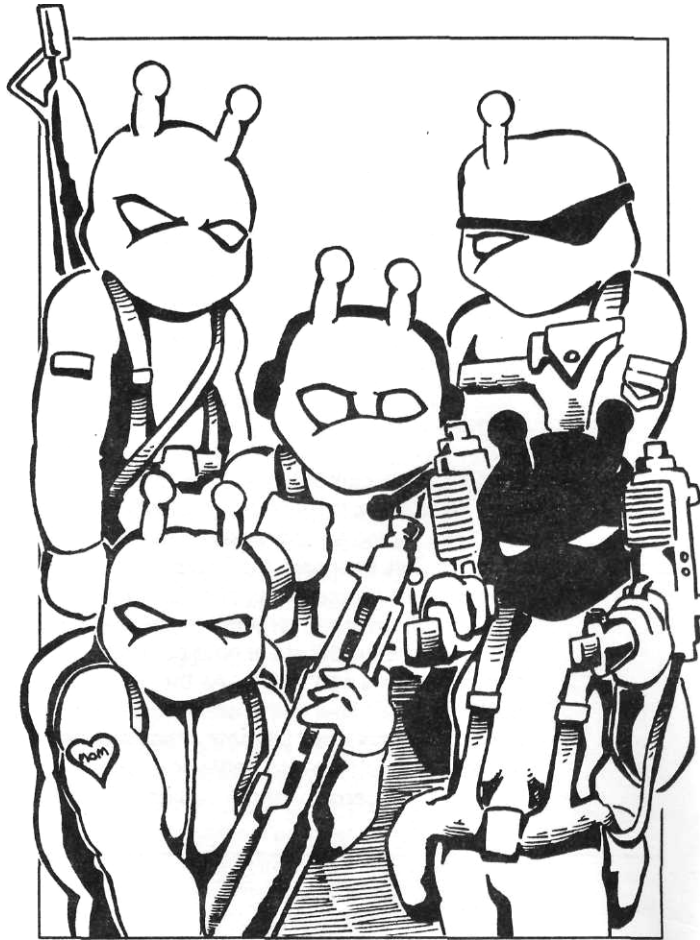
The team's primary purpose is to go into unexplored territories, make maps, ally themselves with new insects, and report back. This type of campaign scenario requires the characters to spend long periods away from their home Hill, but presents many opportunities for adventure. Possibly they come into an area that has its own war going on, and are put into the position of taking a side, or playing the middle and seeing who comes out on top. In the course of this, the group may attract some attention from other powerful creatures in the area. This type of campaign works best with Recon, Heavy Weapons and Artillery type characters.

Strike Team

The team's primary purpose is to go on missions to attack specific targets, rescue prisoners, or recover stolen information and weapons. The Strike Team works well with a very small, specialized group (say, three commandos) as well as a more balanced, larger group that has some members of several Specialties.

Defenders

The team is the core defense for the Hill. Their job is to patrol the grounds, engage enemy forces that attempt to take the Hill, maintain supply lines, guard caravans, and oversee all defensive capabilities. These characters have regular access to the Hill, and may even become involved in the day-to-day politics of the Hill proper. This type of scenario works well for most characters, especially Artillery, Heavy Weapons, and Technology.



Vehicle Team

This team is assigned to a specific vehicle or group of vehicles. The team maybe the crew for a Helicopter Gunship or Heavy Tank. Or it may be a trio of pilots who are sent on the most daring and complex aerial missions the Hill has to offer. This type of campaign works best with only a handful of characters, all of whom have similar or very well balanced characteristics. For example, the Helicopter Gunship Campaign would need a Pilot, and least two Heavy Weapons gunners, and maybe a Technology character to operate all computer, communications and rocket/missile systems.

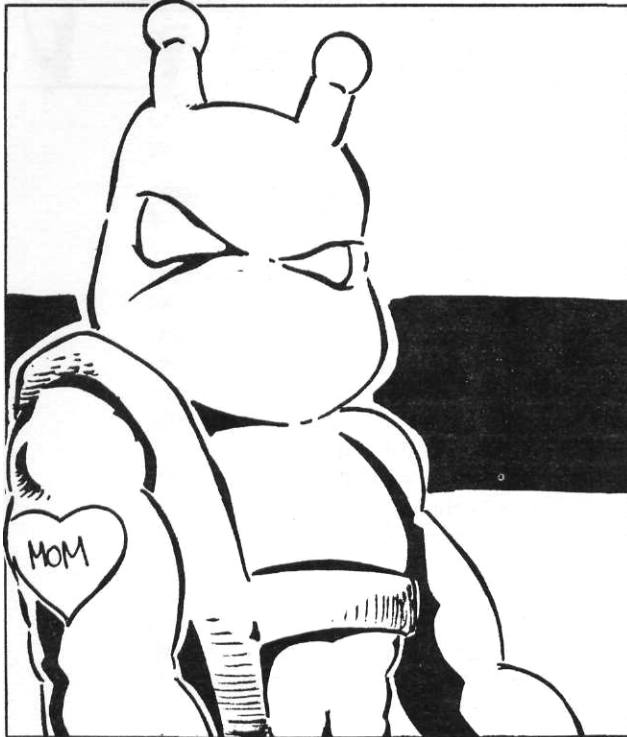
Once the characters are made and the style of team they are has been decided, you can get down to the job of creating a campaign setting.

SECTION TWO: THE CAMPAIGN

A campaign is a series of adventures that are linked together by a theme or central idea. These themes may take any number of forms. Some suggestions for campaign themes are listed below:

War

The campaign setting is a land at war. Most likely, the Ants and their allies are on one side, facing an oppressive alliance on the other. In this scenario, the Player Characters may have to transport supplies to allied powers, attack military targets, engage enemy forces on the battlefield or hold positions until reinforcements can arrive. As the characters progress, their role in the war would become more important, until ultimately they are leading massive armies into battle or undertaking the most dangerous search and destroy missions.



Recurring Villain

In this type of campaign, there is a Nonplayer Character (controlled by the Gamemaster) who is a continuous thorn in the side of the Player Characters. Perhaps a Black Widow Spider has fallen for one of the Player Characters, and has decided that he will be her next husband, just before she has his thorax for dessert. Maybe there is an ambitious young Bee Queen who has decided that killing a group of Ant Special Forces would be just the feather in her cap to get the troops and equipment she needs to become a force in this back yard.

The Cold War

In this type of campaign, the Player Characters don't actually engage their enemies in front line combat. Political tensions are high between various Races, and the Player Characters are sent on covert operations to steal information, sabotage the efforts of others, or take enemy leaders hostage. Throughout the campaign, the characters would have to walk on eggshells, careful not to get caught, lest the entire field get thrown into chaos.

The Map

Once you've decided the type of campaign you want to run, you should design a map, marking all points of interest. You should have a general overview of the major settlements in the area, and an idea of who the more powerful Nonplayer Characters are. As you design, you'll find that ideas for scenarios and missions will come to you.

The next section is a sample campaign setting, included to give Gamemasters an idea of how to go about building a setting of their own. Feel free to use any of these suggestions or ideas, modifying or changing them as suits your campaign.

Pineview Field

Pineview Field is a territory at war. Pineview has been in the midst of upheaval for the last five years.

For nearly twenty years, Pineview had been under the firm control of the North Hill Ants, a group of nearly 800 Fire Ants. These Fire Ants were mostly of Neutral persuasion, which allowed them to deal with all sides and resolve most conflicts, keeping petty squabbles between the lesser races in check.

Just over five years ago, the Queen of North Hill went mad, declaring civil war and setting out to exterminate every other Race in Pineview Field. Nearly half of her Army rebelled, the conflict ultimately involving almost every other Race in the Field and resulting in the destruction of North Hill and the death of most, if not all, of the Fire Ants who lived there.

Since then, Pineview Field has been completely uncontrolled. Although several petty lords and lesser powers have risen and fallen, none have been strong enough or commanded a force large enough to create a sizable army or establish any borders.

Involving the Characters

Pineview Field is a new, unexplored territory to the Player Characters. They are part of the new Army that has been assigned to South Ridge Hill, in service to a new Queen. The players should be given a brief overview of the field (possibly read them the overview above as an introduction) and given an assignment within the Hill. You can choose from any of the four team functions listed in the Gamemaster's section, or combine these functions.

The Pineview Field Map

There are several minor forces that all have some power in Pineview Field, as well as locations and territories that play an important part in the politics of the field. These are listed with a brief overview and information about leaders or notable characters.

The Landscape

The most distinguishing characteristic of Pineview Field is the line of pine trees along its Western Border. There are a total of eight pine trees in the area. Each of these trees is from three to over five meters wide, and each is twice as tall as its width. The tallest of these is nearly twelve meters high.

The entire Field is overgrown, with brush and grass roughly half a meter high throughout most of the area. Travel in any overgrown part of the Field (anywhere where there is not an established road) should be considered Difficult Terrain.

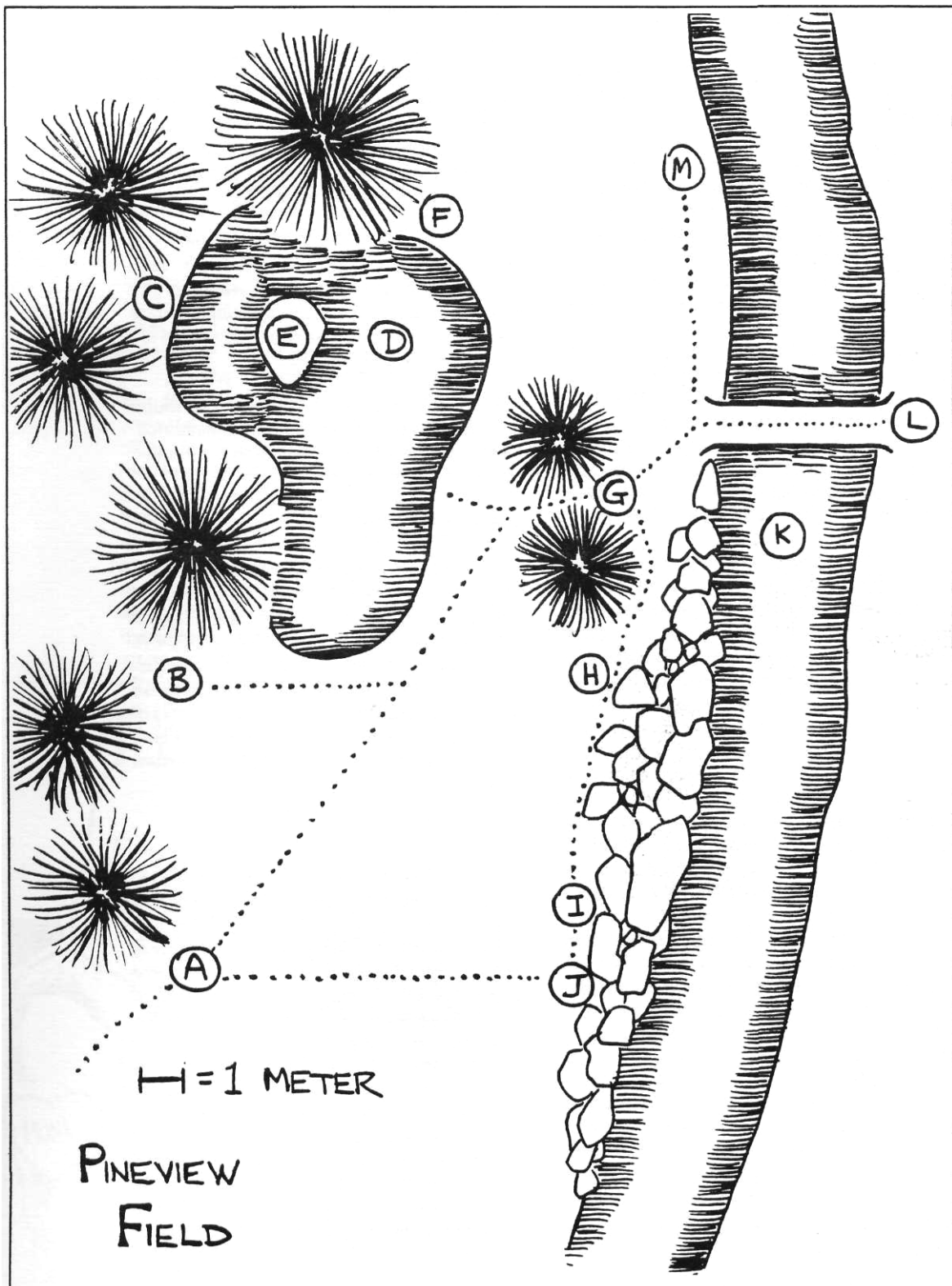
Established trails exist, although none are paved, and most are ill-maintained. These run throughout the field, and are marked by a dotted line on the map.

A. South Ridge Hill

South Ridge Hill is the home of the Player Characters in this campaign. This is a new Hill, and is still under construction. South Ridge Hill has an Army of roughly twenty-five troops, and a civilian population of approximately 125. Although the vast majority of these are Ants, several military and civilian insects of Beetle, Cricket and Ladybug Race have come along to assist in the exploration of Pineview Field.

B. Old Fly Fort

The Old Fly Fort is a large walled keep, under strict Fly rule. The Flies once had great sway in Pineview Field, although their Army has been whittled away to a shadow of its former glory. The Fly Army here has a force of maybe 100 troops, with approximately 250 civilian Flies also living within the walls of the Fort. The Flies pride themselves on tradition and past glories, failing to recognize how outdated their weapons and equipment are and how obsolete their way of life has become. The Flies here are ruled by General Markov, an aging traditionalist (yet brilliant military leader) who refuses to bury the past. Although they are on the way out, the Fly Army could still pose some problems for those who would attempt to oppose them.



C. Termite Nest

Hidden in the shadow of two of the largest pines is a one-meter tall Termite Nest. These Termites are busy eating away at the pair of trees nearby, and are content as long as they remain undisturbed. They had a vicious war with the Fire Ants, and it is rumored that the Termites are responsible for releasing a gas into North Hill that drove the Queen to madness and caused the civil war. Termites still hate Ants with all their being, and will attack them on sight. These Termites have no desire to rule Pine Ridge Field, although could probably make a good run for it if so inclined.

D. The Pond

The Pond is considerable in size, nearly eight meters wide and twelve meters long. Nestled along the thickets and weeds surrounding the pond are several small villages, most no more than twenty or thirty insects in population. Several of these are under the control of Dragonflies, who form a council. Each is an independent mayor, although all are allied in the case of a greater threat. Most of these villages consist of Fireflies and Fruit Flies, who maintain a peaceful coexistence. The Termites from the Nest at C often come into these small villages to trade for supplies and sell wooden items they make. The pond also has several dozen Frogs that live along its banks, and these Frogs are a constant threat to all insects in the area. The surface of the pond is frequented by several Water Striders, who may live on or in the island.

E. The Island

The Island is known to be the spawning ground of the Frogs, and is a very dangerous place. There is rumored to be an old cave network under the Island which houses a group of Water Striders, although they have never been encountered in large groups.

F. The Bee Hive

The Bee Hive is the home to a small but ambitious group of Bees. Much like the Player Characters, this group is a frontier civilization sent to Pineview Field to explore

and possibly take over. The Bee Hive has maybe one hundred insects, fully half of them members of the military. The Bee Queen here is young but intelligent, and is served by a very dedicated Hive Commander.

G. Crossroads

Crossroads is the largest insect gathering in Pineview Field. Crossroads is a large town located at the hub of several major roads, including trade routes to the north and the Old North Hill, to the east into the next field, to the south (the Gnat and Beetle outposts), to the southwest (the main trade route that South Ridge Hill was built along) and to the west (the Fly Fort, and all of the little villages along the banks of the Pond).

Crossroads is completely neutral, and all insects are welcome here. Crossroads has a strict system of law, justice meted out on an eye-for-an-eye basis. Crossroads is ruled by Lady Ivy, a Ladybug of considerable power. She maintains a standing force of a hundred troops of all different races who are completely loyal to her. Crossroads has never faced a major conflict, since it is important to nearly every Race in Pineview Field as a trading center and supply provider. It is legal to trade weapons within the city, although not to use them.

H. Rocky Slope

Where the eastern edge of Pineview Field meets the Creek is a large embankment of rocks and stones. This area is considered Difficult Terrain. There are several dangers in this area, as at least two Millipedes hunt throughout the rocks and crevices. Neither of these Millipedes has any political ambition, very happy to control the slope and gobble up insects who stray into it.

I. Gnat Compound

The Gnats hold a compound along the western edge of the rocky slope, a small encampment of nearly 100 troops, all under the command of Major Blood, a mosquito Mercenary. He fancies himself a major power here, and seeks to expand his control.

J. Beetle Outpost

The Beetles once controlled the southern run of the rocky slope, but their Brigade has been decimated over the last five years. At one point they were strong allies of the Fire Ant Queen, although her madness and the Ant Civil War brought them to the brink of ruin. Their force is now under twenty troops, and with no females among them, this blood line of Beetles is doomed to extinction. They are ruled by a venerable Duke named Archibald, who has no heir to his title, and less than a tenth of his former territory.

K. The Creek

The Creek is nearly three meters wide, and roughly two meters deep at its middle. The creek has a strong current (all swimming and sailing skill checks are at 2D greater difficulty) which keeps most insects out of it.

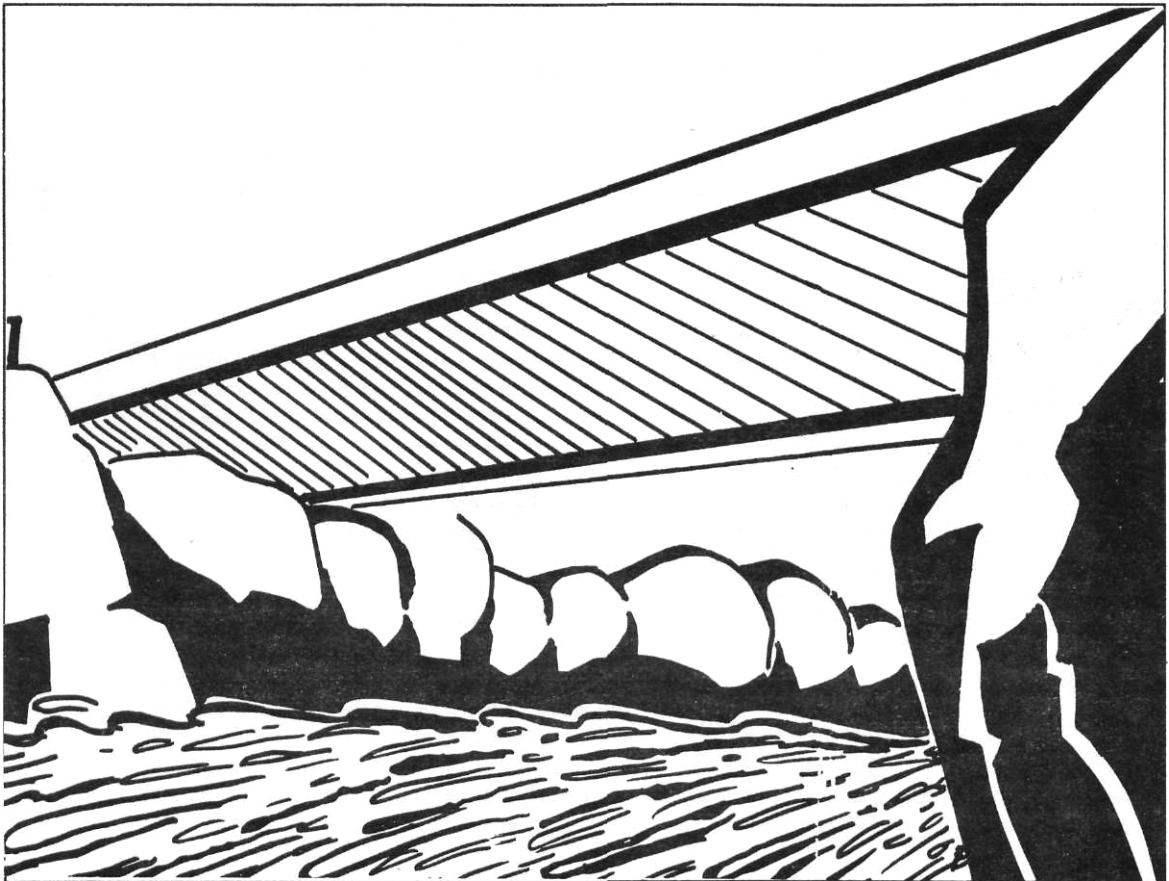
The current runs south, making travel from the North Ant Hill to the Beetle Duchy easy in the past, although now such travel is unnecessary.

L. The Bridge

There is a great wooden bridge that crosses the Creek, nearly a meter wide. This bridge is the only known route into the adjoining field, a field supposedly under the control of a large Cricket force.

M. Old North Hill

The Old North Hill is now in ruins, a shell of its former self. It is rumored that there are several independent scavengers who lurk in the ruins and battle for pieces of the old Fire Ant civilization. The most notable of these is a Centipede Warlord who plots domination of Pineview Field from here, pulling the strings of several lesser leaders.



SECTION THREE:

THE WAGES OF WAR

In most campaigns, the Player Characters will be a team with a specific purpose. Although the Army may be at war with another Race or group of Races, the specific goals and activities of the Player Characters are typically determined on a mission by mission basis. While the bulk of the Army is off confronting other forces on the battlefield, the Player Characters are executing search and destroy missions, recovering lost or stolen information, taking enemy leaders hostage, and rescuing prisoners.

While you could play through these, and similar, scenarios for a long time, there may come a point where the Player Characters become battlefield combatants. They may be part of a large force holding a beachhead, the center of an Armor Division that is barreling through enemy lines, or the defense wall for a line of Artillery, protecting it from enemy Commando Units sent to destroy it. In larger battlefield operations, not only are the Player Characters acting and making decisions, but there are dozens, possibly hundreds, of other insects, enemies and allies making attacks, moving along fronts and preparing strategic positions.

In these situations, the leadership of commanding officers, structure of the military, and overall quality of forces play an important role. Although this game is primarily one of roleplaying and not battle simulation, sometimes large battles will be fought, and you will need some guidelines to resolve them.

Like everything else in the game, the simplest, most efficient system possible is used.

Success is primarily based on the quality of the leadership present on the field, modified by many factors. This roll is based on the Charisma Score of the highest ranking officer present. This character is issuing commands and inspiring (or failing to inspire)

his or her troops onto victory. The player of the field commander makes a Charisma Roll, modified by the factors listed below. This is compared to the Charisma Roll of the opponent's leader, also modified as listed. While there are hundreds of factors that determine the outcome of the combat, these may be broken down into a few basic categories.

1. Structure of the Military Unit

Is this unit a highly organized Commando Unit with a unified goal, or is it a ragtag group of Mercenaries with separate agendas? Does it have a rigid chain of command, or is the group run by survival of the fittest.

Highly Structured +2D to Charisma Roll

For every five troops, there is one commander or officer. This follows up the chain of command, so that in a group of twenty-five troops, there is one field commander, no more than five sub-commanders, and no more than five troops under each sub-commander.

Moderately Structured +1D to Char. Roll
For every ten troops, there is one commander or officer. This follows up the chain of command, so that in a group of 100 troops, there is one field commander, no more than ten sub-commanders under that commander, and no more than ten troops under each sub-commander.

Loosely Structured No modifier

For every twenty troops, there is at least one commander or officer. This follows the chain of command, so that in a group of 400 troops, there is one field commander, no more than twenty sub-commanders under that commander, and no more than twenty troops under each sub-commander.

Unstructured +1D to opposing Roll

There are more than twenty troops for every commander or officer, throughout the chain of command.

2. Relative Size of the Forces

Are the two armies of equal size, or is a regiment of 200 Flies attempting to storm a small Ant Barracks of 20 Troops? The greater that you outnumber your enemies, the more likely success is. The greater that your enemies outnumber you, the more likely that you're going to get squashed.

Outnumber enemy greater than 10:1	+5D
Outnumber enemy more than 5:1, up to 10:1	+4D
Outnumber enemy more than 3:1, up to 5:1	+3D
Outnumber enemy more than 2:1, up to 3:1	+2D
Outnumber enemy up to 2:1	+1D
Both forces of relatively equal size	no modifier



3. Relative Quality of the Forces

This category is very much up to the discretion of the Gamemaster. Is one side comprised entirely of elite Airborne Ranger Ants of Victory Level Five and the other of Gnat Mercenaries of Victory Level One?

One side far superior	+3D
One side considerably superior	+2D
One side somewhat superior	+1D
Both sides relatively equal	N/A

4. Relative Quality of Equipment and Supplies

This category also is very much up to the discretion of the Gamemaster. Is one side using outdated, patchwork gear and the other using state of the art, hi-tech gear fresh off the assembly line? Does one side have ten tanks and three field cannons, and the other a pair of grenade launchers and four armored cars?

One side far superior	+3D
One side considerably superior	+2D
One side somewhat superior	+1D
Both sides relatively equal	N/A

5. Morale of the troops

Has the group just come from an inspiring campfire meeting where the General riled them up and the Queen gave a rousing, heartfelt speech, or have they been camped along a muddy bank with no food for three days?

Overall morale is exceptional	+2D
Overall morale is high	+1D
Overall morale is fair	N/A
Overall morale is low	+1D to Opposing roll
Overall morale is poor	+2D to Opposing roll

6. Position in the field

Has one group firmly entrenched themselves on a hillside, awaiting the enemy? Or have both forces arrived at a flat plain simultaneously?

Superior field position	+2D
Favorable field position	+1D
Comparable field position	N/A

7. Preparation

Did the Second Paratrooper division plan this attack for days, poring over maps, checking weather patterns and observing enemy troop movements, or were they caught off guard, sleeping in their barracks the night

before the attack by the First Wasp Army's assault on the Hill?

Meticulously Prepared	+2D
Well Prepared	+1D
Moderately Prepared	N/A
Unprepared	+1D to Opposing Charisma roll
Grossly Unprepared	+2D to Opposing Charisma roll

8. Activities of the Player Characters

This is a major factor if the Player Characters have a specific goal in relation to the overall battle. While the Armor Division was rolling up the hillside, the Player Characters had the responsibility of taking out a major field cannon position. If the Players take this position out quickly and quietly, the Armor division will have a much easier time when they crest the first ridge. If the Player Characters fail, odds are that more than one of the tanks in the line will be finished off before making it to the main front.

Player Characters succeed at vital component	+3D to Charisma roll
PCs succeed at important component	+2D to Charisma roll
PCs succeed at minor component	+1D to Charisma roll
PCs fail to achieve minor component	+1D to Opposing roll
PCs fail to achieve important component	+2D to Opposing roll
PCs fail to achieve vital component	+3D to Opposing roll

9. Intangibles

Are the forces defending their homeland from foreign invaders? Does this place have a historical significance for the forces involved? Is this similar to another incredible battle where the same General scored an amazing victory over equally imposing forces?

Up to **+4D** for either side, at the Gamemaster's discretion

Sample Battle Scenario

As an example of a combat scenario, The Third Ant Armor Division, under the command of Major Darek, moves in on a Bee encampment, attempting to attack it and take the position.

The Ant Armor Division is 107 troops strong, including:

- *Two medium tanks (one for Major Darek, and one for his second in command, Captain Stone, each with an additional crew of three)
- *Twelve light tanks (each with a commander and a crew of two)
- *Ten squads of ground troops, each six troops strong. (one squad commander and five troops in each)
 - Three Squads are Reconnaissance
 - Three Squads are Heavy Weapons
 - Four Squads are mixed Infantry (including some Commandos and Snipers)
- *Three commandos in a spec. forces unit. (These are the Player Characters)

The Bee Camp is just over 150 strong, and pretty well defended, including:

- *The Base Commander, Commander Vorsi
- *Four squads of Guards, each ten guards strong (including one sergeant)
- *Five squads of Infantry (mostly Mercenary specialty), each ten strong (including one Sergeant) *Two specialist squads of ten troops each (including one Sergeant) One of these units is Shock Troops, and one of these units is Heavy Weapons
- *Four Heavy Artillery positions, each with a crew of four plus one Lieutenant. These positions are sandbagged and entrenched.
- *Six Armored Cars, each with a crew of two.
- *Four Light Combat Helicopters, each with a crew of two.

The Ant Commander, Major Darek, has a Charisma of 4D+8. The Bee Commander, Commander Vorsi, has a Charisma of 3D+6.

They are modified as per the standard factors:

1. Structure of the Military Unit

The Ants are highly structured, gaining +2D on the roll.

The Bees are moderately structured, gaining +1D on the roll

2. Relative Size of the Forces

The Bee force is larger than the Ant force, but not 2:1. +1D for the Bees.

3. Relative Quality of the Forces

The Ants are slightly better trained, although the Gamemaster decides that these are elite Bee troops (since this is an important location) and says that there is no modifier for either side.

4. Relative Quality of Equipment and Supplies

The Ants have more tanks, but the Bees have anti-tank weapons and some small helicopters. In the end, the Gamemaster decides that the two counter each other, so there is no modifier for either side.

5. Morale of the Troops

Major Darek spent last evening really preparing his troops and talking up this mission. The Bees have been camped here for over two weeks, and are getting a bit restless. In the end, the Gamemaster assigns a +1D to

6. Position in the Field

The Bees actually have favorable position, since they are camped here and have had time to dig trenches, sandbag and build towers. The position is not completely fortified, so the Gamemaster gives the Bees +1D.

7. Preparation

The Ants were briefed in detail last night, getting another +1D.

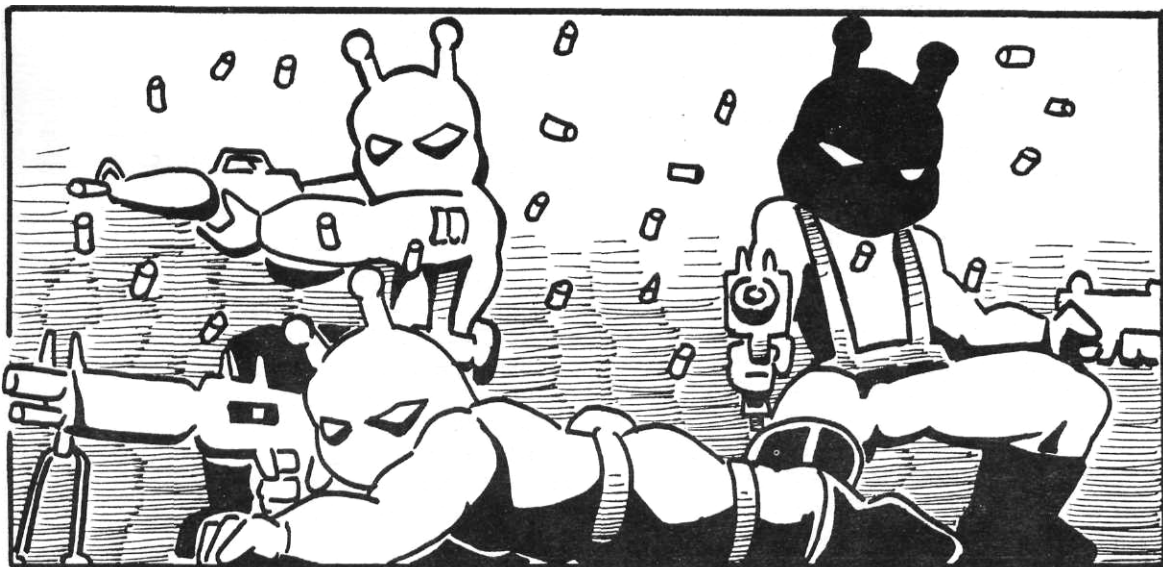
The Bees are always on guard, although had no forward warning of this attack, so no bonus.

8. Activities of the Player Characters

The Gamemaster decides that the Player Characters' goal is to sneak up on one of the Artillery positions and disable it. From there, they are to get to the Armored Car of the Base Commander, taking it out up close with explosives. During the combat, they are successful at both, taking out the Armored Car after only twenty rounds of combat. The Gamemaster decides that this is a vital component of the success of the missions, and assigns the Ants another +2D.

9. Intangibles

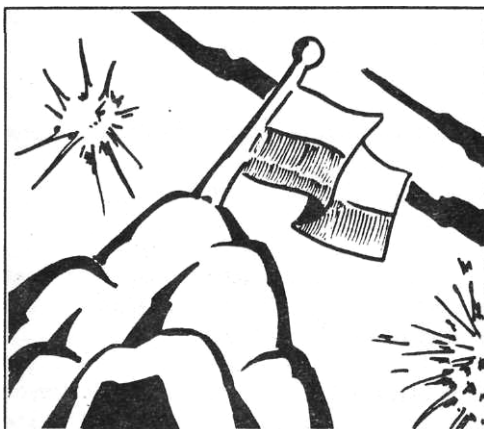
This base is an integral part of the Bee defense wall, and the Bees know it. They know that if they lose this base, the road to the Wasp Hive lies before the Ant Army. This gives them an extra incentive to fight to the last, giving them an additional +1D on their roll.



After adding up all of the modifiers, combining them with the base Charisma scores of the leaders, we come up with:

10D+8 for the Ant Forces
7D+6 for the Bee Forces

The Gamemaster lets one of the Players roll for the Ant forces, and he makes the roll for the Bees. The final results are 42 for the Ants, and 38 for the Bee Force. (The Ant roll was pretty average, but the Bee roll was exceptional) The lower roll is subtracted from the higher roll, with the results determined on the chart of Battle Results.



Since the result of the roll was under ten, the Ants have lost 20% of their force. (the Gamemaster decides that two of the tanks were completely destroyed by Artillery fire, another crippled, and one of the Heavy Weapons squads was beaten back and half of it wiped out) The Bees have lost 30% of their force. The Player Characters took out one Artillery position as well as the Armored Car and the Base Commander, and the Gamemaster decides that in addition all of the helicopters were fragged on the pad. A tower was destroyed by tank fire, several guards and an Infantry squad lost in the crossfire. All Bee Shock Troopers were lost as well, when their barracks were shelled.

This whole activity took one Sequence. A Sequence is an arbitrary amount of time, as determined by the Gamemaster. Typically, a Sequence is anywhere from ten minutes to one hour. For relatively small battles (such as this one) the length of a Sequence should be in the ten to fifteen minute range.

Battle Results

Victor beats Defeated by	Result
1 to 10	20% of Victor Force lost. 30% of Defeated Force lost. Re-figure all modifiers and re-roll next sequence. Previous Victor gets +1D on the roll.
11 to 20	10% of Victor Force lost. 30% of Defeated Force lost. Re-figure all modifiers and re-roll next sequence. Previous Victor gets +2D on the roll. Leader of Defeated Force must make a 2D difficulty Charisma roll to prevent troops from surrendering or fleeing.
21 to 30	10% of Victor Force lost. 40% of Defeated Force lost. Re-figure all modifiers and re-roll next sequence. Previous Victor gets +4D on the roll. Leader of Defeated Force must make a 3D difficulty Charisma roll to prevent troops from surrendering or fleeing.
31 to 40	10% of Victor Force lost. 50% of Defeated Force lost. Re-figure all modifiers and re-roll next sequence. Previous Victor gets +6D on the roll. Leader of Defeated Force must make a 5D difficulty Charisma roll to prevent troops from surrendering or fleeing.
41 to 50	5% of Victor Force lost. 60% of Defeated Force lost. Re-figure all modifiers and re-roll next sequence. Previous Victor gets +8D on the roll. Leader of Defeated Force must make a 7D difficulty Charisma roll to prevent troops from surrendering or fleeing.
51 or greater	5% of Victor Force lost. 75% of Defeated Force lost. The Defender either surrenders to the Victor or flees automatically.

For much larger battles and sieges, a Sequence may be upwards of an hour long. This length of time is at the discretion of the Gamemaster, as circumstances dictate. For the next sequence, the Gamemaster makes a few alterations to the roll, and prepares to re-roll.

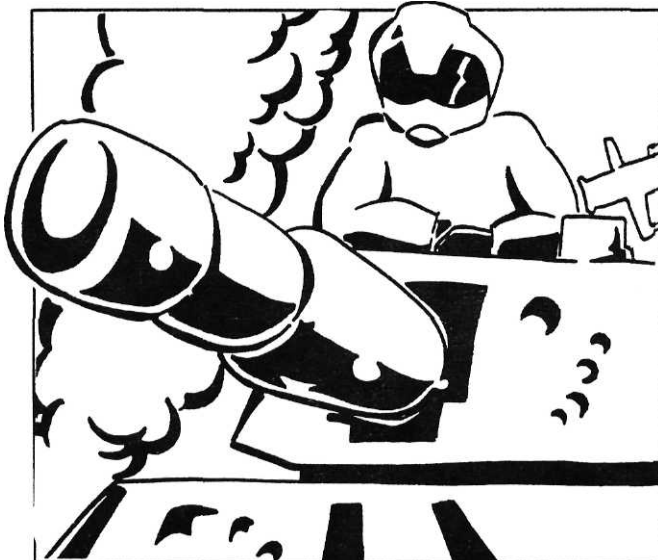
The Ant roll remains relatively the same, although the Player Characters have accomplished their mission, and are now attempting to take out Artillery Positions from within the camp. The Gamemaster decides that this is helpful, although not necessarily vital, modifying their former +2D bonus to a +1D. The Ants also get +1D for getting from 1 to 10 points more than the Bees in the previous sequence.

The Bee Force has been cut up pretty bad, and the Gamemaster decides that their personnel losses have left them very near the insect power of the Ant forces, so the +1D they had received for being a larger force is now gone. The Bee Force also has a new base Charisma score, since the Second in Command has taken charge of the base. His Charisma is only 2D+5.

With the new modifiers, the rolls are:

10D+8 for the Ants
5D+5 for the Bees

A Player once again rolls for the Ants (getting 38) and the Gamemaster rolls for the Bees (getting 24). The Ants beat the Bees by 14. The Ants lose another 10% of their force (losing another tank and the rest of the Heavy Weapons squad that was pinned down at the end of the last sequence.) The Bees lose another 30% of their force, including two



armored cars, an artillery position, and nearly a dozen troops, with another dozen wounded. The Bee leader must also make a 2D difficult Charisma roll to keep his troops from deserting or surrendering. He does so successfully, and prepares for one final push against the Ant invaders.

The Player Characters continue to attack Artillery positions, sneaking up on another and neutralizing the crew. They also use the cannon to take out another Armored Car that has moved into the field to engage the tanks. This is still a +1D bonus. There is a modifier for beating the Bee roll by 11-20 (+2D), and also the Ants have superior insect power (considerably more troops than the Bees have left.)

In the final analysis, the comparative rolls are:

13D+8 for the Ants
5D+5 for the Bees

The Player rolling for the Ants comes up with a roll of 53, and the Gamemaster comes up with 21 for the Bees. This gives the Ants an advantage of 32, resulting in a loss of 10% of the Ant Force (another tank destroyed and the crew lost) but a 50% loss for the Bee Forces. All of the Field Cannons have been destroyed or commandeered and only two Armored Cars remain, with about 40 troops total. The Gamemaster makes a 4D difficulty Charisma roll for the Bee Commander, which he fails. The Bees run up the white flag and surrender the Base to the Ants.

In a very large or prolonged battle, reinforcements may arrive, increasing the size, quality, morale, field position or any combination of these, and causing the roll to change. It is not uncommon for a force to be put in a position not to hold it altogether, but just long enough for the main force to arrive.

As you can see, battlefield combat can be both the most challenging and most rewarding aspect of the game. The Players and the Gamemaster should feel free to be inventive in combat, interpreting the results of the roll. Also, always endeavor to keep the Player Characters an integral part of the action and a focal point of the battle.

AFTERWORD

I began work on the Army Ants Comic Book four years ago. When I started, I did so with the desire to make the book fun. Fun to work on and fun to read. It seems as though fun has been outlawed in the 1990's. It's not cool to have fun, anymore. Everything is heavy with angst and foreboding. It's as though something terrible is going to happen to all of us, and it's only a matter of time.

You can see it in everything. Music, fashion, comics and even games. Fun environments of adventure and fantasy have been replaced by gritty, 'realistic', near futures, where the government is corrupt, the world is in chaos, and the main characters are struggling for survival in the face of overwhelming odds. There is no hope that things will get better, only that the characters will live to tomorrow.

While it's possible to have fun in these environments, they don't exactly run up to you and put a big smile on your face.

The first edition of this game was written with the sole intent of giving players something fun to do. I didn't want a heavy framework of rules and statistics, charts, graphs and tables. I wanted a game system that would capture the same sense of fun that I was going for in the comic book.

And I was pretty satisfied with the result. Any feedback I received was that people were having fun with it. Blowing things up and wrecking havoc on backyards everywhere. Wasp legions were falling by the bushel, and I was happy to hear about it.

But.

Feedback was complimentary, although pointed out some weaknesses in the system. The Game needed more Skills. Better defined Character Specialties. Rules for causing damage to Structures.

And if it had these things... it would be even more fun.

So began the second edition. And a year later, I sit here and am within days of finishing this project. Easily the largest thing I've ever done. Twelve months of work, plodding away at the keyboard, slouched at my drawing table, banging my head to get every word right, every chart centered, and every image perfect.

Aw, who am I kidding? It's been a blast. Every step of the process has been more fun than the one before it. Even parts that I secretly dreaded ended up being incredibly enjoyable. This Rulebook has been a labor of love from the start. Already, things that didn't make the final cut from this book are providing the groundwork for future supplements, (the Wasp Hive Sourcebook and the Ant Hill Sourcebook, which should both be out within the year) and I'm having the time of my life working on them.

And I hope you have the time of your life playing. Get together with your friends, grab a bag of chips, a bottle of coke, and have a blast.

Let me know how much fun you have.



So much for this stealth operation.

It seemed easy enough at first glance. Sneak up on the Bee Encampment, make some notes, and get out. Your squad was Recon, and you weren't ready or able to deal with a full frontal assault.

But then the Chameleon attacked your Commando two meters out. And the Bee Scout Team put some holes in Big Red, your Heavy Weapons Specialist. (and what mother would name her child Big Red?) And don't even get started on the Mine Field and the Ranger...

But you'd made it. Somehow, you'd crawled and scratched your way to the gates of the Bee Compound, much to your amazement. You made a quick pass around the camp, jotted a few notes, and prepared to move out.

But then your Flame-thrower operator got an itchy trigger finger. Although he swears that the tower guard had seen them in the brush, you think he was just looking for a fight. Ten minutes later, it really didn't matter. The Bee Camp was a smoldering ruin, the few Bees that had escaped were now on their way to the Hive, and your team was battered and bruised.

The Base Commander was going to have a field day. You figured Kitchen Patrol for a week, with two weeks of Latrine Duty after that. You'd barely broken in your Sergeant Rank patch, and visions of it ripped from your arm in a fit of obscenities and degradation ran through your head. Oh, well. Maybe you were born to be a grunt. Taking orders and blasting things. It was nice being in charge, though. Even if only for one mission.

But then it hit you. The Base Commander didn't need to know what really happened. What if these Bees had been planning an attack on the Hill? What if they had a bomb- no- a missile. A missile which was poised to strike the Hill at any moment. You had no choice, even with overwhelming forces and in the face of incredible adversity, to attack. Throw caution to the wind and sacrifice yourself and your squad for Queen and Hill. You gathered the squad together to make sure that everyone was on the same page. Maybe this wasn't going to work out so badly after all...



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Teddy Bear Press
PO Box 866
West Seneca, NY 14224-0866
email tbpress@friedalive.com